

BOOMTOWN CALICO

A 1PG Setting for Six Gun
Written by Mark Bruno and James Stubbs

A Boomtown in the Making: The year 1849 marked a boon for the mining industry in California when a large silver strike was discovered a few hundred miles north of a small Southern California frontier town called Barstow. In 1850, the small town of Calico was quickly established, founded by prospector Jacob Calico. Now, only five years later, the town bustles with prospectors searching for mineral riches. Silver is king here and the Calico Mining District has become one of the richest in the state. It's 1855, and Calico boasts boomtown status, producing \$86 million in silver and \$45 million in borax. Additionally, the town's population has exploded; more than 1,200 people call Calico home. In addition to the typical trapping one finds in a mining town, Calico has 22 saloons, a Chinatown, and red-light district. More than 500 mines, including the legendary Silver King, Oriental, and Bismarck, are proving to be the engines that continue to drive the boomtown's great wealth.

Calico has a resident mayor and sheriff, although the town has a reputation for being quite boisterous and prone to attracting its fair share of n'er-do-wells, bandits, thieves, and drunkards.

Locations: Below are some of the town's most notable landmarks. GMs are free to add more locations to suite their tastes. Options include additional saloons, liveries, abandoned mines, opium dens, hotels, schoolhouse, etc.

Pre-Emption House: Calico boasts more than 20 saloons and taverns within its vicinity, but the Pre-Emption House was the very first hotel and tavern in the area. Since its construction in 1850, the building also serves as a marketplace for monthly horse-trading. The hotel is a rowdy place, being a favorite haunt for down-on-their-luck prospectors, outlaws, and unruly types who like to gamble and drink cheap whiskey. Fights break out constantly, and more than a few have died at the hands of someone wielding a Colt .44 Peacemaker.

The Calico Blacksmith: Every growing town depends on a blacksmith for household implements, farm tools, building supplies, and horseshoes. When William Hauser works in his shop, located in the middle of town, heat rises from the forge, metal rings as it's pounded on the anvil, and steam hisses as red-hot iron is plunged into cold water. The shop has one room with a pitched roof.

Lane's General Store: Jeremiah Lane opened his general store and dry-goods provisioner two years after Calico was established. He saw it as the perfect way to make it rich, selling items and supplies to local miners and townspeople. Player characters can purchase just about anything here, provided they have the money. GMs can use the equipment and weapon list in *Six Gun* for item prices.

Red-Light District: Calico's rollicking red-light district is located on the far western edge of town. It features several all-female "boarding houses," opium dens, and roughhouse saloons. Crime and murder are regular occurrences here. Most folks know to stay away from this part of town.



Silver King Mine: Owned and operated by prospector Alexander Sheppard, more than 200 workers extract hundreds of ounces of silver from tunnels that exceed 70 miles in length. Innovations include the construction of the Calico Silver Mine tunnel – a tunnel bored through the base of a mountain, where a train hauls out ore, which is then dropped down shafts from the tunnels above.

The Calico-Silver City Stage Line: The Calico-Silver City Stage Line provides daily service, hauling passengers, freight, gold, and silver bullion some eighty miles between the towns of Calico and Silver City in fourteen and a half hours.

Calico School House: This one-room building serves as the town's school house, where the children of gold miners, merchants and ranchers of Calico attend classes. All grades are taught by Ms. Mayme O'Mailia. The schoolhouse is situated near the center of town and also serves as a social center, election-polling place and theatre.

Miss Lilly Bartow's Brothel: Easily the most popular bordello in all of Calico is Miss Lilly's place. The two-story wooden-frame building has a large red pane of glass in its front door, as a guide to lonesome, drunken cowboys.

The Murray House: Judge Robert Murray and his family reside in this small home, which also serves as the judge's office where Murray meets with clients and chats with villagers.

CALICO NPCs

John Tilghman

Calico Sheriff

STURDINESS 2/ Shootin' 2/ Fightin' 2; PURDINESS 1; CRAFTINESS 3/Ridin' 2; BRAINS 2; Blood 15; Equipment: Six-shooter (8 damage).

Like many law enforcement officers of the era, Tilghman was a noted buffalo hunter before becoming sheriff of Calico in 1851. He is not a flamboyant man and is not noted for his fast draw or marksmanship; however, he is celebrated for his unwavering courage. The most recognized event in his career was the capture of William Doolin, a notorious gang leader, robber and killer. Doolin was a close associate of the famed Jacob gang, and because of the seriousness of his offenses there was a \$5,000 price on his head.

James Garrett

Calico Deputy Sheriff

STURDINESS 2/ Shootin' 1/ Fightin' 1; PURDINESS 2; CRAFTINESS 2/Ridin' 2; BRAINS 2; Blood 15; Equipment: Six-shooter (8 damage).

Shortly after the death of his parents in 1849, Garrett went west to seek his future. He was a cowhand in Lancaster, Texas for several years before he became a buffalo hunter on the Southern Plains. After failing in several restaurant and saloon ventures, Garrett decided to become a lawman. In 1851, he pinned on a star for the first time as a deputy sheriff of Calico. He is an affable and pleasant man and the politics of the job suites him well.

Aden Goldsby

Outlaw and Gunslinger

STURDINESS 2/ Shootin' 2/ Fightin' 1; PURDINESS 1; CRAFTINESS 3/Ridin' 1/Gamblin' 2; BRAINS 1; Blood 15 Equipment: Six-shooter (8 damage).

Aden Goldsby was born at Fort Concho, Texas, on Feb. 8, 1830, and shot and killed his first man at the tender age of 12. At the age of eighteen and already a wanted man on the run, Goldsby fell in with some of the worst outlaws in the state. Six months ago, Goldsby robbed a railroad depot at Nowata, killing the station agent in the process. Unbeknownst to Sheriff Tilghman, Goldsby fled to Calico where he is holed up at his sister's home, hiding from the law.

Annie Dutch

Joy Girl of Calico

STURDINESS 1; PURDINESS 3; CRAFTINESS 2/Dressin' 1/Posin' 2/Seducin' 3; BRAINS 2; Blood 5

Like most prostitutes of the time, Annie Dutch was foremost among the bold pioneer women who tamed the American West of the 1800s. Called the "Queen of the Red Light District," by the residents of Calico, Dutch is renowned for her kindnesses, including giving poor miners their *grubstakes*, or capital to get started. The young woman has also given food, clothing, and shelter to the poor, and organized the town to fight a smallpox outbreak in 1853.

Robert T. Cody

Calico Mayor

STURDINESS 1; PURDINESS 1; CRAFTINESS 2/Performin' 2; BRAINS 2/Thinkin' 2/Knowin' 2; Blood 10; Equipment: Derringer (6 damage)

Cody was elected mayor of Calico in 1850 after news of his exploits as a Texas marshal reached the ears of Calico town officials. Cody, who often rides up and down the streets on his gray horse, Silverheels, helps keep order in Calico. The mayor is a no-frills man of his word who refuses to

waste any time drinking or gambling; and finds no need to kill anyone. Along with Tilghman, Mayor Cody is trying hard to enforce a recent ban on carrying firearms. Notices of this edict have been posted in public places, but unscrupulous folks like to take shots at the public signs, filling them with bullet holes.

"Lucky" Pete Porter

Prospector

STURDINESS 2/ Shootin' 2; PURDINESS 1; CRAFTINESS 2; BRAINS 2/Thinkin' 2/Knowin' 2; Blood 10; Equipment: Six Shooter (8 damage)

Few prospectors have had it as good as Pete Porter. As one of the first to strike gold near what is now the Bismark Mine, Lucky Pete is one of Calico's richest men. He currently owns and operates the Bismark silver mine, a large restaurant in town, and a local transport company that carries goods between Calico and nearby Silver City. Needless to say, there's a great deal of competition between himself and Alexander Sheppard, who owns the Silver King Mine.



A GUN FOR ADEN GOLDSBY

By James Stubbs

The Premise: Aden Goldsby, the notorious outlaw, thought he would be safe hiding out in Calico, until a stolen gun, a murdered bully and a marked deck of cards forced his hand.

The Setup: The PCs are all natives of Calico or new arrivals. Recent events in town are chaotic after the shooting death of young Billy McCree. Any lawmen among the posse will be asked by Sheriff Tilghman to help investigate. Other characters may be tempted by the \$100 reward for the capture of the murderer. Annie Dutch, who will appeal on behalf of the community, will also approach more “noble” characters.

Behind the Scenes: Aden Goldsby is furious. His distinctive six-shooter has been stolen while he was sleeping. Not only is it a matter of pride and expense, but there’s also the danger that someone will recognize the gun and alert the law that he is in the area. The pistol is a Colt .44 Peacemaker with an ivory grip that has a bear head scrimshawed on it.

Jacob Wallace, a young Calico resident, saw the gun through the window of Goldsby’s sisters house, where the outlaw has been holed up. Wallace stole the gun hoping to scare Billy McCree, the school bully, into leaving him alone. Wallace then planned to place the gun where it could be found again. The problem is that he never expected Billy to try to grab the gun from him. As both boys tussled, the Colt went off and a bullet stuck Billy in the chest, killing him instantly. Jacob ran from the schoolyard in fear before anyone could see him and hid the pistol under a pile of hay in his father’s barn.

In the meantime, some of Goldsby’s outlaw friends are on their way to Calico. Goldsby told them about the rich silver mines and they plan to rob a payroll shipment. Goldsby, afraid of what they might do if they find out that their plans could be in danger, sneaked into Calico at night to try to find his gun. He then got involved in a fistfight at the Pre-Emption House when a drunken prospector started a fight over a marked deck of cards that erupted into a barroom brawl. That was two nights ago and now Goldsby is even more paranoid that someone will remember him from the fight.

The Schoolchildren: Asking questions of the school kids would be a logical first step; most of them were at recess when the shooting happened. All of them heard the shot, but if asked who did it, they’ll all have something different to say. Some children claim they saw a mean looking man, others say they saw an Indian in the woods with a rifle, while still others claim their teacher shot Billy! These are all lies, of course, but some of the children actually believe their stories (well...except for the one about their teacher – they’re just trying to get her in trouble). The only thing that they can remember and agree upon, if asked, is that Jacob Wallace wasn’t seen at recess and that Billy McCree was a bully that nobody liked.

The Law: Sheriff Tilghman and Deputy Garrett don’t know much, either, other than the victim was 12-year-old Billy McCree

and the fatal bullet was a .44 slug. If asked about any other disturbances in the town, the only one that they can remember was a fight at the Pre-Emption House a few nights back.

The Pre-Emption House: The key information to be gained here is a description of the people involved in the fight. Bribing the piano player, bartender or one of the saloon girls is the quickest way to get the info, but it can also be gained by being especially charismatic. A Thinkin’ check will identify one of the participants as Aden Goldsby. Characters who have a law background make this check at +2.

The Wallace Homestead: The PCs will find Jacob in the barn if they think to visit him. In fact, he’ll see them approach, believing that they’ve come to take him to jail. Jacob will threaten the PCs with the gun, but in reality he is too afraid to use it (although the PCs don’t need to know that). Killing Jacob will put the posse in jail for murder. Shooting the gun out of his hand is possible, but dangerous. The best option is to try to talk him into giving up the gun. Convincing him that he won’t go to jail is the best option. If they can win his trust, he’ll tell them where he got the gun if they ask. Another Thinkin’ check will identify the gun as Goldsby’s.

Beth Goldsby’s Home: Beth Goldsby owns a small three-room homestead far on the outskirts of Calico. The ground isn’t suited for farming, and large rocks and boulders are abundant. She makes her living as a local seamstress to many of the miners. Beth is currently tied up in the barn. If the posse frees her, she’ll warn them of the outlaws coming. Aden is holed up in the house and will open fire with a rifle on anyone who approaches. Aden can only be hit by a shot to the head. The heavy wood of the house provides a barrier worth 10 AV of protection. Searching the home will reveal a rough map of the Silver King Mine.

The Outlaw Calvary Arrives: Just as things are looking dire for Aden, his six outlaw friends show up and open fire on the posse. Their first round will be taken up dismounting and getting cover behind the rocks. Each of the outlaws are armed with Winchester rifles and a six-shooter. Large rocks provide a barrier worth 9 AV of protection. Boulders provide 15 AV.

Concluding the Scenario: The scenario is over when Aden and his outlaw buddies are all killed or captured. The sheriff will award the \$100 bounty that was intended for the murderer of Billy McCree to the posse for Aden. He will also award \$25 for each dead outlaw and \$35 for each alive. The posse members are hailed as heroes of Calico.

OUTLAWS

STURDINESS 2/ Shootin' 1/ Fightin' 1; PURDINESS 1; CRAFTINESS 1; BRAINS 1; Blood 15

Equipment: Winchester rifle (10 damage), six-shooter (8 damage).