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SHOTGUNS -N- SADDLES

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OLD SCHOOL OLD WEST RPG

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1. INTRODUCTION

Shotguns & Saddles (S-n-S) is a cinematic role playing game set in the American wild west. The player characters take the role of cowboys, drifters, the town sheriff, or other desperados. The referee creates adventures for these characters full of fast paced action, nail biting showdowns, and barroom shootouts!

1.1 The "Real" Wild West

The American wild west is a period in history that only ran about 20 years (1865-1885). However, many of the elements that people associate with this genre actually happened in the decades just before or after. Many of these specific elements, occurrences, and people only crossed paths briefly, and some, never at all.

S-n-S takes its cue from the movies, books, and TV shows that dramatized this period. It downplays the importance of specific dates and continuity while focusing on the romance, drama, action, and adventure of a good western tale. This allows the referee to include any of the trappings of the genre, whether historically accurate or not.

1.2 The Game Rules

S-n-S uses old school type mechanics inspired by the earliest role playing game. The goal was to develop a familiar, simple, yet comprehensive set of rules that can be learned very quickly. While concise, you will find them extremely versatile and able to satisfactorily handle most situations with a minimum of confusion or guesswork.

The game system is designed to fade into the background for most of the actual role playing, delivering quick resolution when needed. During combat, the rules are more specific, designed to provide answers for most situations that might arise and handle them in the simplest way, while maintaining a high level of strategically choices.

1.2.1 You've Done This Before

This game assumes that the reader is familiar with what a role playing game is, standard game terms, how to referee (game master), and how to design adventures. There is little space used defining and describing things you already know.

1.2.2 Dice

The referee and each player should have a set of six standard polyhedral dice: d4, d6, d8, d10, d12, and d20. When referring to dice the first number given will be the number of dice to be rolled followed by the letter "d" (die or dice) followed by the die type. Sometimes there may be a modifier listed after the dice. This is simply added or subtracted from the die roll total. For example, 2d6+2 means to roll 2 six sided dice then add 2.

1.2.3 Miniature Figures

Miniatures are not needed to play S-n-S. However, the tactical combat system rules are designed to be used easily with miniatures in the 25-28mm range. The choice to use them or not is yours.

1.2.4 Game Time (and Rounds)

Time isn't important unless the referee determines it is. If the PCs are waiting for a train that will arrive the next day, and nothing of importance is going to happen till it arrives, then just skip forward in time to the train's arrival. Control time abstractly as needed. The Only instance that game time becomes very important is during combat, or other intense action sequences. When these action sequences take place you will need to know how long things take, and who gets to do things first. When this happens, the game time breaks down into Rounds. Rounds are 3 second periods of time during which individual character can usually take a single action.

1.2.5 Measurement

Measurements are usually used to tell how far a person can move in a round, or the distance a weapon can be thrown or shot. All of these ranges are given in inches for ease of use with miniatures on the tabletop. 1" is equal to 5 feet real distance if not using miniatures.

1.2.6 Most Important!

Anything in this book should be thought of as changeable! This book should simply be thought of as guidelines for you to create the type of game you desire. Remember, S-N-S is an "old school" style game. It doesn't include rules and modifiers for every single possible situation. It is purposely designed like this to allow you to customize and create your own style of play and house rules, like in the "good old days".

2. CHARACTER CREATION

The first step in playing the game is to create a character. This is a simple matter of rolling some dice, doing a few calculations, and making a few choices. Before you start, print out, or photocopy the character sheet included in the back of this book and record your (players) name.

2.1 Summary of Character Creation

- Grab a character sheet, record level (0)
- Roll for each attribute
- Roll for background (modify attributes)
- Calculate move and defense
- Roll for Hit Points
- Choose alignment
- Roll a special ability
- Roll for money / Buy gear
- Fill in the details

2.2 Starting Level

All characters start out at level zero (0). Level is a simple way of defining how competent your character is. Your character level will be used as a modifier to many rolls reflecting his experience.

2.3 Rolling Attributes

Each character has 12 attributes: Athletics, Book Learning, Fighting, Frontier, Grit, Horsemanship, Perception, Presence, Shooting, Stealth, Strength, and Quickness. These are described in section 3.

For each of the 12 attributes roll 3D6, add the result, and record the score listed on the Attribute table below.

Attribute Table

3D6	Description	Score
3-4	Poor	-2
5-8	Below Average	-1
9-12	Average	0
13-16	Above Average	+1
17-18	Great	+2

2.4 Background

Despite your characters current position in life, they didn't just come into being. Roll 1D20 and consult Background Table below to determine your characters past role. Each background has 2 - 4 Attributes listed; add +1 to these attributes.

Background Table

1D20	Background	Attributes +1
1	Lawman	Fighting, Frontier, Grit, Shooting
2	Preacher	Book Learning, Perception, Presence,
3	Soiled Dove	Frontier, Grit, Perception, Presence
4	Outlaw	Fighting, Grit, Horsemanship, Stealth
5	Kid	Athletics, Horsemanship, Quickness
6	Gambler	Frontier, Perception, Presence, Stealth
7	Sod Buster	Frontier, Grit, Shooting, Strength
8	Frontier Widow	Frontier, Perception, Shooting, Quickness
9	Scout	Fighting, Frontier, Grit, Stealth
10	Mountain Man	Fighting, Frontier, Shooting, Strength
11	Indian Outcast	Athletics, Frontier, Horsemanship, Stealth
12	Buffalo Hunter	Fighting, Frontier, Shooting, Stealth
13	Teacher	Book Learning, Perception,
14	Medicine Man	Perception, Presence, Stealth, Quickness
15	Cowboy	Fighting, Frontier, Grit, Horsemanship,
16	Shopkeeper	Perception, Stealth, Quickness
17	Railroad Worker	Frontier, Grit, Strength,
18	Launderer	Athletics, Fighting, Stealth, Quickness
19	Tender-foot	Book Learning, Stealth,
20	Immigrant	Fighting, Horsemanship, Shooting, Strength

2.5 Move and Defense

Next you will calculate your movement and defense scores. Use the table and formula below to calculate movement and defense and add the result to your character sheet.

2.5.1 Move

Move is how far your character can move, it is used primarily during combat. Movement is measured in inches per 3 second round. To determine your move score look at your athletics attribute and check the table below

Athletics	Move
-2	2"
-1	3"
0	4"
+1	5"
+2	6"
+3	7"

2.5.2 Defense

Defense is used during combat and tells how hard it is to hit you with weapons or fists. It reflects a combination of dodging, weaving, toughness, and luck. Defense is equal to 10 plus the characters quickness attribute plus the characters level (remember, all characters start out at level 0, but that will go up with time).

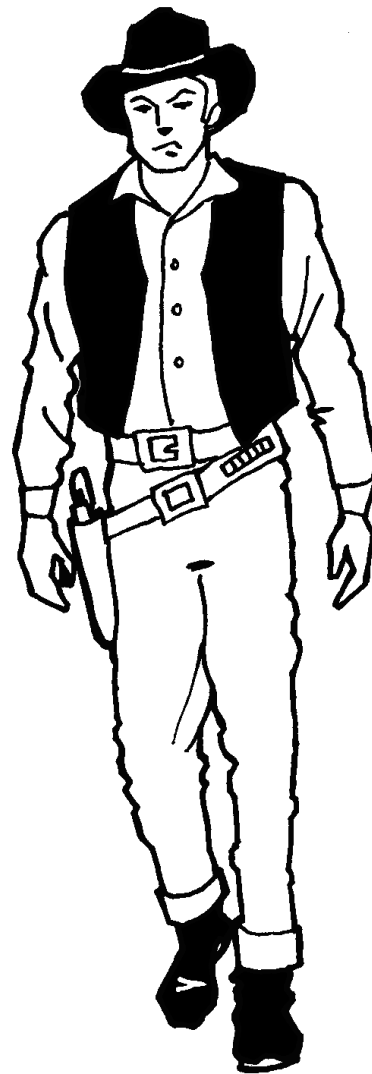
$$\text{Defense} = 10 + \text{Quickness} + \text{Level}$$

2.6 Hit Points

Hit Points (HP) are an abstract measurement of how much punishment you can take when hurt. Subtracting HP for any damage taken represents scratches, near misses, and luck. When you run out of HP you are really hurt and may die.

To determine your HP you roll what is referred to as your "hit die". A starting character rolls his hit die once and records the result (your referee may allow starting characters to take the maximum number of HP). To see what type of hit die your character has look at your Grit attribute and check on the table below.

Grit	Hit Die
-2,-1	D4
0	D6
+1,+2	D8
+3	D10



2.7 Alignment

Your characters alignment is an outline of his moral code. The character you play has his own personality, motivations, or reasons for doing the things he does. On occasion, with good reason, he may act outside his alignment, but he will usually go with his gut and do the right thing in his mind. There are 3 alignments to choose from, White Hat, Brown Hat, and Black Hat.

2.7.1 White Hat

White hats are the good guys of the wild west. They seek justice and fairness for all. They believe in order, law, honesty, and honor. A White Hat puts others before himself and always does the right thing.

2.7.2 Brown Hat

Brown hats are generally good people. However, they are more concerned with the well being of

themselves and their loved ones than they are with always doing the right thing. A brown hat weighs out a situation, and then does what he thinks is best in that particular circumstance.

2.7.3 Black Hat

Black Hats are generally self centered and selfish. They worry about themselves first, and don't much care about anyone else unless they directly affect their own life. A black hat will shoot someone in the back and steal his nugget of gold without any thought beyond how he is going to spend his new found wealth.



2.8 Starting Special Ability

Special abilities, unlike attributes, are things not every character has. Each player character starts the game with 1 randomly determined special ability. Roll 1D20 and consult the chart below. Special abilities are detailed in section 4.

2.9 Roll for Money / Buy Gear

Money comes in two forms, coins and paper. Paper money isn't given much value by most people as it is printed up by individual banks, and they won't redeem other banks notes most of the time. Coins are the most common currency. To keep things simple we will stick to 3 coins.

\$0.01 = Penny (copper)
 \$1.00 = Silver Dollar (Silver)
 \$10.00 = Gold Eagle (Gold)

Starting characters begin play with 3D6 x 10 dollars and a set of clothes. Use this money to equip your character from the lists in section 5.

2.10 Fill in the Details

Name your character and create their background story. Add any details you like or will help you role play, such as height, weight, age, and a physical description. Draw a portrait if you have the talent.

Special Ability Table

D20	Special Ability	Summary
1	Advantage	Draw stingy pistol as a free action; +3 to initiative and to hit first round
2	Alert	Never surprised in combat; +1 to perception checks
3	Animal Affinity	Avoids animal attacks; Animal companion; +1 horsemanship
4	Born in the Saddle	+2 to all horsemanship; Can shoot while riding with no penalty
5	Doc	Can heal 1-3 D4 HP; Within 1 hour of damage; 10 minutes to perform
6	Fancy Shootin!	2 attacks at -2 penalty; If taken twice -1; 3 rd time, no penalty
7	Fast	+2 " to move score; Can be taken up to 3 times
8	Fast Healer	+2 to his natural healing roll every day; +4 if taken twice
9	Gunslinger	In a showdown, +2 to ST, +4 if taken a second time
10	Hard to Kill	+1 to any roll made on the critical hit table
11	Hit em Hard!	+1 to all damage rolls; + 2 If taken a second time
12	Lucky	Can reroll once per game session; Can be taken up to 3 times
13	Marksman	No penalty at long range; +4 instead of +2 from a round of aiming
14	Mighty Blow	-2 from his attack roll, +3 to his damage roll
15	Plum Loco	2 fighting attacks at -1 to hit; Defense drops -2 until his next turn
16	Quick	+2 to his Initiative roll
17	Quick Draw	Draw as free action; High initiative = bonus attack at -2; +1 ST
18	Rapid Reload	reloads any weapons as a free action
19	Thief	Knows how to pick locks and pockets
20	Tough Hombre	+2 HP per hit die rolled after special ability is chosen

3. ATTRIBUTES

Attributes define the character both physically and mentally. They represent the innate natural talent and learned traits the character possesses.

3.1 Attribute Checks (check)

An attribute check is a mechanic used when your character tries to do something and there is a chance of success or failure. An attribute check is made using one of the 12 attributes. The referee can call for attribute checks for both actions (the character trying to do something), or reactions (the character needs to avoid something).

Examples of actions would be a character attempting to jump a wide crevice filled with rattle snakes (athletics), trying to figure out legal documents (book learning), or convincing a roughneck to tell you who his boss is (presence).

Examples of reactions could be a grit check to survive some poison you just ingested, or a quickness check to avoid falling into the mountain man's pit trap.

3.1.1 Making the Attribute Check

To make an attribute check you simply roll a 1D20, add the appropriate attribute score and add the characters level to the roll, and try to equal or beat the target number (TN) given to you by the referee to succeed.

$$1D20 + \text{Attribute} + \text{Level} \geq \text{TN}$$

3.1.2 Attribute Check Target Number

The target number (TN) of an attribute check represents the difficulty of the task. It is determined by the referee, who should use common sense and consistency. The TN should take into consideration all external elements involved in succeeding at a task

For example, tracking the bad guys as they ride out of town might require a moderate check (TN12), while tracking them the next day when the trail grows colder might require a difficult check (TN16), but, tracking them in the rain at night is certainly going to be very difficult (TN20).

Attribute Check TN Table

Description	TN
Easy	No Roll
Moderate	12
Difficult	16
Very Difficult	20
Impossible	No Roll

3.1.3 Opposed Checks

The opposed check is used when a PC pits his attribute directly against an opponent's opposing attribute. In this case both characters roll 1D20 + Attribute Score + level and compare the results. The highest number wins. In the case of a tie, the character with the highest Attribute score wins. If it's still a tie, nobody wins this round.

Examples of opposed rolls might be arm wrestling (strength) or a foot race (Athletics).

3.1.3 Combat "to hit" rolls

Fighting and shooting are resolved in much the same manner. However, when trying to score a hit on someone when fighting or shooting the TN is the opponent's defense score. This is described in detail in the unpleasant encounters, section 7, of these rules.

3.1.4 Know When to Roll'em

A referee should be careful to only call for an attribute check only when it is important. Calling for one every time a PC tries to do some mundane task will slow the game and become dull for everyone. Attribute checks should be called for when the outcome is going to have game or story effects or is suitably challenging.

3.1.5 Secret GM Rolls

Occasionally, the referee may roll in secret for a character if a failed roll would give the player knowledge they shouldn't have. For example, a failed perception check to notice something means the character doesn't see anything out of the ordinary. But the player now knows that there is something that his character didn't notice. It's sometimes better for the referee to make the roll in secret, and only mention it on a successful result.

3.2 Attribute Descriptions

These are basic descriptions of each attribute, its use, and the type of attribute checks that might

apply. This is only a guideline and you will have to use a lot of intuition, interpretation, common sense, and creativity during game play.

3.2.1 Athletics

Athletics encompasses all actions that involve coordination and hand eye reflexes. This includes actions like throwing, climbing, jumping, swimming, and balancing. The Athletics attribute also determines how far your character can move in a round.

3.2.2 Book Learning

Book learning represents the characters education and knowledge. This includes things like science, history, mathematics, politics, geography, and current events. A character with a negative score in book learning cannot read or write.

3.2.3 Fighting

Fighting includes all forms of melee or hand to hand combat such as brawling, knife fighting, or sword fighting.

3.2.4 Frontier

Frontier is the attribute that covers the characters knowledge about the wild west and the great outdoors. This includes things like survival, cattle, tracking, direction, western geography, western politics, organizations, and legendary personalities.

3.2.5 Grit

Grit is a measure of a characters mental and physical willpower, stamina, and determination. Grit includes things like resisting poisons, handling alcohol, adverse conditions, or torture. The grit attribute determines what type of hit die your character uses to roll his hit points.

3.2.6 Horsemanship

Horsemanship covers all knowledge and use of horses. This includes things like horse quality, breed recognition, care and feeding, riding, and wagons. Horsemanship is also used to get your horse to move faster in a horse or wagon chase.

3.2.7 Perception

The Perception Attribute represents a character's ability to notice and comprehend the things that are going on around him. This includes things like noticing hidden or obscured items, people acting odd, or things out of place or out of the ordinary.

3.2.8 Presence

Presence is a measure of the characters charisma, leadership, personality, and to an extent, his swagger and good looks. It is used when trying to negotiate with someone or impress or charm them. It is also important to actions such as persuasion, intimidation, gaining information, and trying to get oneself out of a sticky situation.

3.2.9 Shooting

The shooting attribute covers the use of all firearms to include hand guns, rifles, shotguns, bow & arrow, and even cannons or Gatling guns. This attribute also covers gun knowledge and is used to clear gun jams.

3.2.10 Stealth

The stealth attribute covers all situations where a character is attempting to do something sneakily or silently. This includes, but is not limited to hiding, sneaking, palming an item, sleight of hand, and cheating at gambling.

3.2.11 Strength

Strength is a measure of physical power and the ability to use that power. You will use strength when trying to move or lift heavy objects, and trying to break or force things. Strength is added to the damage of some melee weapons. Strength also determines how much a character can carry.

3.2.12 Quickness

Quickness is a measure of your innate reaction speed. It is used to avoid any kind of hazard that requires an immediate physical reaction. This includes, but is not limited to jumping out of the way of falling rocks, avoiding falling into a pit trap, or hitting the dirt in time to avoid a dynamite blast. Quickness is also used to determine who goes first in a round and helps to keep a character from getting hit in combat.

9. SPECIAL ABILITIES

Characters begin play with one random special ability and gain more chosen ones as they gain experience and competency. Special abilities are things that not everyone can do and the way you combine them will make your character unique.

4.1 Special Ability Descriptions

There are 20 special abilities listed here along with the basic details of how to use them during the game. All the special abilities are summarized on the special ability table, located in the character creation section 2 of the rules, for quick reference.

4.1.2 Advantage

This character (usually a gambling man or a thief) knows how to conceal a stinky pistol up his sleeve and use it with deadly efficiency. He can draw the pistol as a free action and gains a +3 to initiative and to hit the first round of combat.



4.1.3 Alert

This character is always on the ball. They pay attention to their surroundings and are always on the lookout for danger. The character is never surprised in combat and can't be bushwhacked or ambushed. The character also gains a +1 to all perception checks.

4.1.4 Animal Affinity

This character has a strange empathy with animals. Animals take an instant liking to the character and will not attack them if the character makes a moderate check vs. Presence. This character is able to train animals easier than most people, and gains a loyal animal companion (such as a dog, fox, wolf, or hawk). This character also gets a +1 to horsemanship checks.

4.1.5 Born in the Saddle

This character gains a +2 to all horsemanship rolls and can shoot while riding with no unstable surface penalty.

4.1.6 Doc

Somewhere along the way this character received some training in the healing arts. This character can heal himself or any other character. This must take place no more than 1 hour after the damage was taken and the doc needs at least 10 uninterrupted minutes to do the job and instantly heals 1D4 hit points of damage. This special ability can be taken a second time to heal 2D4 hit points of damage and a third time to heal 3D4 hit points of damage.

4.1.7 Fancy Shootin!

This character is trained in fighting with two pistols or at rapidly shooting any gun or rifle (including shotguns). The character can fire two shots per round but suffers a -2 penalty to hit with both shots. If this special ability is taken a second time the penalty is reduced to -1 to hit, if taken a third time there is no penalty to either roll.

4.1.8 Fast

This character is particularly light on his feet. The character gains +2" to his movement score each time he takes this special ability. Fast can be taken up to 3 times.

4.1.9 Fast Healer

This character has an awesome recovery rate, healing HP faster than most characters. The character gains +2 to his natural healing roll every day. If the character takes this special ability a second time his rate of healing is increased to +4.

4.1.10 Gunslinger

When involved in a showdown, this character receives an additional +2 to his ST (Showdown Total, see section 9.3). This can be taken a second time to add +4 ST.

4.1.11 Hard to Kill

This character is particularly resilient and adds a +1 to any roll made on the critical hit table.

4.1.12 Hit em Hard!

This character is a hard hitter or knows where the vital spots of his opponent are. The character gains +1 to all damage rolls. If taken a second time the bonus is increased to +2.

4.1.13 Lucky

This character is one lucky son of a gun! The character can reroll any single roll of the dice once per game session. This special ability can be taken up to 3 times, gaining one additional reroll every time it is taken to a maximum of 3.



4.1.14 Marksman

This character is an expert shot with ranged weapons. The character suffers no penalty for shots at long range. The character also gains twice the bonus (+4 instead of +2) from a round of aiming.

4.1.15 Mighty Blow

This character can choose to take all the finesse out of his fighting attack and use brute strength to crush his foe. When declaring the mighty blow the character can subtract -2 from his attack roll, and adds +3 to his damage roll. Of course, he still has to hit to do the damage.

4.1.16 Plum Loco

This character goes a little nutty in melee or unarmed combat. This character can make multiple attacks in battle, but drops his defenses to do so. This character can choose to make 2 fighting attacks at -1 to hit with each. Unfortunately the characters defense drops -2 until his next turn.

4.1.17 Quick

When combat starts this character gets an adrenalin rush. He is often the first to react and jump into battle. This character gets a +2 to his Initiative roll.

4.1.18 Quick Draw

This character practices drawing his weapon in front of the mirror... a lot! He can draw any weapon as a free action. If the character also rolls the highest initiative during a normal combat round, he is so fast he gains an additional bonus attack at -2 before taking his normal attack. The character also gains a +1 to his ST in a showdown.

4.1.19 Rapid Reload

This character realizes the time it takes to reload could be the difference between life and death. He has practiced reloading his weapon, and has placed his bullets and spare cylinders in a convenient location. This character reloads any bow, pistol, rifle, or shotgun as a free action.

4.1.20 Thief

The character likes to steal things and knows how to pick locks and pockets (you can't attempt this without this special ability). The character makes a stealth check against a TN picked by the referee based on the difficulty of the lock mechanism when picking locks. The character makes an opposed stealth attribute check vs. the marks perception attribute when picking pockets. A failure indicates the victim notices the would-be thief.

4.1.21 Tough Hombre

This character adds +2 to any future die rolls when rolling to gain new HP. If this is rolled as the characters first special ability he immediately gains +2 HP.

5. GEAR

The following shopping lists include many common items. Use this section as a guideline for pricing things that the PCs will undoubtedly want that aren't on the list. All items are listed with a price in dollars and a weight in pounds (small items are considered inconsequential to a character's carrying capacity). If an item is something that a character won't be carrying around on his person (like a Horse) the weight isn't listed.

5.1 Carrying Capacity

There are limits to how many pounds a character can carry before he can't move. These limits are determined using the character's strength attribute. The table below shows the character's attribute score, how much he can comfortably carry and how much can be carried while suffering penalties to attribute checks and movement when carrying the extra weight.

Carrying Capacity Table

Strength	Capacity	-1" move -2 Checks	-2" Move -4 Checks
-2	20	40	80
-1	30	60	120
0	40	80	160
+1	50	100	200
+2	60	120	240
+3	70	140	280



5.2 Basic Equipment

5.2.1 Clothes

Item	Cost	Wt.
Belt, Pistol	\$2.00	2
Boots/Shoes	\$5.00	3
Chaps	\$5.00	6
Dress	\$2.00	4
Hat, Cheap	\$3.00	1
Hat, Expensive	\$10.00	1
Overcoat (Duster)	\$10.00	7
Shirt	\$1.00	-
Socks, Pair	\$.10	-
Sunday Clothes	\$15.00	6
Trousers	\$1.50	2
Vest	\$2.00	1

Belt, Pistol: The pistol belt comes with one gun holster and a place to hold 50 rounds of ammunition for a pistol or a rifle, or 20 rounds for a shotgun. An additional pistol holster costs \$1.

Hat, Cheap: This is your standard cowboy hat or an average hat for a lady.

Hat, Expensive: This is a nice hat, a derby or Stetson, or a fancy dress hat for a lady.

Sunday Clothes: This is either a nice suit for a man or a fancy dress for a lady. These clothes don't stand up to wear and tear as much as the standard clothes, but, if you can afford a set in the first place, you can probably afford to replace them more often too.

5.2.2 Food & Drink

Item	Cost	Wt.
Coffee (2lbs)	\$.50	2
Trail Rations	\$1.00	10
Whisky, Bottle	\$1.50	3

Coffee: You need a pot to make coffee in.

Trail Rations: Trail rations are made up of dried meats, fruits, and hard biscuits, canned beans and hard cheese for 7 days.

5.2.3 Ammunition

Item	Cost	Wt.
Light Ammo (100)	\$2.00	1
Heavy Ammo (100)	\$3.00	2
Rifle Ammo (100)	\$4.00	2
Shotgun Shells (25)	\$1.00	2
Fuse (5 feet)	\$.10	-

Ammunition: There are many different types of ammunition available in the Wild West. There are several different calibers and different shape and size bullets. Rather than worry about the specifics, ammunition is broken down into simple categories that match the similarly categorized gun descriptions. While unrealistic, just assume that the bullet of one category of gun works in *all* guns of that type (Light Ammo for Light Pistols, for example.).

Fuse (5 feet): These fuses are needed to set off dynamite. Slow burning fuses burn at a rate of 1 inch per 3 seconds (one round), while fast burning fuses burn at a rate of 5 feet per second (or 15 feet (3") per round). When you buy the fuse, determine what type it is and how long a length you purchase.

5.2.4 Transportation

Item	Cost	Wt.
Donkey	\$30.00	-
Horse	\$60.00	-
Wagon/Harness	\$75.00	-
Canoe (2 man)	\$10.00	-
Saddle/Bridal/bags	\$70.00	-

Donkey: Burro, donkey, and ass are all names for this animal. This category also includes the mule, a donkey/horse mix. These mild mannered beasts of burden are sure footed and reliable pack animals, carrying up to 300 pounds of equipment.

Horse: This is your standard horse for riding and pulling wagons or stagecoaches. The horse can comfortably carry 1 rider. Two passengers or excessive additional equipment can be carried for a while, but the horse tires easier and needs longer rests.

Wagon/Harness: This is a base price for a standard wagon with buckboard and cargo space. This package includes all the equipment that will be needed to allow horses to pull the wagon. You can adjust this price up or down for smaller wagons (like a 2 man buggy) or something more fancy. A Stagecoach would cost around \$1,500.00 if PCs get it in their mind to start a business.

Canoe: This 2 man canoe weights about 90 lbs, so it can be carried across country for a ways, but is awkward and tiring. The referee should call for a moderate check vs. grit roll every hour it is carried. A failure means that a 30 minute rest must immediately be taken.

Saddle/Bridal/bags: Characters can ride bareback, but it is uncomfortable and more difficult to control the mount. This package includes a saddle, bridal, blanket, and saddlebags for your horse. The saddlebags can hold about 50 pounds of equipment in a pinch, but it is generally a good idea to keep them lighter (about 25 pounds) for general purpose.

5.2.5 Gear

Item	Cost	Wt.
Banjo/Guitar	\$10.00	10
Bedroll	\$4.00	10
Bible	\$5.00	2
Binoculars	\$20.00	3
Candles, Wax (12)	\$.10	1
Canteen	\$1.00	-
-Canteen, Full	-	3
Cigar/Cheroot (12)	\$1.00	-
Compass	\$2.00	-
Cooking Kit (trail)	\$2.00	6
Deck of Cards	\$.25	-
Dice, set	\$.25	-
Grooming Kit	\$5.00	2
Gun Cleaning Kit	\$2.00	1
Harmonica	\$1.00	-
Jews, Harp	\$10.00	-
Matches (box/100)	\$.25	-
Mess Kit	\$1.00	1
Oil Lamp	\$2.00	4
Oil (quart)	\$.10	2
Pocket Knife	\$1.00	-
Riffle Scabbard	\$3.00	2
Rope, Hemp (30 ft.)	\$1.00	5
Sack (burlap)	\$.02	-
Shovel	\$1.00	5
Soap (bar)	\$.10	-
Tobacco (1 ounce)	\$.10	-
Tent (1 man)	\$5.00	35
Watch (pocket)	\$3.00	-

Binoculars: Binoculars will help you to see clearly several hundred feet away if there is no obstructing terrain.

Candles, Wax: Candles provide illumination in a 15 foot (3") radius.

Cooking Kit: Includes a frying pan, a pot, a coffee pot, a knife, and a large spoon.

Deck of Cards & Dice, set: Marked cards and loaded dice can be purchased for \$5.00 each, but the rules for cheating apply every round.

Grooming Kit: This includes a comb, brush, mirror, and straight razor.

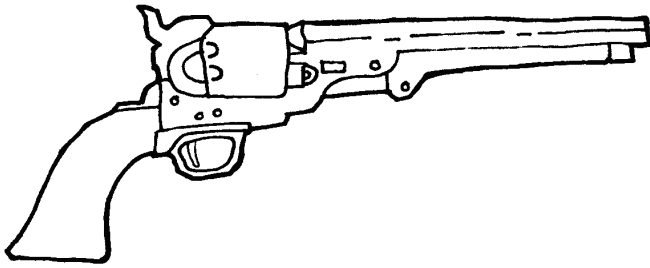
Gun Cleaning Kit: Anyone who has a gun cleaning kit gains a +1 to his attribute check roll when attempting to clear gun jams, because he takes care of his weapon.

Mess Kit: Made of tin, and includes a deep plate, fork, spoon, and cup.

Oil Lamp: An oil lamp illuminates a 30 foot (6") radius around the lamp.

Sack (burlap): You can safely carry about 30 lbs. of gear, but you won't look cool doing it. Real cowboys haul around saddlebags over their shoulder.

Tobacco (1 ounce): This is a tin or pouch or snuff, smoking tobacco, or chew (chaw).



5.3 Weapons

There are hundreds of makes and models of guns available. The chart below categorizes common weapons into groups that will make them easy to use. While not totally realistic, this is in line with the streamlined nature of this game system.

Damage: This indicates the amount of damage the weapon inflicts on a successful roll to hit. Add your strength attribute to weapons marked with a dagger (†). Weapons always do at least 1 point of damage.

Shots: This is the number of shots a gun can expend before having to be reloaded. It takes 1 round to reload a weapon.

Range: This is the short and long range of the weapon listed in inches for use with miniature figures. Each inch equals 5 feet. You can shoot at anything within short range without penalty while anything within long range suffers a -2 to hit. If a weapon is marked with an asterisks (*) it is a thrown weapon.

Weight: The weight of the weapon in pounds.

Cost: The cost of the weapon in dollars. If there is no cost listed it is either an improvised weapon, or something that is found lying about.

Weapons Table

Weapon	Damage	Shots	Range	Weight	Cost
Fist	1D4 †	–	–	–	–
Rock	1D4 †	1	5/10*	2	–
Knife	1D4 †	–	6/12*	1	\$2
Club	1D4 †	–	–	3	–
Axe/Tomahawk	1D6 †	1	6/12*	3	\$1
Spear	1D6 †	1	8/16*	5	\$2
Sword/Saber	1D8 †	–	–	3	\$5
Dynamite	1-3D12	1	5/10*	1	\$1
Bow		1	24/48	3	\$2
Arrow	1D6	–	–	2	\$1
Light Pistols					
Stingy Pistol	1D8	2	6/12	1	\$5
Pocket Pistol	1D8	5	12/24	2	\$5
Heavy Pistols					
Short barreled	1D10	6	20/40	3	\$10
Long Barreled	1D10	6	24/48	3	\$10
Rifle	1D12	10	48/96	10	\$20
Shotgun	1D12/1D8	2	12/24	10	\$15
Gatling Gun	3d10	100	48/96	400	\$200
Cannon	5D10	1	24/48	2,000	\$2,500

5.3.1 Weapon Details

Fist: This includes all brawling attacks. If a victim falls to zero points from a fist they are knocked unconscious for 1D6 x 10 minutes, not dead, and there is no roll on the critical hit table.

Knife: The Arkansas Toothpick is the most common throwing knife while the Bowie is the most popular fighting knife.

Club: This includes most improvised weapons, pistol, and rifle butts.

Saber: The Saber is of the type commonly worn during the Civil War.

Dynamite: There are special rules for using dynamite in combat detailed in section 7.7. The listed price and damage is for 1 stick. Note that fuses are listed under ammunition and must be purchased separately.

Stingy Pistol: Stingy pistols are minute guns that can easily be concealed in a shirt sleeve or boot. They aren't very effective at any but the shortest range and are a favorite of gamblers. The many different makes and models of classic Derringer are the most common stingy pistols.

Pocket Pistol: Pocket pistols are small pistols that can be concealed in a pocket or purse. They are slightly more powerful at longer ranges than the Stingy pistols and can hold more ammunition, but aren't nearly as easy to conceal.

Short Barreled: Short Barreled Pistols are one of the more common types of pistols, especially among those who expect trouble. They are slightly less effective at longer ranges than the Long Barreled Pistol, but the short barrel allows them to be drawn faster, so you can use the quick draw special ability with them.

Long Barreled: Long Barreled Pistols are the other common six shooter used in the Wild West. They are slightly more accurate over longer ranges than their Short Barreled counterpart, but you can't draw them as quickly. They are great for pistol-whipping someone though +1 Damage.

Rifle: Rifles are powerful and good at long range. They are slightly harder to use at close range (-1 to hit) and they require 2 hands to use. A Rifle isn't a discrete weapon, and anyone carrying one around town is liable to attract the attention of the law, as he is obviously looking for trouble.

Shotgun: The shotgun shoots out several small pellets. The shot spreads, so it makes it easier to hit a target when the aim is poor, but the force of the shot loses power at longer ranges. The first listed damage is for short range only, and the second is for long range. While there are single and double barrel shotguns, we will assume for simplicity that all shotguns are double barreled fired singly, so the weapon needs to be reloaded after every 2 shots. Like the rifle, the shotgun requires 2 hands to use.

You may fire both barrels of the shotgun at once as a single attack. The benefit of this is that you can possibly hit and damage up to 3 targets that are standing adjacent to each other with one attack. The shooter only rolls to hit once and uses this result against every eligible targets defense. Of course, the Shotgun must be reloaded the next round. Note that it is possible to hit adjacent friends in this way by accident.



Gatling Gun: The Gatling Gun is an early machine gun that operates on a hand crank. This huge gun must be mounted on something, as it is too heavy to use otherwise. It takes two people to operate a Gatling gun, one to crank and aim and one to feed the ammunition. While the Gatling gun has 100 listed as Shots on the weapons table, it actually shoots 10 bullets at a time per round, so it actually has to be reloaded every 10 rounds. Note that only one roll to hit is made per round at one target.

Cannon: The standard cannon used during the Civil war are the Napoleon 12 pound. It requires 6 men to operate successfully and each shot costs \$10.00 in material. Not exactly the type of weapon characters run around with.

6. IMPROVING CHARACTERS

Right now your characters are just starting out in their illustrious careers, but, before you know it they will have rip-roaring adventures and probably die. But if they somehow manage to stay alive they will become more powerful and skilled. This section covers the rewards players can expect their characters to receive, and the game mechanics used to advance them.

6.1 Experience Points (XP)

After each game session of approximately 4 hours a character will gain 1 experience point. The player who runs the character must actually be in attendance to gain the XP. If the player wasn't in attendance and the character was run by another player or the referee, no experience point is rewarded.

The referee may grant additional points as a reward for especially excellent game session, for a particularly long game session, or simply because he wants the characters to advance faster. If you play a single game session a week, it will take about a year of real time for your character to max out.

Once a character gains a certain number of experience points they will be granted rewards. There are 3 types of rewards: level increases, additional hit points, and gaining new special abilities. The distance between rewards increases as you play because it becomes harder and harder to obtain a new level of competence.

Experience Table

XP	Reward
1	1 st Level
2	+1 Hit Die
3	+1 Special Ability
5	2 nd Level
7	+1 Hit Die
9	+1 Special Ability
12	3 rd Level
15	+1 Hit Die
18	+1 Special Ability
22	4 th Level
26	+1 Hit Die
30	+1 Special Ability
35	5 th Level
40	+1 Hit Die
45	+1 Special Ability



6.1.1 Level

All characters start out at a level of zero. As characters become more experienced their level will go up. The characters level is added to all attribute checks, all rolls to hit in combat, and to the characters defense score.

- Level is added to all attribute rolls
- Level is added to all "to hit" rolls
- Level is added to characters defense

Note: Level is added to attribute *rolls*, not the attribute itself. It doesn't affect things like your base move score or your hit die type.

6.1.2 Gaining Hit Points

As characters advance they will gain additional hit points. Roll your hit die once and add the result to your hit points for your new total.

The hit die type is based on your grit attribute, as explained in section 2.6.

6.1.3 Gaining New Special Abilities

When you are rewarded with a new special ability you can randomly roll or choose any special ability from the list. Note that some special abilities can be taken more than once for additional benefits.

7. UNPLEASANT ENCOUNTERS

Encounters occur when the salty characters run into non-player characters or critters. Sometime this turns unpleasant and a fight breaks out. The combat rules are very detailed because every time those guns come out of the holster there is a chance of someone biting the bullet, and it just may be your character. These rules determine when everyone goes and what they can do.

7.1 Surprise

Sometimes one side of the fight may be unaware of the other when combat starts and be surprised. This can be the result of a dry gulch or simply not expecting an enemy to be where you find them. The referee may use common sense to simply determine that one side is surprised, or may call for a perception check to see if the victims are surprised. If one side is surprised, the other gets to take one action before initiative is rolled.

7.2 Determine Initiative

At the beginning of a fight or action sequence, you must roll for initiative to see who acts in what order. Each player rolls 1d6 + quickness. The referee rolls 1 time plus the best quickness on his side (they all act on the same initiative turn in any order the referee chooses). The highest roll goes first and everyone else takes their actions in descending order until everyone has taken their turn.

Initiative rolls may result in a tie. If this happens, the character with the highest quickness attribute goes first. If it is still a tie, simply roll 1d6 again with the highest roll being the tie breaker.

This initiative order remains the same until this encounter has been resolved. This is called the initiative order.

7.2.1 Held Initiative

You can choose to act in a later initiative order than you have rolled. Perhaps you want to see what your enemy is going to do or want a friend to take an action first. This is called holding your initiative. Once you do decide you want to act, this becomes your new position in the initiative order until this combat encounter is over.

7.2.2 Hirelings Initiative

If the characters are employing any hired help or other followers, you should designate which player is control which non-player characters. Do not roll initiative for the non-player characters, just have them go on the same initiative turn as the player controlling them.

7.3 The Combat Round

The combat round is a segment of time that lasts 3 seconds and gives everyone a chance to take a turn in initiative order. On a turn a character can perform one action that is resolved immediately. All of these actions are assumed to be taking place within a split second of each other. Once everyone has taken their turn a new combat round begins using the same initiative order. Combat continues in this manner until the fight is over and one side is defeated, has run away, or surrenders.

7.3.1 Combat Round Actions

On their initiative turn a character can perform one action. While any action that can be performed in about 3 seconds can be attempted, the list below gives the most common ones. Some actions or attribute checks may take longer than a single round to perform if determined so by the referee. For example, picking a lock might take 2 or 3 rounds.

- Do nothing
- Run or dodge
- Attack
- Move then attack
- Attack then move
- Draw a weapon
- Reload
- Fix a gun jam
- Recover from a fumble
- Attempt a attribute check
- Attempt a miscellaneous action

7.3.1.1 Free Actions

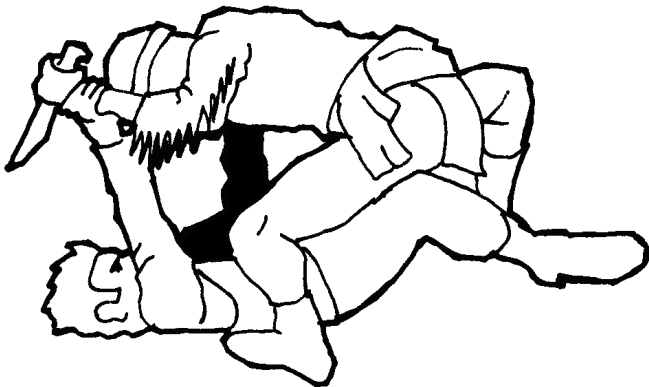
Minor actions like dropping an item, shouting to a friend, or any taunting of villains with witty dialog are considered free actions. Free actions can take place at any time and don't take any significant time. In other words, you can take a free action or two and still be able to take your action. This promotes lots of banter between heroes and villains during combats and can be quite fun.

7.4 Running or Dodging

A character can choose to spend his turn running or dodging. Running is moving as fast as the character can, which is twice as fast (Move x 2). Dodging is standing in one place, but trying to avoid attacks. Running and dodging characters are harder to hit and gain a +2 to their defense until their next initiative turn. You cannot move through an unfriendly character and if you come within 1" of one you must stop and are considered in melee combat.

7.4.1 Running away from melee

If you are turning and running away from a melee combat, your opponent gets a free attack at your fleeing backside. The +2 defense bonus does not apply in this case.



7.5 Attacking

To attack with a weapon or fists, the character attempts either a fighting, shooting, or athletics (for thrown attacks) check. These particular checks are called the "to hit" roll and the TN is the opponents defense score. If the attack roll is equal to or higher than the defender's defense, the attack hits.

There may be modifiers to the roll from special abilities and certain situations. All modifiers are cumulative.

If the attacker has multiple attacks (in the case of some special abilities and critters) all attacks are rolled and resolved one after the next on their turn.

7.5.1 Natural 20's and 1's

When rolling to hit, a "natural" roll of 20 is an automatic hit and inflicts double damage (multiply damage by 2). A natural roll of 1 is an automatic miss resulting in a fumble or a gun jam.

7.5.1.1 Fumbles and Gun Jams

Fumbles involve dropping a weapon or tripping or some other screw up. A fumble causes the attacker to lose their entire next turn in combat recovering for whatever they did. A natural roll of a 1 with a gun indicates a gun jam, and the character must succeed in making a shooting check at a TN12 before the weapon can be used again on the following round. If the check is failed, it must be attempted again on the next turn (unless the character just decides to use a different weapon or do something else).

7.5.2 Drawing a Weapon

You can't attack if you don't have a weapon in your hand (unless using fists). It takes one round to pull out, draw, or to ready a weapon.

7.5.3 Melee or Ranged Attack?

A melee attack is an attack with fist or hand-held weapons such as a knife, spear, or tomahawk. These attacks use the fighting attribute. Two combatants within 5 feet (1") of each other are considered to be in melee combat. You cannot effectively use ranged weapons when in melee. If you don't have a weapon duke it out with your fists.

Ranged attacks are attacks from a distance (of greater than 5 feet, or 1") with weapons such as a bow, pistol, rifles, or thrown weapons. Use the shooting attribute for guns and bows and the athletics attribute to resolve thrown attacks, like rocks, spears, or thrown knives.

7.5.4 Moving and Attacking

A character can both move and attack or attack and then move. The character may move up to his move score, but the attack is made at -2 to hit because the characters focus isn't entirely on the attack. Like running away from melee, if you attack and then move away from an adjacent foe, he gets a free attack at your backside. You cannot move through an unfriendly character and if you come within 1" of one you must stop and are considered in melee combat.

7.6 Other Encounter Rules

7.6.1 Improvised Weapons

Most Improvised weapons (something not detailed on the weapons list) will count as a club or a knife, depending on if they have a sharp edge or are blunt. As a rule of thumb improvised weapons are things that a character can pick up and swing or hurl. Things like a broken bottle, hammer, chair leg, steak knife, and pistol or rifle butt generally cause 1D4 or 1d6 points of damage.

7.6.2 Unarmed Opponent

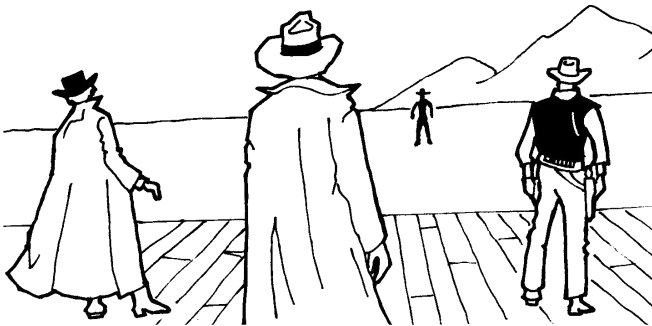
There will be times when one opponent will be armed with a melee weapon while his opponent is unarmed. In this case, the armed attack is made at +2 to hit.

7.6.3 Advantageous Position

Fighting from a tactically advantageous position grants a +2 to hit and to defense. An advantageous position is an elevated area such as a hill, mounted, or defending from behind fortified position (like a wall). The referee must determine if a position is important enough to warrant an advantageous position bonus.

7.6.4 Ganging Up

When attackers gang up on a lone opponent they gain a definite advantage. The lone defender is much easier to hit as he must split his defenses among multiple attackers. Each additional attacker grants a +1 bonus to hit. If using miniatures, as many figures that can fit in base to base contact can gang up for melee attacks.



7.6.5 Using Two Weapons

You can't effectively do it unless you have taken the fancy shootin! special ability.

7.6.6 Defensive Melee Fighting

A combatant can choose to fight defensively. This means that he is not trying to attack, but simply fend off the attacker's blow. A combatant that chooses to fight defensively gives up his action that combat round and gains a +2 defense until his next combat turn.

7.6.7 Shooting into Melee

When using ranged weapons to attack into a melee, it is not possible to choose which opponent (or friend) will receive the attack (roll randomly to determine who is hit with the attack).

7.6.8 Called Shots

Sometimes a character wishes to hit a specific body location for additional damage (+1d6), or a small target to impress someone (like shooting a gun out of someone's hand). This is a called shot. Called shots are made at -4 to hit.

7.6.9 Reloading

It is important to keep track of how many shots you fire and how many rounds your weapon holds. When you are out of ammo you must take a round to reload your weapon.

7.6.10 Line of Sight

A shooter must have a line of sight to his target to shoot at it. Line of sight means the shooter must be able to see what they are shooting at. If you can draw a straight line from the shooter to the target, without running into any other interposing characters or terrain features, you have line of sight. Don't forget that a shooter in an elevated position can see over some obstructing terrain or people. If you aren't using miniature figures, the referee will inform you if you have line of sight or not.

7.6.11 Aim

If a shooter does not take any other action during his turn, he can choose to spend his action taking careful aim at his target. On his turn the next round he gains a +2 to hit.

7.6.12 Range

Check your ranged weapons on the Weapons Table (5.3.1). You can shoot at anything within short range without penalty while anything within long range suffers a -2 to hit.

7.6.13 Cover

Hiding behind some object when being shot at is called "cover".

7.6.13.1 Soft Cover

Soft cover is anything that partially hides the target or isn't impenetrable. A tipped up table, a small tree, a water trough, or lying in tall grass are some examples. Soft cover grants a +2 defense bonus.

7.6.13.2 Hard Cover

Hard cover is anything that is nearly bullet proof and covers most of the target's body. Tall stone walls, building walls, large rocks, or any large solid object are all hard cover. Taking refuge behind hard cover grants a +4 defense bonus.

7.6.13.3 Total Cover

If a target is hidden totally behind something that is bullet proof and doesn't expose any part of their body, they have total cover and can't be targeted (except possibly with dynamite).

7.6.14 Shooter Unstable

If a shooter is on an unstable surface, such as a shooting from a train or is mounted on a horse, he suffers a -2 to hit.

7.6.15 Knocked Back or Prone

Sometimes an attack will knock an opponent back a few inches, or knock them prone. It takes an action to get up from a prone position.

7.6.16 What in Tarnation!? (The Rule of 2)

Sooner or later something that isn't detailed in these rules will happen. The rule of two is simply that a +2 or -2 bonus or penalty is added to the die roll. Referees should not get bogged down in determining every little possible bonus or penalty. Use the rule of 2 *only* when something exceptional is taking place.

7.7 Dynamite

PCs are going to want to launch Dynamite as a thrown weapon sooner or later. Throwing dynamite is tricky as you must time the fuse just right and have it land close enough to the target to be effective. Using Dynamite as a thrown weapon involves the following steps:

- **Step One: Pulling the Dynamite out.** It takes one round to locate and pull out a stick of dynamite and a match.
- **Step Two: Lighting the fuse.** Assuming the fuse has been cut and placed in the stick of dynamite before the battle, it takes one round to light it and properly time the fuse for the toss.
- **Step Three: Throwing the Stick!** On the third round you can toss the stick of dynamite by using the athletics attribute versus the target's defense. If the attack is successful the dynamite stick lands where you want it to (BOOM!). If the to hit roll fails, you need to determine where it did land.

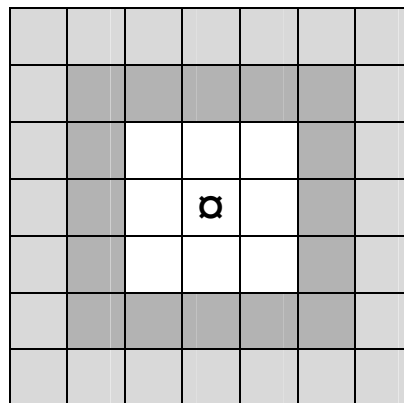
7.7.1 Dynamite Miss Diagram

If the to hit roll "misses" the target roll 1d8 and use this number to determine the direction where the dynamite really landed on the dynamite miss diagram below. Then roll 1D6 to determine the number of inches the throw was off by. This is the new target location.

1	2	3
4	⊘	5
6	7	8

7.7.2 Dynamite Blast Area

Look at the dynamite blast area diagram below. Everyone in the white area (within 1" of the target) takes full damage (3D12). Everyone in the dark grey area takes 2D12, and everyone in the light grey area takes 1D12.



7.7.3 Dynamite is Fun! (And dangerous)

Dynamite is a very different animal from most of the melee and shooting attacks that take place in the game, and players are going to have a lot of fun scheming on using it in battle. GMs should also enjoy the cinematic aspect of this game to make dynamite use fun (and possibly humorous). For example, a natural 1 to hit means a fumble...but what type of fumble? Does the fuse burn out? Is the fuse too long, allowing the target to pick up the stick of dynamite and toss it back? Perhaps the character simply drops the stick at his own feet (tarnation!).

7.8 Horse Chases

Horse and wagon chases are a classic staple of western movies and should be part of your adventures too!

A horse chase is an action sequence just like combat, and all of the combat rules apply. Once a chase has started, you will roll initiative and take actions in 3 second rounds. These may include attack actions like shooting. There are, however, additional rules, and that is what this section is all about.

7.8.1 Keeping Track of Distance

Once a chase starts you must first determine how far apart the target and the chaser are. If you don't have miniature figures to do this, you can simply mark these positions on a piece of graph paper, where each square represents 1". As the participants move, simply erase or cross out their old location and mark the new one.

7.8.2 Horse and Wagon Movement

Horses and Wagons both move at the horses move score. In essence, the horse or wagons move score takes the place of the rider or drivers move score. This means you can have your horse move double if you choose not to attack or take any other action besides riding full out.

7.8.2.1 Digging in the Spurs

In addition to double movement, any time a character decides to run with his horse, he can also make a horsemanship check. If the check is successful the horse moves an additional 1D6" this round.

7.8.3 Catching your Opponent

The whole point of chasing someone is to catch them, right? Once you catch up to your opponent you are considered to be riding side by side. You can take whatever action you like at this point, but below are two of the most common ones.

7.8.3.1 Jump to the Wagon

Of course your salty hero is going to jump over to the wagon or the horses to grab the reigns and save the girl, or to punch out the villainous cattle baron. This is an athletics check TN12.

7.8.3.2 Tackle him!

You know you could just shoot him or punch him from your horse, but that just isn't right. You really should tackle him! You both hit the dirt (1d6 damage to the guy on bottom) and get up swinging fists. It's the cowboy way. It's so classic you don't even have to roll to do it.



8. DAMAGE AND DEATH

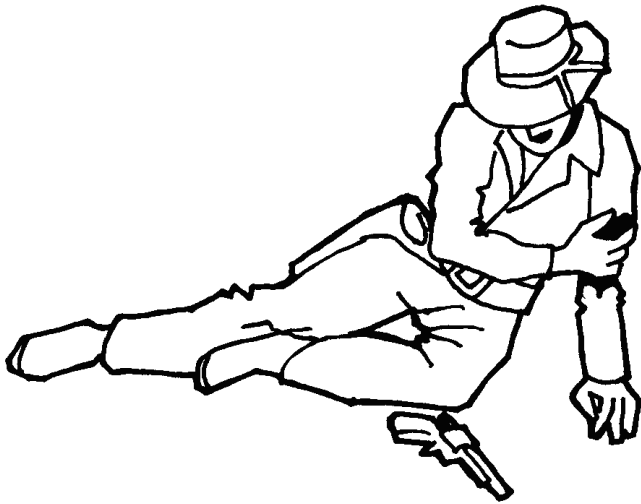
When a character is hit in combat or takes damage from some other source the damage is subtracted from his hit point total.

8.1 Taking Damage

Damage can come from a number of sources. Here are the most common ones, use these as guidelines for determining any other type of damage the referee may want to inflict on the characters.

8.1.1 Weapon Damage

The most common type of damage comes from fighting or getting shot. Each weapon has the damage it does with a successful hit listed on the weapons table (in section 5.3).



8.1.2 Falling

When characters fail an athletics check to climb a cliff face, or fall in the pit trap left by those nasty mountain men they take damage. A character takes 1D6 points of damage for every 10 feet they fall.

8.1.3 Poison

When that prairie nymph slips some poison in a characters shot of rye they need to make a grit check to stave off the effects. If they fail the check they take damage based on the strength of the poison. Weak = 2D4, medium = 2D8, strong = 2D12. Of course the referee can simply decide it's lethal and the character dies.

8.1.4 Fire

Fire does 1D8 points of damage each round a character is exposed to open flame.

8.2 Damage Effects

Hit points are an abstract measure of the characters endurance and luck. All damage is considered to be superficial, *until* the HP total is reduced to zero. When hit points reach zero the character has taken critical damage.

Referee run non-player characters and critters simply die when their HP reach zero uttering something like, "You dirty gump, who'd a thought I'd take it from a granger like you!?"

Fortunately, player characters are made of sterner stuff! When a player character loses all his hit points (down to zero), he takes a "critical hit." When suffering a critical hit immediately roll 1D8 and refer to the chart below. Any further damage the character takes, *while still at zero hit points*, results in another roll, but now use 1D6. Any more damage and you only use 1D4.

Critical Hit Table

Roll	result
1	Death! Boot Hill here I come!
2-3	Fatal wound! Character is unconscious and will die in 1d6 x 10 minutes
4-5	Knocked out! The character loses consciousness for 1d6 x 10 minutes
6-7	No effect, the character is still fighting, but still at 0 HP
8	Adrenaline Surge! The character gains 1d6 temporary HP! At the end of the combat the adrenaline drains away, HP are reduced to zero, and the character loses consciousness for 1d6 x 10 minutes.

8.3 Healing

In addition to using the Doc special ability, a character will recover 1d4 plus his grit attribute in hit points per nights sleep. Twenty-four hours of uninterrupted bed rest will heal 2D6 + grit points of damage.

8.4 Death

When a character dies crumple up the character sheet, let out a few curses, and get to work rolling up a new character.

9. SHOWDOWN

Its high noon and two men full of swagger (and whisky) are standing and staring each other down on the dusty main street. Fingers twitch on hands hovering over pistol grips while sweat runs down brows and into eyes. In moments only one of them will be left standing...it's a showdown!

9.1 The Showdown isn't Combat

The showdown is one of the staples of the cinematic wild west. It's when two individuals agree to meet at a given place and time, face each other down, and see who has the fastest draw and the most accurate shot. While this could be simulated using the standard combat system, it wouldn't do this dramatic scene justice. This section of the rules tells you exactly how to run a good old fashion showdown.

9.2 Summary of a Showdown

- The combatants take their positions
- Both sides calculate ST
- Both sides secretly split their ST
- Both sides simultaneously reveal ST
- Roll for initiative
- Winner rolls to hit first
- If a hit is scored, determine hit location
- Calculate damage
- If Initiative loser is still alive, he takes his turn
- Repeat until showdown is resolved

9.3 Showdown Total (ST)

After the desperadoes are facing each other in the street, calculate both of their showdown totals (ST). The ST is equal to all initiative and "to hit" bonuses totaled (this includes level, shooting, quickness, and any applicable special abilities).

9.3.1 Dividing the ST

After calculating ST each desperado secretly splits the total (on a scrap of paper) in any way between initiative and "to hit". This represents a choice of how much they want to focus on speed or on accuracy.

9.3.2 Revealing the ST

Once both desperados are ready, reveal your choice to your opponent.

9.4 Resolving the Showdown

Now that you have your new initiative and to hit bonus totals, roll initiative to see who draws fastest. This desperado goes first and rolls to hit. Calculate damage using the rules in section 9.5 below. If the character that lost initiative is still standing, he gets to take his turn in the same way.

9.4.1 Still Alive!?

If neither of the desperadoes went down in the first round of the showdown a choice has to be made. Will the two continue to face off with another showdown round, or will things break up into a normal combat round? If either salty hombre wants to move, or if other people want to get involved in the fight, switch to normal combat.

9.5 Showdown Damage

When involved in a showdown damage from a successful hit is dealt a little differently. This damage is much more specific and can be much more deadly. When you hit an opponent, you must note how many points you beat the defense score by, this is your margin of success (MOS). The greater the MOS, the better your accuracy, and the more damage you do. Use the showdown damage table below to calculate your damage. These bonuses are cumulative with any other damage bonuses you may have.

Note that player characters can still roll on the critical hit table (in section 8.2).

Showdown Damage Table

MOS	Hit Location	Damage Results
0	Graze	Normal damage
1	Leg	Normal damage; Movement ½; Hit twice, can't move at all
2	Arm	Normal damage; -1 to next rounds ST
3	Gun Hand	Normal damage; Gun shot out of hand 1D20 feet away
4	Gut Shot	Multiply damage total x 2; I'm hurt real bad!
5	Chest Wound	Multiply damage total x 3; Close to the heart
6+	Between the Eyes	Instant death! Put me in the bone garden!

10. GAMBLING

What western movie doesn't have a scene in a saloon with a high stakes poker game going on? Not many! If you want to include a poker game in your RPG session, you can always whip out a deck of playing cards and play a few hands. This is fun, but it can be time consuming. These rules explain a quick way to play poker with a handful of dice.

10.1 S-n-S Poker

This system is meant to simulate a game of poker, not play out exactly like the real thing, so allow for the difference. This is meant to be fast, provide satisfactory mechanical results, and be a fun way to get your character some extra cash...or just get him into a barroom brawl.

10.2 Summary of a hand of poker

- All participants ante up
- Each participant rolls 5D6
- Participants may cheat or bluff
- Round 1 of bidding
- Each participants 1st re-roll
- Participants may cheat or bluff
- Round 2 of bidding
- Each participants 2nd re-roll
- Participants may cheat or bluff
- Winner takes the pot

10.3 Ante Up

All characters at the table roll a D6. The highest roll is the dealer and sets the ante for the game. The ante is money throw into the pot before the game starts. A typical ante is \$1.

10.4 Roll the Bones

Each player rolls 5D6. They can do this at the same time, or take turns. The object is to roll the best hand on the order of suits table to the right. You hold on to any dice from this roll that you would like to keep and "throw back" dice you would like to re-roll. You will get to 2 re-rolls before you have created your final hand. When you re-roll, you may roll any or all of your 5 dice.

10.5 Cheating and/or Bluffing

After each dice roll any character may choose to cheat or bluff. These both have benefits if you succeed or repercussions if you fail.

10.5.1 Cheating

To cheat, a character attempts a stealth check with a TN12. If successful, the character can turn any one of his 5 dice over to a different face. If the character fails he is seen by a non-player character at the table. Needless to say, getting caught cheating can lead to all sorts of fun.

10.5.2 Bluffing

To bluff, a character attempts a presence check with a TN12. If successful the character can turn any one of his 5 dice over to a different face. If the character fails, his opponents snigger with a knowing smile and the referee can turn over one of the characters 5 dice to any face. This die must be kept the rest of the game (can't be re-rolled).

10.6 Bidding

After everyone has rolled their dice and done any cheating or bluffing, the bidding round begins. The dealer makes a bid (\$1-\$10 usually). Everyone else at the table must throw this amount into the pot to continue playing. In addition, anyone can raise the bid once to a higher amount, and everyone must pay this amount to stay in the game. You must show cash, acquire credit, or trade something of value if everyone at the table agrees.

10.6.1 Folding

If you can't cover the bid, raise, or simply don't want to stay in the game because your hand sucks, you can fold. If you fold you are out of the game.

10.7 Winning

After the second re-roll and all the cheating and bluffing, the character with the best hand from the order of suits table below wins the hand.

Order of suits table (high to low)

- 5 of a Kind (highest pip wins ties)
- 4 of a kind (highest pip wins ties)
- Full House (2 of a kind + 3 of a kind)
- Straight (1,2,3,4,5)
- 3 of a kind (highest pip wins ties)
- 2 pair (2 of a kind + 2 of a kind)
- Pair (2 of a kind)
- High card (highest pip wins)

11. THE S-N-S WILD WEST

He sat tall in the saddle. His eyes, shadowed by a dusty wide brimmed hat, scanned the buildings in the valley. His features were rugged and handsome, and he had the look of a man who had seen more hardship than one his age should have. He was wide of shoulders and narrow at the waist where the gun hung loosely in its holster. The Colt was old, but well tended, with a worn grip that was the telltale sign of much use. His hand casually brushed that handle now. It was a habit that helped him ponder what to do next. Somewhere in the town below was the man he was looking for...and only one of them was going to be riding out alive.

11.1 Cinematic Wild West

Most people who become enamored with the wild west genre do so through movies or novels. These fast paced action adventures of gun-slinging heroes, dastardly villains, savage Indian warriors, and saucy prairie nymphs really get a person exciting and wanting to live the adventure themselves!

11.2 The Boring Reality

Unfortunately, most of what we see in the movies or read in the books is terribly inaccurate, even in works that are supposed to be based on real characters and events.

The real Wild West was actually very different. For example, the typical Colt pistol was pretty awkward for most cowboys to wear and was hard to draw fast. Most of the gunfights we see in movies would be near impossible with such a weapon. Another common fixture in the movies is the Saloon where we can almost always expect a gunfight. In reality shootings in saloons were uncommon and most bar owners enforced rules making patrons take off their guns at the door.

11.3 The Shotguns & Saddles World

Fortunately for you, this isn't a boring history lesson, not even close. In fact, if you use the material here to write a term paper you are sure to get a big old F-, and the school marm is likely to beat you with a ruler. The following is simply a list of the elements that are commonly found in Wild West movies and novels and should provide inspiration for your own setting and adventures.



You'll immediately notice that no historical dates are given for anything. Part of the goal of this game is to free you from such balls and chains. S-N-S flips history the bird and allows you to mix any and all of the elements of a good western to your liking. It doesn't matter that the Texans were fighting Mexico over 30 years before the railroads were traveling west, if you think those two elements make for an exciting story, by all means use them together! Be cliché, mix elements, and give historical events a new twist. Take a cue from Buffalo Bill's Wild West show and make your world bigger and more exciting than the wild west every really was.

Much of the material presented here is based on fact but, an equal amount is based on pure fiction spawned by books, movies, and television shows. I've taken particular liberties with my descriptions of legendary figures of the west, giving them some personality traits and abilities that are purely of my own devising. Some elements presented here are stereotypes or may sound prejudice. Apologies go out to anyone who is offended. Since this is a game about playing in a quasi-fictional cinematic world some myths are treated as fact for story telling purposes.

For the purpose of this game we aren't going to dwell on comparisons between what is real and what is fictional any longer, what you read here is the way it is in S-N-S (unless you decide to change it for your game). If you would like more actual historical facts about this colorful time period, make sure to visit your local library.

11.4 Bad Girls

Woman will represent many people in your game, from the sweet school teacher and the feisty settler's daughter to the saucy Prairie Nymph and the snotty general store owner. But, when the ladies strap on the guns, they are HOT! Bad Girls wear sexy cloths like tight pants and mini skirts, boots with spurs, flowing dusters, and tops that sometimes pass for undergarments. They are quick with a gun and only fall for men who can outshoot them. Bad Girls always manage to look like they just came out of a salon, even if they are just getting off the dusty trail.

11.5 Bawdy House

Run by the shrewd and attractive older madam, the Bawdy house (or sometimes referred to as the whore house) is a great location to unwind...and sometimes gather information. Prairie Nymph is the title of the working ladies in the fancy ones, while Soiled Dove is the more common name in the lower class establishments. Make sure to have a few Man-whores if you have female PCs, or broke-back cowboys who swing the other way. Give the characters a chance to establish a relationship with a "regular gal" if you like; it can make a great background story element. Prices of a good time will vary from \$1.00-\$10.00 based on quality.

11.6 Bounty Hunters

Due to the rewards offered "dead or alive" for the plethora of outlaws in the wild west, some people become Bounty Hunters, making a living off capturing or killing these wanted men. More often than not, wanna-be bounty hunters end up killing some innocent man by mistake, or dying by the hands of the outlaws they are trying to kill. Professional Bounty Hunters are generally ominous persons who strike fear into the heart of both their prey and everyone around them. Bounties usually run from a couple hundred dollars to \$20,000 for the most famous and notorious bad guys. (See also: Outlaws)

11.7 Buffalo

Buffalo run wild on the plains. Indians rely on them for meat, leather, and use their bones for other things like tools and weapons. The "white man" is notorious for simply killing them for sport and in mass, often simply leaving the carcass to rot where it falls. You can use the Buffalo as a simple

cause of animosity between the Indians of the area and settlers.

11.8 Cattle Kingdom

Cowboys will sometimes refer to the Great Plains as the "Cattle Kingdom". The rulers are, of course, the powerful and shrewd businessmen who fund the cattle trade. These Cattle Barons get rich off the hard labors of the cowboys (or Buckaroo) with little concern for the environment or anyone who stands in their path. Cattle barons are almost always crooked, greedy, and cruel. They set up huge syndicates, and typically have politicians and the local sheriff on their payroll. When two such Cattle Barons tread into each other's territories and profits, it is likely that a war or feud will break out. Needless to say, this is a great background for several adventures the PCs can go on. (See also: *Ranches*)

11.9 Chuck Wagon

"Chuck" is cowboy slang for food and the grub-slinger who served it up drove a cart full of supplies called the chuck wagon. Grub-slingers make great comic relief and sources of gossip and information.

11.10 Civil War

If you like, the Civil War (or its remnants) can rage on during your campaign. This war was fought for a lot of reasons, and technically wasn't even really a civil war (since it wasn't fought to gain control of the country), but, as far as S-n-S is concerned, it is simply a battle to retain the Union, keep the southern states from succession (which they were legally able to do), and for the abolishment of slavery (which honestly wasn't the primary reason for the war). To this end, the blue clad north (The Union), led by President Abraham Lincoln and Ulysses S. Grant, is often assumed to be the "good guys". The grey clad south (The Confederate States), led by Robert E. Lee, tend to take on the role of "bad guys". Let the PCs decide which side they hold allegiance to.

11.11 Frontier Town

A western town usually develops to cater to the need of cowboys, settlers, prospectors, frontiersmen, and of course the characters. Most are small and self contained with a main street of businesses and a dirt road leading straight through, possibly with a few side streets. The roads are lines with wood planked walkways and the

stores usually include at least 1 Saloon, Post Office, Hotel, General Store, Bank, Church, Livery & Stable (\$.50 per night/horse), Barber Shop (Shave & Haircut \$.25), Bawdy House, and perhaps a Railroad Station. Outside of town you might find houses, farms or ranches, or perhaps a mill of some kind.

11.12 Fur Trade

Employed by fur companies or as independents, mountain men hunt streams and meadows looking for beaver pelts or hunting Buffalo. Mountain Men are good for providing aid or conflict in the middle of nowhere and often notice odd goings on that they can relate to the characters.

11.13 Going West

People (settlers, entrepreneurs, and adventurers) are constantly on the move west from the more civilized lands to the east. They are explorers in small bands, lone trappers or adventurers, but most often they are settlers and farmers in long wagon trains. These wagon trains always seem to encounter all kinds of trouble from Indian attacks, outlaw attacks, and cowboys who don't want these sodbusters coming and settling on the land where their cattle grazes. Helping a band of settlers travel to their destination can be a good adventure for the characters. Not only can this include outside conflicts, as mentioned above, but also internal conflicts from the settlers themselves, who may have secrets or ulterior goals of their own.

11.14 Gold Fever

There's gold in them thar hills! Everyone wants in on the take of surface gold that can be mined and panned for in California, and many people come looking for an easy fortune or a new life. Big companies can't wait to move in with their heavy equipment and start digging for the real payload. Sometimes these companies resort to underhanded tactics to get rid of miners and settlers staking a claim.

11.15 Hotel

Almost every town is going to have a Hotel for your PCs to set up shop or stay the night. Rooms cost \$.50 per night or \$1.50 per week. Room and board costs \$2.50 per week, while a good meal on its own costs \$1.00. A cup of coffee costs \$.05. Hotels can often serve as the characters "safe

haven" until the villain finally sends a crew of his men over there to bushwhack them.

11.16 Indians

Indians live in nomadic tribes and are led by a wise old chief who always seems to have a brash son who disagrees with his father's ways. They wear leather loincloths and clothes with lots of frills and feathers, and sometimes don war-paint when they are pissed-off. In battle they fight savagely and wield tomahawks, spears, and bow & arrows. On occasion they will use rifles. Indian tribes either take the role of savage warriors who hate the white man for stealing their land and killing their people or they are peaceful misunderstood people who are victim to the white man's cruelty. Use Indians as villains or victims as your story calls for, although the villain role is the one most commonly used in the classic cinematic wild west story. There are literally hundreds of Indian tribes, but stick with the well known ones like Sioux, Apache, Comanche, Navajo, or Cherokee.

11.17 Lawmen

Lawmen are there to keep order (most of the time). Many lawmen seem to be there to make the characters life hard, while being totally ineffective against everyone else. There are generally four types of lawmen, the bumbling idiot, the noble but weak or unsupported one, the noble and tough one, or the cruel hard ass that isn't much better than the outlaws he kills (and is often corrupt, or on the payroll of a businessman or politician).

Honest Lawmen tend to need the character's help a lot, and often get killed themselves early in the adventure leaving everyone else to the whims of the murderer. If you're looking for an easy hook for adventures, make one of the characters the sheriff or have them all ordered to take part in a posse.

The town Sheriff and his depute are usually elected (sometimes out of fear or crooked means). The tougher and more effective Federal Marshals are appointed by the US government. Either one is usually outnumbered by the outlaws they face and often form up a posse of eager volunteers to help out. In Texas, the Texas Rangers put down rustlers and other outlaws with an iron fist.

11.18 Long Drive

Rounding up and getting cattle to the rail stations hundreds of miles away is called "the long drive". Characters will often encounter cowboys on these, before they are about to leave, or when they are causing trouble in town on their return (spending the little cash they just earned). Here are the names of some trails you can use for atmosphere: Goodnight Trail, Platchers Trail, Western Trail, Shawnee Trail.

11.19 Longhorns

The ill-tempered Longhorns are the coolest and most stereotypical type of cattle of the west, so use them. All Longhorns are branded with the symbol of their owner, so use this to indicate thefts and perpetuate mysteries (like having one brand that mysteriously covers another one). When branded cattle is sold there will always be a bill of sale, and anyone caught without such a bill of sale will be considered a rustler, and most likely strung up then and there by any cowboys who catch them. Rustling cattle is considered one of the worst crimes in the old west.

11.20 Mexicans

Mexican villages and border towns are built of adobe, in the middle of nowhere, and the residents are almost always poor peasants. Sometimes these villages will be oppressed by an arrogant militant Mexican leader who thinks of himself as some kind of dictator. Mexican banditos and gangs are a rough lot who wear sombreros, bandoleers of ammunition, and are always well armed and ruthless outlaws. Mexican banditos are always sweaty and look as if they have some dirt rubbed on their face.

11.21 Nighthawks

When a cowboy stands guard at night he is called the "Nighthawk". They keep an eye out for rustlers, Indians, Rattlesnakes, Wolves, Cougars, Pumas, Coyotes, and most likely the PCs.

11.22 Outlaws

Outlaws are cold blooded killers, robbers, or both. The wild west is so full of these undesirables that they are officially put beyond the protection of the law. Citizens are invited to capture or kill them (sometimes with a reward) with no repercussions. Outlaws, and their exploits, tend to be over

glorified by dime novels and many are actually considered to be heroes, of a sort.

Captured outlaws are generally imprisoned and then hanged, lynched and hanged, or just hanged. Most end up at the end of a rope sooner or later. Some wind up in Yuma prison, which is supposed to be the most fortified prison around. The really cool outlaws almost always escape punishment until the characters can deal with them personally, preferably at high noon.

11.23 Pony Express

If you need a letter, document, or small package there sooner than later, the pony express is your answer! 80 riders, 500 horses, and 190 relay stations make this rapid mail service work. A Pony Express man rides like the wind between stations only stopping for 2 minutes at each to change to a fresh mount (and probably take a piss). Sending something small this way costs \$5, while normal mail (via the stagecoach or railroad) only costs a half-dime (\$.05). A good adventure hook is to have the characters hired to find out what happened to a missing Pony Express man.

11.24 Presidents

Since it might come up, here are the presidents of the USA during, and around, the time of the wild west: Abraham Lincoln, Andrew Johnson, Ulysses Grant, Rutherford Hayes, James Garfield, Chester Arthur, and Grover Cleveland. Pick the one that you like the best for your campaign.

11.25 Saloon

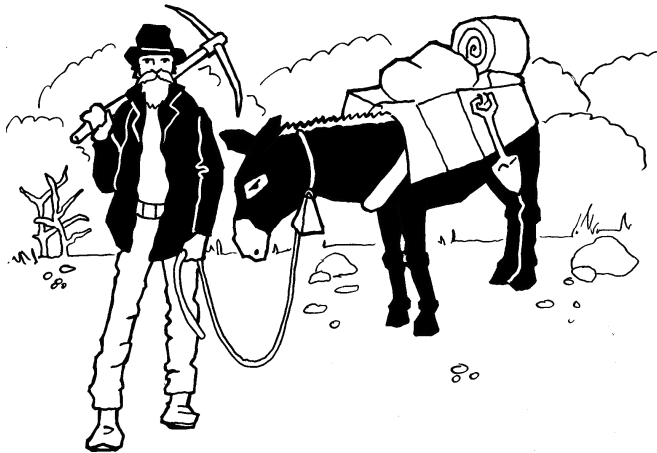
The saloon is the most common, and numerous, business in any frontier town. There is always gambling and drinking going on in the local saloon, with its swinging double doors (batwings) and its bowler wearing piano player (at the finer establishments). Fighting and shootouts are common, with the loser being casually hauled out back and thrown in the alley. All types fill the room from cowboys and outlaws to townfolk and scantily dressed prairie nymphs. Common drinks are beer, whisky, and coffee.

Upstairs you might be able to rent a room or bath, and might even get one of those prairie nymphs to accompany you, for a price. A glass of beer will cost you \$.05, a large shot of whisky costs \$.10, while a full bottle costs \$2.00. A bath is \$1.00 (and it might not be clean water), and a room will cost you \$.50 per night.

The above is a stereotypical saloon in a good sized town. Many saloons aren't near as colorful. Some are nothing more than a tent, two barrels with a board across the top for a bar, and a steady supply of whisky. The saloon is generally the first business to take root in any town.

11.26 Silver Mines

Silver isn't as easy to get at as the surface gold of the gold rush. Silver had to be mined for by digging deep tunnels and looking for the blue sand that was the telltale sign of a profitable vein of the precious metal. Many such mines were claimed and dug to no avail, and many were abandoned after they played out. Abandoned mines are great places for people to "disappear" without a trace. Entire towns can sprout up around a productive silver mine.



11.27 Stagecoach

The stagecoach is the principal means of transportation for most people, especially if a train doesn't go where you are. It's called the Stagecoach because it makes its journey in stages, stopping to change worn horses for fresh ones.

A stagecoach is generally pulled by 4-8 horses, carries 4-14 passengers (with the most expensive seats being the ones actually inside of the stagecoach, with everyone else holding on for dear life on the outside), and covers 40-60 miles per day. Mail, money, and other valuables are often aboard too.

Each stagecoach generally has 1 driver, and one "shotgun", an armed guard. Stagecoaches are a favorite target of outlaws, banditos, and angry Indians. Tickets to ride the stage cost \$3.00 per stage, or about 1 day of travel.

11.28 Ranches

Ranches are owned by a "Boss" or Cattle Baron. He has several loyal cowboys working for him and living on location in bunk houses. Ranchers are always feuding (the Range Wars) with homesteaders (Sodbusters) because they come in and claim land and put up fences where the ranchers used to graze their cattle. Ranch Bosses can be quite aggressive when it comes to getting rid of undesired Sodbusters. This can be the theme of many adventures as the characters are hired to protect the homesteaders, or by the Cattle Baron to get rid of them.

11.29 Railroad

The railroad is a major life changer in the old west, making travel and transportation much easier and making the cattle drives much shorter. Railroads are owned and funded by ruthless businessmen who are notorious for thinking only of progress and profit. The railroads themselves are built by cheap labor and Chinese or Irish immigrants. These rail workers are paid poorly and often die in accidents, wild animal attacks, and Indian attacks. Since locomotives can't climb a steep gradient, tracks have to be on level ground. Tunnels need to be dug, hillsides blown away, and bridges built. The railroad must go through, and the owners usually stop at nothing to remove "obstacles" from their path, one way or another (including hiring thugs and outlaws to remove land owners).

11.30 Telegraph

There is a telegraph office in every railway station and stagecoach station. This can be used to send fairly quick messages from one place to another. Messages are kept as short as possible and cost \$.50 per word.

11.31 Trains

Trains run on the railway and carry cargo and passengers. Robbers, Indians, and banditos are hopelessly drawn to trains and their big payloads. A train will usually consist of the engine that runs on steam, tender car (that carries its fuel, coal and water), the Express car (that is usually guarded and carries a safe and valuables), then passenger, cattle, cargo cars, and finally the caboose. Trains travel 25-30 miles per hour. A ticket from one town to the next costs \$2.00.

12. FOLKS & CRITTERS

In their adventures, the characters are going to run into lots of folks (non-player characters) and critters. Some of these will be right friendly and others not so much so.

Sections 13 (Folks) and 14 (Critters) of these rules give you some sample folks and critters... the good, the bad, and the ugly! But this isn't even close to complete, you can create a whole passel of folks and critters with the following rules.

12.1 Creating Folks & Critters

The referee will create any folks or critters needed for his adventure. These are not rolled randomly like characters. Rather, the referee takes a few simple steps to create exactly the type of folk or critter he wants.

- Choose a level
- Assign attribute values
- Calculate hit dice, move, and defense
- Assign any special abilities
- Assign any gear

12.1.1 Choose a Level

The first thing you need to do is choose a level. This reflects the relative toughness and experience of the folk or critter. Level starts at zero for most townfolk and usually maxes out at 6th, just like for characters, but you may choose to have an extremely tough villain, or critter with a level 7 or 8.

Remember, level is added to all attribute rolls (including "to hit" rolls in combat). Level is already added in to defense.

Level	Description
0	Green-Horn
1-2	Ranny Roughneck
3-4	Salty Hero
5-6	Ace-High Hombre
7-8	Legend of the West

12.1.2 Assign Attribute Values

Consider the type of folk you are trying to create and think about what their strengths and weaknesses should be. Assign every attribute a score of -2, -1, 0, +1, +2, or +3.

Critters only have 2 attributes, fighting and quickness.

12.1.3 Calculate Hit Dice, Move, and Defense

Now that you know the folk or critters level and attributes, you can calculate its hit dice, move score, and defense.

Hit Dice: All folk have 1 hit die+ 1 hit die per level. The hit die type depends on the grit attribute. Critters use different hit dice, 1D4 for small critters like snakes and foxes, 1D6 for medium sized critters like dogs and cougars, and 1D8 for mean and big critters like horses and wolves, and 1D10 for beefy tough critters like bears, and buffalo.

Folk's Grit	Critter Size	Hit Die Type
-2,-1	Small	D4
0	Medium	D6
+1,+2	Big	D8
+3	Huge	D10

Move: Move for folk is calculated just like for characters. It is based off of their athletics score. See section 2.5.1. The move score for critters vary greatly. The referee should use common sense when determining how fast a critter moves.

Athletics	Example Critter	Move
-2	mouse, chicken	2"
-1	pig, squirrel	3"
0	snake, bear, roadrunner	4"
+1	cat, rabbit, deer	5"
+2	coyote, fox	6"
+3	Dog, wolf	7"
-	horse	10"

Defense: Defense is calculated the same as it is for characters. Defense is equal to 10 + quickness + level.

12.1.4 Assign Special Abilities

Again, folk and critters aren't characters, so simply give them any special abilities you think they should have. You can either choose these special abilities right off of the characters special ability table, or you can make up totally new special abilities. For example, a rattle snake is sure to have a venomous bite.

12.1.5 Assign Gear

List any important gear that a non-player character may be carrying. This is almost certainly a weapon if they are meant to fight, possibly some cash, and any other interesting items.

13. FOLKS

13.1 Army Officer

Level: 3

Hit Dice: 4D8

Move: 4"

Defense: 13

Attributes: Athletics 0; Book Learning +1; Fighting +1; Frontier +2; Grit +1; Horsemanship 0; Perception +1; Presence +3; Shooting +1; Stealth 0; Strength 0; Quickness 0

Special Abilities: Men under the command of an Army Officer will never run away during combat unless the Officer is dead.

Gear: Heavy Pistol, Watch, Army papers, 1D6 x 10 dollars

This is either an active military officer or a retired vet. They are generally disciplined and organized and find those that aren't irritating. Some who leave the service tend to forget that they aren't still active military, and expect other men to treat them with respect simply because of their past profession. Some Army Officers are deserters, leading bands of men who also deserted. In this case, the unit still functions as a military unit would, although they are little more than an outlaw gang now.

13.2 Army Sergeant

Level: 1

Hit Dice: 2D8

Move: 4"

Defense: 12

Attributes: Athletics 0; Book Learning 0; Fighting +1; Frontier +2; Grit +1; Horsemanship +1; Perception +1; Presence +2; Shooting +2; Stealth 0; Strength +1; Quickness +1

Special Abilities: The Army Sergeant can ignore all damage from the first hit he takes in a given encounter.

Gear: Heavy Pistol, Army papers, 1D6 x 5 dollars

This is a grizzled veteran who saw enough combat to be experienced, and somehow managed to stay alive long enough to be promoted. Army Sergeants tend to be larger men who are physically imposing enough to keep soldiers in line. They tend to be gruff and grumpy, and have little tolerance for questions from their subordinates.

13.3 Army Soldier

Level: 0

Hit Dice: 1D6

Move: 4"

Defense: 10

Attributes: Athletics 0; Book Learning 0; Fighting +1; Frontier 0; Grit 0; Horsemanship +1; Perception 0; Presence 0; Shooting +1; Stealth 0; Strength 0; Quickness 0

Special Abilities: None

Gear: Heavy Pistol or Rifle, 1D6 dollars

This is the line troop. Most soldiers are poor men who joined the military for a paycheck, while a few are romantics who believe they are fighting for god, honor, and country.



13.4 Bad Girl

Level: 4

Hit Dice: 5D8

Move: 5"

Defense: 15

Attributes: Athletics +1; Book Learning 0; Fighting +1; Frontier 0; Grit +1; Horsemanship +2; Perception +1; Presence +1; Shooting +3; Stealth +1; Strength -1; Quickness +1

Special Abilities: Quick draw, fancy shootin, +1 to hit and damage when fighting against a man.

Gear: 2 x Heavy Pistols, 1D6 x 10 dollars

Bad girls are the tough female hombres who strap on a six-gun and know how to use it. They come in all types, evil bitches, cute flirts, even childish innocents. They all have two things in common, first they are sexy as hell, and second, they are kick ass tough!

13.5 Bartender

Level: 1

Hit Dice: 2D4

Move: 3"

Defense: 10

Attributes: Athletics -1; Book Learning 0; Fighting 0; Frontier +1; Grit -1; Horsemanship 0; Perception +3; Presence 0; Shooting +1; Stealth 0; Strength 0; Quickness -1

Special Abilities: The bartender can pull his shotgun out from under the bar as a free action, but goes last in the initiative sequence.

Gear: Shotgun (under bar counter), 1D6 x 10 dollars (in the bar till), Quality whisky (1 bottle under the bar)

The bartender (who is often the saloon owner) can fill many roles. He can be comedy relief, a source of information, an employee or spy of the bad guys, simply background, or even a trusted friend of the characters.

13.6 Blacksmith

Level: 2

Hit Dice: 3D10

Move: 4"

Defense: 12

Attributes: Athletics 0; Book Learning -1; Fighting +3; Frontier +1; Grit +3; Horsemanship 0; Perception -1; Presence +3; Shooting -1; Stealth -2; Strength +3; Quickness 0

Special Abilities: The blacksmith does a base of 1D8 damage with his fists. If he has his hammer, it does 1D8 damage, but he has an additional +1 to hit and damage on top of his fighting, strength, and level bonuses.

Gear: blacksmith hammer, 1D6 x 10 dollars

He makes horseshoes and makes and fixes all metal tools and equipment. The blacksmith is either a grizzled old man (use the citizen stats), or a tall hulking brooding figure (detailed above) who is quiet and extremely strong. Both are sweaty and covered with dirt and soot.

13.7 Bounty Man

Level: 4

Hit Dice: 5D6

Move: 5"

Defense: 15

Attributes: Athletics +1; Book Learning -1; Fighting +2; Frontier +3; Grit 0; Horsemanship +1; Perception +2; Presence +2; Shooting +1; Stealth +1; Strength 0; Quickness +1

Special Abilities: Alert, Fancy Shootin x 2, Marksman

Gear: Rifle, Heavy Pistol x 2, 1D6 x 10 dollars

With so many outlaws out there with prices on their heads, there are bound to be men out there hunting them down. The bounty man is a fearsome and relentless hunter of wanted men. He rarely cares if his intended target is guilty of any crime or not.

13.8 Buffalo Hunter

Level: 2

Hit Dice: 3D6

Move: 4"

Defense: 12

Attributes: Athletics 0; Book Learning -1; Fighting 0; Frontier +2; Grit 0; Horsemanship +2; Perception -1; Presence 0; Shooting +2; Stealth +2; Strength 0; Quickness 0

Special Abilities: Born in the saddle, Marksman

Gear: Rifle

Buffalo are plentiful on the frontier and some men have taken to hunting them for meat and pelts. Unfortunately some of these buffalo hunters are in it for the sport alone, and kill buffalo by the hundreds and leave the carcasses to rot with no regard for the creatures or the Indians that rely on them for food.

13.9 Cattle Baron

Level: 4

Hit Dice: 5D4

Move: 3"

Defense: 13

Attributes: Athletics -1; Book Learning +1; Fighting -1; Frontier +3; Grit -1; Horsemanship +2; Perception +2; Presence +3; Shooting +1; Stealth -2; Strength 0; Quickness -1

Special Abilities: The employees of the cattle baron are paid well and loyal. They will not run away from any fight if the cattle baron is present (and alive). In addition, all employees who are within sight of the cattle baron gain a +1 to hit.

Gear: Rifle, 1d6 x 20 dollars

The cattle baron is the rich ruthless businessmen who owns and control a ranch. They have several loyal cowboys working for them and own hundreds, or thousands, of head of cattle at any given time. The cattle baron hates the sodbuster settlers who are claiming and fencing off grazing lands that they think are rightfully theirs.

13.10 Citizen (Townfolk)

Level: 0

Hit Dice: 1D4

Move: 3"

Defense: 9

Attributes: Athletics -1; Book Learning 0; Fighting 0; Frontier +1; Grit -1; Horsemanship 0; Perception 0; Presence 0; Shooting 0; Stealth -1; Strength 0; Quickness -1

Special Abilities: None

Gear: 1D6 dollars, single shot hunting rifle or shotgun (if at home).

The shopkeeper, stagecoach passenger, school teacher, and little Billie are all citizens. The wild west is filled with normal folk who just want to live in peace.

13.11 Cowboy / Cowgirl

Level: 1

Hit Dice: 2D8

Move: 5"

Defense: 11

Attributes: Athletics +1; Book Learning -1; Fighting +1; Frontier +2; Grit +1; Horsemanship +2; Perception -1; Presence +1; Shooting +1; Stealth -1; Strength 0; Quickness 0

Special Abilities: The cowboy can lasso a victim using his athletics attribute (a thrown attack) with a range of 4". A lassoed victim cannot move his arms unless he regains his freedom by making strength check TN12 first. This can be attempted every round as an action. Once the check is made, the lasso is thrown off. If the cowboy is on a horse, he can drag the victim, as his next move action, causing 1D6 damage per round automatically.

Gear: Heavy pistol, Rifle, Rope on his horse, Chewing tobacco, 1D6 dollars

The rough and tumble cowboy is the staple of the wild west. These good old boys work for the cattle baron, tending to his heard, manning his ranch, and fighting for him.

Cowboys are hard workers on the range, but when they get back off the trail, they are even harder drunks, gamblers, and terrible troublemakers.

13.12 Deputy

Level: 2

Hit Dice: 3D6

Move: 4"

Defense: 12

Attributes: Athletics 0; Book Learning +1; Fighting +1; Frontier +1; Grit 0; Horsemanship +1; Perception 0; Presence 0; Shooting +1; Stealth -1; Strength 0; Quickness 0

Special Abilities: The deputy assumes criminals will surrender, so he goes last in the initiative order.

Gear: Badge, Heavy Pistol, Rifle, 1D6 dollars

The depute is the right hand man of the sheriff and is generally well liked by the townfolk. He does his best to see that the law is upheld but isn't generally as effective as the sheriff himself.

13.13 Drunk

Level: 0

Hit Dice: 1D4

Move: 2"

Defense: 8

Attributes: Athletics -2; Book Learning 0; Fighting 0; Frontier +1; Grit -2; Horsemanship 0; Perception -2; Presence -2; Shooting -1; Stealth -2; Strength 0; Quickness -2

Special Abilities: None

Gear: Bottle of beer or whisky (cheap)

The drunk can be found in the saloons, laying in the alley, or somewhere out of the way clinging to a bottle of whisky. They may just be on a bender, or they might be inebriated all the time. The drunk always seems to be witnesses something he isn't supposed to.

13.14 Express Car Guard

Level: 3

Hit Dice: 4D6

Move: 4"

Defense: 13

Attributes: Athletics 0; Book Learning 0; Fighting 0; Frontier +1; Grit 0; Horsemanship 0; Perception +1; Presence +1; Shooting +3; Stealth 0; Strength 0; Quickness 0

Special Abilities: The express car guard is used to riding on the train and suffers no penalty for being an unstable shooter.

Gear: Rifle, possibly a Gatling Gun

These are men who are willing to give their lives to defend the express car of the train and guard the cargo they hold.

13.15 Federal Marshal

Level: 5

Hit Dice: 6D8

Move: 4"

Defense: 16

Attributes: Athletics 0; Book Learning +1; Fighting +2; Frontier +2; Grit +1; Horsemanship +1; Perception +1; Presence +2; Shooting +2; Stealth 0; Strength 0; Quickness +1

Special Abilities: Alert, quick draw. The federal marshal gains a +1 to hit points for every hit die.

Gear: Heavy Pistol, Rifle; Badge, Wanted posters, leg and wrist manacles, 1D6 x 10 dollars

The federal marshal is the law wherever he goes. Sometimes he is sent on a special mission, or given a certain territory, sometimes he just happens to be in the right place at the right time. He is respected and feared by most townsfolk, and just feared by most outlaws.



13.16 Gambler

Level: 1

Hit Dice: 2D4

Move: 4"

Defense: 13

Attributes: Athletics 0; Book Learning +1; Fighting -1; Frontier 0; Grit 0; Horsemanship 0; Perception +3; Presence +2; Shooting 0; Stealth +3; Strength -1; Quickness +2

Special Abilities: Advantage. The gambler gains an additional +1 to all cheating and bluffing checks.

Gear: Light Pistol, Heavy Pistol, Deck of Cards, 1D6 x 20 dollars

The gambler makes a living in the saloons by swindling the patrons out of their hard earned money. Some are independent, while some work for the saloon. Almost all keep a gun close by, because they are usually accused of cheating when their opponents lose too much money.

13.17 Grub Slinger

Level: 0

Hit Dice: 1D6

Move: 2"

Defense: 9

Attributes: Athletics -2; Book Learning -1; Fighting -1; Frontier +2; Grit -1; Horsemanship +1; Perception +1; Presence -1; Shooting +1; Stealth -1; Strength 0; Quickness -1

Special Abilities: None

Gear: Shotgun, Cooking Gear, Chuck wagon

When cowboys go on the trail, they need someone to prepare meals and make sure there is enough food to last the trip. The grub slinger manages the chuck wagon. The grub slinger isn't generally as serious as the cowboys, always quick with a joke or singing a song.

13.18 Gun Fighter

Level: 4

Hit Dice: 4D8

Move: 5"

Defense: 17

Attributes: Athletics +1; Book Learning 0; Fighting +2; Frontier +1; Grit +2; Horsemanship 0; Perception 0; Presence +2; Shooting +3; Stealth 0; Strength 0; Quickness +3

Special Abilities: gunslinger, quick, quick draw

Gear: Heavy Pistol (always Short Barreled), Cigars, 1D6 x 10 dollars

The gun fighter makes a living off of being fast and deadly with his pistols, often hiring themselves out to someone who wants a job done. Sometimes he kills without regard, and sometimes he doesn't even have to draw a weapon, using fear and his reputation to get the job done. Some gunfighters are grim and grizzled, some borderline insane, and some are pompous dandies. All but the best dies at a young age, usually the victim of another up and coming gunfighter.

13.19 Indian Chief

Level: 4

Hit Dice: 5D10

Move: 5"

Defense: 14

Attributes: Athletics +1; Book Learning -2; Fighting +1; Frontier +3; Grit +3; Horsemanship +1; Perception +2; Presence +2; Shooting 0; Stealth 0; Strength -1; Quickness 0

Special Abilities: If the Indian chief is hit in combat and an Indian brave is within 3" (15 feet), the brave interrupts the attack, running in front of the attacker right before it hits and he takes the damage instead.

Gear: Knife, Tomahawk

The Indian chief is the force behind any tribe of Indians, leading them through the toughest of times. He is generally the wisest of his tribe. Often older than the average brave, the Indian chief is still one of the most formidable and resilient fighters of the tribe.

13.20 Indian Brave

Level: 1

Hit Dice: 2D8

Move: 6"

Defense: 12

Attributes: Athletics +2; Book Learning -1; Fighting +2; Frontier +3; Grit +1; Horsemanship +1; Perception -1; Presence 0; Shooting 0 (+1 bow); Stealth +3; Strength 0; Quickness +1

Special Abilities: Indian Braves are fearless melee fighters who swarm over their opponents who rely on the protection of guns. If the Indian Braves outnumber their opponents 2 to 1 their attack rolls are all at +1 to hit.

Gear: Knife, Tomahawk, Spear, or Bow & Arrow

The Indian brave is the warrior of the Indian Tribe. They are fearsome and relentless fighters. The Indian braves are very rarely willing to talk or parlay and are rather rash when it comes to dealing with someone who has invaded their territory. Hunting parties of Indian braves are often led by a hot head who opposes the chiefs patient ways and are quick to order an attack.

13.21 Kung Fu Wanderer

Level: 4

Hit Dice: 5D8

Move: 7"

Defense: 17

Attributes: Athletics +3; Book Learning 0; Fighting +3; Frontier 0; Grit +1; Horsemanship -1; Perception +1; Presence -1; Shooting 0; Stealth +3; Strength +2; Quickness +3

Special Abilities: The kung fu wanderer can make 1D4 unarmed melee attacks per round. These fists and feet do 1D6 + strength each. These represent kicks and punches. If all 3 attacks hit the same opponent in a single round, the opponent is also knocked back 1D4 inches.

Gear: 1D6 dollars, bedroll

Many immigrants from China make their way into the wild west. Most of these work for the railroad or menial jobs such as cooks or laundry men. China men are thought of as just slightly better than animals by most white men. On occasion a China man who is proficient in the ways of the ancient fighting style of kung fu makes his way into the west. He becomes a defender of his people and mystical wanderer of the frontier.

13.22 Madam

Level: 1

Hit Dice: 2D4

Move: 4"

Defense: 12

Attributes: Athletics 0; Book Learning 0; Fighting -1; Frontier +1; Grit -1; Horsemanship -1; Perception +2; Presence +1; Shooting 0; Stealth +1; Strength -1; Quickness +1

Special Abilities: The madam will have 1D4 bodyguards (roughnecks) that will arrive in 1D4 combat rounds if she is attacked.

Gear: Pocket Pistol, 1D6 x 10 dollars, Perfume

The Madam is the older woman in charge of the whore house or saloon where soiled doves or prairie nymphs are available to paying customers. She is in charge of keeping order in the establishment and protecting her girls. She has a good business mind and compassion for the girls in her charge and isn't afraid of pulling a gun to protect her business, girls, or interests.

13.23 Mexican Bandito

Level: 2

Hit Dice: 3D6

Move: 4"

Defense: 13

Attributes: Athletics 0; Book Learning -1; Fighting +1; Frontier +1; Grit 0; Horsemanship +2; Perception 0; Presence +2; Shooting +2; Stealth 0; Strength 0; Quickness +1

Special Abilities: Fancy Shootin (the Mexican bandito uses two pistols)

Gear: 2 Heavy Pistols, Rifle, 1D6 x 100 Mexican pesos or 1D6 dollars

The Mexican bandito is the worst of outlaws. They ride in gangs plaguing towns and villages both in Mexico and the border cities.

Mexican banditos are ruthless and heartless and enjoy causing turmoil and suffering while they take what they want.

13.24 Mexican Boss

Level: 4

Hit Dice: 5D8

Move: 3"

Defense: 14

Attributes: Athletics -1; Book Learning -1; Fighting +2; Frontier +3; Grit +1; Horsemanship 0; Perception +1; Presence +2; Shooting +2; Stealth -1; Strength +1; Quickness 0

Special Abilities: Fancy shootin. The Mexican boss is a mucho bad hombre. Whenever he is hit in combat and takes damage roll 1D6. The result is how many points of damage he simply shrugs off.

Gear: Stingy Pistol, Heavy Pistol, 1D6 x 100 dollars

The Mexican boss comes in two different types, first is the ruthless and insane leader of the Mexican bandito gangs. These filthy sweaty men are the leaders of the gangs because they are the meanest, orneriest, and cruelest of the bunch. The second type of Mexican boss is the ruthless and insane dictator general. This Mexican boss is usually neat and clean, and can even be suave. Unfortunately, he is also bent on domination and conquest, and usually has a group of soldiers, or Mexican banditos, to back him up.

13.25 Mexican Peasant

Level: 0

Hit Dice: 1D4

Move: 4"

Defense: 10

Attributes: Athletics 0; Book Learning -1; Fighting -1; Frontier 0; Grit -2; Horsemanship +0; Perception -1; Presence -2; Shooting 0; Stealth 0; Strength 0; Quickness 0

Special Abilities: None

Gear: 1D6 Pesos or 1 dollar

Called bean-eaters by most of the white settlers, the Mexican peasant is the resident of Mexican villages and border towns. They are usually oppressed by a Mexican boss and his gang, and do their best to keep a low profile.

13.26 Mountain Man

Level: 3

Hit Dice: 4D8

Move: 3"

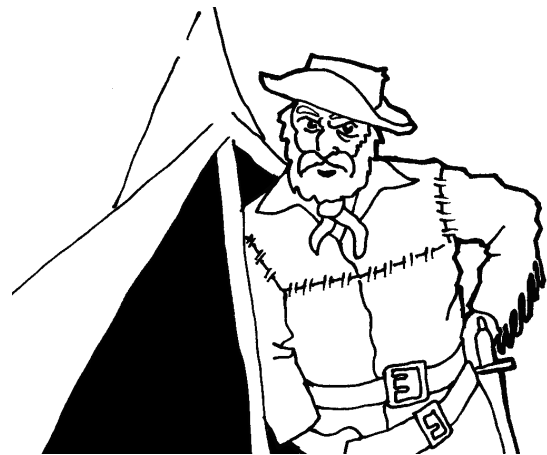
Defense: 12

Attributes: Athletics -1; Book Learning -1; Fighting +2; Frontier +3; Grit +2; Horsemanship 0; Perception 0; Presence +1; Shooting +1; Stealth +2; Strength +2; Quickness -1

Special Abilities: The mountain man can pretty much always find food and shelter in the wilderness and can track with very little problem. He gains an additional +1 to checks when attempting these things.

Gear: Shotgun, Rifle, Heavy Pistol, beaver and other animal pelts, a mule, several traps

The mountain man is a rugged loner who spends months at a time by himself in the wilderness. He is an expert survivalist and knowledgeable of nature. The mountain man makes an excellent guide or source of information. Unfortunately his time away from "civilization" tends to make him crass, crude, and socially unacceptable.



13.27 Outlaw Boss

Level: 4

Hit Dice: 5D8

Move: 4"

Defense: 15

Attributes: Athletics 0; Book Learning +1; Fighting +2; Frontier +3; Grit +1; Horsemanship +2; Perception +1; Presence +2; Shooting +2; Stealth +1; Strength 0; Quickness +1

Special Abilities: Born in the saddle, quick, thief. The outlaw boss hates to lose. When an attack causes him to drop to, or below, zero he still keeps fighting. The next time he is hit roll 1D6. On a roll of 2+ he drops like a sack of potatoes. On a 1 he continues fighting.

Gear: Heavy Pistol, Binoculars, 1D6 x 10 dollars

It takes someone exceptionally tough, cruel, smart, vicious, or all of the above to keep the rabble that make up an outlaw gang organized. The outlaw boss is the leader of such a gang. He decides what jobs are pulled, how the take is split, and where the gang rides. He generally has the largest bounty on his head, and if the gang gets famous, it is usually the outlaw boss who becomes notorious.

13.28 Outlaw Gang Member

Level: 1

Hit Dice: 2D6

Move: 4"

Defense: 11

Attributes: Athletics 0; Book Learning 0; Fighting +1; Frontier +1; Grit 0; Horsemanship +1; Perception -1; Presence +1; Shooting +1; Stealth +1; Strength 0; Quickness 0

Special Abilities: The outlaw gang is bound together by an outlaw boss. If the boss dies, the outlaws instantly try to flee, going separate ways.

Gear: Heavy Pistol or Rifle, 1D6 dollars, chewing tobacco

The outlaw gang member is little more than a thief, murderer, or thug who has little respect or care for others. These men are usually on the run, and tend to gravitate toward an outlaw boss who can keep them organized enough to stay out of the hangman's noose for a while.

13.29 Pinkerton Man

Level: 4

Hit Dice: 5D8

Move: 3"

Defense: 15

Attributes: Athletics -1; Book Learning +2; Fighting +1; Frontier +2; Grit +1; Horsemanship -1; Perception +2; Presence +1; Shooting +1; Stealth +1; Strength -1; Quickness +1

Special Abilities: Marksman. The Pinkerton Man is a detective first, and gains an additional +2 to all perception rolls (+4 total).

Gear: Stingy Pistol, Heavy Pistol, Rifle, 1D6 x 20 dollars

Allen Pinkerton started the first detective agency and his men are known as Pinkerton men. These men are supposed to be honest (but they can become as corrupt as any man) and are prohibited from drinking. They are hired detectives, lawmen, and security, and are feared and hated by criminals.

13.30 Pony Express Postman

Level: 2

Hit Dice: 3D10

Move: 5"

Defense: 14

Attributes: Athletics +1; Book Learning 0; Fighting -1; Frontier +2; Grit +2; Horsemanship +3; Perception 0; Presence -1; Shooting +1; Stealth 0; Strength -2; Quickness +2

Special Abilities: Born in the saddle.

Gear: Mail sack (with 1D6 x 10 dollar's worth of packages), Heavy Pistol, rifle

Small and quick, the pony express postman is the horseman who rides like the wind to bring express mail from one station to the next.

13.31 Posse Member

Level: 0

Hit Dice: 1D6

Move: 3"

Defense: 9

Attributes: Athletics -1; Book Learning -1; Fighting 0; Frontier +1; Grit -1; Horsemanship 0; Perception 0; Presence 0; Shooting +1; Stealth -2; Strength 0; Quickness -1

Special Abilities: None

Gear: Any weapon, 3 days trail rations

When the sheriff needs to bolster his force to track down an outlaw he organizes a posse of willing, or unwilling members. These men are temporarily deputized and bring whatever arms they can. Posse Members often get caught up in the thrill of the hunt and want quick "justice" when the criminal is caught, often opting for a hanging or execution without a trial.



13.32 Prairie Nymph

Level: 0

Hit Dice: 1D4

Move: 5"

Defense: 11

Attributes: Athletics +1; Book Learning 0; Fighting -1; Frontier -1; Grit -2; Horsemanship 0; Perception +1; Presence -1; Shooting 0; Stealth +1; Strength -2; Quickness +1

Special Abilities: The prairie nymph uses her charms to get what she wants out of men. Men are naturally disposed to her desires anyway, but when she uses her wiles to charm a man treat her presence attribute as +3.

Gear: Stingy Pistol, 1d6 x 10 dollars

The prairie nymph is a cleaner and more attractive prostitute (as opposed to the soiled dove). She generally works in one of the better whore houses or more upscale saloons.

13.33 Prospector

Level: 2

Hit Dice: 3D8

Move: 3"

Defense: 12

Attributes: Athletics -1; Book Learning -1; Fighting -1; Frontier +1; Grit +1; Horsemanship 0; Perception 0; Presence -1; Shooting +1; Stealth 0; Strength 0; Quickness 0

Special Abilities: The prospector protects his claim with his life! When protecting his claim (or any gold or silver he may have on his person) he gains a +2 to hit and damage.

Gear: Rifle or Shotgun, Pick or shovel (1D6 damage)

The gold or silver prospector is the determined man who has left everything in the hopes of striking it rich. More often than not, the prospector finds a lot of hard work on an unproductive claim. Still, most are utterly convinced that their fortune lies in the next tunnel or under the next rock.

13.34 Rail Boss

Level: 2

Hit Dice: 3D4

Move: 3"

Defense: 11

Attributes: Athletics -1; Book Learning +2; Fighting -2; Frontier 0; Grit -2; Horsemanship 0; Perception +1; Presence -1; Shooting -1; Stealth -2; Strength -1; Quickness -1

Special Abilities: The Rail Boss's headquarters is usually on a plush mobile railcar. He always has at least one hired gun close at hand.

Gear: Stingy Pistol, 1D6 x 100 dollars

The rail boss is the ruthless businessman in charge of making sure the railroad goes through. The rail boss doesn't care about anyone or anything that gets in his way, and his main goal is to "remove" such obstacles so his precious railroad can continue to expand. The Rail boss often hires a professional outlaw boss or gun fighter to do his dirty work for him.

13.35 Rail Worker

Level: 0

Hit Dice: 1D8

Move: 4"

Defense: 10

Attributes: Athletics 0; Book Learning -2; Fighting +1; Frontier 0; Grit +1; Horsemanship 0; Perception 0; Presence 0; Shooting 0; Stealth 0; Strength +1; Quickness 0

Special Abilities: None

Gear: Improvised weapon (hammer, pick, shovel) 1D6 base damage.

Rail workers are the men (often Irish or Chinese immigrants) who build the railroads. It is hard work, and many die from exposure to the harsh elements, accidents, wildlife, or Indian attacks.

13.36 Roughneck

Level: 1

Hit Dice: 2D6

Move: 4"

Defense: 11

Attributes: Athletics 0; Book Learning 0; Fighting 0; Frontier 0; Grit 0; Horsemanship 0; Perception 0; Presence 0; Shooting 0; Stealth 0; Strength 0; Quickness 0

Special Abilities: None

Gear: Any single weapon

The roughneck is simply any hired gun with no particular skills except that he is willing to do any job for pay.

13.37 Settler

Level: 1

Hit Dice: 2D8

Move: 4"

Defense: 11

Attributes: Athletics 0; Book Learning 0; Fighting -1; Frontier 0; Grit +1; Horsemanship 0; Perception 0; Presence -1; Shooting 0; Stealth 0; Strength 0; Quickness 0

Special Abilities: If a settler is protecting his family or homestead, he gains +1 to hit and damage.

Gear: Rifle or Shotgun

Settlers, or sodbusters, are the men and women who dare to head west in the search of land to claim and a new life. They can be encountered in wagon trains, or on newly claimed land. Cattle barons and cowboys generally hate these late comers who they see as squatters.

13.38 Sheriff

Level: 4

Hit Dice: 5D8

Move: 4"

Defense: 15

Attributes: Athletics 0; Book Learning +1; Fighting +1; Frontier +2; Grit +1; Horsemanship +1; Perception +2; Presence +2; Shooting +2; Stealth 0; Strength 0; Quickness +1

Special Abilities: The sheriff can form a deputized posse of 4D4 posse members to bolster his arresting power.

Gear: Heavy Pistol, shotgun, handcuffs

The sheriff is the man elected by the people to uphold the law and keep the peace in frontier towns. Many are competent and noble. Unfortunately, some sheriffs are elected through the finances of a corrupt special interest group (like a cattle baron, a rail boss, or even a powerful outlaw) who want the law in their pocket. The sheriff is the law in his jurisdiction, whether corrupt or not.

13.39 Shotgun

Level: 2

Hit Dice: 3D6

Move: 4"

Defense: 13

Attributes: Athletics 0; Book Learning 0; Fighting +1; Frontier +1; Grit 0; Horsemanship +1; Perception +1; Presence 0; Shooting +3; Stealth -1; Strength 0; Quickness +1

Special Abilities: The shotgun suffers no penalty for being an unstable shooter when firing from a stagecoach. The shotgun can reload his shotgun as a free action.

Gear: Shotgun

The shotgun is the name given for the man who rides guard on the stagecoach. The name is derived from the weapon that he carries.

13.40 Soiled Dove

Level: 0

Hit Dice: 1D4

Move: 3"

Defense: 11

Attributes: Athletics -1; Book Learning -1; Fighting -2; Frontier 0; Grit -2; Horsemanship 0; Perception 0; Presence -2; Shooting 0; Stealth +1; Strength -2; Quickness +1

Special Abilities: Advantage (she usually has it hidden in a corset or garter belt)

Gear: Pocket Pistol, 1D6 dollars

The soiled dove is the common prostitute of the frontier. She may work in a low class bawdy house, a dirty saloon, or simply have a mattress in a back room somewhere. They aren't all ugly, but they certainly aren't as dainty and purdy as the prairie nymphs. What they lack in looks they make up for in personality and imagination. Soiled doves can make great sources of information for characters.

13.41 Stagecoach Driver

Level: 2

Hit Dice: 3D6

Move: 3"

Defense: 12

Attributes: Athletics -1; Book Learning 0; Fighting 0; Frontier +3; Grit 0; Horsemanship +3; Perception +1; Presence 0; Shooting +1; Stealth 0; Strength 0; Quickness 0

Special Abilities: The stagecoach driver has a +2 to all horsemanship checks in regards to driving the stagecoach. The stagecoach driver can drive the stagecoach as a free action (so he can shoot a pistol at the same time).

Gear: Heavy Pistol, Whip (1D4 damage)

The stagecoach driver is the brave man in charge of delivering passengers, mail, payroll, and valuables through unfriendly territories full of outlaws and Indians.

13.42 Texas Ranger

Level: 6

Hit Dice: 7D8

Move: 5"

Defense: 18

Attributes: Athletics +1; Book Learning +1; Fighting +2; Frontier +3; Grit +2; Horsemanship +2; Perception +2; Presence +3; Shooting +2; Stealth +1; Strength +1; Quickness +2

Special Abilities: Alert, Born in the saddle, Fancy shooting x 2, quick, rapid reload

Gear: 2 Heavy Pistols, Rifle, 1D6 x 10 Dollars

The Texas Ranger is an elite police force that patrols Texas and the Mexican border. They are noble and brave and the bane of any outlaws who prey on those parts.

14. CRITTERS

14.1 Bear

Level: 6
Hit Dice: 7D10
Move: 4"
Defense: 17
Fighting: +2
Quickness: +1

Special Abilities: If both of the bears claw attacks hit the same target he takes the damage and is also "hugged". The bear automatically hits the target each round with all 3 attacks. The victim can escape by making a strength check TN 16 as his action, or by killing the bear.

Attack Damage: claw 1D10/claw 1D10/ bite 1D12

14.2 Bobcat

Level: 1
Hit Dice: 2D4
Move: 5"
Defense: 13
Fighting: +2
Quickness: +2

Special Abilities: The Bobcat is never surprised, and always surprises it's victims in an area that provides any sort of hiding spots or cover.

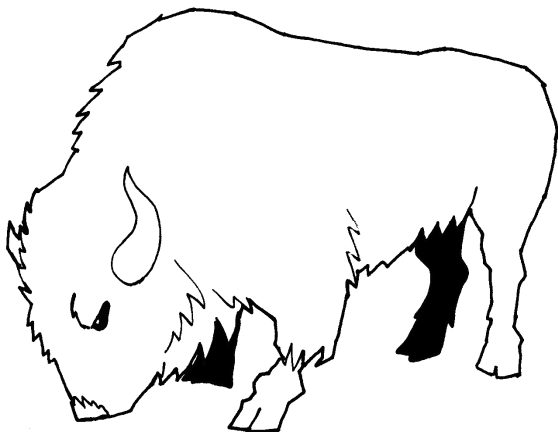
Attack Damage: claw 1D4/claw 1D4/bite 1D4

14.3 Buffalo

Level: 5
Hit Dice: 6D10
Move: 4"
Defense: 14
Fighting: +0
Quickness: -1

Special Abilities: None

Attack Damage: Gore 2D12 or hoof 1D10/1D10



14.4 Cougar

Level: 3
Hit Dice: 4D6
Move: 7"
Defense: 16
Fighting: +3
Quickness: +3

Special Abilities: The cougar's pounces on his first attack. The pounce gives him +1 to hit with all his attacks, and +3 to damage with each attack that hits.

Attack Damage: claw 1D6/claw 1D6/ bite 2D4

14.5 Coyote

Level: 2
Hit Dice: 3D6
Move: 6"
Defense: 14
Fighting: +1
Quickness: +2

Special Abilities: Coyotes attack in packs using the ganging up bonus, but gain an additional +1 if there are 2 or more coyotes attacking one target.

Attack Damage: claw 1D4/claw 1D4/ bite 1D6

14.6 Dog

Level: 2
Hit Dice: 3D6
Move: 7"
Defense: 14
Fighting: +2
Quickness: +2

Special Abilities: Domestic dogs are loyal to their master. The dog gains a +1 bonus to hit when by his masters side, but suffers a -1 if his master is slain.

Attack Damage: claw 1D4, claw 1D4, bite 2D4

14.7 Gila Monster

Level: 0
Hit Dice: 1D4
Move: 3"
Defense: 10
Fighting: +0
Quickness: +0

Special Abilities: The gila monster releases a minor venom. If a character is bitten, they must make a grit check TN12 or suffer a -1 to hit and -1" to move the rest of the combat. This is cumulative if bitten multiple times. The effect goes away with an hour of rest.

Attack Damage: bite 1D4 + venom

14.8 Horse

Level: 4

Hit Dice: 5D10

Move: 10"

Defense: 14

Fighting: -2

Quickness: +0

Special Abilities: Horses don't generally fight in battle unless wild or in close quarters and being attacked themselves.

Attack Damage: hoof 2D4, hoof 2D4

14.9 Jackalope

Level: 1

Hit Dice: 1D4

Move: 5"

Defense: 14

Fighting: +1

Quickness: +3

Special Abilities: The Jackalope attacks by springing at its victims and goring them with its horns. If the Jackalope can get a 3" running start, it attacks at +2 to hit and damage.

Attack Damage: Gore 1D4

14.10 Longhorn

Level: 6

Hit Dice: 7D10

Move: 4"

Defense: 15

Fighting: +1

Quickness: -1

Special Abilities: If the longhorn hits with his gore attack, it immediately makes a free attack. If a hit is scored, the victim is thrown 1D6" in a random direction and takes an additional 1D6 damage.

Attack Damage: Gore 3D8 or hoof 2D8/hoof 2D8

14.11 Rattle Snake

Level: 0

Hit Dice: 1D4

Move: 4"

Defense: 13

Fighting: +1

Quickness: +3

Special Abilities: When a rattle snake hits it injects deadly venom. Any character bitten must immediately make a grit check TN16. If successful, the character takes 1D4 points of damage. If the roll fails, the character loses 1D6 hp per round until dead or until someone with a Doc special ability heals them.

Attack Damage: bite 1D4 + venom

14.12 Scorpion

Level: 0

Hit Dice: 1HP

Move: 1"

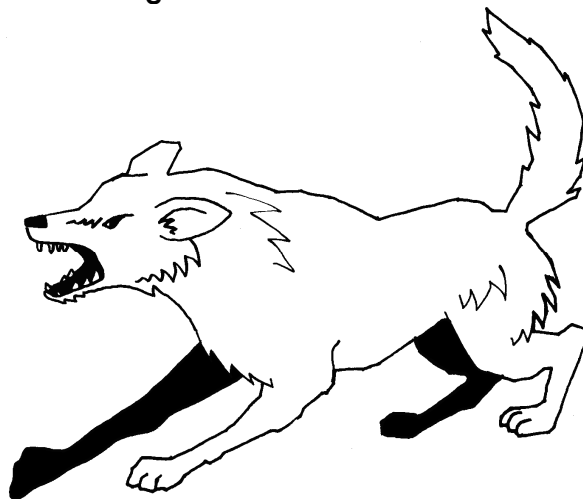
Defense: 10

Fighting: +0

Quickness: +0

Special Abilities: Scorpions are minor menaces that may be used for torture, or crawl into a cowboys boot or bedroll. If a victim comes into contact with one roll a 1D6. On a roll of 1-3 the Scorpion skitters away (if the victim doesn't squash it), while on a 4-6 the Scorpion stings the victim. Stung victims must make a grit check TN12 or take 1D4 points of damage. The victim also feels feverish for 1 day and makes all checks (including combat rolls) at -1.

Attack Damage: See above



14.13 Wolf

Level: 3

Hit Dice: 4D8

Move: 7"

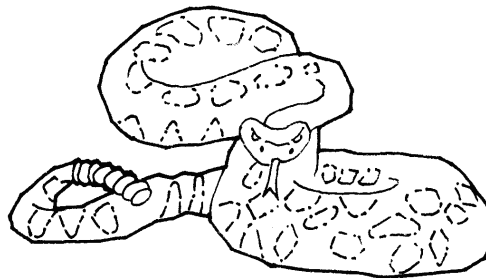
Defense: 15

Fighting: +2

Quickness: +2

Special Abilities: Wolves attack in packs using the ganging up bonus, but gain an additional +1 if there are 2 or more wolves attacking one target.

Attack Damage: claw 1D6/claw 1D6/ bite 2D4



15. LEGENDS OF THE WEST



15.1 Bat Masterson

Level: 6

Hit Points: 35

Move: 4"

Defense: 17

Attributes: Athletics 0; Book Learning +1; Fighting +3; Frontier +1; Grit +1; Horsemanship 0; Perception +1; Presence +2; Shooting +3; Stealth 0; Strength +2; Quickness +1

Special Abilities: Alert, Mighty blow, quick. Bat is a boxer and gets 2 attacks when using his fists. Each of these attacks is at an additional +1 to hit and damage.

Gear: Long barreled pistol, 1D10 x 10 dollars

Bat Masterson is the sheriff of Ford County, Kansas. He has a rough background as a buffalo hunter, Indian fighter, and army scout. He owns a nice saloon in Dodge City.

Bat keeps his jurisdiction clean, and shows no mercy to outlaws. He's heavy handed with strangers and has no reservations smacking someone around and ordering them to leave Ford County if he doesn't like their looks.

Bat is an expert with a long barreled Peacemaker, but takes pride in his reputation as a prize fighter. He gets great pleasure out of beating criminals into submission instead of simply pointing a gun at them.



15.2 Belle Starr

Level: 5

Hit Points: 24

Move: 3"

Defense: 15

Attributes: Athletics -1; Book Learning +1; Fighting -2; Frontier +2; Grit 0; Horsemanship +1; Perception +2; Presence 0; Shooting +2; Stealth 0; Strength -2; Quickness 0

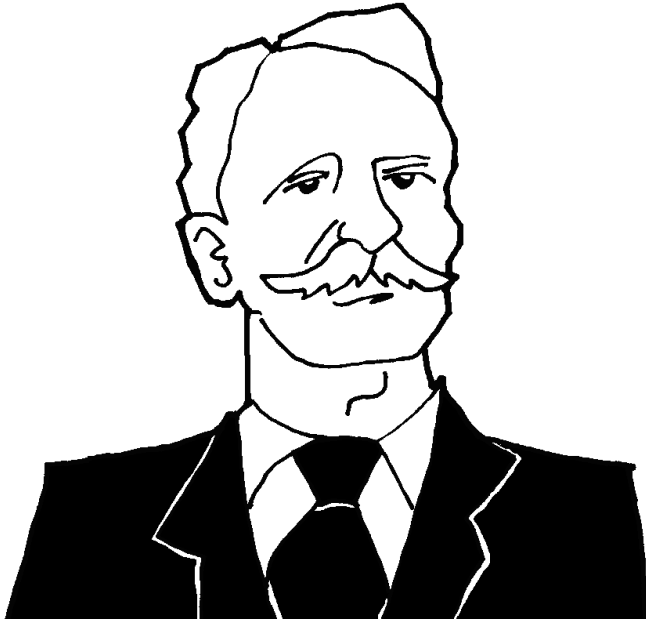
Special Abilities: Fancy shootin. Belle gains a +3 to any presence checks that involve bribery or seduction. Belle always has 1D4 outlaws close at hand who are completely loyal to her.

Gear: 2 short barreled pistols, 3D6 x 10 dollars

Belle Starr wears buckskins and moccasins or tight black jackets, black velvet skirts, high-topped boots, a man's Stetson hat with an ostrich plume, and twin holstered pistols. She spent much of her time in saloons, drinking and gambling at dice, cards, and roulette. At times she likes to ride her horse through the streets shooting off her pistols.

Belle's first robbery was of a wealthy Creek Indian farmer in the Indian Territory. She got away with \$30,000 in gold coins and went into hiding from the law in Texas, living off of the money from the robbery.

Belle has immersed herself in outlawry: organizing, planning and fencing for the rustlers, horse thieves and bootleggers, as well as harboring them from the law. Belle's illegal enterprises prove lucrative enough for her to employ bribery to free her cohorts from the law whenever they get caught. When she is unable to buy off the lawmen, she is known to seduce them into looking the other way.



15.3 Bill Tilghman

Level: 5

Hit Points: 30

Move: 4"

Defense: 15

Attributes: Athletics -1; Book Learning +1; Fighting 0; Frontier +2; Grit +1; Horsemanship +1; Perception +1; Presence +3; Shooting +2; Stealth 0; Strength 0; Quickness 0

Special Abilities: Marksman, rapid reload. If Bill hits with his rifle, he can immediately roll a bonus attack at the same target. Bill gains a +1 to all rolls when facing womenfolk.

Gear: Rifle, 1D6 x 10 dollars

Bill Tilghman is the City Marshall of Guthrie Oklahoma where he wears a badge made of two \$20 gold coins. Once there he started "cleaning up" the area including Hell's Half Acre, Perry Oklahoma that had 110 Saloons for a population of 25,000 which is one Saloon for about every 225 people.

Bill is a tough and cranky man with no sense of humor. He has a special contempt for women outlaws. He is known to hunt down wanted womenfolk just so he can overpower them and give them a spanking before throwing them in jail. Of course, he'll still gun them down if he feels they are a real threat.



15.4 Billy the Kid

Level: 4

Hit Points: 21

Move: 5"

Defense: 16

Attributes: Athletics +1; Book Learning 0; Fighting -1; Frontier +1; Grit 0; Horsemanship +1; Perception -1; Presence -1; Shooting +2; Stealth +1; Strength -1; Quickness +2

Special Abilities: Lucky, quick, quick draw. Billy does double damage in a surprise round or if he shoots someone in the back.

Gear: Short barreled pistol, rifle, 1D4 dollars

Billy the Kid is a young, cocky, hot headed killer who likes to call himself "The Regulator". Billy is always getting in trouble for theft, troublemaking, and killing folk. After causing his trouble, he is notorious for fleeing the area to someplace new he can get in trouble.

Billy has a list of hanging offenses longer than his arm, including cattle rustling and killing 21 men or more, including Sheriff William Brady. Some folk place him at bank robberies and stagecoach holdups.



15.5 Black Bart

Level: 4

Hit Points: 20

Move: 3"

Defense: 14

Attributes: Athletics -1; Book Learning +3; Fighting 0; Frontier +1; Grit 0; Horsemanship +1; Perception +2; Presence 0; Shooting +1; Stealth +2; Strength -1; Quickness 0

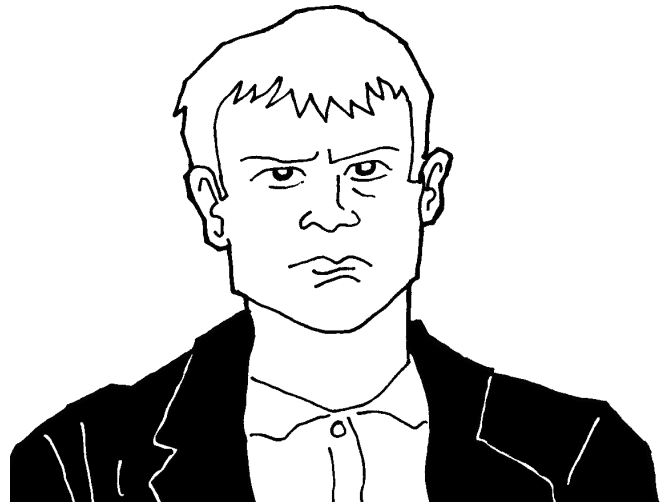
Special Abilities: Bart gains an additional +1 on any presence rolls involving intimidating or charming. He gains a +1 to stealth rolls involving hiding.

Gear: Short barreled pistol, shotgun, 1D12 x 10 dollars, note pad, pencil

Master outlaw, Black Bart is a California stagecoach robber. Black Bart is the bane of the Wells Fargo Bank, and they have placed a substantial reward on his head dead or alive.

To date, Black Bart has robbed 28 stagecoaches of their strongboxes in Northern California and Southern Oregon. He never touches the passengers and treats everyone with politeness. His trademark clothing is a linen duster and a flour-sack mask. He sometimes carries an unloaded shotgun (do you feel lucky?) and leaves a scrawled poetry verse behind.

He's a married man. His wife Elizabeth begs him to give up his life of crime, but Black Bart loves the thrill of the adventure.



15.6 Butch Cassidy

Level: 5

Hit Points: 33

Move: 4"

Defense: 16

Attributes: Athletics 0; Book Learning 0; Fighting +2; Frontier +3; Grit +2; Horsemanship +2; Perception 0; Presence +1; Shooting +2; Stealth +1; Strength +1; Quickness +1

Special Abilities: Born in the saddle, plum loco, thief. Butch has a +1 to hit with dynamite and does an extra 1D6 damage to any targets affected by the blast.

Gear: Short barreled pistol, shotgun, dynamite, 2D6 x 10 dollars

Butch Cassidy is a train robber and outlaw. As a teenager he fell under the influence of a cowboy rustler who taught him how to shoot, ride and rope and other necessary horse thieving tricks. When his mentor was shot in cold blood by a dirty sheriff, Butch turned to a life of crime as his own form of vengeance.

Butch is known for robbing trains, but he also robs banks. Butch is a bit of a pyromaniac, and sometimes loads a bank or train car with dynamite and blows it to bits after the robbery is complete.

Butch Cassidy is criminal mentor to many young men known collectively as "The Wild Bunch". He runs an outlaw stronghold called Brown's Hole, a rugged mountain camp at the Green River, bordering Utah, Colorado and Wyoming. He also has several hideouts like "Hole-in-the-Wall" and "Robber's Roost", deep canyons of northern Wyoming and southeastern Utah.



15.7 Calamity Jane

Level: 4

Hit Points: 23

Move: 3"

Defense: 14

Attributes: Athletics -1; Book Learning +1; Fighting 0; Frontier +2; Grit +1; Horsemanship +1; Perception 0; Presence 0; Shooting +1; Stealth 0; Strength 0; Quickness 0

Special Abilities: Jane gains a +1 to hit and damage when fighting Indians. Jane gains a +2 to any frontier checks when attempting to track.

Gear: Long barreled pistol, rifle, tintype of Wild Bill Hickok, 1D6 dollars

Martha Jane Canary can usually be found these days around Deadwood, South Dakota. She is a tough cookie who dresses like a man, in buckskins. She was a frontierswoman, professional scout, and has gained fame fighting Indians.

Calamity Jane knows how to handle a horse, a gun, and a man! She thinks of herself as a somewhat invincible protector and often rides the plains looking to rescue people from savage Indian attacks. She is also a fierce vigilante and whenever she hears a gun go off she comes running to see what she can do.

Recently Calamity Jane has fallen in love with a sheriff from Kansas named Wild Bill Hickok. Wild Bill doesn't have the slightest interest in her, but she doesn't seem to realize this.



15.8 Clay Allison

Level: 5

Hit Points: 32

Move: 4"

Defense: 16

Attributes: Athletics 0; Book Learning -2; Fighting +2; Frontier 0; Grit +1; Horsemanship 0; Perception -1; Presence +1; Shooting +2; Stealth 0; Strength 0; Quickness +1

Special Abilities: Hit em hard x 2, quick draw. Clay gets so enraged he ignores his own pain when fighting. Every time Clay is hit in combat, subtract 2 points from the damage caused.

Gear: Knife, short barreled pistol, bottle of whisky, 1D10 dollars

Robert Clay Allison, is a gunfighter and cold blooded killer, known simply as "Clay". There isn't much of anything good a person can say about Clay. When Clay was just a young pup, living on his family farm in Tennessee, he got his head stomped on by a sheep. This injury lead to a life of violent mood swings, maybe even a multiple split personality.

Clay was kicked out of the Confederate States Army for being a psychotic lunatic. After that he joined the Ku Klux Klan where his prejudice and insanity were appreciated. After killing a sheriff who was called to talk to him at a barn dance for maliciously stomping on the dancer's toes, he fled to Texas and then New Mexico where he now resides.

Clay is a dangerous man known to drink hard before shooting or stabbing anything in sight. Clay is violent and evil. He enjoys inflicting pain and suffering and loves to see fear in the eyes of his victims.



15.9 Cole Younger

Level: 4

Hit Points: 26

Move: 5"

Defense: 14

Attributes: Athletics +1; Book Learning -2; Fighting +1; Frontier +1; Grit +1; Horsemanship +2; Perception -1; Presence 0; Shooting +1; Stealth +2; Strength 0; Quickness 0

Special Abilities: None

Gear: rifle, tobacco, 1D6 x 10 dollars

Thomas Coleman Younger is a famous Confederate guerrilla and has become an outlaw after his tour of duty. Cole mostly robs banks and stagecoaches in Missouri and Kentucky. Sometimes he enjoys a good train robbery, derailing a locomotive and looting the express car.

The Pinkerton National Detective Agency is currently pursuing Cole Younger, but the detectives who get close keep winding up dead.

Cole is a sly one who constantly escapes incarceration. He has tons of old confederate friends who give him help and a place to hide. In fact, Cole is a hero in the old confederate states because his robberies only target old Union generals and politicians. Of course it doesn't matter that many innocent men, women, and children get caught in the crossfire of his robberies.



15.10 Crazy Horse

Level: 6

Hit Points: 42

Move: 8"

Defense: 19

Attributes: Athletics +2; Book Learning -2; Fighting +2; Frontier +2; Grit +3; Horsemanship +1; Perception 0; Presence +1; Shooting 0; Stealth +1; Strength +2; Quickness +3

Special Abilities: Fast, mighty blow. If Crazy Horse is hit in combat and an Indian brave is within 3" (15 feet), the brave interrupts the attack, running in front of the attacker right before it hits and he takes the damage instead.

Gear: knife, spear, bow & 12 arrows

Crazy Horse is a fierce and fearless warrior, and considered a visionary by the Lakota (Sioux) people. While still a very young man, Crazy Horse began his journey toward becoming a legendary warrior. At 13 he stole horses from the Crow and led his first war party before the age of 20. Early on he decided he would fight to protect the Lakota way of life and encroachment of white armies and settlers, fighting against the new arrivals in Wyoming.

Crazy Horse leads the resistance against the U.S. War Department who has ordered all Lakota bands onto reservations. Crazy Horse has taken a Cheyenne woman as his first wife, which allows a close alliance between the Lakota and Cheyenne. He can call upon his Cheyenne relatives to join forces with his Oglala warriors at any time.



15.11 Cochise

Level: 5

Hit Points: 36

Move: 5"

Defense: 17

Attributes: Athletics +1; Book Learning -2; Fighting +2; Frontier +1; Grit +1; Horsemanship +1; Perception -1; Presence 0; Shooting 0; Stealth 0; Strength +2; Quickness +2

Special Abilities: If using his tomahawks, Cochise can make 2 attacks per round at +1 to hit and damage with both. If both attacks hit the same opponent that target takes an additional 1D4 points of damage.

Gear: Knife, tomahawk x 2

Cochise is an Apache warrior who realized that it was fruitless to resist the movement of the whites along the Overland Trail. He entered into an "agreement" with the Butterfield Stage Line that it was "understood" that Cochise can raid or attack anything south of the Mexican border but would leave the stage line alone.

When a band of Pinal Indians raided the area and abducted a young boy, an army officer sent to retrieve the child was convinced it was Cochise and the Apache behind the attack. Cochise came forward under a flag of truce and declared his innocence. The army chose not to believe him and tried to arrest him. Cochise escaped, but the 6 men who had accompanied him were hanged.

In retribution, Cochise killed 150 white travelers along the Overland Trail within the next 60 days. Cochise is wanted dead or alive, if you dare to enter Apache territory to get him.



15.12 Doc Holliday

Level: 6

Hit Points: 21

Move: 4"

Defense: 19

Attributes: Athletics 0; Book Learning +3; Fighting 0; Frontier 0; Grit -1; Horsemanship 0; Perception +2; Presence 0; Shooting +3; Stealth 0; Strength -1; Quickness +3

Special Abilities: Alert, fancy shootin x 3, gunslinger, lucky, quick, quick draw. John gets a +3 to all cheating and bluffing checks when gambling. Doc Holiday knows dentistry (in case someone needs a tooth pulled).

Gear: Short barreled pistol, 5D4 x 10 dollars

John Henry "Doc" Holliday is a gambler, gunman, and loyal friend to Wyatt Earp. He practiced dentistry in Georgia before developing his chronic cough and other symptoms of tuberculosis.

He headed west to the drier climate of Tombstone Arizona, and has taken up life as a gambler. Needless to say, the drinking and gambling lifestyle has led to many gunfights, and the Doc has established himself as one of the fastest. When he has a run of bad luck, Doc Holiday will rob a stagecoach or two to get himself back in the game.

Doc Holiday is suave but sarcastic. He knows he is going to die from tuberculosis, and has absolutely no fear of dying in any other way. He has an unstable marriage with a shrew named "Big Nose" Kate Elder.



15.13 Frank Canton

Level: 4

Hit Points: 20

Move: 4"

Defense: 14

Attributes: Athletics 0; Book Learning +1; Fighting 0; Frontier +2; Grit 0; Horsemanship +2; Perception 0; Presence 0; Shooting +1; Stealth +1; Strength 0; Quickness 0

Special Abilities: Alert, born in the saddle. Frank Canton gets a +2 to hit and damage when attacking someone who is lower level than he is.

Gear: long barreled pistol, shotgun, 1D12 dollars

Frank M. Canton is the dirty sheriff of Johnson County, Wyoming. He is in the pocket of powerful cattlemen determined to drive out any small rancher or farmer who settled in Johnson County to allow more range for the rich and powerful.

His life as a crooked law dog isn't much of a stretch as he used to rob banks and rustle cattle. He was even jailed for robbing the bank at Comanche, Texas.

He escaped jail and returned to herding cattle. He took a herd up to Nebraska where he officially changed his name to Frank Canton and vowed to give up his outlaw ways. In his mind he is now on the side of the law.



15.14 Geronimo

Level: 6

Hit Points: 34

Move: 5"

Defense: 16

Attributes: Athletics +1; Book Learning -2; Fighting +1; Frontier +2; Grit +1; Horsemanship +1; Perception +3; Presence +2; Shooting +1; Stealth +2; Strength 0; Quickness 0

Special Abilities: Geronimo can not be killed. He is in touch with the spirit world and is everywhere, and nowhere, all at once. When Geronimo's hit points drop to zero he disappears. The characters are distracted by something, like a charging deer or the shriek of a swooping eagle, and when they look again, Geronimo is simply nowhere to be seen.

Gear: Knife, rifle

Geronimo is a dutiful follower of Cochise. He is a fearless and resourceful warrior. Geronimo is a lover of nature and seems to be in touch with the spirit world. He is wise and honorable, but above all he is a protector of his people.

He is an elusive opponent who attacks with lightning fast speed and then fades into the mist. Some are beginning to believe Geronimo is something more than human as he seems to be in all places at once, spearheading his people in battles, raids, and attacks.



15.15 Heck Thomas

Level: 4

Hit Points: 22

Move: 3"

Defense: 14

Attributes: Athletics -1; Book Learning +2; Fighting 0; Frontier +2; Grit 0; Horsemanship 0; Perception +3; Presence +2; Shooting +1; Stealth 0; Strength 0; Quickness 0

Special Abilities: Alert, lucky. Heck gains a +2 to all rolls (if you are rolling dice for anything, add +2) he makes when he is in direct confrontation with an outlaw.

Gear: None

Heck Thomas (The Guardsman) may be the most honorable and educated lawman in the west. He has managed to arrest over 300 wanted men while working the Indian Territory and also helped clean-up Perry Oklahoma (Hell's Half Acre).

Highly intelligent, Thomas is known to trick and outsmart outlaws instead of simply gunning them down (although he is an adequate gun fighter).

Heck is Sheriff in Lawson Oklahoma and outlaws know they better watch themselves in his jurisdiction. Not only is Heck Thomas a wily lawman, he has a following of loyal deputies and the townsfolk are always willing to form up a posse on his request.



15.16 Henry Starr

Level: 4

Hit Points: 20

Move: 6"

Defense: 15

Attributes: Athletics 0; Book Learning 0; Fighting 0; Frontier 0; Grit 0; Horsemanship +1; Perception +2; Presence +1; Shooting 0; Stealth +3; Strength 0; Quickness +1

Special Abilities: Fast, marksman, thief. Henry gains a +2 to all stealth checks when picking locks or cracking safes. Henry can make called shots to disarm opponents at no penalty.

Gear: None

Henry Starr is one of the most notorious bank robbers in the west. He is a bank robber by choice and loves the life, traveling from bank to bank in no particular pattern.

Henry Starr has one weakness for an outlaw, he refuses to kill. He has robbed more banks than anyone can count, but he has never killed one person. When he does shoot, it is only to wound, or shoot a weapon out of someone's hand.

Henry Starr see's himself as a hero, not an outlaw. He has a flair for the dramatic and is a hopeless romantic, especially with the ladies.



15.17 Jesse & Frank James

Level: 5/5

Hit Points: 31/25

Move: 5"/4"

Defense: 15/15

Attributes: Athletics +1/0; Book Learning 0/0; Fighting +2/+1; Frontier +1/+1; Grit +1/0; Horsemanship 0/0; Perception 0/+1; Presence +1/0; Shooting +2/+2; Stealth +2/+2; Strength +1/0; Quickness 0/0

Jesse Special Abilities: Fancy shootin, mighty blow. When Jesse's hit points drop to 15 or below, he gets an adrenaline rush and all his attack rolls are at +1 to hit.

Frank Special Abilities: Alert, thief. If Frank gives up his action in a melee round, he can instead "assist" Jesse, by firing at the same target. This results in Jesse getting a +1 to hit and damage that round.

Jesse Gear: 2 short barreled pistols, 3D6 x 10 dollars

Frank Gear: Long barreled pistol, shotgun. 3D6 x 10 dollars

Jesse and Frank James have had long careers as robbers and murderers. The boys were sympathetic to the Southern cause during the Civil War and made raids on anti-slavery towns and Union soldiers. The skills they learned during the war became their trademark tactics in banditry.

These boys will rob anything. They've done banks, stagecoaches, stores, and even individual people. For some reason the press makes their robberies and killings sound like grand adventures and they have even gained public sympathy after some Pinkerton detectives, trying to capture them and threw a bomb into their mother's house.

But don't be fooled, they have no honor and will shoot you in the back as soon as you turn. Right now there is a \$5,000 bounty placed on each of the brothers' heads for their capture.



15.18 Johnny Ringo

Level: 4

Hit Points: 19

Move: 4"

Defense: 15

Attributes: Athletics 0; Book Learning -2; Fighting +1; Frontier 0; Grit 0; Horsemanship +1; Perception -2; Presence +2; Shooting 0; Stealth 0; Strength 0; Quickness +1

Special Abilities: Quick draw. Ringo does double damage when he dry gulches someone or shoots an unarmed target. Ringo gains a +1 to hit when shooting zero level opponents.

Gear: short barreled pistol, 1D4 dollars

Johnny Ringo is a dirty low-down ruthless snake with a bad temper. He currently resides in Tombstone Arizona. Most people fear Ringo, and avoid him because he acts like a big tough hombre, but he has never actually had a single gunfight. What he does do is shoots men in the back, or to their faces only if they are unarmed.

Ringo calls himself "the King of the Cowboys", and is a surly, bad-tempered man who is even worse when he's drinking. He walks with a menacing swagger and surrounds himself with a tough crowd. People who piss him off tend to get themselves killed when washing their hands, sleeping, or visiting the outhouse.



15.19 John Wesley Hardin

Level: 7

Hit Points: 32

Move: 4"

Defense: 20

Attributes: Athletics 0; Book Learning -1; Fighting +2; Frontier 0; Grit 0; Horsemanship 0; Perception 0; Presence +2; Shooting +3; Stealth 0; Strength 0; Quickness +3

Special Abilities: Quick, quick draw. John gets a free shooting attack before the first round of combat at +3 to hit and double damage.

Gear: Short barreled pistol, 1D12 dollars

John Wesley Hardin is the most notorious and feared gunmen in the wild west, reputed to have killed 30-40 men, including a man shot for snoring.

John stabbed a friend when he was only 11 years old. At 15, he killed a former slave and then ambushed and killed 3 soldiers that tried to arrest him. He killed a man who threatened him, later he shot a circus man, and in the same month killed a man trying to rob him. He shot two more men in a card game and an Indian "just for practice". In Abilene, he killed Juan Bideno who had killed one of his friends. Later, he walked up to two black policemen who were looking for him and killed both. In Trinity City, Texas, Hardin got into a fight where he was wounded (the other man was killed) and while recuperating two policemen crept up and fired into his room...Hardin's gunfire killed them both.

Need I go on? John Wesley Harding is a cold blooded killer without a conscience. There is currently a \$4000 "Dead or Alive" bounty on his head for the murder of deputy sheriff Charles Webb.



15.20 Sitting Bull

Level: 7

Hit Points: 40

Move: 3"

Defense: 17

Attributes: Athletics -1; Book Learning -2; Fighting 0; Frontier +2; Grit +1; Horsemanship +1; Perception +3; Presence +3; Shooting 0; Stealth +1; Strength 0; Quickness 0

Special Abilities: Doc. Sitting Bull has visions and will know the strengths, weaknesses, and purpose of any who face him. If Sitting Bull is hit in combat and an Indian brave is within 3" (15 feet), the brave interrupts the attack, running in front of the attacker right before it hits and he takes the damage instead.

Gear: Knife, rifle

Sitting Bull is a leader and holy man of the Sioux. He is possibly the smartest and bravest Indian alive. Sitting Bull is instrumental in leading his people in acts of defense to preserve their way of life on the northern plains of the U.S. territories.

The Black Hills of South Dakota is sacred land to the Lakota, so when it was announced there was gold in the Black Hills there was bound to be trouble. The Fort Laramie Treaty had guaranteed the preservation of the land and banned white settlement in the area. Prospectors have come in droves, breaking the treaty. The Lakota are forced to defend what the government deemed theirs.

To try to remedy the problem, the government offered to buy the Black Hills. When that failed, all Lakota were ordered onto reservations or be considered "hostile Indians." Sitting Bull and his people have no intention of leaving without a fight!



15.21 Texas John Slaughter

Level: 5

Hit Points: 23

Move: 2"

Defense: 16

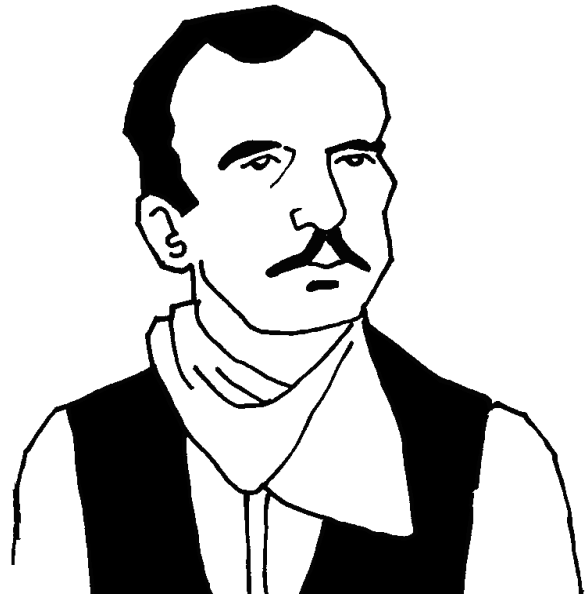
Attributes: Athletics -2; Book Learning 0; Fighting 0; Frontier +3; Grit 0; Horsemanship +1; Perception +1; Presence +1; Shooting +2; Stealth 0; Strength -1; Quickness +1

Special Abilities: Fancy shootin x 3, quick draw. All cheating rolls made while Texas John is at the table are made at a TN16 instead of TN12.

Gear: Short barreled pistol, 1D10 dollars, playing cards, dice

John Slaughter has been, a Texas Ranger, cattleman, gunman, and gambler. Right now he is elected sheriff of Cochise County, Arizona. He's a tough old sheriff who would rather arrest a man than kill him. Nonetheless, he kills in the line of duty when necessary including the bandit Guadalupe Robes and the gambler Bob Stevens after he held up a gambling game and ran off with the money.

Texas John has a severe gambling addiction, and plays poker whenever he can. He plays an honest game, but can't abide by cheaters. His wife Viola is about ready to leave him if he doesn't stop losing all his money in poker games.



15.22 Tom Horn

Level: 4

Hit Points: 19

Move: 4"

Defense: 14

Attributes: Athletics 0; Book Learning +1; Fighting +1; Frontier +1; Grit 0; Horsemanship +1; Perception +1; Presence 0; Shooting +1; Stealth +1; Strength 0; Quickness 0

Special Abilities: Alert, born in the saddle. Tom is a master of hiding his trail and any attempts to track him are always at a TN18. Tom is paranoid, and always knows when he is being watched or followed. Tom is an expert at setting up an ambush. If he successfully dry gulches someone (the target fails a perception check at TN16) Tom gains a +2 to hit and damage in the surprise round.

Gear: Knife, pocket pistol, shotgun, 1D10 dollars

Tom Horn was a Bounty Hunter, Apache Scout, and Pinkerton Detective, and now he works for cattlemen as range detective during the range wars. He gets hired by the various Cattle interests to kill rustlers.

Recently he was hired by a rancher John Coble to help settle a family feud with a homesteader Kels Nickells. He accidentally shot Nickells' 13-year old son thinking it was his father. Since then he has turned cold and has become less stable.

It is rumored that the U.S. Marshalls suspect him of the killing and have been watching him. This has made Tom Horn paranoid, skittish, and untrusting.



15.23 Wild Bill Hickok

Level: 6

Hit Points: 38

Move: 4"

Defense: 18

Attributes: Athletics 0; Book Learning 0; Fighting 0; Frontier +2; Grit +1; Horsemanship +2; Perception +1; Presence +2; Shooting +3; Stealth 0; Strength 0; Quickness +2

Special Abilities: Gunslinger, quick draw, rapid reload. Wild Bill is a dashing figure and gains a +2 to presence rolls when trying to charm the ladies. If Wild Bill goes second in a showdown (loses initiative) it simply means he had more time to aim and his attack is made at an additional +1 to hit.

Gear: Short barreled pistol, 3D8 x 10 dollars

James Butler Hickok may be the most famous wild west shootist. He worked in the Kansas frontier as a farmhand, hired gun, and stagecoach driver. During the Civil War, he was a civilian scout and wagon master.

Wild Bill is currently the sheriff of Ellis County, Kansas. Up until this time, between scouting and being a lawman, Hickok had come to kill quite a few people. Now he spends most of his time walking the boardwalk, playing poker at the saloon, and trying to avoid the advances of Calamity Jane.



15.24 Wyatt Earp

Level: 7

Hit Points: 48

Move: 4"

Defense: 18

Attributes: Athletics 0; Book Learning 0; Fighting +2; Frontier +2; Grit +3; Horsemanship 0; Perception +2; Presence +2; Shooting +1; Stealth 0; Strength +1; Quickness +1

Special Abilities: Alert, lucky x 2. If Wyatt is next to an opponent who draws a pistol he can make an opposed quickness check to pluck the gun from the opponents hand. Wyatt can pistol whip someone as a free surprise round attack at +3 to hit and for 1D8 points of damage.

Gear: Long barreled pistol, 3D6 x 10 dollars

Wyatt Earp has traveled to Kansas, Texas and New Mexico. He earned his living as a gambler, teamster, buffalo hunter, a section hand on the Railroad and, of course, lawman. As assistant city marshal in Dodge City he became friends with Bat Masterson and John "Doc" Holliday.

He and his wife, Cecelia "Mattie" Blaylock, recently traveled to Tombstone, Arizona, a mining boomtown, and have been joined by his brothers Virgil, Morgan, James and Warren. Virgil is town marshal while Wyatt works at the Oriental Saloon on the faro concession and sometimes for Wells Fargo as a stagecoach guard. He also fills in occasionally as Virgil's deputy.

Wyatt is an intelligent, calm, and sensible man. He likes to talk first and shoot only as a last resort (with pistol whipping being an acceptable and favorite compromise). He stands over six feet tall and is an impeccable dresser, known to never leave his house without a coat and tie.

16. TUMBLEWEED VALLEY

Tumbleweed Valley is a short sample adventure designed for 3-5 salty zero level characters, and will take about 2-4 hours to complete.

The rest of the information is for the referee only! If you are not the referee and plan on playing this mission, STOP reading now!

16.1 Adventure Background

The days of the Texas open range seem to be coming to an end with the railroad coming through. Ranchers are staking their claims and putting up wire to fence off their property and keep their cattle in.

Wolpert Sedley has a nice piece of land close to Tarnal Diggins. His ranch is wedged between two much larger cattle barons holdings (the Circle X and the Barr T ranch). To the west is Tumbleweed Valley, and beyond that Mexico.

In Tumbleweed Valley, some Mexicans set up a small ranch several years back. They purchased the land fair and square, but have never filed a legal claim.

With the fences going up and disputes over who has claim to what land, things have become tense in Tarnal Diggins. The Sheriff Matt Patrick has made it clear there won't be any range wars in his jurisdiction, and has sent for a federal judge to come in and legalize all the claims.

16.2 Referee information

Wolpert Sedly has his eyes on Tumbleweed valley. Most folk think it's because of the watering hole, but Wolpert has a much darker reason.

For years, Wolpert has been rustling cattle unnoticed from his neighbors. Now, with the fences going up and brands being checked at the loading trains, he won't be able to do this. He has no problem rustling the cattle from the large ranches flanking his, but he has no way to sell the cattle without getting caught.

Tumbleweed Valley opens up into Mexico through a narrow passage between two mountain ranges. If he could gain control of the valley, he could steal cattle and drive it right over to Mexico. It would be gone and sold, before anyone was the wiser. If anyone turned an eye on him, they could

search his property and would never find a head of cattle without his brand.

The problem is the Mexicans who ranch there. He has tried to buy them out. When that didn't work, he tried to scare them away. When he started getting a bit too aggressive, Sheriff Patrick stepped in. He warned Wolpert that if any of his men harassed those Mexicans, there would be dues to pay and if anyone was killed, there would be a hanging!

So Wolpert Sedley wants to be rid of the Mexicans...but he can't be the one to do it. Now all he needs is someone else to do it for him!

16.3 Adventure Summary

The following is the most likely course the adventure will take. Needless to say, your players will come up with all kinds of unique ways to depart from this, keeping the referee on his toes. This summary will help you to understand the flow of the adventure, but do not feel that you have to adhere strictly to it, as a single decision on the player's part may instantly change the direction of the story.

- The characters are hired by Wolpert Sedley to take care of some violent Mexican squatters on his property.
- The characters go to do the job, but find out it's simply a ranch, filled with families, women and children.
- The characters are dry gulched on their way back to town, so Wolpert can bring the "killers" to justice and pacify Sherriff Partick.
- The characters go back to town to face Wolpert for setting them up and then trying to kill them.

16.4 Players Introduction

You are dusty, dirty, and tired from your long ride along the Texas Mexican border. When you come to the small cow town of Tarnal Diggins all you want is a drink, a bath, and a place to lay your head.

You tie your horses outside the saloon. You have no idea of its name, because the sign is so shot full of bullet holes that the letters have long ago become illegible.

You step onto the creaking boardwalk, and a hulking man by the door says, "guns" and points a thumb to several nails hammered into the wall of the saloon. Pistol belts hang from many of the nails, and a few rifles and shotguns lean up against the wall. The man notes your hesitation and says, "guns" again, this time a little louder. You realize you aren't going to get a drink without hanging your shootin' irons, but at least everyone else in the saloon will be unarmed as well.

You step in through the batwings, and the crowd quickly measures you up before returning to their pursuits. You look around perceptively taking in the crowd.

Three tables are filled with drunken sobbusters and cowhands playing poker and dice games. At one of the tables is a dandy, obviously a professional gambler.

At one end of the bar a tight little crowd of cowhands cluster around an older rancher who obviously carries some authority over the group. Next to the older man is a slim attractive woman dressed like a man. Her eyes are alert, and you can tell she is spending considerable time sizing you up.

At the other end of the bar is a tight cluster of Mexican cowboys. Most are laughing and drinking, but a few exchange cautious glances toward the cowboys at the other end of the bar. One of the younger Mexicans is soaked, and his friends are trying to get him to stop drinking and out the door.

You start to make your way to the bar as the Mexicans are passing by, and the drunk young man suddenly heaves and vomits all over your (*pick the roughest hombre of the player characters, or a black hat, if there is one in the group*) shirt. He begins to laugh and points at you and tries to push you out of the way.

16.5 Scene One: The Saloon

The saloon was originally called the last chance, but nobody remembers that name. The situation in the saloon can go many different ways, but the primary goal is to give the characters a poor initial impression of the Mexicans, and a good impression of Wolpert Sedly.

16.5.1 The Door Guard

The door guard is named Ted Kinney. He is a hulking man who doubles as the bars prizefighter. He doesn't talk much, but it is his job to make sure nobody goes into the saloon with their firearms. He doesn't search the characters and any concealed weapons they have will be ignored. He is persistent, but won't fight to the death to prevent people from entering with their guns. If shots are fired, the sheriff will come running in a couple rounds anyway.

Ted Kinney

Lvl 3; Hp 17; Mv 6; Def 15

Attributes: Ath +2; BL -1; Fight +3; Fnt 0; Grit +2; Hor 0; Per +1; Prs +2; Shoot +1; Sth -1; Str +2; Quick +2

Special Abilities: Ted gets 2 attacks with his fists and they do 1D6 + 2 (Str) each.

Gear: Shotgun, 3 dollars

16.5.2 The Drunk Mexican

The drunken Mexican's name is Jesus. He is simply a young man who hasn't learned how to handle his whisky yet. He doesn't mean any harm and won't remember any of this in the morning.

Two other Mexicans try to carry him out. They aren't looking for any trouble and will apologize for their friend saying, "We are so sorry, he is only a boy who has had too much" and try to get him to the door. They don't have any money left, so can't pacify the characters with a drink or anything, they just want to get the heck out of dodge...er... Tarnal Diggins.

Unfortunately, Jesus will not help the situation as he will keep poking at the character he puked on and talking big. If it comes to it, all three Mexicans will fight, but they aren't very skilled. Everyone else in the bar will simply watch.

3 Mexican Sobbusters

Lvl 0; Hp 2, 3, 4; Mv 4; Def 8

Attributes: Ath 0; BL -2; Fight -1; Fnt +1; Grit 0; Hor +1; Per 0; Prs 0; Shoot -1; Sth -1; Str 0; Quick -2

Special Abilities: None

Gear: None

16.5.3 The Job Offer

After the altercation, Wolpert Sedley will approach the characters and buy them a drink. This is just the opportunity he has been waiting for. Witnesses saw the strangers (characters) have a scuffle with the Mexicans. Nobody would suspect

he had anything to do with it if they decided to go extract some revenge.

Wolpert will make the following offer to the characters:

"I like the way you handled yourself ...and those Mexicans. I have no tolerance for them myself. A bunch of the dirty beaners are squatting on my property down in Tumbleweed Valley. They rustle my cattle and harass my men. I've asked them to leave but they just pull out their pistols and laugh.

I would run them out, but my men are cow hands, not gunfighters. But you boys look like you know how to handle a shootin iron. I'm willing to pay you \$50 for the job, and another \$10 for each of those Mexicans you kill...cause I don't want them just running off and coming back."

Wolpert may barter the price a little, but he won't go higher than \$75 for the job. He answers all questions as if he is an innocent rancher being harassed and bullied by Mexican banditos. He will draw out a rough map showing how to get to Tumbleweed Valley for the characters. He urges them to get out there as soon as possible (to avoid them asking too many questions around town).

The woman in the saloon is Sasha Red, notorious gunfighter and hired bodyguard of Wolpert Sedley. She will stick to the shadows and avoid any contact or conversation with the characters during this encounter.

16.5.4 Gunfire in the Saloon

If there is any shooting in the saloon, it will bring Sheriff Patrick and 2 deputies running. They'll throw anyone who did any shooting in the jail overnight. If there is a killing, they will put the shooter in jail until they can get a fair trial. If the characters choose to shoot it out with the sheriff, things are bound to go poorly for them.

If the characters are thrown in jail, Sheriff Patrick and the deputies refuse to talk to them or answer any of their questions. That night, Wolpert will arrange for some of his men to bust them out by blowing open one of the jail walls with dynamite and having horses waiting for the characters.

Sheriff Patrick

Lvl 4; Hp 25; Mv 4; Def 15

Attributes: Ath 0; BL +1; Fight +1; Fnt +2; Grit +1; Hor +1; Per +2; Prs +2; Shoot +2; Sth 0; Str 0; Quick +1

Special Abilities: Can form a deputized posse of 4D4 posse members to bolster his arresting power.

Gear: Short barreled pistol, shotgun, handcuffs

2 Deputies (Hank and Frank)

Lvl 2; Hp 9, 11; Mv 4; Def 12

Attributes: Ath 0; BL +1; Fight +1; Fnt +1; Grit 0; Hor +1; Per 0; Prs 0; Shoot +1; Sth -1; Str 0; Quick 0

Special Abilities: goes last in the initiative order

Gear: Short barreled pistol

16.6 Scene Two: Tumbleweed Valley

Tumbleweed Valley lies to the west of Tarnal Diggins. The characters will ride along the boarder of Wolperts ranch, through rattlesnake gorge, and finally into Tumbleweed Valley.

The ride is uneventful. When traveling along the ranch boarder the characters will notice cattle in the distance to both the north (some of Wolpert's herd) and to the south (some cattle on the Circle X's ranch), and will see some rolls of barbed wire fencing at one point.

When they enter Rattlesnake gorge have one of the characters make a perception check TN12. If he fails don't tell them anything. If he makes it, tell him you may have seen a glint of light, perhaps reflected off of metal, and perhaps some movement out of "the corner of your eye". If they investigate the location, they find nothing, and the ground is too rocky for any tracks. Wolpert has one of his men trailing the characters, but they will not see or find him.

16.6.1 The New Morning Ranch (El Rancho de nuevo mañana)

Rattlesnake gorge opens up onto Tumbleweed valley and the ranch of the Mexicans. A small stream from the gorge trickles into a natural rock basin forming a watering hole where 20 head of cattle drink. The valley is lush than the surrounding mountains, and is filled with green and brown field grass. Beyond the watering hole is the ranch itself.

The ranch consists of 3 small adobe buildings and a wood barn large enough to house 6 horses and two burros. There are two acres of land behind

the barn that has been planted with sweet corn, potatoes, and other vegetables.

16.6.2 Approaching by day

If the characters approach the ranch by day they will see a man on the porch of one of the adobe houses ringing a dinner triangle, grabbing a rifle, and hiding behind a barrel. They will then see several men running from the field or barn to the houses. They will grab rifles and take defensive positions inside doors, windows, or behind crates or wagons. They have been on high alert since Wolpert Sedley started harassing them and have been ready for trouble.

16.6.3 Approaching by night

At night, the Mexicans have a sentry posted close to each entrance into the valley. The characters will see a man galloping at a high rate of speed down to the ranch (-4 to hit him due to the darkness, his speed, and the fact that he is trying dodging). Once at the house, he starts ringing the dinner triangle, and several lanterns come on in the houses and the Mexican men come out with their weapons to take up position.

16.6.4 Fighting for Their Home!

The Mexicans are little more than peasant sodbusters. There are 5 men, 7 women, and 13 young children. The men and 1 of the women will fight. The rest of the women and children will cower and hide.

Mexican Sodbusters

Lvl 0; Hp 3 each ; Mv 4; Def 8
Attributes: Ath 0; BL -2; Fight -1; Fnt +1; Grit 0; Hor +1; Per 0; Prs 0; Shoot -1; Sth -1; Str 0; Quick -2
Special Abilities: None
Gear: None

16.6.5 Something's Not Right

The characters might come to this conclusion before the fight starts. If not, they will probably notice the Mexicans aren't the fighting banditos that Wolpert made them out to be after a few rounds of combat.

In addition, after a few rounds of combat, have the characters all make a perception check TN12 to notice the faces of women and children cowering in the house, but peering out the window with fear and tears in their eyes. If the fight is taking place during the day, have a child

run from the barn to the house crying and have a woman run out to grab him and pull him into the house.

What the characters do from here is up to them. The Mexicans just want to live in peace on their ranch. They are more than happy to stop fighting and talk, explaining their situation.

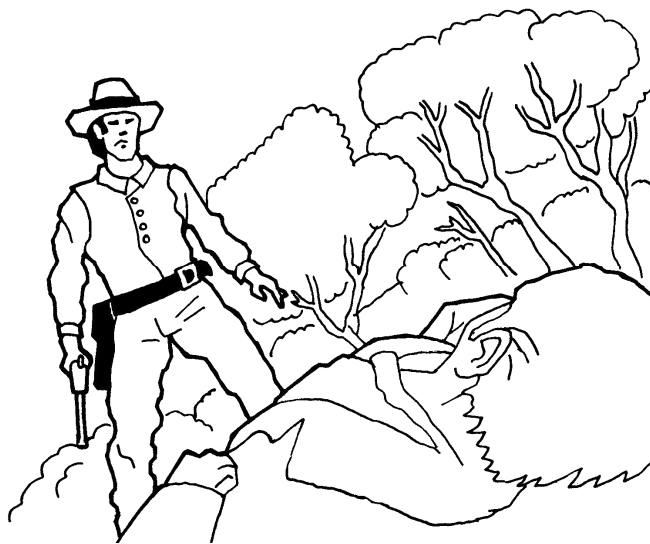
16.7 Scene Three: Dry Gulch!

Whether the characters wiped out the Mexicans or not, they will most likely head back to town. This will take them once again through Rattlesnake Gorge, only this time Wolpert has a welcoming committee set up to greet them. See, he plans to keep the characters quiet by shutting them up permanently and delivering the bodies of the murdering criminals to the sheriff. Case closed!

16.7.1 The Lone Horseman

About half way through the gorge, the characters see a lone man sitting upon a horse in the middle of the trail. His hat is pulled low over his eyes and he is lighting a cheroot.

As the characters get closer he looks up and says that he is one of Wolpert's men and he's come to see how the job went. Of course, it doesn't really matter, because his is there to simply signal the other 3 men hiding behind rocks to dry gulch the characters.



16.7.2 Bush Wack!

Any character that specifically looks around must attempt a perception check TN12 to immediately notice the setup and see the glint of the sun or moon off of rifle barrels.

Wolpert's 4 roughnecks are there to kill the characters and will fight to the death.

4 Roughnecks

Lvl 1; Hp 6, 7, 8, 10; Mv 4; Def 11

Attributes: Ath 0; BL 0; Fight 0; Fnt 0; Grit 0; Hor 0; Per 0; Prs 0; Shoot 0; Sth 0; Str 0; Quick 0

Special Abilities: None

Gear: Rifle

16.8 Scene Four: Showdown at Tarnal Diggins

Chances are the characters are going to be pretty darn pissed off at Wolpert for setting them up. They will probably head back to Tarnal Diggins for some frontier justice. They basically have two choices, confront him at the saloon or go to the sheriff. Either way has the characters headed to the saloon to pick him up.

16.8.1 Showdown with Sasha

When Wolpert sees the characters enter the saloon, he knows things haven't gone according to plan. Wolpert doesn't do his own fighting though, that is what he has Sasha Red for.

Sasha will step between the characters and Wolpert, hand hovering over two guns she now has strapped to her side (Ted Kinney is partial to her after a tumble in the hay last night). She is confident and this is a perfect chance to have a showdown if one of the characters has enough balls to face her down (either in the saloon or in the street). Otherwise she will fight the characters while Wolpert cowers behind the bar.

Sasha Red

Lvl 4; Hp 20; Mv 6; Def 16

Attributes: Ath +2; BL 0; Fight +1; Fnt +1; Grit +1; Hor +2; Per +2; Prs +2; Shoot +2; Sth +1; Str -1; Quick +2

Special Abilities: Fancy shootin x 2, gunslinger, quick draw

Gear: 2 short barreled pistols, \$20

16.9 Concluding the Adventure

Wolpert Sedley isn't a fighter. Once Sasha Red is out of the way he doesn't put up much of a fight. The characters can gun him down or haul him into the sheriff's office with their story. Wolpert hasn't murdered anyone himself, so he won't hang, but he will do time and lose his ranch.

Sheriff Patrick will listen to the characters story of what happened and most likely let them go unless they have caused other trouble. The killing of Sasha Red will be considered justified since she called them out.

16.9.1 Awarding Experience

Give the characters 1 XP each. Give any character that had the nerve to face Sasha Red one on one is a showdown an extra 1 XP (if they are still alive).

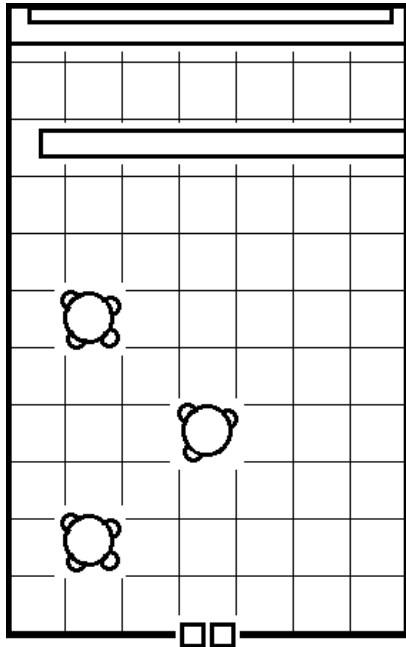
16.9.2 Further Adventures

This adventure can be simply run as a one shot that has no relationship to any other adventures. Alternately, you can use it as the jumping off point for a campaign. Something might have happened during the adventure that inspires you to write an adventure. Here are a few suggestions and ideas for further adventures.

- Sheriff Patrick is impressed with the characters and offers them a job as deputies of Tarnal Diggins.
- Ted Kinney has fallen in love with Sasha Red and puts together a band of roughnecks to get some revenge on the characters.
- Some of Wolpert's men break him out of prison and he escapes into Mexico where he hires a gunslinger to kill the characters.
- A range war breaks out between the Circle X and the Barr T ranch as they fight for Wolpert Sedley's land. The Mexicans are caught in the middle and need the characters to help them.

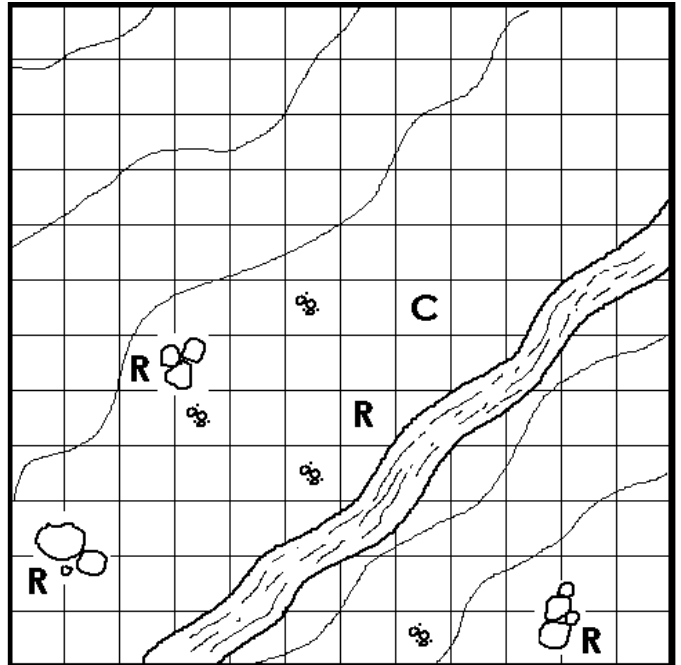
THE END

Last Chance Saloon

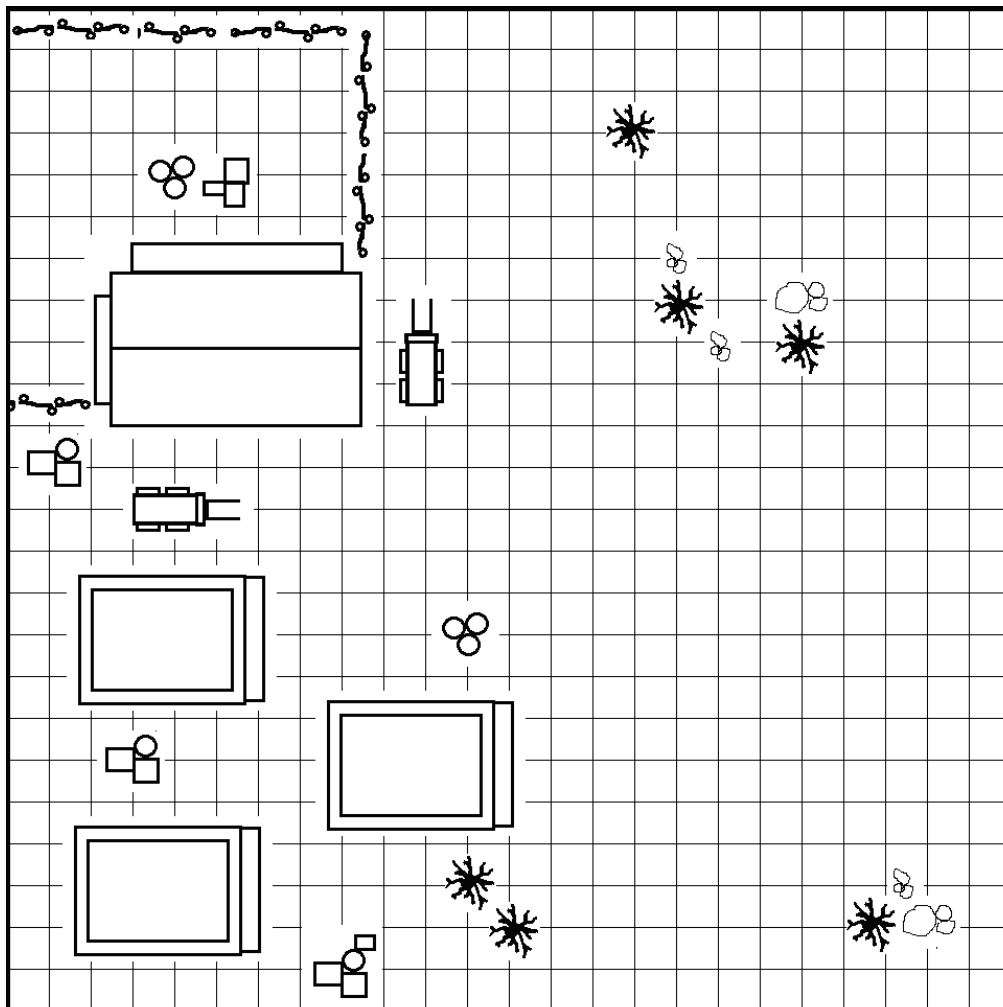


Rattlesnake Gorge

C=Character Start R=Roughnecks



El Rancho de nuevo mañana



Experience Table

XP	Reward
1	1 st Level
2	+1 Hit Die
3	+1 Special Ability
5	2 nd Level
7	+1 Hit Die
9	+1 Special Ability
12	3 rd Level
15	+1 Hit Die
18	+1 Special Ability
22	4 th Level
26	+1 Hit Die
30	+1 Special Ability
35	5 th Level
40	+1 Hit Die
45	+1 Special Ability

Level Table

Level	Description
0	Green-Horn
1-2	Ranny Roughneck
3-4	Salty Hero
5-6	Ace-High Hombre
7-8	Legend of the West

Attribute Table

3D6	Description	Score
3-4	Poor	-2
5-8	Below Average	-1
9-12	Average	0
13-16	Above Average	+1
17-18	Great	+2

Attribute Check TN Table

Description	TN
Easy	No Roll
Moderate	12
Difficult	16
Very Difficult	20
Impossible	No Roll

Hit Die Table

Folk's Grit	Critter Size	Hit Die Type
-2,-1	Small	D4
0	Medium	D6
+1,+2	Big	D8
+3	Huge	D10

Movement Table

Athletics	Example Critter	Move
-2	mouse, chicken	2"
-1	pig, squirrel	3"
0	snake, bear, roadrunner	4"
+1	cat, rabbit, deer	5"
+2	coyote, fox	6"
+3	Dog, wolf	7"
-	horse	10"

Carrying Capacity Table

Strength	Capacity	-1" move -2 Checks	-2" Move -4 Checks
-2	20	40	80
-1	30	60	120
0	40	80	160
+1	50	100	200
+2	60	120	240
+3	70	140	280

Critical Hit Table

Roll	result
1	Death! Boot Hill here I come!
2-3	Fatal wound! Character is unconscious and will die in 1d6 x 10 minutes
4-5	Knocked out! The character loses consciousness for 1d6 x 10 minutes
6-7	No effect, the character is still fighting, but still at 0 HP
8	Adrenaline Surge! The character gains 1d6 HP! At the end of the combat, the adrenaline drains away, HP are reduced to zero, and the character loses consciousness for 1d6 x 10 minutes.

Showdown Damage Table

MOS	Hit Location	Damage Results
0	Graze	Normal damage
1	Leg	Normal damage; Movement ½; Hit twice, can't move at all
2	Arm	Normal damage; -1 to next rounds ST
3	Gun Hand	Normal damage; Gun shot out of hand 1D20 feet away
4	Gut Shot	Multiply damage total x 2; I'm hurt real bad!
5	Chest Wound	Multiply damage total x 3; Close to the heart
6+	Between the Eyes	Instant death! Put me in the bone garden!

