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The Drifter

A Wild West Adventure Game

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The Drifter - Events Book

A Wild West Adventure

Ver 1.5

E001 - The Adventure Begins

You are a gunslinger who has been living a hazy existence. Your brief time in this world has been mostly spent on the outside of the law, killing, stealing, carousing with undesirables, living a dangerous life full of excess and violence. Recently, you feel life might have more to offer. You know this way of life will not last and now are looking to maybe put your wild ways away, buy a ranch and settle into obscurity. You determined you need \$300 and are willing to get it by any means you feel necessary.

The Wild West isn't a place for the faint of heart, you will encounter many dangers in your travels, dangers that could take your life. There is also the law that is lurking, waiting in the wind for you to make the wrong move and have you locked away to rot in a cell or even shot dead were you stand!

Now consult the entire section under **R101** (Located in the Rule Book) to determine your characters starting skills, equipment etc and go over the general rules. When completed, return and read the next paragraph.

You wake up on solid ground to a combination of hazy, fragmented flashes of empty whiskey bottles, bloody chins, random saloons, echoes of pistol shots and whoopin at the night sky. You don't know where you are or how you got here, but you aren't too worried about it. This isn't the first time you have blacked out and ended up in god knows where. You just thank your lucky stars it isn't a jail cell.

Roll a D6 to determine which hex you start at on the mapboard:

1- 17,3; **2-** 18,15; **3-** 7,20; **4-** 3,7; **5-** 7,7; **6-** 9,13

Place your token on that hex.

You gently groan, shake off your dusty hat, climb aboard your horse and set off to seek your destiny in the Wild West.

Choose an available Action **R101a** (Located in the Rule Book).

E002 - Downpour

A raging thunderstorm enters the area. Roll a D10:

Roll Result D10	Outcome
1	The storm intensifies further, causing complications. There are unforeseen circumstances - remove a Point of interest (of your choice) from your Tracking Sheet.
2	If on a Marshland Hex; E188 The rain lets up. A short time later; E022
3	+1 Karma. The storm intensifies further, slowing you down considerably. Roll on the Event Table (Table A).
4-5	The storm is overwhelming and you lose your sense of direction. Roll a D6 to determine which adjacent hex you end on: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW Roll on the Event Table (Table A).
6	You find shelter for the night in an abandoned abode; E054
7	The storm doesn't last long. Shortly after, a passing stagecoach is offering rides to any hex for \$3. If you pay the \$3; E241 If you don't pay the \$3, they go on their way; E234
8	The storm doesn't last long. Shortly after a family on a wagon full of goods are approaching. You can rob them or you can be friendly. If you rob them; E005 If you are friendly; E106
9-10	Attempt a Hunch skill test (<i>Table C/Hunch-2</i>) R111 . PASS = +1 Karma. You safely maneuver the storm and have a good night's rest. You (and any partners) heal one Wound Level; E234 FAIL = It was a struggle that left you wet and uncomfortable; E007

E003 - Bounty

You locate the target working on a ranch under a false name. Roll a D6:

Roll Result D6	Outcome
1	He is dead; E225
2	He refuses to go with you. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-1</i>)R111. PASS = You shoot first, right between his eyes. He is dead. Loot Suit: X(Table D1). FAIL = He gets the first shot, right in your heart. You are dead.
3	He notices you approaching and takes off on his horse. Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>)R111. PASS = You capture the target. Go to Roll Result 5 FAIL = He gets away and you track him. Roll a D6 to determine the direction he went: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D4, to determine how many hexes away. Record "hex#/Bounty/E003" under Points of Interest R102.
4	You try to convince the target to come peacefully. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>)R111. PASS = He is willing to go peacefully. Go to Roll Result 6 FAIL = +1 Karma. Go to Roll Result 2
5	You try to convince the target to come peacefully. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>)R111. PASS = He is willing to go peacefully. Go to Roll Result 6 FAIL = +1 Karma. Go to Roll Result 2
6	He doesn't put up a fight. You tie him up and stow him on your horse. To collect your reward, record "Hex#/any town/reward/E073" under your Points of Interest R102.

E004 - Soldiers

You are confronted by the Lieutenant.

Attempt a Hunch Skill Test (*Table C/♦/Hunch-2*)**R111**.

PASS = Roll a D6:

Roll Result D6	Outcome
1	You are detained but eventually let go. Roll on the Event Table (Table A).
2-3	Blockade. They force you to move to a random adjacent hex. Roll a D6 to determine which adjacent hex you end on: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW Roll on the Event Table (Table A).
4	They heal you (and any partners) up one Wound Level, and then march away.
5	+1 Karma. They heal you (and any partners) up one Wound Level, and then march away.
6	They heal you (and any partners) up two Wound Levels and then march away: E234

FAIL = Roll a D6:

Roll Result D6	Outcome
1	Execution by firing squad. You are dead.
2	They accuse you of a political crime; E075
3	You are briefly detained but eventually let go. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.
4	They confiscate all your equipment and march onward. Erase all items under your Equipment.
5	Blockade. They force you to move to a random adjacent hex. Roll a D6 to determine which adjacent hex you end on: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW Roll on Event Table (Table A).
6	+1 Karma. He is too preoccupied with other duties and therefore lets you go. Move to any adjacent hex and roll on the Event Table (Table A).

E005 - Aggressive

You approach with your gun drawn. Roll a D10:

Roll Result D10	Outcome
1	They are diseased outcasts. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You avoid getting too close and ride off. Roll on the Event Table (Table A). FAIL = You fail to recognize the signs and get too close. Your body is unable to fight off the disease. You are dead.
2	If you have a partner(s); E082 +1 Karma. The young son was hiding in the wagon with a shotgun. Roll to determine any damage you take (<i>Table B/♥</i>). Bounty Suit up two. Loot Suit: ♠(Table D1).
3	They are disguised bandits R110 . Initiative R110b . Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: ♠(Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: - Bandit: Finesse: 1; Weapon: Pistol♦; Loot Suit: -
4	You tie up the driver. They have nothing of value. Bounty Suit up one.
5	You tie up the driver and search the wagon. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You find a concealed chest. Bounty Suit up one. Loot Suit: ♦(Table D1). FAIL = Go to Roll Result 2
6-7	You tie up the driver and search the wagon. Bounty Suit up one. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = You find a concealed chest. Loot Suit: ♠(Table D1). FAIL = You find nothing of value. Bounty Suit up one. Roll on the Event Table (Table A).
8	You tie up the driver and search the wagon. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You find a concealed chest. Loot Suit: ♦(Table D1). FAIL = You find nothing of value. Bounty Suit up one.
9	They give into your demands. Loot Suit: ♥(Table D1).
10	They surrender what they have including a strongbox. Loot Suit: ♠(Table D1) + \$5

E006 - Rescue

You rescue the hotel owner from the lout. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. She dies from injuries; E007
2	She thanks you and rides off back to her family. Later that day, You are jumped by loco Bandits R110 . Initiative R110b . Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:♣(Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Bandit: Finesse: 1; Weapon: Pistol♦; Loot Suit:-
3	+1 Karma. She thanks you and rides off back to her family; E095
4	She thanks you and rides off back to her husband. Roll on the Event Table (Table A).
5	She is in tears and confused. Attempt a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = Go to Roll Result 6 FAIL = +1 Karma. She thanks you and rides off.
6	She rushes into your arms, never to leave them. You marry her. You dedicate the rest of your life to being a loyal husband and a respectable businessman running your charming hotel with your loving wife. You win the game.

E007 - Fatigued Horse

Your horse is fatigued and needs to rest. Roll a D6:

Roll Result D6	Outcome
1	-1 Karma. The horse seems vexed but eventually cooperates.
2	The delay results in unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.
3	You take time to care for the animal. Attempt a Hunch skill test (Table C/♦/Hunch-1) R111 . PASS = Go to Roll Result 6 FAIL = +1 Karma. Re-roll on this Table.
4	After some rest you ride on. Roll on the Event Table (Table A).
5	+1 Karma. It quickly passes.
6	It quickly passes; E234

E008 - Strange Woman

You arrive at a dark dilapidated house in the middle of a swamp. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The House is abandoned and smells of rotting meat; E215
2	If you have a Red Trinket, go to Roll Result 5 You hear low mumbling in a dark corner of one of the rooms. Attempt a Hunch skill test (<i>Table C/♦/Hunch-1</i>)R111. PASS = There is an unbearable stench and you quickly exit. Roll on the Event Table (Table A). FAIL = You awaken in a dark pit to your own screams while being eaten alive. You are dead.
3	If you have a Red Trinket, go to Roll Result 5 You are attacked by two lumbering bug-eyed fiends R110. Initiative R110b. Bug-Eyed Fiend: Finesse: 2; Weapon: bite♣; Loot Suit:X(Table D1) Bug-Eyed Fiend: Finesse: 2; Weapon: bite♣; Loot Suit:- If you win the combat, a while later; E153
4	If you have a Red Trinket, go to Roll Result 5 You are attacked by a lumbering bug-eyed fiend R110. Initiative R110b. Bug-Eyed Fiend: Finesse: 2; Weapon: bite♣; Loot Suit:♣(Table D1) + E123
5	Nobody's here but you search for valuables. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>)R111. PASS = You find a trunk. Loot Suit: ♥(Table D1). FAIL = You don't notice a snake behind a large trunk. Roll on the Combat Table to determine if you take any Wound Level (Table B/♦). Loot Suit: ♥(Table D1).
6	Nobody's home but you find a dusty old trunk. Loot Suit: ♠(Table D1).

E009 - You find a Knife♣.

If you keep the knife, add it to your Weapons (Tracking Sheet).

E010 - You find a Rifle♥.

If you keep the rifle, add it to your Weapons (Tracking Sheet).

E011 - Safe

You inspect the contents of the safe. Roll a D6:

Roll Result D6	Outcome
1	You are spotted and forced to retreat. You hideout in the saloon; R106
2	+1 Karma. It is empty.
3	You learn the mayor is conspiring against the Governor. Roll a D4 for location of Governor's mansion: 1-4,18; 2-6,10; 3-18,7; 4-17,15 Record the "hex#/Governor's Mansion/E096" under Points of Interest R102 .
4	Loot Suit:♦(Table D1) + E120
5	Loot Suit:♥(Table D1).
6	Loot Suit:♣(Table D1) + \$5.

E012 - Saloon

The saloon is bustling. Roll a D6:

Roll Result D6	Outcome
1	In your drunkenness, you become antagonistic towards the patrons. Bounty Suit up one.
2	A woman is about to be hung in the town square. If you try to save the women; E102 If you don't try to save her, this Event ends with a resounding crack. -1 Karma.
3	If you have a Bounty Suit of ♠ you are spotted and the authorities give chase; E155 If you buy a drink for \$1, re-roll on this Table. If you don't buy a drink, you leave the saloon.
4	You chat with the bartender. Attempt Hunch skill test (Table C♥/Hunch-1) R111 . PASS = He tells you about a high stakes poker game on a patricians steamboat. Roll a D4 to determine the hex of the steamboat: 1- 19,8; 2- 17,10; 3- 18,14; 4- 20,17 Record "Hex#/Steamboat/E213" under your Points of Interest R102 . FAIL = +1 Karma. Go to Roll Result 3
5	There is a coachman here offering rides to any hex for \$2. If you pay the \$2; E241 If you don't pay the \$2, you head to the shopping district; R104
6	E220

E013 - Congregation Member

You find the target in the saloon carousing with an escort. Roll a D6:

Roll Result D6	Outcome
1	Decoy. Turns out he has skipped town. Bounty Suit up one.
2	He has hired a gunslinger to protect him. <i>Draw!</i> Attempt Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 . PASS = You get a shot off first right between his eyes. He is dead. Go to Roll Result 4 FAIL = He gets a shot off first, right between your eyes. You are dead.
3	If your Bounty Suit is ♠ you are spotted by an earnest lawman; E155 He was waiting for you with a lawman. The lawman tells you to leave. You can leave or you can attack the lawman. If you leave, -1 Karma. If you fight the lawman R110 . Initiative R110b . lawman: Finesse : 2; Weapon : Rifle♥; Loot Suit :- If you win the combat, your bounty goes up one. Go to Roll Result 4
4	He tries to flee. Attempt a Finesse Skill Test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You lasso him. Go to Roll Result 5 FAIL = +1 Karma. He got away. You decide to go to the saloon; R106
5	He tells you the Preacher who sent you is a deceiver. He goes on to tell you that he could give you information far more valuable. If you accept the information, you let him go; E041 If you decide to side with the Preacher, go to Roll Result 6
6	He apologizes profusely and promises to never speak of the congregation again. To collect your reward: Record "Hex#any town/reward/E137" under your Points of Interest R102 .

E014 - Accountant

You have located the hotel where the accountant is taking residence. Roll a D6:

Roll Result D6	Outcome
1	You find him in his hotel room, dead. There is a misunderstanding with a witness. Bounty Suit up one.
2	If your Bounty Suit is ♥ or ♠ you are spotted and the authorities give chase; E155 The accountant knew you were coming. He is long gone. Bounty Suit up one.
3	The accountant sics his bodyguard on you. The bodyguard attacks R110 . Initiative R110e . You can only use Fists or a knife this combat. Partners will not assist in this combat. Bodyguard: Finesse: 3; Weapon: FistsX; Loot Suit:X (Table D1) If you win the combat go to Roll Result 6
4	He tells you that he could give you information far more valuable than what you are being offered by the outpost owner. If you accept the information, you let him go; E061 If you decide to side with the outpost owner, go to Roll Result 5
5	He makes a run for it. Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = After a short chase, you lasso him. Go to Roll Result 6 FAIL = The accountant gets away. Shortly after, you cross paths with an enthusiastic preacher; E026
6	He gives up. He promises to return the money that was swindled from the Outpost owner, starting with your reward. He gives you your \$20.

E015 - Blizzard

There is an intense blizzard forming in this area. Roll a D10:

Roll Result D10	Outcome
1	If you have a Bear Pelt go to Roll Result 10 Attempt a Hunch skill test (<i>Table C/♣/Hunch-1</i>) R111 PASS = You safely maneuver the storm. Move to any adjacent hex. Roll on the Event Table (Table A). FAIL = +1 Karma. The cold is overwhelming - You (and any partners) receive a Light Wound. Roll again on this Table.
2	You find a cave but its occupied by a hungry Grizzly Bear R110. Initiative R110d. You cannot attempt a Flee Action. Grizzly Bear: Finesse: 4; Weapon: Maul♥; Loot Suit: E097
3-4	Visibility is almost zero. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 PASS = Re-roll on this Table. FAIL = You (or a partner of your choice) slips off a snowy ledge. Roll to determine any damage from the fall (<i>Table B/♥</i>).
5	If you have a Bear Pelt go to Roll Result 10 Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111. PASS = You find shelter in a large gorge; E038 FAIL = +1 Karma. The storm is overwhelming. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet. Roll again on this Table.
6-7	+1 Karma. You find an abandoned trappers cabin and wait until the storm passes. You (and any partners) heal one Wound Level.
8-9	You find shelter in a nearby cave. You explore the cave; E117
10	You easily maneuver the storm. +1 Karma. You (and any partners) heal one Wound Level.

E016 - Runaway Contact

You arrive at the runaways contact location. Roll a D6:

Roll Result D6	Outcome
1	The runaway has become deathly ill and the contact doesn't show; E007
2	The contact lays dead. The Runaways “guardian” along with a rifleman are waiting for you. They offer you \$10 to hand over the runaway. If you accept the money, the runaway cries and the Event ends. -1 Karma. If you decline the \$10, you enter combat R110. Initiative R110b. Rifleman: Finesse: 2; Weapon: Rifle♥; Loot Suit:- ‘Guardian’: Finesse: 1; Weapon: Pistol♦; Loot Suit: X(Table D1) + E120 If you win the combat, the runaway stays with you as a partner R131. Runaway: Finesse: 1; Weapon: Knife♣; Loot Suit:-
3	+1 Karma. The contact is being held up by scowling bandits R110. Initiative R110e. Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:♣(Table D1) Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Bandit: Finesse: 1; Weapon: Pistol♦; Loot Suit:- If you win the combat, go to Roll Result 6
4	The runaway freely goes with the contact but gives you a gift; E047
5	The contact tells you there are more who need rescuing from their bonds. Roll a D4, to determine Hex of the ‘people in bonds’: 1- 19,8; 2- 16,13; 3- 18,15; 4- 15,14 Record “Hex#/people in bonds/E033” under your Points of Interests R102.
6	You meet the contact and demand payment. Loot Suit:♥(Table D1).

E017 - Reparation

You arrive at the sheriff's office. You may lower your Bounty Suit for a price:

Bounty Suit	price
To lower Bounty Suit by one	\$3
To lower Bounty Suit by two	\$5
To lower Bounty Suit by three	\$8
To lower Bounty Suit by four	\$10

E018 - Military Camp

+2 Karma. You push aside all other priorities, remove all your Points of Interest from your Tracking Sheet.
You (and any partners) heal three Wound Levels. You arrive at the military camp. Roll a D6:

Roll Result D6	Outcome
1	A blitz by the opposition. A showering of cannon fire decimates the entire camp. Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 . PASS = You escape the bombardment with just a mild dusting. FAIL = Roll to determine any damage for you and then each partner (<i>Table B/♠</i>). You then flee the camp.
2	You lose interest and instead drink all the the Captains whiskey; E128
3	You abandon your military duties and steal from the officers quarters. Loot Suit: ♠(Table D1). Bounty Suit up one. Move to any adjacent hex and roll on the Events Table (Table A).
4	The captain picks you out and sends you on an important mission. To destroy a strategically important bridge. Roll a D4 to determine hex of bridge: 1- 2,6; 2- 5,7; 3- 9,3; 4- 19,8 Record "Hex#/bridge/E193" under your Points of Interest R102 .
5	You learn there is a stash of mexican gold on the premises. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = You steal the loot and then desert the war effort. Bounty Suit up one; E040 FAIL = +1 Karma. You are caught red handed; E075
6	You learn there is a stash of confiscated mexican gold on the premises. Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = You steal the loot and then desert the war effort. Bounty Suit up one. Loot Suit: ♥(Table D1) + E040 FAIL = You are caught red handed; E075

E019 - Jewellery

You find jewellery.
You figure you could sell them in any town.
Record "Hex#any town/jewels/E074" under your Points of Interest **R102**.

E020 - Sandstorm

A powerful sandstorm forms all around this area. Roll a D6:

Roll Result D6	Outcome
1	The storm is overwhelming. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.
2	You wonder into a group of ill-tempered bandits R110 . Initiative R110b . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1). Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit :- Bandit: Finesse : 1; Weapon : Pistol♦; Loot Suit :-
3	The storm is overwhelming and you lose your sense of direction. Roll a D6 to determine which adjacent hex you end on: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW Roll on the Event Table (Table A).
4	+1 Karma. You get lost and decide to wait it out; E042
5	You come upon a village and take shelter; E093
6	Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You safely maneuver the storm. Roll on the Event Table (Table A). FAIL = The storm intensifies, roll again on this Table.

E021 - Travelling Musician

You meet a charming, travelling mariachi player. Roll a D6:

Roll Result D6	Outcome
1	She distracts you with a tune as two frenzied Bandits ambush you R110 . Initiative R110d . Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit :♣(Table D1). Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit :-
2	You invite him to camp with you this evening. He lulls you to sleep with a disarming lullaby. You (and any partners) heal one Wound Level. When you awake, all your money is gone along with the mariachi player.
3	You rob him. Bounty Suit up one. Loot Suit :♣(Table D1).
4	+1 Karma. He plays you a sprightly tune as he passes by. Shortly after; E086
5	You invite him to camp with you this evening. He lulls you to sleep with a soothing lullaby. You (and any partners) heal one Wound Level. When you awake, he thanks you for your hospitality and leaves in song; E234
6	She asks you to escort her to town. She will pay a percentage of the next shows wage. Record "Hex#any town/concert/E233" under your Points of Interest R102 .

E022 - If you are on a Marshland hex; **E207**

Ambush

Attempt a Hunch skill test (*Table C/♦/Hunch-2*) **R111**

PASS = You spot the ambush. Roll a D6:

Roll Result D6	Outcome
1	They tricked you. Go to the FAIL result Table and roll a D6.
2-3	You spy on the bandits. Attempt a Finesse skill test (<i>Table C/♦/Finesse-3</i>) R111 . PASS = You rob the bandits. Loot Suit: ♣(Table D1). FAIL = go to Roll Result 1
4	You spy on the bandits. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = You outsmart the bandits and rob them. Bounty Suit up one. Loot Suit: ♣(Table D1) + E053 FAIL = go to Roll Result 1
5	You spy on the bandits. Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You rob the bandits. Loot Suit: ♦(Table D1). FAIL = go to Roll Result 1
6	You spy on the bandits. Attempt a Hunch skill test (<i>Table C/♦/Hunch-1</i>) R111 . PASS = You outsmart the bandits and rob them. Loot Suit: ♥(Table D1). FAIL = go to Roll Result 1

FAIL = You ride right into the trap. Roll a D6:

Roll Result D6	Outcome
1	A Bandit leader R110 . Initiative R110g . Bandit: Finesse: 4; Weapon: Pistol♦; Loot Suit: X(Table D1).
2	If you have a Green Trinket, they take you to their nearby hideout; E099 Masked Bandits R110 . Initiative R110g . Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: X(Table D1). Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: - Bandit: Finesse: 1; Weapon: Pistol♦; Loot Suit: - Bandit: Finesse: 1; Weapon: Pistol♦; Loot Suit: -
3	+1 Karma. Masked Bandits R110 . Initiative R110f . Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: ♣(Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: -

4	If you have a Green Trinket, they take you to their nearby hideout; E099 Masked Bandits R110. Initiative R110f. Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:♠(Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:-
5	Nimble Bandit R110. Initiative R110b. Bandit: Finesse: 3; Weapon: Pistol♦; Loot Suit:♦(Table D1). If you win the combat; E234
6	You spot the trap at the last minute and ride away. Roll on the Event Table (Table A).

E023 - Loot

Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You find one Balm. Each balm can be used as a one time Healing Action (R101c). Write down “Balm” under your Equipment.
2	You find D4 Balms. Each balm can be used as a one time Healing Action (R101c). Record number of Balms under your Equipment.
3	E047
4	Loot Suit :♥(Table D1).
5	E019
6	E040

E024 - Bounty

You find the target tending to crops on a small farm. You sneak up to apprehend him. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. He hears you coming. Go to Roll Result 7
2	Attempt a Finesse skill test(<i>Table C/♠/Finesse-I</i>) R111 . PASS = Go to Roll Result 6 FAIL = He hears you coming. Go to Roll Result 7
3	Attempt a Finesse skill test(<i>Table C/♥/Finesse-I</i>) R111 . PASS = Go to Roll Result 6 FAIL = He hears you coming. Go to Roll Result 8
4	Attempt a Finesse skill test(<i>Table C/♦/Finesse-I</i>) R111 . PASS = Go to Roll Result 6 FAIL = He hears you coming. Go to Roll Result 8
5	Attempt a Finesse skill test(<i>Table C/♣/Finesse-I</i>) R111 . PASS = +1 Karma. Go to Roll Result 6 FAIL = He hears you coming. Go to Roll Result 8
6	You sneak up on him and apprehend him. Record “hex#any town/reward/E192” under your Points of Interest R102 .
7	He attacks you with a knife R110 . Initiative R110g . You can only use fists or a knife. Frenzied Man: Finesse : 3; Weapon : Knife♣; Loot Suit :♣(Table D1) If you win the combat, Record “hex#any town/reward/E192” under your Points of Interest R102 .
8	He attacks you with a knife R110 . Initiative R110g . You can only use fists or a knife. Frenzied Man: Finesse : 2; Weapon : Knife♣; Loot Suit :♦(Table D1) If you win the combat, Record “hex#any town/reward/E192” under your Points of Interest R102 .

E025 - Prospectors

You approach the prospectors in a kindly manner. Roll a D10:

Roll Result D10	Outcome
1	It's actually a colony ravaged by disease. Attempt a Hunch Skill Test (<i>Table C/♦/Hunch-2</i>) R111 PASS = You recognize the signs and quickly ride off. Roll on the Event Table (Table A). FAIL = You have caught the terrible disease. You spend the rest of your days in discomfort and isolation. You are dead.
2-3	They ignore you. Shortly after; E022
4	+1 Karma. They wave as you pass through. Shortly after; E172
5-6	They are friendly and provide you food and shelter. You (and any partners) heal one Wound Level; E234
7	They are frustrated with a recent transaction. they tell you about an unscrupulous businessman. Record "Hex#any town/Businessman/E238" under your Points of Interest R102 .
8	They provide you food and shelter. You (and any partners) heal one Wound Level. You learn about an old mine. Roll a D6 to determine the direction of the mine: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D4, to determine how many hexes away. Record "Hex#/mine/E152" under your Points of Interest R102 .
9	Three grimy brutes on horseback are harassing the prospectors. They turn their attack on you R110 . Initiative R110b . Brute: Finesse: 2; Weapon: Pistol♦; Loot Suit:♣ (Table D1) Brute: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Brute: Finesse: 1; Weapon: Pistol♦; Loot Suit:- If you win the combat, The prospectors are eternally grateful - go to Roll Result 10
10	The prospectors ask for your help. A mining baron is trying to coerce them off their land. Visit the baron and "persuade" him to leave them alone. Roll a D4, to determine Hex of baron: 1- 10,3; 2- 10,7; 3- 11,17; 4- 15,21 Record "Hex#/baron/E151" under your Points of Interest R102 .

E026 - Preacher

You meet a preacher. Roll a D6:

Roll Result D6	Outcome								
1	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 He seems nervous around you and quickly shuffles off. Bounty Suit up one.								
2	+1 Karma. He seems nervous around you and quickly shuffles off.								
3	He talked to a lawman about you and the lawman confronts you. Attempt a Hunch skill test (Table C♥/Hunch-2)R111. PASS = You talk your way out of it. You go to the saloon; R106 FAIL = +1 Karma. He doesn't like you; E155								
4	He offers to pray over you for a small donation. You may pay \$1 to roll a D6: <table><tr><th>Roll Result D6</th><th>Outcome</th></tr><tr><td>1-2</td><td>He provides a prayer and a passage from the bible.</td></tr><tr><td>3-4</td><td>+1 Karma. He provides a prayer.</td></tr><tr><td>5-6</td><td>+2 Karma. He provides a prayer and a blessing.</td></tr></table>	Roll Result D6	Outcome	1-2	He provides a prayer and a passage from the bible.	3-4	+1 Karma. He provides a prayer.	5-6	+2 Karma. He provides a prayer and a blessing.
Roll Result D6	Outcome								
1-2	He provides a prayer and a passage from the bible.								
3-4	+1 Karma. He provides a prayer.								
5-6	+2 Karma. He provides a prayer and a blessing.								
5	He hands you a pamphlet and invites you to come by his congregation to "discover the true light". Roll a D6 to determine the direction of the congregation: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/congregation/E132" under your Points of Interest R102.								
6	You wait until the preacher enters his stagecoach and then you rob him. Loot Suit: ♥(Table D1).								

E027 - Reward

You visit the trapper to sell your albino Bear pelt. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The pelt is in terrible condition. The trapper refuses to pay.
2	The pelt is in fair condition. He pays you \$3. Shortly after, you are confronted by a jealous husband. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You shot him first, right between the eyes. Bounty Suit up one. Loot Suit: ♦(Table D1). FAIL = He shot you first, right between your eyes. You are dead.
3-4	The pelt is in good condition. The trapper pays you \$10. You visit the saloon; R106
5	The pelt is in very good condition. The trapper pays you \$25.
6	The pelt is in perfect condition. The trapper pays you \$35.

E028 - Trapper

You meet a trapper. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. He ignores you.
2	He ignores you but later you encounter frenzied bandits R110 . Initiative R110b . Bandit: Finesse : 3; Weapon : Knife♣; Loot Suit :♣(Table D1) + E053 Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit :- Bandit: Finesse : 1; Weapon : Knife♣; Loot Suit :-
3	You rob him. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = He gives into you. Bounty Suit up one. Loot Suit :X(Table D1). FAIL = He has nothing of value. Bounty Suit up one.
4	You talk awhile with the friendly trapper. Attempt a Hunch skill test (<i>Table C/♦/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = You exchange some banter and then go on your way; E234
5	He is selling a Trinket for \$2. If you pay the \$2; E047 If you do not buy one, he mozy's on.
6	He is looking for a particular pelt; E141

E029 - Voodoo Ceremony

You have come upon a large group taking part in a public, voodoo ceremony. Roll a D6:

Roll Result D6	Outcome
1	The dancing and music is concentrated and bewitching. Shortly after; E146
2	If you have a Red Trinket, go to Roll Result 5 . You spend the day feeling very disoriented and indisposed. -1 Karma.
3	+1 Karma. You become disinterested and visit the market area; R104
4	If you have a Red Trinket go to Roll Result 6 . The ceremonial dancing intensifies and you are drawn in. Attempt a Karma skill test (<i>Table C♥/Karma-2</i>) R111 PASS = You are mesmerized with the ceremony and have pleasant dreams that night. You (and any partners) heal one Wound Level; E234 FAIL = You spend the day feeling very disoriented and indisposed. Unforeseen Circumstances - remove a Point of Interest (of your choice) from your tracking sheet.
5	The concentrated stare of a Voodoo priest makes you feel oddly sick with apprehension. You decide to go to the saloon to drink it off; R106 .
6	You have a wonderful rest that night. +1 Karma. You (and any partners) heal two Wound Levels; E234

E030 - Bounty

You track down the bounty in their wagon of fraudulent wares. He is a con man wanted for many infractions.

You confront him and he says he has information worth much more than him. Roll a D6:

Roll Result D6	Outcome
1	You decide to hear him out; E080
2	Attempt a Hunch skill test (<i>Table C♠/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1
3-4	Attempt a Hunch skill test (<i>Table C♥/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1
5	Attempt a Hunch skill test (<i>Table C♦/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1
6	You ignore his ramblings and stow him on the back of your horse. To receive the reward, record "Hex#any town/Reward/E052" under your Points of Interest R102 .

E031 - Bandit Brother

You find the hideout of the monks bandit brother. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You learn the brother was recently killed in a raid. Roll on the Event Table (Table A).
2	You don't get much of a chance to speak, when suddenly two bandits jump from hiding and attack you R110 . Initiative R110d . Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit :X(Table D1) Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit :- If you defeat the Bandits, go to Roll Result 3
3-4	The bandit brother is willing to listen. Attempt a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = Go to Roll Result 6 FAIL = +1 Karma. He refuses to go see his brother and slips away into the night. Shortly after; E055
5	The brother refuses to leave but you stay to drink with him until he passes out. Attempt a Hunch skill test (Table C/♥/Hunch-1) R111 . PASS = You stay sober enough to rob their stash when he passes out. Loot Suit : ♥ (Table D1). FAIL = He catches you! He attacks R110 . Initiative R110e . Monks Brother: Finesse : 3; Weapon : Pistol♦; Loot Suit : ♥(Table D1).
6	He is convinced and leaves at once to see his brother. To receive your payment you must meet up with the monk. Roll a D4, to determine the Hex of the monks location: 1 - 4,21; 2 - 8,21; 3 - 12,21; 4 - 16,21 Record "Hex#/payment/E084" under your Points of Interest R102 .

E032 - Assassin

You get away.

To receive your payment you must meet the Affluent man.

Roll a D4 to determine the hex of the Afflents man's residence:

1- 16,8; **2**- 17,13; **3**- 18,17; **4**- 19,10

Record "Hex#/reward/E058" under your Points of Interest **R102**.

E033 - People in Bonds

You arrive at a large beautifully kept plantation, in an attempt to free the slaves. Roll a D6:

Roll Result D6	Outcome
1	If you have a Blue Trinket, go to Roll Result 4 You are caught, questioned and finally lynched in the plantation field as a warning to others. You are dead.
2	You are spotted trying to free everyone. Three Riflemen attack you R110. Initiative R110c. Rifleman: Finesse: 2; Weapon: Rifle♥; Loot Suit:- Rifleman: Finesse: 2; Weapon: Rifle♥; Loot Suit:- Rifleman: Finesse: 1; Weapon: Rifle♥; Loot Suit:- If you win the combat, Bounty Suit up one; E088
3	The plantation owner meets with you and is willing to let them go for \$15. If you pay the \$15; E088 If you don't pay the \$15, you part ways. A time later; E172
4	You haggle with the plantation owner to free the people in bonds. Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-1</i>)R111. PASS = Plantation owner is willing to let them go for \$5 (If you pay the amount; E088) FAIL = Plantation owner is willing to let them go for \$10 (If you pay the amount; E088) If you refuse or don't have the money, you part ways.
5	You sneak onto the plantation. Attempt a Finesse Skill Test (<i>Table C/♥/Hunch-2</i>)R111. PASS = Go to Roll Result 6 FAIL = You are spotted by patrolling riflemen R110. Initiative R110c. Rifleman: Finesse: 2; Weapon: Rifle♥; Loot Suit:- Rifleman: Finesse: 1; Weapon: Rifle♥; Loot Suit:- If you win the combat, Bounty Suit up one; E088
6	You sneak them out under the cover of night; E088

E034 - “Old Friend”

You arrive at the home of your “old friend”. Roll a D6:

Roll Result D6	Outcome												
1	+1 Karma. He doesn’t live here anymore; E054												
2	The home has been taken over and is being used as a hideout by ruthless bandits R110. Initiative R110b. Bandit: Finesse: 3; Weapon: Pistol♦; Loot Suit:♦(Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Bandit: Finesse: 1; Weapon: Pistol♦; Loot Suit:- If you win the combat, go to Roll Result 6												
3-4	He is furious to see you alive. He immediately attacks R110. Initiative R110c. Old Friend: Finesse: 3; Weapon: Rifle♥; Loot Suit:♦(Table D1).												
5	He pleads with you not to kill him and will confess the location of treasure. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111. PASS = You execute him and take his valuables. Bounty Suit up one. Loot Suit:♥(Table D1). FAIL = He tells you the location of the treasure and you let him live; E059												
6	The old Friend was recently killed because of “foolish debts”. His spouse is there. Roll a D6: <table border="1"> <tr> <th>Roll Result D6</th><th>Spouse</th></tr> <tr> <td>1-2</td><td>She blames you for his death and asks you to leave. Bounty Suit up one.</td></tr> <tr> <td>3</td><td> You give her \$15. If you have \$15, go to Roll Result 5. If you are unable to pay the \$15, you take time to help her around the house. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet. </td></tr> <tr> <td>4</td><td> You are provided shelter and much rest. You (and any partners) heal one Wound Level. You are given your “Old Friends” Rifle♥. If you want it, record it under your Weapons (Tracking Sheet). </td></tr> <tr> <td>5</td><td> You spend time helping her around the home. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111. PASS = Re-roll on this Table. FAIL = She provides you with food and shelter. You (and any partners) heal one Wound Level; E234 </td></tr> <tr> <td>6</td><td>You both fall deeply in love and live a simple life of fulfillment and peace. You win the game.</td></tr> </table>	Roll Result D6	Spouse	1-2	She blames you for his death and asks you to leave. Bounty Suit up one.	3	You give her \$15. If you have \$15, go to Roll Result 5. If you are unable to pay the \$15, you take time to help her around the house. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.	4	You are provided shelter and much rest. You (and any partners) heal one Wound Level. You are given your “Old Friends” Rifle♥. If you want it, record it under your Weapons (Tracking Sheet).	5	You spend time helping her around the home. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111. PASS = Re-roll on this Table. FAIL = She provides you with food and shelter. You (and any partners) heal one Wound Level; E234	6	You both fall deeply in love and live a simple life of fulfillment and peace. You win the game.
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6	You both fall deeply in love and live a simple life of fulfillment and peace. You win the game.												

E035 - Soldiers

There are numerous soldiers marching your way.

You can approach them or try to hide.

If you decide to approach them; **E004**

If you decide to hide, attempt a Finesse skill test (*Table C/♥/Finesse-2*)**R111**

PASS = You slip by the platoon and they march onwards.

Roll on the Event Table (Table A).

FAIL = You are caught and held for questioning. Roll a D6:

Roll Result D6	Outcome
1	Execution by firing squad. You are dead.
2	They accuse you of a political crime; E075
3	The delay results in unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.
4	They confiscate all your equipment and march onward. Erase all items under your Equipment; E095
5	Blockade. They force you to move to a random adjacent hex. Roll a D6 to determine which adjacent hex you end on: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW Roll on the Event Table (Table A).
6	+1 Karma. The captain is too preoccupied with other duties and you are let go.

E036 - If you are on a Desert hex; **E093**

Prospector

You come upon a lone prospector searching for gold in a small stream. Roll a D6:

Roll Result D6	Outcome
1	His progress has been bootless. He ignores you and curses to himself; E095
2	+1 Karma. His progress has been bootless. He ignores you and curses to himself; E045
3	You rob him. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = Loot Suit:♣ (Table D1). Bounty Suit up one. FAIL = He has nothing of value. Bounty Suit up one; E234
4	He is being robbed by cruel Bandits. You enter combat with the Bandit R110 . Initiative R110b . Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:♦ (Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- If you win the combat, go to Roll Result 5
5	You chat with the old Prospector. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = He invites you to join him in panning. Go to Roll Result 6 FAIL = He likes you and asks you to meet him at “another hot spot”. Roll a D4 to determine hex of hot spot: 1- 2,6; 2- 6,8; 3- 13,2; 4- 19,6 Record “Hex#/prospect/E046” under your Points of Interest R102 .
6	You join the old prospector in gold panning. Attempt a Karma skill test (<i>Table C/♠/Karma-1</i>) R111 . PASS = E040 FAIL = Nothing but rocks and mud; E234

E037 - Traveling Circus - Greet

You passively ride up to the coaches. Roll a D6:

Roll Result D6	Outcome
1	You accidentally offend the Bearded lady. The Strongman attacks you R110. Initiative R110a. Strongman: Finesse: 1; Weapon: Bearhug♦; Loot Suit:♥(Table D1) If you win the combat, Bounty Suit up one. They promptly leave.
2	They provide you with some magic tricks and then saunter off; E234
3	They are being robbed by angry Bandits. You enter combat with the Bandits R110. Initiative R110b. Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:♣(Table D1) Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Bandit: Finesse: 1; Weapon: Knife♣; Loot Suit:- If you win the combat, go to Roll Result 6
4	+1 Karma. They show you their latest trick and then saunter off. Roll on the Event Table (Table A).
5	They have a performer who was accidentally injured by the knife thrower. If you don't have any healing items, they thank you anyway and go on their way; E095 If you have any healing items under your Equipment, remove one (of your choice). They are so grateful they ask you to come to their next show, free of charge! Record "Any town hex/circus/E094" under your Points of Interest R102.
6	You enjoy each others company, spending the night eating and drinking. You (and any partners) heal one Wound Level. They ask you to come to their next show, free of charge! Record "Any town hex/circus/E094" under your Points of Interest R102. They all wave good-bye and hope to see you again; E234

E038 - If you are on a Grassland, Marshland or Desert hex; **E068**

Rockslide

While travelling through a narrow ravine you hear loud cracks begin to sound all around you. Roll a D6:

Roll Result D6	Outcome
1	It's an ambush! Marauding yokels attack from above R110 . Initiative R110b . Marauder: Finesse : 3; Weapon : Rifle♥; Loot Suit : ♣(Table D1). Marauder: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Marauder: Finesse : 1; Weapon : Pistol♦; Loot Suit :-
2	Large boulders fall all around you. Attempt a Finesse skill test (Table C/♥/Finesse-1) R111 PASS = You were able to dodge the rockslide. Roll on the Event Table (Table A). FAIL = Roll to determine any damage for you and then each partner (Table B/♠).
3	If on a Mountain hex; E015 Large boulders fall all around you. Attempt a Finesse skill test (Table C/♥/Finesse-1) R111 PASS = You were able to dodge the rockslide. Go to Roll Result 6 . FAIL = Roll to determine damage for you and then each partner (Table B/♥).
4	+1 Karma. A few pebbles fall and you get a light dusting but nothing serious. Roll on the Event Table (Table A).
5	A few pebbles fall and you get a light dusting. Shortly after, you meet a colorful explorer. Attempt a Hunch skill test (Table C/♦/Hunch-2) R111 . PASS = He will sell you a treasure map for \$5. If you pay the \$5, roll a D6 to determine the direction of the treasure: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/Tomb/E158" under your Points of Interest R102 . FAIL = He feels he has seen you before. Bounty Suit up one; E234
6	The rockslide reveals a small cave. If you wish to enter the cave; E117 If you don't wish to enter the cave, you ride on; E095

E039 - Salesman

The salesman offers to sell you one of his wares. Roll a D6:

Roll Result D6	Outcome
1	He thinks he recognizes you, and reports you to the authority. Bounty Suit up one.
2	He has an excellent opportunity for you. Attempt a Hunch skill test (<i>Table C/♥/Hunch-3</i>) R111 PASS = Roll again on this Table. FAIL = He's a shyster and swindles you out of \$3.
3	He offers to sell you the last bottle of his "magic elixir" for \$3. If you pay the \$3; E071
4	He offers to sell you the last bottle of his "healing tonic" for \$1. If you pay the \$1; E071
5	He has a Trinket for \$2. If you pay the \$2; E047
6	Choose any Roll Result.

E040 - Gold

You find gold.

You will need to sell the gold in a town.

Record "Hex#any town/gold/E057" under your Points of Interest **R102**.

E041 - Deception

Roll a D6:

Roll Result D6	Outcome
1	He tells you a convincing lie. Shortly after; E146
2-3	+1 Karma. He tells you a convincing lie. He reports you to the authorities, Bounty Suit up one.
4	You learn the preacher is part of an evil sect. Roll a D4 to determine hex of the "evil cabal": 1- 2,7; 2- 19,3; 3- 19,16; 4- 16,8 Record the "Hex#/secret meeting/E150" under your Points of Interest R102 .
5	Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = Go to Roll Result 6 FAIL = He was only stalling; E155
6	You learn the preacher is deceiving his congregation. To confront the Preacher: Roll a D4, to determine Hex of Preacher: 1- 3,11; 2- 1,18; 3- 7,19; 4- Any town Record "Hex#/preacher/E190" under your Points of Interest R102 .

E042 - If you are not on a Desert Hex; **E035**

Mexican Army

You find yourself in the presence of Mexican rurales that are hunting criminals. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. They mistaken you for another criminal; E075
2	They pursue you. Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 . PASS = You circumvent them. Move to any adjacent hex. Roll on the Event Table (Table A). FAIL = They capture you and take you prisoner; E075
3	If your Bounty Suit is X , they ignore you and ride on by; E234 If your Bounty Suit is not X , go to Roll Result 2
4	If your Bounty Suit is ♥ or ♠, go to Roll Result 2 If your Bounty Suit is not ♥ or ♠, They heal you (and any partners) two Wound Levels.
5	You are briefly questioned but they soon leave. You learn about a Mexican village. Roll a D10 to determine hex of the village: 1-1,22; 2-3,21; 3-4,21; 4-6,21; 5-8,20; 6-9,21; 7-10,20; 8-19,22; 9-17,21; 10-15,22 Record "hex#/village/E093" under Points of Interest R102 .
6	+1 Karma. They ride on by; E234

E043 - Showdown

You scowl towards your opponent with your hand hovering over your pistol. Roll a D6:

Roll Result D6	Outcome
1	If your Bounty Suit is ♠, go to Roll Result 5 <i>Draw!</i> Your gun jams, you are dead.
2	<i>Draw!</i> Attempt a Finesse Skill Test (<i>Table C/♥/Finesse-2</i>) R111 . PASS = Your get your shot off first. Your opponent is dead. Loot Suit: ♣(Table D1). FAIL = Your opponent got their shot off first. You are dead.
3	<i>Draw!</i> Attempt a Finesse Skill Test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = Your get your shot off first. Your opponent is dead. Bounty Suit up one. Loot Suit: ♦(Table D1). FAIL = Your opponent got their shot off first. You are dead.
4	<i>Draw!</i> Attempt a Finesse Skill Test (<i>Table C/♦/Finesse-1</i>) R111 . PASS = Your get your shot off first. Your opponent is dead. Loot Suit: ♥(Table D1). FAIL = Your opponent got their shot off first. You are dead.
5	Your leer intensifies. Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = Roll again on this Table.
6	+1 Karma. He gets too scared and runs away, leaving his winnings behind. Loot Suit: ♥(Table D1); E122

E044 - Sloppy Robbery

Bounty Suit up two.

Loot Suit: ♦(Table D1).

E045 - Outpost

You stop at a trading post for some respite. Roll a D10:

Roll Result D10	Outcome												
1	+1 Karma. The outpost has been ransacked and the owner is dead, nailed to a wagon wheel outside the entrance; E007												
2	You attempt to rob the Outpost. Bounty Suit up one. Roll a D6: <table> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td>The owner pulls a shotgun on you and you leave Bounty Suit up one.</td></tr> <tr> <td>2-3</td><td>Bounty Suit up one. Loot Suit:♣(Table D1).</td></tr> <tr> <td>4</td><td>+1 Karma. Loot Suit:♦(Table D1).</td></tr> <tr> <td>5</td><td>Loot Suit:♥(Table D1).</td></tr> <tr> <td>6</td><td>Loot Suit:♠(Table D1).</td></tr> </table>	Roll Result D6	Outcome	1	The owner pulls a shotgun on you and you leave Bounty Suit up one.	2-3	Bounty Suit up one. Loot Suit: ♣(Table D1).	4	+1 Karma. Loot Suit: ♦(Table D1).	5	Loot Suit: ♥(Table D1).	6	Loot Suit: ♠(Table D1).
Roll Result D6	Outcome												
1	The owner pulls a shotgun on you and you leave Bounty Suit up one.												
2-3	Bounty Suit up one. Loot Suit: ♣(Table D1).												
4	+1 Karma. Loot Suit: ♦(Table D1).												
5	Loot Suit: ♥(Table D1).												
6	Loot Suit: ♠(Table D1).												
3	Masked Bandits are robbing the outpost owner. When you enter they attack you R110. Initiative R110b. Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:X(Table D1) Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- If you win the combat, the owner thanks you and gives you D4 healing Balms. Each balm can be used as a one time Healing Action (R101c). Record the Healing Balms under your Equipment.												
4	You are confronted by someone who has been following you; E146												
5	An exhausted letter carrier is passing through. Attempt a Hunch skill test (Table C/♠/Hunch-I)R111. PASS = He is running behind and after some discussion, you gain his trust. You offer to help and deliver a “letter” for him, in town. Record “Hex#any town/letter/E048” under your Points of Interest R102. FAIL = +1 Karma. After some discussion, you both part ways; E095												
6	You meet an old Gunslinger who is willing to join you for \$5. If you pay the \$5, The old Gunslinger becomes your partner R131. Old Gunslinger: Finesse: 1; Weapon: Pistol♦; Loot Suit:♥(Table D1).												
7	The owner asks for your help. An accountant in town has swindled their profits. The owner wants you to “persuade” the accountant to return what he stole. You will be rewarded \$20 on completion. Record “Hex#any town/accountant/E014” under Points of Interest R102.												
8-9	There are D4 healing balms available for sale. You may purchase each healing balm for \$1 each. Each balm can be used as a one time Healing Action (R101c).												
10	There is a stagecoach driver offering rides to any hex for \$2. If you pay the \$2; E241 If you don’t pay, you go on your way; E234												

E046 - Prospect

You meet up with the old prospector and begin panning. Roll a D6:

Roll Result D6	Outcome
1	You find nothing but stones and mud; E095
2	Masked Bandits spot you. They attack you R110 . Initiative R110c . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : ♠(Table D1). Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : - Bandit: Finesse : 1; Weapon : Pistol♦; Loot Suit : - If you win the combat go to Roll Result 5
3	You give it a solid effort but become impatient and decide to leave. Roll on the Event Table (Table A).
4	You spend time panning for gold. Attempt a Hunch skill test (Table C /♠/ Hunch-I) R111 . PASS = You found gold; E040 FAIL = You find nothing but dirty pebbles. Unforeseen circumstances - remove a points of interest (of your choice) from your Tracking Sheet.
5	You spend time panning for gold. Attempt a Hunch skill test (Table C /♥/ Hunch-I) R111 . PASS = You found gold; E040 FAIL = +1 Karma. You find nothing but muddy pebbles.
6	You found gold; E040

E047 - Trinket

You gain a trinket. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. Useless junk.
2	Yellow Trinket. Record “Yellow Trinket” under Equipment.
3	Red Trinket. Record “Yellow Trinket” under Equipment.
4	Blue Trinket. Record “Blue Trinket” under Equipment.
5	Green Trinket. Record “Green Trinket” under Equipment.
6	Choose any Roll Result.

E048 - Important Letter

You arrive at the general store to deliver the “important letter”. Roll a D6:

Roll Result D6	Outcome
1	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 You deliver the letter to the location and then check if there are any bounties; E087
2	You deliver the letter. Shortly after you are confronted by an old partner from your past. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-3</i>) R111 . PASS = You shot him first, right between the eyes. Bounty Suit up one. Loot Suit: ♣(Table D1). FAIL = He shot you first, right between your eyes. You are dead.
3-4	You deliver the letter and they hand you \$4. They hand you another “important letter” that needs delivering. Roll a D6 to determine the direction: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record “Hex#/letter/E245” under your Points of Interest R102 .
5	You deliver the letter and receive \$10. They quietly hand you another letter with instructions. It is to be delivered to an army captain. roll a D4, to determine Hex of the Captains location: 1- 6,13; 2- 8,4; 3- 12,2; 4- 16,4 Record “Hex#/captain/E064” under your points of Interest R102 .
6	+1 Karma. You deliver the letter and you receive \$15. You visit the market area; R104

E049 - You check on the family. Roll a D6:

Roll Result D6	Outcome
1	They fled during the fight. Roll on the Event Table (Table A).
2	They fled during the fight. That night you are jumped by masked Bandits R110 . Initiative R110b . Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:♦(Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:-
3	+1 Karma. They fled during the fight; E095
4	They take you to a nearby settlement; E147
5	They heal you (and any partners) two Wound Levels; E234
6	They are in the process of moving and are currently selling their ranch. They are so overjoyed to be alive they give it to you as a reward. You spend the rest of your days in solitude tending to your ranch. You win the game.

E050 - Manor of Widow

You have brought the Charming Widow home. Roll a D6:

Roll Result D6	Outcome
1	She brings you in for a meal. It is poisoned and you hear her laughter as you slip into unconsciousness. You are dead.
2	Her house was robbed and she is unable to pay you. That night you are jumped by masked bandits R110 . Initiative R110c . Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: X(Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: -
3	+1 Karma. Her house was robbed and she is unable to pay you; E095
4	She is so happy to be home. Loot Suit: ♣(Table D1) She is looking for revenge. She will pay you a reward of \$75 if you kill the man who killed her husband. Roll a D6 to determine the direction to find him: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/widow/E143" under your Points of Interest R102 .
5	She thanks you for getting her home. Loot Suit: ♦(Table D1) She is hiding a runaway and asks you to bring them to safety. Roll a D4 to determine which hex to bring the runaway: 1- 1,3; 2- 8,3; 3- 13,1; 4- 20,7 Record "Hex#/runaway/E016" under your Points of Interest R102; E234
6	She thanks you for getting her home. Loot Suit: ♥(Table D1) A gentleman friend of the widow is also there, and invites you to visit him someday. Roll a D4 to determine hex: 1- 12,20; 2- 11,12; 3- 11,9; 4- 12,6 Record "Hex#/Dapperman/E194" under Points of Interest R102 .

E051 - Reservation

You are escorted to the comanche reservation as a guest. Roll a D6:

Roll Result D6	Outcome
1	You give a grave insult to the chief. You are buried up to your neck and left to wither in the sun. You are dead.
2	+1 Karma. You give insult to the chief and are forced to leave; E095
3	You are given food and shelter for the evening. You (and any partners) heal two Wound Levels.
4	You (and any partners) heal one Wound Level. A comanche warrior wishes to join you on your journey. If you accept, he joins you as a partner R131 . Warrior: Finesse : 2; Weapon : Bow♣; Loot Suit :-
5	The chief asks for you to join him in his meeting with the government. He needs you to help encourage a peaceful negotiation. He will meet you there. Roll a D6 for direction of meeting: 1 -N; 2 -NE; 3 -SE; 4 -S; 5 -SW; 6 -NW and then roll a D6, to determine how many hexes away. Record "Hex#/meeting/E081" under your Points of Interest R102 .
6	You join the Chief in a sacred ceremony; E078

E052 - Reward

You bring your bounty to the sheriff's office to claim your reward. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The con man convinces the Sheriff he has the wrong man. You check the bounties; E087
2	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 The con man convinces the Sheriff he has the wrong man.
3	You are confronted by a jealous husband who has been tracking you for some time. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You get off the first shot, right between his eyes. Loot Suit: ♣(Table D1). You receive your \$50 reward from the sheriff's office. FAIL = He gets off the first shot, right in your heart. You are dead.
4	The con man tries to convince the Sheriff he has the wrong man. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = The sheriff's office pays you the \$50 reward. FAIL = The con man convinces the Sheriff he has the wrong man; E234
5	You collect your \$50 reward.
6	The reward went up! The sheriff's office pays you \$100.

E053 - Hideout

You learn the location of a Bandit hideout.

Roll a D6 to determine the direction of the hideout:

1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW

and then roll a D6, to determine how many hexes away.

Record "Hex#/Bandit Hideout/E085" under your Points of Interest **R102**.

E054 - Abandoned Abode

You stop at an abandoned home to rest for the night. Roll a D6:

Roll Result D6	Outcome
1	It isn't abandoned, two frenzied thieves ambush you R110 . Initiative R110d . Thief: Finesse : 2; Weapon : Knife♣; Loot Suit : ♣(Table D1). Thief: Finesse : 2; Weapon : Knife♣; Loot Suit : -
2	If on a Marshland hex; E072 The storm takes up considerable time until it passes. Roll on the Event Table (Table A).
3	It's not abandoned. You are jumped by a crazy hermit. He attacks you R110 . Initiative R110b . Hermit: Finesse : 1; Weapon : Knife♣; Loot Suit : X(Table D1).
4	+1 Karma; E107
5	The house is hauntingly peaceful You wait out the storm in comfort. You (and any partners) heal one Wound Level.
6	Not abandoned. You are greeted by an elderly lady who kindly takes you in. Attempt a Hunch skill test (Table C♥/Hunch-2) R111 . PASS = She tells you about a farm offering honest work. Roll a D6 to determine adjacent hex of the farm: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW Record "Hex#/Ranch Work/E210" under your Points of Interest R102 . FAIL = You stay the night and leave the next day. You (and any partners) heal two Wound Levels; E234

E055 - Broken Wagon

Someone is struggling to fix their wagon.

You can rob them or you can be friendly.

If you are friendly; **E115**

If you rob him; **E159**

E056 - Robbery

You rob the store. Roll a D6:

Roll Result D6	Outcome
1	A lawman was shadowing you; E155
2-3	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 You stick-up the owner but there was nothing of value. Bounty Suit up one.
4	You stick-up the owner. Bounty goes up one. Loot Suit:♣(Table D1).
5	You stick up the owner. Attempt a Karma skill test (<i>Table C♥/Karma-2</i>) R111 . PASS = Loot Suit:♦(Table D1). FAIL = Bounty Suit up one. Loot Suit:♣(Table D1).
6	You stick up the owner. Loot Suit:♥(Table D1).

E057 - Gold

You meet with a jeweller to sell your gold. Roll a D6:

Roll Result D6	Outcome
1	Pyrite! It is worthless. You decide to go to the saloon; R106
2	You sell your gold for \$10.
3	You sell your gold for \$20.
4	You sell your gold for \$40.
5	You sell your gold for \$150.
6	You sell your gold for \$250.

E058 - Reward

You arrive at the affluent man's mansion to receive your reward. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The mansion is in a fiery blaze and the affluent man lays dead on the lawn. Bounty Suit up one.
2	You quickly become surrounded by a battalion of mounted troops. You are dragged off to prison as the affluent man laughs from his mansion balcony; E075
3	A large battalion is talking with the affluent man. Attempt a Finesse skill test (<i>Table C/♣/Finesse-1</i>) R111 . PASS = You manage to notice them before they notice you. Bounty Suit up one. FAIL = The affluent man snitches on you; E134
4	If your Bounty Suit is X ; Go to Roll Result 5 You are ambushed by two grinning Bounty Hunters R110 . Initiative R110c . Bounty Hunter: Finesse : 2; Weapon : Rifle♥; Loot Suit : X (Table D1) Bounty Hunter: Finesse : 2; Weapon : Pistol♦; Loot Suit : If you win the combat, Bounty Suit up one. Go to Roll Result 6
5	The affluent man pays you \$250.
6	The affluent man is ecstatic of your success. He gives you \$250 + Loot Suit :♠(Table D1).

E059 - Treasure Map

Roll a D6:

Roll Result D6	Outcome
1	The treasure is hidden in a large cemetery. roll a D6 to determine the location of the cemetery: 1- 3,4; 2- 19,17; 3- 17,17; 4- 7,4; 5- 3,18; 6- 10,18 Record "Hex#/treasure/E119" under your Points of Interest R102 .
2-3	The treasure is hidden in an ancient tomb. Roll a D6 to determine the hex of the tomb: 1- 1,2; 2- 4,2; 3- 15,0; 4- 5,6; 5- 14,8; 6- 8,11 Record "Hex#/Tomb/E158" under your Points of Interest R102 .
4-5	The treasure is hidden in a large cemetery. roll a D6 to determine the direction of the cemetery: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW Then roll a D6 to determine how many hexes away. Record "Hex#/treasure/E119" under your Points of Interest R102 .
6	The treasure is hidden in an ancient tomb. Roll a D6 to determine the direction of the tomb: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW Then roll a D4 to determine how many hexes away. Record "Hex#/Tomb/E158" under your Points of Interest R102 .

E060 - If you are on a Desert hex; **E093**

High Rivers

The surrounding rivers are too high to cross today.
You are forced to move to an adjacent hex.
Roll a D6 to determine which adjacent hex you end on:
1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW
Roll on the Event Table (Table A).

E061 - Information

Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. He tells you a convincing lie and leaves.
2	He was only delaying; E155
3-4	He hands you an old map and leaves; E059
5	E204
6	He tells you his co-conspirator has swindled him. He tells you about a ruthless businessman. Record “Hex#any town/Businessman/E238” under your Points of Interest R102 .

E062 - Revolution

You have rescued the leader from the prison. Roll a D6:

Roll Result D6	Outcome								
1	If your Bounty Suit is X, go to Roll Result 7 You get ambushed by two darkly dressed Bounty Hunters R110. Initiative R110f. Bounty Hunter: Finesse: 2; Weapon: Rifle♥; Loot Suit:X (Table D1) Bounty Hunter: Finesse: 2; Weapon: Pistol♦; Loot Suit: If you win the combat, Bounty Suit up one. Go to Roll Result 5								
2	+1 Karma. You are thanked as you leave. Later that day; E147								
3	You are thanked and given a sacred vestige; E047								
4	You are given stolen gold as thanks; E040								
5	You spend time with the leader. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>)R111. PASS = Go to Roll Result 6 FAIL = +1 Karma. You are thanked and provided food and shelter. You (and any partners) heal one Wound Level; E234								
6	The rescue helped expose the government's corruption, and soon after, changes were made for the better for all the people of the country. The leader falls in love with you and you with her. You both decide to put away your guns and focus on a simpler life. You both live happily ever after in the village tending cattle with your many children. You win the game.								
7	Roll a D6: <table><tr><th>Roll Result D6</th><th>Outcome</th></tr><tr><td>1</td><td> +1 Karma. You are thanked as you leave. Bounty Suit up one. Later that day; E147 </td></tr><tr><td>2-3</td><td> Bounty Suit up one. You are thanked and given a necklace; E047 </td></tr><tr><td>4-5</td><td> You spend time with the leader. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>)R111. PASS = Go to Roll Result 6 FAIL = +1 Karma. You are thanked and provided food and shelter. You (and any partners) heal one Wound Level; E234 </td></tr></table>	Roll Result D6	Outcome	1	+1 Karma. You are thanked as you leave. Bounty Suit up one. Later that day; E147	2-3	Bounty Suit up one. You are thanked and given a necklace; E047	4-5	You spend time with the leader. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>)R111. PASS = Go to Roll Result 6 FAIL = +1 Karma. You are thanked and provided food and shelter. You (and any partners) heal one Wound Level; E234
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2-3	Bounty Suit up one. You are thanked and given a necklace; E047								
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E063 - Escape

The escort thanks you graciously.

She explains that the man you killed is the son of a politician and you need to get out of town, fast.

Attempt a Hunch skill test(*Table C*/*Hunch-2*)**R111**.

PASS = You slip out of town after you ensure the girls safety.

Move to any adjacent hex.

Roll on the Event Table (Table A).

FAIL = You quietly saddle up and make your way out of town. Roll a D6:

Roll Result D6	Outcome
1	You are placed at the scene of the crime; E134
2	You are placed at the scene of the crime. Bounty Suit up two.
3-4	You are placed at the scene of the crime. Bounty Suit up one.
5	A lawman arrives at the scene and spots you; E155
6	You hide out in the saloon; R106

E064 - Captain

After some questioning, you are brought before the captain. Roll a D6:

Roll Result D6	Outcome
1	He is far too drunk and dismisses you. Roll on the Event Table (Table A)
2	He likes you and shares his fresh crate of whiskey with you; E128
3	A blitz by the opposition. There is a hail of gunfire from every direction. Attempt a Finesse skill test (<i>Table C♥/Finesse-2</i>) R111 . PASS = +1 Karma. You escape the bombardment with just a mild dusting. FAIL = Roll to determine any damage for you and then each partner (<i>Table B/♠</i>).
4	+1 Karma. He thanks you for your service.
5	You deliver the letter and after some discussion the captain convinces you to serve your country. He sends you on a secret mission to destroy a bridge. Roll a D6 to determine the direction of the bridge: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D4, to determine how many hexes away. Record "Hex#/bridge/E193" under your Points of Interest R102 .
6	He reads the letter and is excited about its contents. You (and any partners) heal one Wound Level; E010

E065 - Traveling Circus

A caravan of stage coaches approaches, it appears to be a traveling circus.

You may rob them or be friendly.

If you decide to rob them; **E105**

If you decide to be friendly; **E037**

E066 - Burlesque Show

The show is loud with the sounds of a banging piano, whistling and laughter. Roll a D6:

Roll Result D6	Outcome
1	You spend the evening drinking and whistling at the dancers; E128
2	You flirt with a dancer and one of the patrons gets jealous; E148
3	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 +1 Karma. You stay for awhile but soon leave to find a quieter place for a drink. You go to the saloon; R106
4	You get to know an exotic belly dancer. She asks you to come visit her one day. Roll a D6 to determine hex of the home: 1- 19,9; 2- 15,8; 3- 18,14; 4- 17,16; 5- 16,14; 6- 14,13 Record the “Hex#/women/E008” under your Points of Interest R102 .
5	You get to know one of the dancers. She asks you to come visit her one day. Roll a D6 to determine direction of dancers home: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW and then the D6 again to determine how many hexes away. Record “Hex#/Dancers home/E112” under your Points of Interest R102 .
6	While everyone is distracted by the show, you rob the dancers coffers. Loot Suit: ♥(Table D1).

E067 - Sisters Medicine

You arrive at the sisters house to deliver the medicine. Roll a D6:

Roll Result D6	Outcome
1	You are too late, the sister has died; E007
2	Her appearance is emaciated and her flesh decayed. As soon as she sees you, she pounces R110 . Initiative R110b . Rabid Women: Finesse : 2; Weapon : Bite X *; Loot Suit : ♦(Table D1) *If she successfully inflicts any Wound Level, you (or a partner) are dead. If you win the combat, Bounty Suit up one.
3	The house has been taken over by murdering bandits R110 . Initiative R110b . Bandit: Finesse : 3; Weapon : Pistol♦; Loot Suit :♦(Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : - Bandit: Finesse : 1; Weapon : Pistol♦; Loot Suit : - If you win the combat, go to Roll Result 4
4	She is dead. You search the home for anything of value. Attempt a Hunch skill test (<i>Table C/♦/Hunch-I</i>) R111 PASS = Loot Suit : ♣(Table D1). FAIL = +1 Karma. You find nothing of value and leave. Roll on the Event Table (Table A).
5	You deliver the medicine. She pays you \$35 + E206
6	You deliver the medicine. She already feels better and gives you the \$35 plus food and shelter for the night. You (and any partners) heal two Wound Levels; E234

E068 - If on a Marshland hex; **E200**

Comanches

Comanches on horseback observe you from afar. Roll a D6:

Roll Result D6	Outcome
1	If you have a 'Yellow Trinket' go to Roll Result 5 They attack you R110 . Initiative R110f . Warrior: Finesse : 3; Weapon : Bow♣; Loot Suit :- Warrior: Finesse : 2; Weapon : Bow♣; Loot Suit :-
2	If you have a 'Yellow Trinket' go to Roll Result 6 Ambush! A flail of arrows comes from all directions. Attempt a Finesse skill test (Table C/♠/Finesse-2) R111 . PASS = +1 Karma. You evade the assault. FAIL = Roll (Table B/♥) for you and each partner to determine any damage.
3	They quietly observe you and then ride off. Roll on the Event Table (Table A).
4	They quietly observe you and ride off. Shortly after; E086
5	+1 Karma. They quietly observe you and ride off.
6	They ride up to you. Attempt a Hunch Skill test (Table C/♠/Hunch-1) R111 . PASS = They like you and have you follow them; E051 FAIL = +1 Karma. They lose interest and leave. Roll on the Event Table (Table A).

E069 - Young Man

You cross paths with a delirious young man who is mumbling to himself. Roll a D6:

Roll Result D6	Outcome
1	He ignores you and continues on his way. Later that day; E022
2	He is stricken with a terrible contagious disease. Attempt a Hunch skill test (<i>Table C/♦/Hunch-1</i>) R111 . PASS = You avoid getting too close and scuttle off; E007 FAIL = Your body is unable to fight off the disease. You have an uncomfortable death. You are dead.
3	When you address him, he tries to shoot you. Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You get the gun from him in time. Go to Roll Result 5 FAIL = He gets off a shot and runs away. Roll to determine any damage for you and then each partner (<i>Table B/♦</i>).
4	You confront him. Attempt a Hunch Skill Test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = He comes to his senses. He explains his family is being harrassed by Bandits. Roll a D6 to determine which adjacent hex the family can be found: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW . Record "Hex#/Raid on home/E166" under your Points of Interest R102 . FAIL = +1 Karma. His eyes are empty, there is no getting through to him. He wanders off; E098
5	You confront him. Attempt a Hunch Skill Test (<i>Table C/♦/Hunch-1</i>) R111 . PASS = He comes to his senses. He explains his sister is going to be hung. Record "Hex#/Any Town/Hangwomen/E102" under your Points of Interest R102; E234 FAIL = +1 Karma. His eyes are empty, there is no getting through to him. He wanders off. Roll on the Event Table (Table A).
6	He comes to his senses. He has no one, you may let him join you as a partner R131 . Young Man: Finesse: 1; Weapon: Pistol♦; Loot Suit:X (Table D1).

E070 - Plant

You search for the medicinal plant. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. There is no sign of the plant. Roll on the Event Table (Table A).
2	You give up searching for the plant. Some time later; E022
3-4	You look for the plant. Attempt a Hunch Skill Test (<i>Table C/♣/Hunch-1</i>) R111 . PASS = You locate and uproot the plant. Record “Hex#any town/plant/E116” under your Points of Interest R102 . FAIL = +1 Karma. You are unable to find the plant. Roll on the Event Table (Table A).
5	You look for the plant. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You locate and uproot the plant. Record “Hex#any town/plant/E116” under your Points of Interest R102 . FAIL = You are unable to find the plant; E095
6	You find the plant. Record “Hex#any town/plant/E116” under your Points of Interest R102 .

E071 - Elixir: As a one time use, you can use it for a Heal Action (**R101c**).

Record “Elixir (Healing)” under your Equipment.

E072 - Abandoned Plantation

You set up camp at an old abandoned plantation. Roll a D6:

Roll Result D6	Outcome
1	The house is eerily quiet; E215
2	You are attacked by a deranged recluse R110 . Initiative R110f . Deranged Recluse: Finesse : 2; Weapon : Axe♦; Loot Suit : X(Table D1) + E123
3	You are plagued with horrific dreams. Attempt a Hunch skill test (Table C /♦/ Hunch-2) R111 . PASS = You awaken lying in a pool of sweat. FAIL = You wake up with bloodied hands. A partner of your choice is dead; E007 If you have no partners, Bounty Suit up one; E007
4	There are unsavory bumpkins skulking about. Attempt a Finesse skill test (Table C /♦/ Finesse-2) R111 . PASS = +1 Karma. You avoid being spotted and leave. Roll on the Event Table (Table A). FAIL = You are spotted R110 . Initiative R110d . Bumpkin: Finesse : 2; Weapon : Rifle♥; Loot Suit :♣(Table D1) Bumpkin: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bumpkin: Finesse : 2; Weapon : Knife♣; Loot Suit :- If you win the combat, Bounty Suit up one.
5	+1 Karma. The house is stained with remnants of a gruesome murder. You find it unsettling and leave. Roll on the Event Table (Table A).
6	You have a very restful night. You (and any partners) heal one Wound Level; E234

E073 - Reward

You arrive at the Sheriff's office to collect the reward on your bounty. Roll a D6:

Roll Result D6	Outcome
1	If your Bounty Suit is ♥ or ♠; E103 The sheriff informs you it's the wrong man. Later that day; E147
2	The sheriff isn't sure if it's the right man. Attempt a Hunch skill (<i>Table C/♦/Hunch-1</i>) R111 . PASS = You convince him and are given the reward of \$20; E087 FAIL = The sheriff is convinced it's the wrong man. You go to the saloon; R106
3	You are confronted by a person from your past looking for revenge. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You get off the first shot, right between his eyes. Go to Roll result 2 FAIL = He gets off the first shot, right in your heart. You are dead.
4-5	The sheriff's office hands you the reward of \$20.
6	His reward went up! You are given \$50; E234

E074 - Jewels

You meet with a jeweller to sell your jewellery. Roll a D6:

Roll Result D6	Outcome
1	You trade them for a case of whiskey; E128
2	+1 Karma. You learn they are synthetic and therefore worth nothing. Shortly after; E146
3	They aren't very impressive. You sell them for \$5.
4	Good quality! You sell them for \$30. You decide to visit the town square; R104
5	Very good quality! You sell them for \$50.
6	Excellent quality! You sell them for \$150.

E075 - Prisoner

You are imprisoned.

If you are on a Desert Hex, roll a D4 to determine hex of prison:

1- 5,21; **2-** 7,20; **3-** 10,21; **4-** 17,20.

Move your token to that hex and then try to escape.

If you are not on a desert Hex, roll a D4 to determine hex of prison:

1- 1,8; **2-** 2,19; **3-** 16,7; **4-** 14,16.

Move your token to that hex and then try to escape.

You try to escape.

Attempt a Hunch skill test (*Table C/♠/Hunch-2*)**R111**.

PASS = You escaped to an adjacent hex.

Roll a D6 to determine which hex you end on:

1-N; **2-NE**; **3-SE**; **4-S**; **5-SW**; **6-NW**. Then roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You escape but all Equipment, Money, Partners and all Points of Interests are gone.
2	You escape but all Equipment and Points of Interests are gone. Bounty Suit up one.
3	You escape but any Equipment are gone.
4	You try to retrieve your belongings before leaving the prison. Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = There are too many guards. Go to Roll Result 2
5	You escape with everything you had before you were imprisoned. Bounty Suit up one
6	You escape with everything you had before you were imprisoned; E234

FAIL = You are unable to escape. Roll a D6:

Roll Result D6	Outcome
1	You (and any partners) take a MW from the terrible treatment. Go to Roll Result 7
2	You (and any partners) take a LW from the terrible treatment. Go to Roll Result 7
3-4	You are tortured by the guards. Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = You endure the pain, go to Roll Result 7 FAIL = Go to Roll Result 2

5-6	An opportunity to escape! Roll on the PASS result Table.
7	You try to escape again. Attempt the Hunch skill test again.

E076 - Fortune Teller

You meet a fortune teller.

She invites you into her tent and begins to stare deeply into a crystal ball. Roll a D6:

Roll Result D6	Outcome
1	If you have a “Red Trinket” go to Roll Result 5 -1 Karma. Your future is cloudy.
2	She sees a person from your past, relevant to your future. Record “Hex#any town/Person/E146” under your Points of Interest R102 .
3	+1 Karma. Your future is rich with friendships; E234
4	Your future is calm and peaceful. That night you have a good rest. You (and any partners) heal one Wound Level.
5	+1 Karma. Your future is full of love. That night you have a good rest. You (and any partners) heal one Wound Level.
6	You rob the fortune teller. Bounty Suit up one. Loot Suit: ♥(Table D1).

E077 - If you do not have any partners; **E234**

Discord

There is conflict within your posse. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. There is much in fighting and it has become unresolvable. You part ways. Remove a partner of your choice from your Tracking Sheet.
2	The disagreement intensifies. Perform a part ways action with a partner of your choice; R101d
3-4	Attempt a Hunch skill test (Table C/♥/Hunch-I) R111 . PASS = Go to Roll Result 5 FAIL = Go to Roll Result 2
5	You are able to placate the situation and you all stay together; E234
6	+1 Karma. You are able to placate the situation and you all stay together; E234

E078 - Spiritual Journey

You join the chief in a sweat lodge. Roll a D6:

Roll Result D6	Outcome
1	You have visions of a wounded buffalo; E007
2	You find the experience to be relaxing but trivial. Later that day; E022
3	You have visions of an elk standing in a stream. You heal one Wound Level; E234
4	+1 Karma. You have visions of a loon observing a snake. You heal two Wound Levels.
5	You look inward. Attempt a Hunch skill test (<i>Table C♥/Hunch-2</i>) R111 . PASS = Go to Roll Result 6 FAIL = Roll again on this Table.
6	It has changed you. You have discovered inner peace and purpose. For the rest of your days you stay and live with the comanches as they live. They embrace you as kin. You win the game.

E079 - Defeated Brigands

The passengers all sigh in relief. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The passengers all thank you. Finally, exit train by placing your token on any other hex with a railroad; E022
2	A lady is smitten with your bravery. She invites you to come by and watch her Burlesque Show some time. Record “Hex#/any town/Burlesque Show/E066” under your Points of Interest R102 . Finally, exit train by placing your token on any other hex with a railroad.
3	A young lady is transporting her murdered father for burial. She wants to hire you to kill the man who murdered him. She will pay you \$50 on its completion. Roll a D6 to determine the direction the man was last seen: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record the “Hex#/Bounty/E168” under your Points of Interest R102 . Finally, exit train by placing your token on any other hex with a railroad.
4	A politician onboard expresses his gratitude. Lower Bounty Suit by one. Finally, exit train by placing your token on any other hex with a railroad. Roll on the Event Table (Table A).
5	An affluent man introduces himself and offers you a job. He asks for you to “persuade” an old man to leave his land. He will pay you \$50 when completed. Roll a D6 to determine hex of old man: 1-6,10; 2-17,9; 3-18,20; 4-8,16; 5- 7,18; 6- 14,13 Write down “Hex#/old man/E104” under your Points of Interest R102 . Finally, exit train by placing your token on any other hex with a railroad.
6	A charming widow introduces herself and asks you to escort her to her manor. Roll a D4, to determine Hex of her home: 1- 2,2; 2- 18,3; 3- 5,17; 4- 16,10 If you accept, record “Hex#/Widow/E050” under your Points of Interest R102 . Finally, exit train by placing your token on any other hex with a railroad.

E080 - Information

He tells you a story. Roll a D6:

Roll Result D6	Outcome
1	He tells you a convincing lie and then rides off. Later that day; E103
2	He tells you a convincing lie and then rides off to the authorities. Bounty Suit up one.
3	+1 Karma. He tells you a convincing lie and then rides off.
4	You interrogate him further. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = He submits and tells you the truth. Go to Roll Result 6 . FAIL = He tells you a convincing lie and then rides off; E234
5	He informs you of a corrupt mayor and provides you with evidence to prove it. It could be profitable to confront him. He then rides off. Record "Hex#any town/Confront Mayor/E144" under Points of Interest R102 .
6	You don't believe him but you agree to let him pay for his freedom. Loot Suit: ♥(Table D1) + \$10

E081 - Land Negotiations

You arrive for the meeting between the chief and government officials. Roll a D6:

Roll Result D6	Outcome
1	Unfortunately, you are late and the chief lays dead; E007
2	It becomes very heated and you need to intervene. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111. PASS = Everybody calms down and goes their separate ways. FAIL = Soldiers draw their weapons R110. Initiative R110b. Soldier: Finesse: 2; Weapon: Rifle♥; Loot Suit:- Soldier: Finesse: 2; Weapon: Rifle♥; Loot Suit:- If you win the combat, Bounty Suit up one.
3	It becomes a little heated but it ends well enough. Later that day; E022
4	+1 Karma. It becomes a little heated but it ends well enough; E234
5	During the negotiations you sneak off and rob the officials wagon: Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111. PASS = You find a chest. Loot Suit:♥(Table D1). FAIL = You are noticed and flee. Bounty Suit up two.
6	The negotiations end well for both parties. The Chief has grown very fond of you and sees your inner struggles. He invites you to join him on a spiritual journey in a special place. Roll a D4 to determine Hex of 'special place': 1- 1,1; 2- 14,1; 3- 0,14; 4- 10,11 Record "Hex#/spiritual journey/E078" under your Points of Interest R102.

E082 - If you do not have a partner; **E234**

Quarrell

One of your partners takes sudden issue with your leadership.

Choose a partner and roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The partner wants more money; R113
2	Attempt a Hunch Skill Test (<i>Table C/♠/Hunch-1</i>) R111 . PASS = You placate the situation and you all ride on. FAIL = The partner wants more money; R113
3	Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = You placate the situation and you all ride on. Roll on the Event Table (Table A). FAIL = Perform a Part Ways action, with this partner; R101d
4	Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You placate the situation and you all ride on; E234 FAIL = You are unable to come to an agreement; R112
5	Attempt a Hunch Skill Test (<i>Table C/♦/Hunch-1</i>) R111 . PASS = +1 Karma. You placate the situation and you all ride on; E234 FAIL = Perform a Part Ways action with this partner; R101d
6	+1 Karma. You placate the situation; E234

E083 - Mansion

You arrive at the affluent man's mansion to receive payment. Roll a D6:

Roll Result D6	Outcome
1	The old man is there and he has killed the Affluent man. He then turns the gun on himself. Bounty Suit up two; E007
2	The affluent man is being arrested. Bounty Suit up one; E234
3	If your Bounty Suit is X , go to Roll Result 4 You are cut off by a steely-eyed Bounty Hunter R110 . Initiative R110c . Bounty Hunter: Finesse : 3; Weapon : Pistol♦; Loot Suit :♦(Table D1) If you win the combat, Bounty Suit up one. Go to Roll result 4
4	+1 Karma. You are paid the promised \$50; E095
5	He is pleased to hear you have succeeded. Attempt a Hunch skill test (<i>Table C♥/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = He pays you \$50.
6	He pays you \$50. He offers you another job worth \$250 but it's far more risky. If you accept the job; E110 If you don't accept the job, +1 Karma. Bounty Suit goes down one.

E084 - Monk

You arrive to receive your payment from the monk. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The monk has been shot dead; E007
2	The monks bandit brother is here and he has murdered him. He attacks you R110 . Initiative R110e . Monks Brother: Finesse : 3; Weapon : Pistol♦; Loot Suit : ♥(Table D1). If you win the combat, Bounty Suit up one; E095
3	+1 Karma. The monk is in tears. His brother returned and robbed him. He apologizes, as he cannot pay you. Roll on the Event Table (Table A).
4	The monk thanks you for returning his brother. He pays you the promised \$15. Roll on the Event Table (Table A).
5	The monk thanks you for returning his brother. He pays you the promised \$15 along with a blessing, food and shelter. +1 Karma. You (and any partners) heal two Wound Levels; E234
6	The Monk is there with his brother and they are happy. The monk pays you the \$15 along with a blessing, food and shelter. +1 Karma. You (and any partners) heal two Wound Levels. The Monks brother also gives you all his remaining wealth for 'saving him'. Loot Suit :♠(Table D1).

E085 - Hideout

Attempt a Hunch Skill Test (*Table C/♦/Hunch-2*)**R111**.

FAIL = You are unable to locate the Hideout.

Roll on the Event Table (Table A).

PASS = You have found the hideout. Roll a D6:

Roll Result D6	Outcome
1	If you have a Green Trinket, go to Roll Result 4 You get ensnared in a trap and the Bandits use you as target practice. You are dead.
2	You investigate the hideout. Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-1</i>) R111 . FAIL = Go to Roll Result 3 PASS = You maneuver past some traps. Reroll on this table again.
3	There are Bandits celebrating. Attempt a Finesse Skill Test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = You sneak past everyone, find their stash and then leave. Loot Suit: ♥(Table D1). FAIL = You are spotted and three Bandits attack R110 . Initiative R110c . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♦(Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit : If you win the combat, the rest of the Hideout is made aware of your presence. Attempt a Finesse Skill Test (<i>Table C/♠/Finesse-2</i>) R111 . PASS = You escape before more find you; E095 FAIL = They spend the evening celebrating around your lifeless body. You are dead.
4	Attempt a Finesse Skill Test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = You sneak past everyone, find their stash and then leave. Loot Suit :♥(Table D1). FAIL = You are spotted and three Bandits attack R110 . Initiative R110c . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1). Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit : If you win the combat, the rest of the Hideout is made aware of your presence. Attempt a Hunch Skill Test (<i>Table C/♦/Hunch-1</i>) R111 . PASS = You convince him you want to join their gang. He takes you to the Leader; E099 FAIL = He doesn't like you. You are forced to turn around and leave. Move to any adjacent hex and then roll on the Event Table (Table A).
5	If you have a Green Trinket, go to Roll Result 7 A Bandit spots you. Attempt a Hunch Skill Test (<i>Table C/♦/Hunch-1</i>) R111 . PASS = You convince him you want to join their gang. He takes you to the Leader; E099 FAIL = He doesn't like you. You are forced to turn around and leave. Move to any adjacent hex and then roll on the Event Table (Table A).

6	All the Bandits must be out on a raid, you easily find their stash. You find Loot Suit:♣ (Table D1).
7	A bandit spots you approaching the hideout. He takes you to his leader; E099

E086 - Wagon

A Wagon appears over the horizon. Roll a D10:

Roll Result D10	Outcome
1	+1 Karma. It is lead by a family with a contagious disease. Attempt a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = You quickly notice they are diseased and move on. Roll on the Event Table (Table A). FAIL = You get to close and have caught the deadly disease. You spend your remaining days in isolation and discomfort. You are dead.
2	If you are not on a grassland hex; E022 The wagon is followed by thousands of Cattle. You startle the cattle and then a stampede breaks out. Attempt a Finesse skill test (Table C/♥/Finesse-2) R111 . PASS = You dodge the stampede. Move to any adjacent hex. Roll on the Event Table (Table A). FAIL = Roll to determine any damage for you and then each partner (Table B/♥).
3	It is a medical wagon accompanied by a large regiment of soldiers. Attempt a Finesse Skill Test (Table C/♥/Finesse-2) R111 . PASS = +1 Karma. You evade the regiment. Roll on the Event Table (Table A). FAIL = You are spotted; E004
4	It is a family and they are being assaulted by three Ruffians. You can help the family or avoid the confrontation. If you decide to help the family; E127 If you decide to avoid the confrontation and you have a partner(s); E082 If you decide to avoid the confrontation and you don't have a partner(s); E007
5	It is a family of farmers moving goods. You can rob them or you can be friendly. If you rob them; E005 If you are friendly; E106
6	The wagon has a broken wheel. You provide assistance. Roll a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = You get the wheel back in place. Go to Roll Result 9 FAIL = he thanks you for trying. Roll on the Event Table (Table A).

7	It is a traveling doctor. Roll a D6: <table border="1"> <thead> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> </thead> <tbody> <tr> <td>1</td><td>+1 Karma. He is in a hurry and rides on by. Later in the day; E022</td></tr> <tr> <td>2</td><td>You rob him. Bounty Suit up one. Loot Suit: ♣(Table D1).</td></tr> <tr> <td>3</td><td>He offers to tend to your (and any partners) wounds. He will heal one Wound Level for \$4.00 per character. He will heal two Wound Levels for \$5.00 per character. He will heal three Wound Levels for \$6.00 per character. You can choose any of the above options as many times as you like.</td></tr> <tr> <td>4</td><td>He offers to tend to your (and any partners) wounds. He will heal one Wound Level for \$2.00 per character. He will heal two Wound Levels for \$3.00 per character. He will heal three Wound Levels for \$4.00 per character. You can choose any of the above options as many times as you like.</td></tr> <tr> <td>5</td><td>He likes you and gives you D4 bitters to take with you. They are a one time use. You can use them as a Heal Action R101c. Record the bitters under Equipment.</td></tr> <tr> <td>6</td><td>+1 Karma. He likes you. He tends to your wounds. He heals you (and any partners) two Wound Levels.</td></tr> </tbody> </table>	Roll Result D6	Outcome	1	+1 Karma. He is in a hurry and rides on by. Later in the day; E022	2	You rob him. Bounty Suit up one. Loot Suit: ♣(Table D1).	3	He offers to tend to your (and any partners) wounds. He will heal one Wound Level for \$4.00 per character. He will heal two Wound Levels for \$5.00 per character. He will heal three Wound Levels for \$6.00 per character. You can choose any of the above options as many times as you like.	4	He offers to tend to your (and any partners) wounds. He will heal one Wound Level for \$2.00 per character. He will heal two Wound Levels for \$3.00 per character. He will heal three Wound Levels for \$4.00 per character. You can choose any of the above options as many times as you like.	5	He likes you and gives you D4 bitters to take with you. They are a one time use. You can use them as a Heal Action R101c . Record the bitters under Equipment.	6	+1 Karma. He likes you. He tends to your wounds. He heals you (and any partners) two Wound Levels.
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6	+1 Karma. He likes you. He tends to your wounds. He heals you (and any partners) two Wound Levels.														
8	It's a Trapper; E028														
9	It is a family. They warn you of a Bandit hideout. Roll a D6 to determine which adjacent hex the bandit hideout is located: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW. Record "Hex#/Bandit Hideout/E085" under your Points of Interest R102.														
10	It is covered in arrows and so is the driver. Roll a D6: <table border="1"> <thead> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> </thead> <tbody> <tr> <td>1</td><td>+1 Karma. The wagon is empty.</td></tr> <tr> <td>2</td><td>The wagon is empty; E095</td></tr> <tr> <td>3</td><td>The driver isn't dead and attacks you R110. Initiative R110h. Bandit: Finesse: 1; Weapon: Rifle♥; Loot Suit: ♣(Table D1).</td></tr> <tr> <td>4-5</td><td>The wagon has a chest. Loot Suit: ♦(Table D1).</td></tr> <tr> <td>6</td><td>The wagon has a chest. Loot Suit: \$50 + ♠(Table D1).</td></tr> </tbody> </table>	Roll Result D6	Outcome	1	+1 Karma. The wagon is empty.	2	The wagon is empty; E095	3	The driver isn't dead and attacks you R110 . Initiative R110h . Bandit: Finesse: 1; Weapon: Rifle♥; Loot Suit: ♣(Table D1).	4-5	The wagon has a chest. Loot Suit: ♦(Table D1).	6	The wagon has a chest. Loot Suit: \$50 + ♠(Table D1).		
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6	The wagon has a chest. Loot Suit: \$50 + ♠(Table D1).														

E087 - Bounty

You check to see if any Bounties are posted. Roll a D10:

Roll Result D10	Bounty
1	No bounties today. Soon after, you are confronted by a bitter person from your past. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-3</i>) R111 . PASS = You shot him first, right between the eyes. Loot Suit: ♠(Table D1). FAIL = He shot first, right in your heart, you gurgle and sigh. You are dead.
2-3	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 You see your face on a Wanted poster! Bounty Suit up one.
4	No Bounties today. You decide to go to the saloon; R106
5	No Bounties today. You take a stroll to the market area; R104
6-7	\$20 Reward - Wanted Alive: Roll a D6 to determine direction: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then the D6 again to determine how many hexes away. Record "hex#/Bounty/E003" under your Points of Interest R102 .
8	\$50 Reward - Wanted Alive: Roll a D6 to determine hex: 1- 3,7; 2- 6,3; 3- 18,10; 4- 16,20; 5- 7,18; 6- Any Town Record "hex#/Bounty/E030" under your Points of Interest R102 .
9	\$75 Reward - Wanted Dead or Alive: Roll a D6 to determine hex: 1- 3,3; 2- 18,4; 3- 20,8; 4- 17,19; 5- 2,19; 6- Any Town Record "Hex#/Bounty/E024" under your Points of Interest R102 .
10	\$100 Reward - Wanted Dead or Alive: Roll a D6 to determine hex: 1- 1,8; 2- 8,2; 3- 19,5; 4- 17,17; 5- 6,21; 6- Any Town Record the "hex#/Bounty/E195" under your Points of Interest R102 .

E088 - Freedom

You have freed the people in Bonds. Roll a D6:

Roll Result D6	Bounty
1	If your Bounty Suit is X ; Go to Roll Result 4 You are ambushed by a foreign Bounty Hunter R110 . Initiative R110b . Bounty Hunter: Finesse : 3; Weapon : Rifle♥; Loot Suit : X (Table D1) If you win the combat, go to Roll Result 6
2	+1 Karma. You are thanked and they flee; E234
3	+1 Karma. They give you a small charm and then flee; E047
4	+1 Karma. They inform you that the plantation owner is working with a corrupt mayor. Record “Hex#any town/Confront Mayor/E144” under Points of Interest R102 .
5	+1 Karma. They inform you that the plantation owner is conspiring against the Governor. Roll a D4 for location of Governor's mansion: 1-4 ,18; 2-6 ,10; 3-18 ,7; 4-17 ,15 Record the “hex#/Governor’s Mansion/E096” under Points of Interest R102 .
6	+2 Karma. They inform you that there will be an assassination attempt on the Senator. Record “Hex#any town/assassination/E109” under your Points of Interest R102 .

E089 - Saloon

You visit the waitress at the town saloon. Roll a D6:

Roll Result D6	Outcome
1	The waitress doesn't work here anymore; E122
2	If you have a Bounty Suit of ♥ or ♠; E155 You spend a captivating night with the waitress. +1 Karma. Heal one Wound Level; E234
3	A jealous patron attacks you R110 . Initiative R110b . You can only use Fists or a Knife in this combat, no partners will assist. Jealous Patron: Finesse: 3; Weapon: FistsX; Loot Suit: ♦ (Table D1) If you win the combat, Bounty Suit up one. go to Roll Result 4
4	You shower her with compliments. Attempt a Hunch skill test (Table C/♥/Hunch-1) R111 . PASS = Go to Roll Result 6 FAIL = E122
5	She buys you a drink and you join a poker game; E139
6	You spend a captivating night together. Heal one Wound Level. She tells you she is quitting to help on the family farm, and for you to visit one day. Roll a D6 to determine the direction of the farm: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record the "Hex#/farm/E178" under your Points of Interest R102 .

E090 - Robbery

You attempt to rob the store. Roll a D6:

Roll Result D6	Outcome
1	A cunning lawman caught you in the act; E075
2	If Bounty Suit is ♣, ♦, ♥, ♠ you attract the authorities; E155 Nothing of value. Bounty Suit up one.
3	If Bounty Suit is ♦, ♥, ♠ you attract the authorities; E155 You rob the store Bounty Suit up one. Loot Suit: ♥(Table D1).
4	If Bounty Suit is ♥, ♠ you attract the authorities; E155 You discreetly rob the store. Loot Suit: ♥(Table D1).
5	If Bounty Suit is ♠ you attract the authorities; E155 You discreetly rob the store. Loot Suit: ♠(Table D1).
6	You discreetly rob the store. Loot Suit: ♠(Table D1).

E091 - Camp Gathering

You come across a group of people dancing and singing around a large bonfire. Roll a D6:

Roll Result D6	Outcome														
1	+1 Karma. They are conniving gypsies. You wake up in the morning and they are gone, along with all your money; E243														
2	You join them in the debauchery and drinking; E128														
3	They are performing some sort of pagan worship. You are seduced into joining in on the ceremony; E124														
4	You spend the evening entertained by their antics. +1 Karma; E095														
5	It's a wedding. You accept the invitation to join in on the celebration and overindulge in the complimentary spirits. Roll to determine the adjacent hex you end on: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW You (and any partners) heal one Wound Level; E234														
6	When they all pass out, you search for valuables. Roll a D6: <table><tr><th>Roll Result D6</th><th>Outcome</th></tr><tr><td>1</td><td>You make too much noise and are forced to leave. Roll on the Event Table (Table A).</td></tr><tr><td>2</td><td>+1 Karma. Nothing but junk.</td></tr><tr><td>3</td><td>Bounty Suit up one; E242</td></tr><tr><td>4</td><td>Bounty Suit up one. Loot Suit: ♦(Table D1).</td></tr><tr><td>5</td><td>Loot Suit: ♥(Table D1).</td></tr><tr><td>6</td><td>Loot Suit: ♠(Table D1).</td></tr></table>	Roll Result D6	Outcome	1	You make too much noise and are forced to leave. Roll on the Event Table (Table A).	2	+1 Karma. Nothing but junk.	3	Bounty Suit up one; E242	4	Bounty Suit up one. Loot Suit: ♦(Table D1).	5	Loot Suit: ♥(Table D1).	6	Loot Suit: ♠(Table D1).
Roll Result D6	Outcome														
1	You make too much noise and are forced to leave. Roll on the Event Table (Table A).														
2	+1 Karma. Nothing but junk.														
3	Bounty Suit up one; E242														
4	Bounty Suit up one. Loot Suit: ♦(Table D1).														
5	Loot Suit: ♥(Table D1).														
6	Loot Suit: ♠(Table D1).														

E092 - Bank Robbery

You meet up with the bandits in an attempt to rob the town bank. Roll a D6:

Roll Result D6	Outcome
1	Successful, but the bandits betray you; E155
2	The bank is well guarded and you need to improvise. Attempt a Finesse skill test (<i>Table C/♥/Finesse-I</i>) R111 . PASS = Go to Roll result 4 FAIL = Re-Roll on this Table.
3	If your Bounty Suit is ♠, you are forced to abort; E155 Unsuccessful and you all split up. Bounty Suit up one. Move to any adjacent hex. Later that day, you are confronted by a soigne Bounty Hunter R110 . Initiative R110c . Bounty Hunter: Finesse : 3; Weapon : Pistol♦; Loot Suit : ♦(Table D1) + E240 If you win the combat, Bounty Suit up one.
4	You try to crack the safe. Attempt a Hunch skill test (<i>Table C/♠/Hunch-I</i>) R111 . PASS = Success. Bounty Suit up one. Loot Suit : ♥(Table D1). Move to any adjacent hex. The bandits are impressed with your work and you are given an ornament; E047 FAIL = Go to Roll Result 3
5	Success! Bounty Suit up one. Loot Suit : \$5 + ♠(Table D1). Move to any adjacent hex. Roll on the Event Table (Table A).
6	Complete success! Loot Suit : \$20 + ♠(Table D1).

E093 - If you are not on a desert hex; **E098**

Village

You enter a mexican village. Roll a D6:

Roll Result D6	Outcome										
1	+1 Karma. The villagers ignore you. Roll on the Event Table (Table A).										
2	There are drunk Bandits celebrating here and they don't like you R110 . Initiative R110a . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♦(Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, Go to Roll Result 4										
3	An officer and men of the Rurales are indulging, much to the villagers displeasure. Attempt a Hunch skill test (Table C♥/Hunch-2) R111 . PASS = You join them in the indulgence. You (and any partners) heal one Wound Level. FAIL = If you have any partners, one is arrested (remove one of your choice from your tracking sheet). If you don't have any partners, roll a D6: <table border="1"> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td>You have insulted them and they arrest you; E075</td></tr> <tr> <td>2</td><td>They confiscate all your money and then let you go.</td></tr> <tr> <td>3-5</td><td>They harass you, but you leave unscathed. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.</td></tr> <tr> <td>6</td><td>+1 Karma. They mock you but let you go.</td></tr> </table>	Roll Result D6	Outcome	1	You have insulted them and they arrest you; E075	2	They confiscate all your money and then let you go.	3-5	They harass you, but you leave unscathed. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.	6	+1 Karma. They mock you but let you go.
Roll Result D6	Outcome										
1	You have insulted them and they arrest you; E075										
2	They confiscate all your money and then let you go.										
3-5	They harass you, but you leave unscathed. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.										
6	+1 Karma. They mock you but let you go.										
4	Attempt a Hunch skill test (Table C♥/Hunch-1) R111 . PASS = They provide you food, drink, shelter with spirited mariachi music. You (and any partners) heal one Wound Level; E234 FAIL = +1 Karma. The villagers ignore you and you leave shortly after. Roll on the Event Table (Table A).										
5	Attempt a Hunch skill test (Table C♦/Hunch-1) R111 . PASS = Go to Roll Result 6 FAIL = +1 Karma. The villagers ignore you; E095										
6	The village is all made up of revolutionaries. They ask for your help in freeing their leader from a Rurales prison. Roll a D4 to determine hex: 1- 3,22; 2- 7,21; 3- 10,22; 4- 15,22 Record "Hex#/Leader/E203" under your Points of Interest R102 .										

E094 - Circus is in Town

The townspeople applaud and shout in excitement over the various performances. Roll a D6:

Roll Result D6	Outcome
1	If you have a Bounty Suit of ♠; E103 Entertaining and a lot of fun! In your amusement you get caught up in the festivities; E128
2	You are confronted by an old gang member looking for revenge. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 . PASS = You get off the first shot, right between his eyes. He is dead. Loot Suit: ♦(Table D1) Go to Roll result 4 FAIL = He gets off the first shot, right in your heart. You are dead.
3	You get bored of the show and visit the saloon; R106
4	If on a Marshland hex, you visit a fortune teller; E076 +1 Karma. The show was fun; E234
5	While the entire town was watching the circus, you rob the stores. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = Loot Suit: ♥(Table D1). FAIL = You are spotted; E155
6	The performers are being robbed by two grungy bandits. You attack the Bandits R110 . Initiative R110e . Bandits: Finesse: 1; Weapon: Knife♠; Loot Suit:- Bandits: Finesse: 2; Weapon: Pistol♦; Loot Suit:- If you win the combat, the performers thank you and ask you to be a permanent member of their circus, as a sharpshooter act. You have officially ran away and joined the circus. You are happy and feel purpose in your life as an entertainer, with your new family. You win the game.

E095 - If you are on a Marshland hex; **E200**

Full Moon

You set up camp in the wilderness.

The night sky is illuminated by a bright moon with only the sound of crickets. Roll a D6:

Roll Result D6	Outcome
1	If you have a partner(s); E082 -1 Karma. The night draws out your deepest fears.
2	There is incessant howling and you don't sleep well. Roll on the Event Table (Table A).
3	+1 Karma. There are strange lights in the sky.
4	Your spirit is lifted and you rest easy. You (and any partners) heal one Wound Level. Roll on the Event Table (Table A).
5	You dreamt you were a wolf. +1 Karma. You (and any partners) heal one Wound Level.
6	You dreamt you were an eagle. +1 Karma. You (and any partners) heal two Wound Levels; E234

E096 - Governor's Mansion

If you have a Bounty Suit of ♦, ♥ or ♠, attempt a Hunch skill test (*Table C/♦/Hunch-1*) **R111**

If you have a Bounty Suit of X or ♣, roll a D6 on the PASS Table.

FAIL = The authorities chase you out; **E155**

PASS = You are granted an audience with the Governor. Roll a D6:

Roll Result D6	Outcome
1	He finds your evidence ludicrous and you are chased out by authorities; E155
2	He finds your evidence ludicrous and throws you out. If your Bounty Suit is X; E022 Later you are ambushed by besuited Bounty Hunters R110 . Initiative R110c . Bounty Hunter: Finesse : 3; Weapon : Pistol♦; Loot Suit : ♦(Table D1) + E240 Bounty Hunter: Finesse : 2; Weapon : Pistol♦; Loot Suit : -
3	+1 Karma. He finds your evidence humorous but doesn't believe you; E095
4	He doesn't believe you but feels sorry for you. Lower your Bounty Suit by one; E234
5	You present the evidence to the governor. Attempt a Hunch Skill Test (<i>Table C/♠/Hunch-1</i>) R111 . PASS = go to Roll Result 6 Fail = Roll again on this Table.
6	The governor believes you and finds you of compelling character. He makes you into a Sheriff. It has given you honor and a feeling of purpose. You spend the rest of your life serving under the law with great integrity. You win the game.

E097 - Bear Pelt

You gain a Bear Pelt.

Record "Bear Pelt" under your Equipment (Tracking Sheet).

E098 - Stagecoach

A Stagecoach comes into view.

You can rob or you can be friendly.

If you Rob; **E212**

If you are friendly; **E214**

E099 - Bandit Leader

You meet with the Bandit Leader. Roll a D6:

Roll Result D6	Outcome
1	If you have a Green Trinket, go to Roll Result 2 You offend him. He has you tortured. You are dead.
2	He likes you and insists you stay and drink with them! Attempt a Hunch Skill Test (<i>Table C♥/Hunch-1</i>)R111 PASS = You wait for everyone to pass out and then rob their Stash. Bounty Suit up one. Loot Suit:♥(Table D1) FAIL = You wake up but the hideout is empty and all your money is gone. Roll on the Event Table (Table A).
3	If you have a Green Trinket, go to Roll Result 5 Attempt a Hunch Skill Test (<i>Table C♥/Hunch-2</i>)R111 PASS = He enjoys your company! He gives you an insignia; E047 FAIL = Re-roll on this Table.
4	If you have a Green Trinket, go to Roll Result 5 Attempt a Hunch Skill Test (<i>Table C♥/Hunch-1</i>)R111 PASS = He likes you and he talks about you joining them on a bank robbery. Record "Hex#any town/heist/092" under your Points of Interest R102. Bounty Suit up one. FAIL = +1 Karma. Go to Roll Result 3
5	He discloses a train full of riches will be passing through. Roll a D6, to determine Hex of train: 1- 10,2; 2- 11,5; 3- 15,21; 4- 12,18; 5- 11,17; 6- 14,11 Record "Hex#/train robbery/E126" under your Points of Interest R102.
6	He likes you and insists you stay the night and drink with his men! When they fall asleep you rob them. Loot Suit:♠(Table D1).

E100 - Turkey Shoot

You arrive in town to enter the sharp shooting competition.

To enter you must pay \$3.

If you don't pay the \$3, perform an Enter Town action; **R103**

If you pay the \$3, roll a D6:

Roll Result D6	Outcome
1	If your Bounty Suit is ♠; E103 +1 Karma. It was a scam and the “organizers” have skipped town. You decide to visit the market square; R104
2	It has been cancelled on short notice. Soon after you are confronted by a bitter husband. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 PASS = You shot him first, right between the eyes. He is dead. Bounty Suit up one. Loot Suit: ♠(Table D1). FAIL = He shot you first, right between your eyes. You are dead.
3	If your Bounty Suit is ♠ you are spotted by an old lawman; E155 Your turn to shoot. Attempt a Finesse skill test (<i>Table C/♠/Finesse-2</i>) R111 PASS = You win \$5. FAIL = +1 Karma. You lose to a rugged gunslinger.
4	Your turn to shoot. Attempt a Finesse skill test (<i>Table C/♠/Finesse-1</i>) R111 PASS = You win \$10. FAIL = +1 Karma. You lose to a cocky young gunslinger. Soon after, you run into an old friend who takes you to the saloon; R106
5	Your turn to shoot. Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111 PASS = You win \$20. FAIL = You lose to a stoic gentlemen.
6	Your turn to shoot. Attempt a Finesse skill test (<i>Table C/♦/Finesse-1</i>) R111 PASS = You win \$30; E234 FAIL = +1 Karma. You lose to a boisterous lady.

E101 - Injured Stranger

An injured stranger falls off their horse when they come into sight. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. They are dead; E007
2	They are a victim of a very deadly disease. Attempt a Hunch skill test (<i>Table C/♦Hunch-1</i>) R111 PASS = You avoid getting too close and ride away; E234 FAIL = You don't recognize the signs until it is too late. Your remaining days are spent in uncomfortable isolation. You are dead.
3	Just a few scrapes, you help her up. She is a waitress in a town saloon. She invites you to visit her at work, she owes you a whiskey. Record "Hex#any town/waitress/E089" under your Points of Interest R102 .
4	It's an ambush! You are attacked by two dirty outlaws R110 . Initiative R110c . Outlaw: Finesse : 3; Weapon : Knife♣; Loot Suit :♦(Table D1). Outlaw: Finesse : 2; Weapon : Knife♣; Loot Suit :-
5	Remove a healing item (of your choice) from your Equipment; E125 If you don't have any healing Equipment, they perish. Loot Suit :♣(Table D1).
6	You patch her up with their supplies. She is an entertainer and asks you to come by sometime to see her show, free of charge! Record "Hex#any town/entertainer/E066" under your Points of Interest R102 .

E102 - Hang Women

You attempt to rescue the woman, who is about to be hanged in the town square. Roll a D6:

Roll Result D6	Outcome
1	You make a serious blunder and a lawman apprehends you; E075
2	She is guarded by two lawmen R110 . Initiative R110g . You cannot flee this combat. Lawman: Finesse : 3; Weapon : Rifle♥; Loot Suit :- Lawman: Finesse : 3; Weapon : Rifle♥; Loot Suit :- If you win the combat, go to Roll Result 7
3	She is guarded by two lawmen R110 . Initiative R110c . You cannot flee this combat. Lawman: Finesse : 3; Weapon : Rifle♥; Loot Suit :- Lawman: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 7
4	She is guarded by two lawmen R110 . Initiative R110b . You cannot flee this combat. Lawman: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Lawman: Finesse : 1; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 7
5	You create a distraction and make your move. Attempt a Finesse skill test (Table C/♥/Finesse-2) R111 PASS = Go to roll Result 6 FAIL = Reroll on this Table.
6	You ride in, nab the girl and ride out, completely stumping the lawmen; E244
7	Bounty Suit up one; E244

E103 - If your Bounty Suit is **X**; **E045**

Bounty Hunters

There are Bounty Hunters looking for you in the area.

Attempt a Hunch skill test (*Table C♥/Hunch-2*)**R111**

PASS = You ride until you feel you have given yourself a safe distance. Roll a D6:

Roll Result D6	Outcome
1	The Bounty Hunters are on your trail. Roll a D6 on the FAIL result Table.
2	You get away from one problem but into another. Roll a D6 to determine which adjacent hex you end on: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW E022
3	+1 Karma. You get away. Roll a D6 to determine which adjacent hex you end on: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW . Roll on the Event Table (Table A).
4	You make a calculated move out of this area. Move to any adjacent hex. Roll on the Event Table (Table A).
5	You quickly get out of the area. Move to any adjacent hex; E095
6	+1 Karma. You quickly get out of the area. Move to any adjacent hex; E234

FAIL = The Bounty Hunters are on your trail. Roll a D6:

Roll Result D6	Outcome
1	You ride right into their trap; E075
2	You are confronted by two disheveled Bounty Hunters R110 . Initiative R110f . Bounty Hunter: Finesse: 3; Weapon: Rifle♥; Loot Suit: X (Table D1) Bounty Hunter: Finesse: 2; Weapon: Pistol♦; Loot Suit:- If you win the combat, Bounty Suit up one; E240
3	You are confronted by a scruffy Bounty Hunter R110 . Initiative R110f . Bounty Hunter: Finesse: 3; Weapon: Rifle♥; Loot Suit: ♣ (Table D1) If you win the combat, Bounty Suit up one; E240
4	You are intersected by a chatty Bounty Hunter R110 . Initiative R110b . Bounty Hunter: Finesse: 2; Weapon: Pistol♦; Loot Suit: ♦ (Table D1) + E240
5	You need to out ride them. Attempt a Finesse skill test (<i>Table C♥/Finesse-2</i>) R111 . PASS = Go to Roll Result 6 FAIL = +1 Karma. Roll again on this Table.

6	You lose them. Move to any adjacent hex; E234
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E104 - Old Man

You have come to “persuade” the old man to leave his land. Roll a D6:

Roll Result D6	Outcome
1	You have a change of heart and let him keep his land. If your Bounty Suit is X ; E022 You are later ambushed by twin Bounty Hunters R110 . Initiative R110f . Bounty Hunter: Finesse : 2; Weapon : Rifle♥; Loot Suit :♠(Table D1) + E240 Bounty Hunter: Finesse : 2; Weapon : Pistol♦; Loot Suit :-
2	You have a change of heart and let him keep his land; E234
3	One of his sons attacks you R110 . Initiative R110f . Son: Finesse : 2; Weapon : Rifle♥; Loot Suit :♠(Table D1) If you win the combat, Bounty Suit up one. Go to Roll Result 5
4	You have a lengthy discussion with the old man. Attempt Hunch skill test (Table C/♥/Hunch-2) R111 PASS = Go to Roll Result 6 FAIL = +1 Karma. Roll on this table again.
5	The old man pays you to leave him alone. Bounty Suit up one. Loot Suit :♥(Table D1).
6	In tears, the old man leaves his land. To receive your payment: Record “Hex#18,18/payment/E083” under your Points of Interest R102 .

E105 - Traveling Circus - Robbery

You confront the head coach with your gun drawn. Roll a D6:

Roll Result D6	Outcome												
1	They give into your demands and you search their belongings. They have nothing of value. Bounty Suit up one. They leave but you later notice any equipment you had is now gone (erase any items you have under Equipment). Roll on the Event Table (Table A).												
2	They are actually disguised Bandits R110. Initiative R110c. Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:X(Table D1) + E053 Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Bandit: Finesse: 1; Weapon: Knife♣; Loot Suit:-												
3	The strongman attacks you R110. Initiative R110a. Strongman: Finesse: 2; Weapon: Bearhug♦; Loot Suit:♦(Table D1) If you win the combat, Bounty Suit up one.												
4-5	They guide you to a trunk in one of their stage coaches. A person of small stature lunges out, attacking you R110. Initiative R110h. Tiny Person: Finesse: 3; Weapon: Knife♣; Loot Suit:♥(Table D1) If you win the combat, Bounty Suit up one.												
6	They guide you to a trunk in one of their stage coaches. Roll a D6: <table><tr><th>Roll Result D6</th><th>Contents</th></tr><tr><td>1</td><td>It contains a venomous snake and it bites you. Attempt a Hunch skill test (Table C/♦/Hunch-1) R111 PASS = You kill the snake and suck out the poison. Bounty Suit up one. Loot Suit:♥(Table D1); E095 FAIL = The poison courses through your veins. You are dead.</td></tr><tr><td>2-3</td><td>Bounty Suit up one. Loot Suit:♦(Table D1).</td></tr><tr><td>4</td><td>Bounty Suit up one. Loot Suit:♥(Table D1).</td></tr><tr><td>5</td><td>Loot Suit:♥(Table D1).</td></tr><tr><td>6</td><td>Loot Suit:♠(Table D1).</td></tr></table>	Roll Result D6	Contents	1	It contains a venomous snake and it bites you. Attempt a Hunch skill test (Table C/♦/Hunch-1) R111 PASS = You kill the snake and suck out the poison. Bounty Suit up one. Loot Suit:♥(Table D1); E095 FAIL = The poison courses through your veins. You are dead.	2-3	Bounty Suit up one. Loot Suit:♦(Table D1).	4	Bounty Suit up one. Loot Suit:♥(Table D1).	5	Loot Suit:♥(Table D1).	6	Loot Suit:♠(Table D1).
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2-3	Bounty Suit up one. Loot Suit:♦(Table D1).												
4	Bounty Suit up one. Loot Suit:♥(Table D1).												
5	Loot Suit:♥(Table D1).												
6	Loot Suit:♠(Table D1).												

E106 - Friendly

You approach in a kindly manner. Roll a D6:

Roll Result D6	Outcome
1	You share a nod of acknowledgement. Later that day; E022
2	The horses get spooked and they have lost control of their wagon. Attempt a Hunch Skill Test (<i>Table C/Hunch-1</i>) R111 PASS = You race over and get control of the wagon. They provide food and good company for the night. You (and any partners) heal one Wound Level; E234 FAIL = The wagon is destroyed and you get blamed. Bounty Suit up one. Roll on the Event Table (Table A).
3	They give you directions to a town. Roll a D6 to determine the direction: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D4, to determine how many hexes away. Mark that hex on the mapboard as having a Town. That Town is there for the rest of the game.
4	They take you to their settlement; E147
5	The mother offers you to visit them one day, if you would like a job on their ranch. Roll a D6 to determine the direction of the ranch: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/Ranch Work/E210" under your Points of Interest R102 .
6	+1 Karma. They offer to share their camp with you. You (and any partners) heal two Wound Levels; E234

E107 - Abode

You come upon an isolated home. Roll a D6:

Roll Result D6	Outcome
1	The home is on fire and you hear cries within. Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 PASS = He is grateful and explains it was bandits who did this; E053 FAIL = You rush in to help but are engulfed in flames. You are dead.
2	There is a crazy eyed Bandit squatting here R110 . Initiative R110b . Bandit: Finesse : 3; Weapon : Pistol♦; Loot Suit :♦(Table D1).
3	+1 Karma. Nobody home and there isn't much here.
4	Nobody's home but there is food and drink. You (and any partners) heal one Would Level; E234
5	If on a Marshland hex; E076 An old miner lives here and tells you about a deserted mine. Roll a D6 to determine the direction of the mine: 1 -N; 2 -NE; 3 -SE; 4 -S; 5 -SW; 6 -NW and then roll a D6, to determine how many hexes away. Record "Hex#/mine/E152" under your Points of Interest R102 .
6	Nobody's home, but you search for valuables. Attempt a Hunch skill test (<i>Table C/♦/Hunch-1</i>) R111 . PASS = Loot Suit :♦(Table D1). FAIL = You find nothing of value and soon leave. Roll on the Event Table (Table A).

E108 - Safe

You inspect the contents of the safe. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You are spotted and forced to skedaddle; E155
2	You find evidence that a preacher has been heading the mayors transgressions. You may confront the Preacher.. Roll a D4 to determine hex of Preacher: 1 - 3,11; 2 - 1,18; 3 - 7,19; 4 - Any town Record "Hex#/preacher/E190" under your Points of Interest R102 .
3	Loot Suit :♦ (Table D1).
4	Loot Suit :♥ (Table D1).
5	Loot Suit :♠ (Table D1) + \$25.
6	Loot Suit :♠ (Table D1) + \$100.

E109 - Assassination

You arrive at the theatre in attempt to save the Senator from assassination. Roll a D6:

Roll Result D6	outcome
1	+1 Karma. The senator is already dead; E007
2	You arrive to hear the shots that take the Senators life. You are mistaken as the shooter. Bounty Suit up two; E155
3-4	You search the crowd for the shooter. Attempt a Hunch skill test (<i>TableC/♥/Hunch-2</i>) R111 . PASS = You locate the shooter and stop him in time. The senator thanks you for your bravery. Bounty Suit down one; E234 FAIL = You fail to locate the shooter in time. The Senator is shot dead. You are in the wrong place at the wrong time; E155
5	You search the crowd for the shooter. Attempt a Hunch skill test (<i>TableC/♦/Hunch-2</i>) R111 . PASS = You locate the shooter and stop him in time. Go to Roll Result 6 FAIL = +1 Karma. You fail to locate the shooter in time. The Senator is shot dead. Bounty Suit up one.
6	You have saved the Senator in the nic of time. The Senator awards you for this act of valor. You spend many years as head of his security and a decorated patriot. The job pays well and you are able to purchase your ranch and live until ripe old age. You win the game.

E110 - Risky Business

You are instructed to assassinate a senator and it requires all of your attention.

Remove two Points of Interest (of your choice) from your Tracking Sheet.

The senator will be attending a theatre production in town.

Write "Hex#any town/assassination/E138" under your Points of Interest **R102**.

E111 - Saloon

The saloon smells of stale spirits. Roll a D6:

Roll Result D6	Outcome
1	If you have a Bounty Suit of ♠; E103 In your drunkenness, you become antagonistic towards the patrons. Bounty Suit up one.
2	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 A modest family approaches you for help. They explain a group of bandits have been terrorizing their ranch. They will pay you a reward of \$25 when the job is done. Roll a D6 to determine the direction of their ranch: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6 again, to determine how many hexes away. Record "Hex#/Protect Ranch/E166" under Points of Interest R102.
3	If you buy a drink for \$1; E012 If you don't buy a drink; E026
4	You chat with the bartender. Attempt Hunch skill test (<i>Table C/♥/Hunch-2</i>)R111. PASS = He tells you about a high stakes poker game on a patricians steamboat. Roll a D4 to determine the hex of the steamboat: 1- 19,8; 2- 17,10; 3- 18,14; 4- 20,17 Record "Hex#/Steamboat/E213" under your Points of Interest R102. FAIL = Go to Roll Result 3
5	There is a coachman here offering rides to any hex for \$4. If you pay the \$4; E241 If you don't pay the \$4, you leave the saloon and visit the market; R104
6	E220

E112 - Dancers Home

You visit the dancer at her modest home. Roll a D6:

Roll Result D6	Outcome
1	The husband comes home and attacks you R110 . Initiative R110d . Husband: Finesse : 2; Weapon : Rifle♥; Loot Suit :- If you win the combat, Bounty Suit up one; E007
2-3	You spend a nice evening together but you keep it short. You are later ambushed by a one-armed Bandit R110 . Initiative R110b . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :X(Table D1) If you win the combat, Bounty Suit up one; E240
4	+1 Karma. You spend a nice evening together with drink and laughter. You (and any partners) heal one Wound Level. Roll on the Event Table (Table A).
5	She isn't home. You search the house for valuables. Loot Suit :♦(Table D1)
6	You both fall deeply in love with each other. You hang up the gun and live a quaint life raising a family. You win the game.

E113 - If you are not on a Marshland hex; **E107**

Medicine Man

A Medicine man is passing through. Roll a D6:

Roll Result D6	Outcome
1	He has a contagious disease. Attempt a Hunch Skill Test (<i>Table C/♦/Hunch-I</i>) R111 . PASS = You keep your distance. FAIL = You get too close. A Partner of your choice dies. If you have no partners, you are dead.
2	If you have a Red Trinket, go to Roll Result 5 Something is wrong with him. He lunges R110 . Initiative R110b . Rabid Man: Finesse : 2; Weapon : bite♦; Loot Suit :X(Table D1) If you win the combat, Bounty Suit up one; E207
3	You are ignored. Shortly after you are jumped by two voracious bumpkins R110 . Initiative R110g . Bumpkin: Finesse : 2; Weapon : machete♦; Loot Suit :X(Table D1) Bumpkin: Finesse : 1; Weapon : knife♣; Loot Suit :-
4	+1 Karma. You are ignored; E215
5	He heals you (and any partners) one Wound Level.
6	He heals you (and any partners) two Wound Levels; E234

E114 - Gunshop:

Roll a D6:

Roll Result D6	Outcome
1	If you have a Bounty Suit of ♦, ♥ or ♠ you are chased by the authorities; E155 +1 Karma. You just missed a big sale, he is sold out of everything.
2	You find nothing of interest and leave to the saloon; E012
3	Nothing of interest. Shortly after you run into someone who has been tailing you; E146
4	For Sale: Knife♣ for \$2. If you purchase this item, record it under your Weapons.
5	For Sale: Rifle♥ \$14. If you purchase this item, record it under your Weapons.
6	For Sale: Rifle♥ \$8. If you purchase this item, record it under your Weapons.

E115 - Good Smaritan

You assist in repairing the wagon. Roll a D6:

Roll Result D6	Outcome														
1	The man has a deadly disease. Attempt a Hunch skill test (<i>Table C♦/Hunch-1</i>) R111 . PASS = You avoid getting too close and scuttle off; E045 FAIL = You get too close and your body is unable to fight off the disease. You don't live much longer and have an uncomfortable death. You are dead.														
2	You accidentally damage the wagon further. Bounty Suit up one. Roll on the Event Table (Table A).														
3	Roll a Hunch skill test (<i>Table C♦/Hunch-1</i>) R111 . PASS = Go to Roll Result 7 FAIL = Go to Roll Result 8														
4	Roll a Hunch skill test (<i>Table C♦/Hunch-1</i>) R111 . PASS = Go to Roll Result 7 FAIL = Go to Roll Result 8														
5	Roll a Hunch skill test (<i>Table C♦/Hunch-1</i>) R111 . PASS = Go to Roll Result 7 FAIL = Go to Roll Result 8														
6	You repair the wagon. Go to Roll Result 7														
7	You repair the wagon. Roll a D6: <table> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td>He thanks you for your time. A short while later; E243</td></tr> <tr> <td>2</td><td>+1 Karma. He thanks you for your time and invites you to drop by his home. Roll a D6 to determine the direction of his home: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll the D6 to determine how many hexes away. Record "hex#/abode/E107" under Points of Interest R102.</td></tr> <tr> <td>3</td><td>He warns you of a Bandit hideout. Roll a D6 to determine which adjacent hex the bandit hideout is located: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW. Record "Hex#/Bandit Hideout/E085" under your Points of Interest R102.</td></tr> <tr> <td>4</td><td>E125</td></tr> <tr> <td>5</td><td>Offers you to drop by his family's ranch, if you are looking for work. Roll a D6 to determine the direction of the ranch: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/Ranch Work/E210" under your Points of Interest R102.</td></tr> <tr> <td>6</td><td>+1 Karma. He thanks you. Loot Suit:♣(Table D1).</td></tr> </table>	Roll Result D6	Outcome	1	He thanks you for your time. A short while later; E243	2	+1 Karma. He thanks you for your time and invites you to drop by his home. Roll a D6 to determine the direction of his home: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll the D6 to determine how many hexes away. Record "hex#/abode/E107" under Points of Interest R102 .	3	He warns you of a Bandit hideout. Roll a D6 to determine which adjacent hex the bandit hideout is located: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW . Record "Hex#/Bandit Hideout/E085" under your Points of Interest R102 .	4	E125	5	Offers you to drop by his family's ranch, if you are looking for work. Roll a D6 to determine the direction of the ranch: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/Ranch Work/E210" under your Points of Interest R102 .	6	+1 Karma. He thanks you. Loot Suit:♣ (Table D1).
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1	He thanks you for your time. A short while later; E243														
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6	+1 Karma. He thanks you. Loot Suit:♣ (Table D1).														

8

+1 Karma. He thanks you for trying.
Roll on the Event Table (Table A).

E116 - Delivery

You meet the pharmacist at his home. Roll a D6:

Roll Result D6	Outcome
1	He regrets to inform you that it's the wrong plant. Shortly after, You are confronted by a bitter person from your past. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C♦/Finesse-2</i>)R111. PASS = You shot him first, right between the eyes. Bounty Suit up one. Loot Suit:♠(Table D1). FAIL = He shot you first, right between your eyes. You are dead.
2	If you have a Bounty Suit of ♦, ♥ or ♠ you are chased by the authorities; E155 He is pleased and pays you \$3. Shortly after, You help an elderman to his feet. He bows in gratitude and invites you to visit his Opium Den. Record "Hex#any town/opium den/E165" under your Points of Interest R102.
3	He is pleased and pays you \$3. His sister is ill and wants you to deliver a special medicine to her. The sister will pay you on its delivery. To determine sisters hex, roll a D4: 1- 3,18; 2- 8,10; 3- 12,17; 4- 15,11 Record "Hex#/medicine/E067" under your Points of Interest R102.
4	He is very pleased and pays you \$5 for the plant. He is looking for another rare plant. Roll a D4 to determine hex of the plant: 1- 1,3; 2- 14,4; 3- 19,18; 4- 1,17 Record "Hex#/plant/E070" under your Points of Interest R102.
5	He is very pleased and pays you. Loot Suit: \$3 + ♥(Table D1).
6	He is incredibly impressed you were able to locate the rare plant and feels you must have a nak for it. He gives you a job as his apprentice healing the sick. You find it to be a rewarding life, full of purpose, seeking new remedies to heal the less fortunate. You win the game.

E117 - Cave

You investigate a cave. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. It is a small alcove and has nothing of interest. Roll on the Event Table (Table A).
2	Nothing of interest and you leave. Sometime later.. If your Bounty Suit is X ; E068 You get ambushed by two hardened Bounty Hunters R110 . Initiative R110c . Bounty Hunter: Finesse : 2; Weapon : Rifle♥; Loot Suit : ♣(Table D1) Bounty Hunter: Finesse : 2; Weapon : Rifle♥;-
3	You rest for the night in the cave. You (and any partners) heal one Wound Level.
4	Its walls are covered in ancient drawings. Attempt a Hunch skill test (Table C♥/Hunch-2) R111 . PASS = +1 Karma. You deduce it tells the rise and fall of a lost civilization. You (and any partners) heal one Wound Level. FAIL = It looks like nonsense and you leave. Roll on the Event Table (Table A).
5	It contains a beautiful cenote. It is oddly invigorating and you decide to camp here for the night. +1 Karma. You (and any partners) heal up three Wound Levels; E234
6	Its walls are covered in ancient drawings. Attempt a Hunch skill test (Table C♥/Hunch-2) R111 . FAIL = It looks like nonsense and you leave; E234 PASS = It tells the rise and fall of a lost civilization along with the location of their sovereignty's tomb. Roll a D6 to determine the direction of the tomb: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/Tomb/E158" under your Points of Interest R102 .

E118 - Town

Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You meander around town for the rest of the day. If you are on a Marshland Hex; E029 If you are not on a Marshland Hex; E026
2	You decide to get a drink at the saloon; R106
3	You leave the pharmacy. Shortly after; E146
4	If you have a Bounty Suit of ♦, ♥ or ♠ the doctor tells the authorities about you; E155 You meander around town for the rest of the day; E234
5	You meet an old farmer who is advertising ranch work. Roll a D6 to determine the direction of the ranch: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record “Hex#/Ranch Work/E210” under your Points of Interest R102 .
6	The doctor likes you and gives you D4 bitters to take with you. They are a one time use. You can use them as a Heal Action (R101c). Record the “bitters” under Equipment.

E119 - Cemetery

You arrive at the cemetery and search for the buried treasure. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You find the coffin but it is empty. Roll on the Event Table (Table A).
2	You find the coffin but it is empty. Short time after.. If your Bounty Suit is X ; E154 You are ambushed by two grubby Bounty Hunters R110 . Initiative R110c . Bounty Hunter: Finesse : 2; Weapon : Rifle♥; Loot Suit : ♣(Table D1) + E240 Bounty Hunter: Finesse : 2; Weapon : Pistol♦; Loot Suit : - If you win the combat, Bounty Suit up one.
3	Attempt a Hunch skill test (Table C /♦/ Hunch-2) R111 PASS = You find the coffin. It contains a well dressed corpse. Loot Suit : ♦(Table D1). FAIL = You fail to locate the correct grave; E234
4	You find the coffin. It contains a well dressed corpse. Loot Suit : ♥(Table D1).
5	You find the coffin but before you can open it an “old Friend” shows up with a drawn pistol. You begin combat R110 . Initiative R110f . Old Friend: Finesse : 3; Weapon : Pistol♦; Loot Suit : ♣(Table D1) If you win the combat, You open the coffin. Loot Suit : \$10 + ♣(Table D1).
6	You find the coffin. Loot Suit : \$20 + ♣(Table D1).

E120 - The Organization

You find a letter with the location of a secret meeting.

Roll a D6 to determine hex of the “secret meeting”:

1- 2,7; **2**- 19,3; **3**- 19,16; **4**- 16,8; **5**- 15,18; **6**- 11,10

Record the “Hex#/cabal/E150” under your Points of Interest **R102**.

E121 - Pharmacy

You arrive at the pharmacy. Roll a D6:

Roll Result D6	Outcome
1	If you have a Bounty Suit of ♦, ♥ or ♠ you are spotted and the authorities give chase; E155 +1 Karma. It is closed. You go to the saloon; R106
2	It is closed. If your Bounty Suit is X; You go for a drink; E111 Shortly after, you are confronted by two eager Bounty Hunters R110. Initiative R110f. Bounty Hunter: Finesse: 3; Weapon: Rifle♥; Loot Suit:♦(Table D1) Bounty Hunter: Finesse: 2; Weapon: Pistol♦; Loot Suit:- If you win the combat, Bounty Suit up one.
3	He is happy to see you again. He heals you (and any partner) one Wound Level. You meet an attractive lady who is also there. She is an entertainer and asks you to come by sometime to see her show. Record “Hex#any town/entertainer/E066” under your Points of Interest R102.
4	He heals you (and any partners) two Wound Levels. His sister is ill and wants you to deliver a special medicine to her. The sister will pay you on its delivery. To determine sisters hex, roll a D4: 1- 3,18; 2- 8,10; 3- 12,17; 4- 15,11 Record “Hex#/medicine/E067” under your Points of Interest R102.
5	If you have a Bounty Suit of ♠ you are spotted and the authorities give chase; E155 He is happy to see you again. He gives you D6 balms to take with you. They are a one time use. You can use them as a Heal Action (R101c). Record the balms under your Equipment (Tracking Sheet).
6	He asks you to locate a rare plant. You (and any partners) heal one Wound Level. Roll a D4 to determine hex of the plant: 1- 1,3; 2- 14,4; 3- 19,18; 4- 1,17 Record “Hex#/plant/E070” under your Points of Interest R102.

E122 - Saloon

Roll a D6:

Roll Result D6	Outcome
1	If you don't have any money, go to Roll Result 2 You get pickpocketed by a lurcher. Roll a D4 to determine how much money he steals: 1-\$10; 2-\$4; 3-\$3; 4-\$1.
2	If you have a Bounty Suit of ♠; E103 You get drunk and boast about your criminal misdeeds. Bounty Suit up one.
3	Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>)R111. PASS = Go to Roll Result 5 FAIL = A kind stranger buys you a drink; R106
4	There is a stagecoach driver offering rides to any hex for \$5. If you pay the \$5; E241 If you don't pay the \$5, you leave; E234
5	You overhear the location of an old mine. Roll a D6 to determine hex of the mine: 1- 2,4; 2- 5,1; 3- 13,3; 4- 5,10; 5- 3,12; 6- 11,10 Record "Hex#/mine/E152" under your Points of Interest R102.
6	You chat with the bartender. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>)R111. PASS = He tells you about a ruthless businessman. Record "Hex#any town/Businessman/E238" under your Points of Interest R102. FAIL = Re-roll on this Table.

E123 - Old Book

You find an old book bound in freakish leather, full of peculiar symbols.

Attempt a Hunch skill test (*Table C/♠/Hunch-I*)**R111**.

PASS = You inspect the disturbing tome. Roll a D6:

Roll Result D6	Outcome
1	You are compelled to read it again. Attempt the Hunch skill test again.
2	-1 Karma. A chill runs down your spine.
3	A chill runs down your spine; E007
4	+1 Karma. You find it to be nonsense.
5	You find it to be nonsense. You (and any partners) heal one Wound Level; E234
6	+1 Karma. Maybe it's worth something; E242

FAIL = That night, your dreams are plagued with apocalyptic visions. Roll a D6:

Roll Result D6	Outcome
1	You feel paranoid, accompanied by a morbid compulsion. -1 Hunch. If your Hunch score is 1, go to Roll Result 7 Re-roll on this Table.
2	-1 Karma. You wake up with bloodied hands. A partner of your choice is dead. If you don't have a partner, Bounty Suit up one.
3	You wake up with bloodied hands. A partner of your choice is dead. If you don't have a partner, Bounty Suit up one; E007
4	You wake up feeling ill and take extra rest. Unforeseen circumstances - remove a Point of interest (of your choice) from your Tracking Sheet; E095
5	+1 Karma. You wake up in a pool of sweat.
6	+1 Karma. You wake up with a headache; E234
7	Attempt a Hunch skill test (<i>Table C/♥/Hunch-I</i>) R111 . PASS = Re-roll on this Table. FAIL = You have slipped into an irrecoverable insanity. You lose the game.

E124 - If you have a partner(s); **E082**

Strange Practice

Attempt a Hunch Skill Test (*Table C/♠/Hunch-1*)**R111**.

PASS = Roll a D6:

Roll Result D6	Outcome										
1	You drink a bizarre concoction; E128										
2	You wake up in a daze. Unforeseen Circumstances - remove a Point of Interest (of your choice) from your tracking sheet.										
3-4	+1 Karma. You feel foul but shake it off. Roll on the Event Table (Table A).										
5	You feel closer to nature; E234										
6	+1 Karma. You slip away from the group and rummage Through their belongings. Roll a D6: <table border="1"> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td>You are caught and flee. Bounty Suit up one. Move to any adjacent hex; E243</td></tr> <tr> <td>2-3</td><td>Bounty Suit up one. Loot Suit: ♠(Table D1).</td></tr> <tr> <td>4-5</td><td>Loot Suit: ♥(Table D1).</td></tr> <tr> <td>6</td><td>Loot Suit: ♠(Table D1).</td></tr> </table>	Roll Result D6	Outcome	1	You are caught and flee. Bounty Suit up one. Move to any adjacent hex; E243	2-3	Bounty Suit up one. Loot Suit: ♠(Table D1).	4-5	Loot Suit: ♥(Table D1).	6	Loot Suit: ♠(Table D1).
Roll Result D6	Outcome										
1	You are caught and flee. Bounty Suit up one. Move to any adjacent hex; E243										
2-3	Bounty Suit up one. Loot Suit: ♠(Table D1).										
4-5	Loot Suit: ♥(Table D1).										
6	Loot Suit: ♠(Table D1).										

FAIL = Roll a D6:

Roll Result D6	Outcome
1	You are sacrificed. You are dead.
2	You wake up in a jail wagon, accused of a terrible crime. Unforeseen Circumstances - remove a Point of Interest (of your choice) from your tracking sheet; E075
3	The last thing you remember is drinking a strange brew; E128
4	You become bored and leave; E095
5	+1 Karma. You wake up in a towns Sheriff's office. Move your token to any Town hex. If your Bounty Suit is ♠; E075
6	You lose interest and leave half way through. Roll on the Event Table (Table A).

E125 - Stranger

The stranger thanks you. Roll a D10:

Roll Result D10	Outcome												
1	+1 Karma. Tips his hat as he leaves. Shortly after; E022												
2	He owns a gun shop and tells you to visit sometime. Record "Hex#any town/gun shop/E114" under your Points of Interest R102 .												
3	He owns a pharmacy and tells you to visit sometime. Record "Hex#any town/pharmacy/E121" under your Points of Interest R102 .												
4	He is a Preacher. Roll a D6: <table><tr><th>Roll Result D6</th><th>Outcome</th></tr><tr><td>1</td><td>He prays over you and leaves. Shortly after; E022</td></tr><tr><td>2-3</td><td>+1 Karma. He prays over you and leaves. Roll on the Event Table (Table A)</td></tr><tr><td>4</td><td>He gives you directions to his congregation. Roll a D6 to determine the direction of the congregation: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6 to determine how many hexes away. Record "Hex#/congregation/E132" under your Points of Interest R102.</td></tr><tr><td>5</td><td>+1 Karma. He prays over you. That night, you (and any partners) heal two Wound Levels.</td></tr><tr><td>6</td><td>Attempt a Hunch skill test (Table C♥/Hunch-1)R111 PASS = If you wish, he joins you on your journey. If you accept, record the Preachers information under Partners R131: Preacher: Finesse: 2; Weapon: Pistol♦; Loot Suit:- FAIL = He says a prayer over you and then gallops off; E234</td></tr></table>	Roll Result D6	Outcome	1	He prays over you and leaves. Shortly after; E022	2-3	+1 Karma. He prays over you and leaves. Roll on the Event Table (Table A)	4	He gives you directions to his congregation. Roll a D6 to determine the direction of the congregation: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6 to determine how many hexes away. Record "Hex#/congregation/E132" under your Points of Interest R102 .	5	+1 Karma. He prays over you. That night, you (and any partners) heal two Wound Levels.	6	Attempt a Hunch skill test (Table C♥/Hunch-1) R111 PASS = If you wish, he joins you on your journey. If you accept, record the Preachers information under Partners R131 : Preacher: Finesse : 2; Weapon : Pistol♦; Loot Suit :- FAIL = He says a prayer over you and then gallops off; E234
Roll Result D6	Outcome												
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5	He bows in gratitude and invites you to visit his Opium Den. Record "Hex#any town/opium den/E165" under your Points of Interest R102 .												
6	She is a hotel owner and invites you to stay at her hotel sometime, free of charge! Record "Hex#any town/hotel/E136" under your Points of Interest R102 .												
7	He is a Trapper. He tells you about a rare pelt he would pay handsomely for; E141												
8	She is a farmer's wife. She tells you about her hometown. Roll a D6 to determine the direction of the town: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6 to determine how many hexes away. There is a town in that hex, mark the mapboard to indicate this. This town is available for the rest of the game.												
9	He is a deserting soldier. He gives you his Rifle; E010												

10

She is a settler.
She offers to take you to her nearby settlement.
If you accept; **E147**

If you don't accept, she gives you D4 healing balms.
Each balm can be used as a one time Healing Action (**R101c**).
Record the balms under your Equipment (Tracking Sheet).

E126 - Train Robbery

You arrive at the railroad and prepare to jump the train. Roll a D6:

Roll Result D6	Outcome														
1	If your Bounty Suit is ♠, you were setup; E103 +1 Karma. You are too late, all goods were already delivered.														
2	If your Bounty Suit is ♠; E103 The authorities were waiting for you; E155														
3-4	The train is under protection by gunmen. Attempt a Hunch skill test (<i>Table C♥/Hunch-2</i>) R111 . PASS = You successfully bypass the guards. Go to Roll Result 6 FAIL = You are spotted and four gunmen attack R110 . Initiative R110b . Gunman: Finesse : 2; Weapon : Rifle♥; Loot Suit :- Gunman: Finesse : 2; Weapon : Rifle♥; Loot Suit :- Gunman: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Gunman: Finesse : 1; Weapon : Pistol♦; Loot Suit :- If you win the combat, Bounty Suit up two. Go to Roll Result 6														
5	The train is under protection by gunmen. Attempt a Finesse skill test (<i>Table C♥/Finesse-2</i>) R111 . PASS = You successfully bypass the security. Go to Roll Result 6 FAIL = You are spotted and three gunmen attack R110 . Initiative R110b . Gunman: Finesse : 2; Weapon : Rifle♥; Loot Suit :- Gunman: Finesse : 1; Weapon : Rifle♥; Loot Suit :- Gunman: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, Bounty Suit up one. Go to Roll Result 6														
6	You enter the cargo car. Roll a D6: <table><tr><th>Roll Result D6</th><th>Outcome</th></tr><tr><td>1</td><td>+1 Karma. It is empty; E134</td></tr><tr><td>2</td><td>D4 Dynamite. Record the Dynamite♠' under Weapons; E161</td></tr><tr><td>3</td><td>Bounty Suit up one. It contains antiques; E242</td></tr><tr><td>4</td><td>Bounty Suit up one. Loot Suit: ♠(Table D1) + Jewellery; E019</td></tr><tr><td>5</td><td>Loot Suit: ♠(Table D1) + gold; E040</td></tr><tr><td>6</td><td>You find more than enough money you will ever need to start your new life. You ride off to purchase a ranch and live in quiet contemplation under an assumed name. You win the game.</td></tr></table>	Roll Result D6	Outcome	1	+1 Karma. It is empty; E134	2	D4 Dynamite. Record the Dynamite♠' under Weapons; E161	3	Bounty Suit up one. It contains antiques; E242	4	Bounty Suit up one. Loot Suit : ♠(Table D1) + Jewellery; E019	5	Loot Suit : ♠(Table D1) + gold; E040	6	You find more than enough money you will ever need to start your new life. You ride off to purchase a ranch and live in quiet contemplation under an assumed name. You win the game.
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6	You find more than enough money you will ever need to start your new life. You ride off to purchase a ranch and live in quiet contemplation under an assumed name. You win the game.														

E127 - Ruffians

The three ruffians approach. Roll a D6:

Roll Result D6	Outcome
1	They brought friends R110 . Initiative R110f . Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :X(Table D1) Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat; E049
2-3	The three Ruffians attack R110 . Initiative R110c . Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1) Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat; E049
4	The three Ruffians attack R110 . Initiative R110b . Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :♦(Table D1) Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Ruffian: Finesse : 1; Weapon : Pistol♦; Loot Suit :- If you win the combat; E049
5	They come face to face with you. Attempt a Hunch skill test (Table C♥/Hunch-2) R111 . PASS = You intimidate them and they leave; E049 FAIL = +1 Karma. Go to Roll Result 7
6	They see you and turn around; E049
7	The leader challenges you. <i>Draw!</i> Attempt a Finesse skill test (Table C♥/finesse-2) R111 . PASS = You get off a shot first, right between his eyes. He is dead. The remaining ruffians leave. Loot Suit :♦(Table D1); E049 FAIL = He gets a shot off first, right between your eyes. You are dead.

E128 - Bender

You end up getting black out drunk and waking up in a random hex.

Roll to determine the direction of random hex:

1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW

and then roll a D4, to determine how many hexes away.

Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.

Bounty Suit up one.

E129 - If on a Desert hex; **E093**

Prospector Village

You enter a prospector village.

You can rob them or you can be friendly.

If you decide to rob them; **E159**

If you decide a friendly approach; **E025**

E130 - Settlers

A group of settlers are building a home here.

Choose between a friendly approach or robbing them.

If you choose a friendly approach; **E147**

If you choose to rob them; **E159**

E131 - Leader

You confront the Cabal Leader. Roll a D6:

Roll Result D6	Outcome
1	He reveals a mesmerizing smile and you leave with him, never to be seen again. You lose the game.
2	+1 Karma. He reveals a mesmerizing smile and tells you, you are misguided and confused. You spend the next day in a state of bewilderment. Remove a Point of Interest of your choice from your Tracking Sheet. Bounty Suit up one.
3	A bodyguard intervenes to defend him R110 . Initiative R110f . You can only use Fists or a Knife. Bodyguard: Finesse : 2; Weapon : Fists X ; Loot Suit :♦(Table D1) If you win the combat, Bounty Suit up one. goto Roll Result 6
4	Attempt a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = He gives you all he has on him. Loot Suit :♠(Table D1). FAIL = +1 Karma. He convinces you to never speak of what you saw. Bounty Suit up two.
5	Attempt a Hunch skill test (Table C/♦/Hunch-2) R111 . PASS = He gives you all he has on him. Loot Suit :♠(Table D1). FAIL = He convinces you to never speak of what you saw. Bounty Suit up one; E234
6	+1 Karma. He gives you all he has on him. Loot Suit :♠(Table D1).

E132 - Congregation

You arrive at the congregation. Roll a D6:

Roll Result D6	Outcome
1	They are performing an aberrant ritual and you are seduced into joining them; E124
2	+1 Karma. It was pleasant, but not for you; E095
3	If your Bounty Suit is ,♥ or ♠; E103 Nobody is there. Shortly after you cross paths with odious raiders R110 . Initiative R110b . Raider: Finesse : 2; Weapon : Pistol♥; Loot Suit :♦(Table D1) Raider: Finesse : 2; Weapon : Pistol♥; Loot Suit :- Raider : Finesse : 2; Weapon : Knife♠; Loot Suit :-
4	If your Bounty Suit is ♠, a lawman is in attendance; E155 You listen to the preachers sermon. Attempt a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = Go to Roll Result 6 FAIL = You tithe \$5; E234
5	The Preacher hires you to “silence” a former member of the congregation who has been “spreading lies”. Write “Hex#any town/member/E013” under your Points of Interest R102 .
6	During the sermon, you quietly search the preachers office for valuables. Attempt a Hunch skill test (Table C/♥/Hunch-1) R111 . PASS = Loot Suit :♠(Table D1). FAIL = Loot Suit :♠(Table D1). Bounty Suit up one.

E133 - Good Hearted

You refuse any money. Roll a D6:

Roll Result D6	Outcome
1	You are thanked with Tears of Joy and leave. Shortly after; E146
2	+1 Karma. You are thanked with tears of joy and leave; E234
3	They provide you food and shelter for the night. You (and any partners) heal one Wound Level. Roll on the Event Table (Table A).
4	+1 Karma. They provide you food and shelter for the night. You (and any partners) heal two Wound Levels; E234
5	You stay the night with the family. Attempt a Hunch skill test (<i>Table C♥/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 4
6	The family has found the whole ordeal overwhelming and decided to move. They give you the ranch as thanks. You live out the rest of your days tending to your ranch in peaceful seclusion. You win the game.

E134 - Elite Posse

You have provoked the wrong people.

An elite group has been formed to hunt down the West's most wanted criminals, starting with you.

To determine the posse's starting hex, roll a D4:

1- 0,0; **2**- 20,0; **3**- 20,22; **4**- 0,22

Place a token on that hex.

The posse remain in play for the rest of the game.

The Posse moves towards you one hex before you *choose* your daily Action (**R101a**), every turn for the rest of the game.

If at any point the Posse shares a hex with you before you choose your daily Action, you lose the game.

Only one Elite Posse can be on the map at a time, so if you encounter this Event again, they move two hexes closer this Turn.

E135 - Train Robbery

You attack the masked Brigands. Roll a D6:

Roll Result D6	Outcome
1	Three masked Brigands R110 . Initiative R110d . You cannot attempt to flee from this combat. Masked Brigand: Finesse : 3; Weapon : Rifle♥; Loot Suit :X(Table D1) Masked Brigand: Finesse : 3; Weapon : Rifle♥; Loot Suit :- Masked Brigand: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat; E079
2-3	Three masked Brigands R110 . Initiative R110g . You cannot attempt to flee from this combat. Masked Brigand: Finesse : 3; Weapon : Rifle♥; Loot Suit :X(Table D1) Masked Brigand: Finesse : 2; Weapon : Rifle♥; Loot Suit :- Masked Brigand: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat; E079
4	Three masked Brigands R110 . Initiative R110f . You cannot attempt to flee from this combat. Masked Brigand: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1) Masked Brigand: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Masked Brigand: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat; E079
5	Three masked Brigands R110 . Initiative R110b . You cannot attempt to flee from this combat. Masked Brigand: Finesse : 2; Weapon : Pistol♦; Loot Suit :♦(Table D1) Masked Brigand: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Masked Brigand: Finesse : 1; Weapon : Pistol♦; Loot Suit :- If you win the combat; E079
6	Three masked Brigands R110 . Initiative R110a . You cannot attempt to flee from this combat. Masked Brigand: Finesse : 2; Weapon : Pistol♦; Loot Suit :♥(Table D1) Masked Brigand: Finesse : 1; Weapon : Pistol♦; Loot Suit :- Masked Brigand: Finesse : 1; Weapon : Pistol♦; Loot Suit :- If you win the combat; E079

E136 - Hotel

It is late and the hotel has a vacancy for you. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You stay the night and it was unsanitary. If you (or any partners) have any Wound Level(beyond None), it becomes one Wound Level worse.
2	You rob the hotel owner. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = Loot Suit:♥ (Table D1). Bounty Suit up one. FAIL = You are caught in the act. Bounty Suit up one; E155
3	You hear helpless cries in the next room. You barge in and get into a fight with the offender R110 . Initiative R110e . Offender: Finesse: 2; Weapon: Pistol♦; Loot Suit:♥ (Table D1). If you win the combat; E063
4	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 You have a very comfortable night's rest. You (and any partners) heal one Wound Level; E234
5	You rest for the night and use the complimentary bath. You (and any partners) heal two Wound Levels. The next morning, there is a stagecoach offering rides to any hex for \$4. If you pay the \$4; E241 If you don't pay the \$4, you go to the saloon; R106
6	The owner was kidnapped by a jealous lout. Roll a D4 to determine where the jealous lout lives: 1- 2,10; 2- 6,19; 3- 12,7; 4- 18,17 Record the "Hex#/kidnapped/E218" under your Points of Interest R102 .

E137 - Reward

You find the preacher and he thanks you for a job well done.

He is sorry but he can't pay you.

He tells you he is out of money, but you will be rewarded in the afterlife.

Attempt a Hunch skill test (*Table C/♥/Hunch-2*)**R111**.

FAIL = He smugly apologizes as one of his followers appear; **E155**

PASS = He succumbs to your threats. Roll a D6:

Roll Result D6	Outcome
1	Bounty Suit up two. He has nothing of value; E234
2-3	Bounty Suit up one. Loot Suit: ♠(Table D1).
4	Bounty Suit up one. Loot Suit: ♦(Table D1).
5	Loot Suit: ♥(Table D1).
6	Loot Suit: ♣(Table D1).

E138 - Assassination Attempt

You arrive in town and head straight to the theatre to assassinate the Senator. Roll a D6:

Roll Result D6	Outcome
1	The conspiracy has been exposed. When you arrive, you are arrested, questioned and then hung. You are dead.
2	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 +1 Karma. The senator has fallen ill and didn't show.
3-4	The theatre is full. You need to bribe the commissioner \$5 to get in. If you pay the \$5, go to Roll Result 6 . If you don't pay the \$5, the opportunity is lost.
5	You take your shot at the Senator. Attempt a Finesse skill test (<i>Table C/♠/Finesse-1</i>) R111 PASS = You kill him and during the commotion, you slip out the side door; E032 FAIL = You are unsuccessful but slip away during the commotion; E134
6	You take your shot at the Senator. Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111 PASS = You kill him and during the commotion, you slip out the side door; E032 FAIL = You are unsuccessful and are spotted; E155

E139 - Poker

You enter a poker game. Roll a D6:

Roll Result D6	Outcome
1	You get too drunk to play; E128
2	You lose \$7 If you don't have \$7, go to Roll Result 7
3	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 Attempt a Hunch skill test (<i>Table C/♠/Hunch-1</i>) R111 PASS = Loot Suit: X (Table D1) + \$3 FAIL = E146
4	Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 PASS = Loot Suit: ♠ (Table D1) + \$4 FAIL = +1 Karma. You lose \$3. If you don't have \$3, go to Roll Result 7
5	Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 PASS = Loot Suit: ♦ (Table D1) + \$5 FAIL = You lose \$4. If you don't have \$4, go to Roll Result 7
6	You win. Loot Suit: ♥ (Table D1) + \$6 Shortly after, you make conversation with a well groomed gambler. He invites you to a high stakes game on a patricians steamboat. Roll a D4 to determine the hex of the steamboat: 1- 19,8; 2- 17,10; 3- 18,14; 4- 20,17 Record "Hex#/Steamboat/E213" under your Points of Interest R102 .
7	Your opponent feels you should pay with your life and calls you out; E043

E140 - Safe

You search the contents of the safe. Roll a D6:

Roll Result D6	Outcome
1	The safe is empty and you are spotted leaving the manor; E155
2	+1 Karma. Empty.
3	You learn the mayor has been working in cahoots with an unscrupulous businessman. Record "Hex#any town/Businessman/E238" under your Points of Interest R102 .
4	Loot Suit: ♥ (Table D1) You are spotted leaving the manor; E155
5	Loot Suit: ♥ (Table D1).
6	Loot Suit: ♠ (Table D1).

E141 - Pelts

The hunter is looking for a particular rare pelt and will pay handsomely for it. Roll a D6:

Roll Result D6	Outcome
1	He can't remember which pelt he needed. Later that day.. If your Bounty Suit is X ; E045 You are roped into a trap by a clever Bounty Hunter. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = You spot the trap and flee Move to any adjacent hex; E234 FAIL = +1 Karma. You are caught by the trap and taken away; E075
2	+1 Karma. He can't remember which pelt he needed.
3	Albino Deer. Roll a D4 to determine where it was last scene: 1- 0,19; 2- 4,9; 3- 10,11; 4- 17,8 Record the "Hex#/albino deer/E198" under your Points of Interest R102
4	Albino Grizzly Bear. Roll a D4 to determine where it was last scene: 1- 1,17 ; 2- 6,11; 3- 11,10; 4- 13,2 Record the "Hex#/albino bear/E199" under your Points of Interest R102
5	Albino Crocodile. Roll a D4 to determine where it was last scene: 1- 14,13; 2- 15,16 ; 3- 17,13; 4- 19,17 Record the "Hex#/albino croc/E202" under your Points of Interest R102
6	He likes you and gives you a trinket instead; E047

E142 - Letter

You find a letter with instructions to have you killed, signed by an "old friend".

You know where this "old friend" lives.

Roll a D6 to determine the hex of "old friends" home:

1- 4,4; **2-** 12,6; **3-** 4,21; **4-** 17,16; **5-** 0,22; **6-** Any Town

Record "Hex#/old Friend/E034" under your points of Interest **R102**.

E143 - Bounty

In the dead of night, you arrive at the home of the toothless man who killed the widow's husband.

Attempt a Finesse skill test (*Table C/♥/Finesse-I*) **R111**.

PASS = You kill him in his sleep.

Bounty Suit up one.

you need to meet with the Widow to get the reward.

Record "Hex#any town/Reward/E156" under your Points of Interest **R102**.

FAIL = Roll a D6:

Roll Result D6	Outcome
1	He heard you coming and back stabs you. Roll to determine any damage you take (<i>Table B/♠</i>). Go to Roll Result 3
2	He hears you and grabs his gun R110 . Initiative R110g . One eyed man: Finesse : 3; Weapon : Rifle♥; Loot Suit : ♠(Table D1). If you win the combat, Bounty Suit up one. Go to Roll Result 7
3	He rushes you R110 . Initiative R110c . You can only use fists or a Knife. One eyed man: Finesse : 2; Weapon : Knife♠; Loot Suit : ♠(Table D1). If you win the combat, Bounty Suit up one. Go to Roll Result 7
4-5	He hears you and grabs his gun R110 . Initiative R110b . One eyed man: Finesse : 3; Weapon : Pistol♦; Loot Suit : ♦(Table D1) If you win the combat, Go to Roll Result 7
6	You kill him in his sleep. Loot Suit : ♦(Table D1) Go to Roll Result 7
7	You stow the toothless man on your horseback. you need to meet with the Widow to get the reward. Record "Hex#any town/Reward/E156" under your Points of Interest R102 .

E144 - Mayors Manor

You arrive at the mayors manor to confront the mayor. Roll a D6:

Roll Result D6	Outcome
1	You attract the attention of the authorities; E155
2	The mayor is having a large party. Attempt a Hunch Skill test (<i>Table C/♦/Hunch-2</i>) R111 PASS = You keep searching for the mayor. Roll again on this table. FAIL=You attract the attention of the authorities; E155
3	You are unable to find the mayor but you find his safe. Attempt a Hunch Skill test (<i>Table C/♥/Hunch-1</i>) R111 PASS = Roll a D6: 1-E163; 2-E047; 3-E011; 4-E140; 5-E140 ; 6-E108 FAIL= E163
4	If your Bounty Suit is ♠ you attract the attention of the authorities; E155 The mayor isn't home but his wife is and she provides you a drink and good company. Bounty Suit goes up one; E234
5	The mayor isn't present but you search the manor for valuables. Attempt a Hunch Skill test (<i>Table C/♦/Hunch-2</i>) R111 PASS = Loot Suit: ♥ (Table D1). FAIL=You attract the attention of the authorities; E155
6	You confront the mayor. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 PASS = The mayor gives into your blackmail and are given more than enough money to buy your ranch. You win the game. FAIL = He gives you all his has. Loot Suit: ♦ (Table D1). Bounty Suit up one.

E145 - Payment

You arrive at the railroad site, to meet the foreman for your payment on returning the runaway. Roll a D6:

Roll Result D6	outcome
1	You are confronted by a person from your past looking for revenge. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You get off the first shot, right between his eyes. Loot Suit: X (Table D1) Go to Roll result 5 FAIL = He gets off the first shot, right in your heart. You are dead.
2	The runaway gets away and has found a lawman; E155
3	The runaway tries to quietly get away. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = You are onto him and you bring him to the foreman. The foreman gives you \$15. FAIL = Go to Roll Result 2
4	You meet with the foreman. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = Go to Roll Result 5 FAIL = Go to Roll Result 3
5	You hand the runaway over to the foreman. The foreman gives you \$20. He explains there is another runaway that needs capturing. Roll a D6 to determine which adjacent hex the runaway went: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW. Record "Hex#/runaway/E191" under your Points of Interest R102 .
6	The foreman gives you \$25 and tells you his boss wants to meet with you. You can visit his boss at his private railcar. Roll a D4 to determine hex of railcar: 1- 12,20; 2- 11,12; 3- 11,9; 4- 12,6 Record "Hex#/dapperman/E194" under your Points of Interest R102 .

E146 - Revenge

You are confronted by someone who wants revenge for a past offense. Roll a D10:

Roll Result D10	Outcome
1	<i>Draw!</i> Your gun jams, you are dead.
2	<i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♠/Finesse-1</i>) R111 . PASS = +1 Karma. You get your shot off first, right between their eyes. Your opponent is dead. Loot Suit: X (Table D1); E007 FAIL = Your opponent got their shot off first. You gurgle and sigh. You are dead
3-4	<i>Draw!</i> Attempt a Finesse Skill Test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = You get your shot off first, right in their heart. Your opponent is dead. Bounty Suit up one. Loot Suit: ♣ (Table D1). FAIL = Your opponent got their shot off first. You twist and fall. You are dead.
5-6	<i>Draw!</i> Attempt a Finesse Skill Test (<i>Table C/♦/Finesse-1</i>) R111 . PASS = You get your shot off first, right through their head. Your opponent is dead. Loot Suit: ♦ (Table D1); E234 FAIL = Your opponent got their shot off first. You contort and go limp. You are dead.
7-8	+1 Karma. They shout profanities and empty threats but promptly leave.
9	You try to mollify the accuser. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = Go to Roll Result 10 FAIL = +1 Karma. Re-roll on this Table.

10

You talk your way out of it.
They will join you as a partner for \$5 **R131**.
If you pay the \$5, roll a D10:

Roll Result D10	Partner
1	They kill you in your sleep. You are dead.
2	+1 Karma. You awake in the morning to find they are gone along with all your money.
3	Twitcky Man: Finesse : 1; Weapon : Knife♣; Loot Suit :X(Table D1). Record information under Partners (Tracking Sheet). Bounty Suit up one.
4-5	Mute Man: Finesse : 1; Weapon : Pistol♦; Loot Suit :X(Table D1). Record information under Partners (Tracking Sheet).
6-7	Loquacious Man: Finesse : 2; Weapon : Knife♣; Loot Suit :♣(Table D1). Record information under Partners (Tracking Sheet).
8-9	Elegant Man: Finesse : 2; Weapon : Pistol♦; Loot Suit :♥(Table D1). Record information under Partners (Tracking Sheet).
10	Feisty Lady: Finesse : 2; Weapon : Rifle♥; Loot Suit :♦(Table D1). Record information under Partners (Tracking Sheet). Bounty Suit down one.

E147 - Settlement

You arrive at a settlement. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. They are actually a group of gypsy thieves! You wake up in the morning and they are all gone, along with all your money.
2	You spend some time with them but decide to leave. Later that day; E022
3	They provide you food, shelter and good company. You (and any partners) heal one Wound Level. Roll on the Event Table.
4	+1 Karma. They sympathize with your plight and provide you blessings; E234
5	+1 Karma. They provide you food, shelter and good company. They heal you(and any partners) two Wound Levels.
6	You spend time helping around the settlement and are soon swooned by a member of their group. Attempt a Hunch skill test (<i>Table C/♠/Hunch-1</i>) R111 PASS = They accept your marriage proposal. You live out your days within the settlement, in love and being loved, accompanied by a sense of purpose. You win the game. FAIL = They begin to feel harassed and you leave. Bounty Suit up one.

E148 - Bar Fight

You get into a fight with a patron. Roll a D6:

Roll Result D6	Outcome										
1	A Marshal intervenes. If your Bounty Suit is X, You are fined \$2. If you are unable to pay the \$2; E075 If your Bounty Suit is ♣, you are fined \$5. If you are unable to pay the \$5; E075 If your Bounty Suit is ♦, you are fined \$8. If you are unable to pay the \$8; E075 If your Bounty Suit is ♥ or ♠; E075										
2	+1 Karma. R110 You can only use Fists or a Knife and no partners will get involved. You cannot attempt a flee Action this combat. Initiative R110f. Angry Patron: Finesse: 3; Weapon: broken bottle♣; Loot Suit:X(Table D1) If you win the combat, you go back to your drink; R106										
3	R110 You can only use Fists or a Knife and no partners will get involved. You cannot attempt a flee Action this combat. Initiative R110c. Angry Patron: Finesse: 2; Weapon: FistsX; Loot Suit:♣(Table D1) If you win the combat, Bounty Suit up one.										
4	R110 You can only use Fists or a Knife. You cannot attempt a flee Action this combat. Initiative R110c. Angry Patron: Finesse: 1; Weapon: FistsX; Loot Suit:♦(Table D1).										
5	You try to intimidate the angry patron. Attempt a Hunch skill test (TableC/♥/Hunch-I) R111. PASS = Go to Roll Result 6 FAIL = Re-roll on this Table.										
6	The patron becomes intimidated and recants his threats. You patiently wait until he leaves and then you rob him. Roll a D6: <table> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td> If your Bounty Suit is ♠; E155 There is a witness. Bounty Suit up one. Loot Suit:X(Table D1). </td></tr> <tr> <td>2-3</td><td>+1 Karma. Loot Suit:♣(Table D1).</td></tr> <tr> <td>4-5</td><td>Loot Suit:♦(Table D1).</td></tr> <tr> <td>6</td><td>Loot Suit:♥(Table D1).</td></tr> </table>	Roll Result D6	Outcome	1	If your Bounty Suit is ♠; E155 There is a witness. Bounty Suit up one. Loot Suit:X(Table D1).	2-3	+1 Karma. Loot Suit : ♣ (Table D1).	4-5	Loot Suit : ♦ (Table D1).	6	Loot Suit : ♥ (Table D1).
Roll Result D6	Outcome										
1	If your Bounty Suit is ♠; E155 There is a witness. Bounty Suit up one. Loot Suit:X(Table D1).										
2-3	+1 Karma. Loot Suit : ♣ (Table D1).										
4-5	Loot Suit : ♦ (Table D1).										
6	Loot Suit : ♥ (Table D1).										

E149 - Monastery

A group of monks have opened their doors to the public. Roll a D6:

Roll Result D6	Outcome
1	-1 Karma. You feel uneasy in the silence and leave. Roll on the Event Table (Table A).
2	It is a group of cutthroats in hiding, luring victims. They engage you for combat R110 . Initiative R110g . You cannot attempt a Flee Action. Cutthroat: Finesse : 3; Weapon : Knife♣; Loot Suit :♦(Table D1) Cutthroat: Finesse : 2; Weapon : Knife♣; Loot Suit :- Cutthroat: Finesse : 1; Weapon : Knife♣; Loot Suit :- If you win the combat, a monk gives you a pendant; E047
3	They provide you with food, shelter and medical care. You (and any partners) heal two Wound Levels; E234
4	You meet with a monk. Attempt a Hunch skill test (Table C/♦/Hunch-2) R111 PASS = You gain his trust and invited to stay for the night. Go to Roll Result 6 FAIL = You confess your sins but he doesn't trust your piety. Bounty Suit up one.
5	A monk asks you to help him save his brother who has turned to Banditry. He will pay you \$15 for his safe return. Roll a D4 to determine where bandit brother is hiding out: 1- 2,21; 2- 3,4; 3- 20,22; 4- 13,7 Record "Hex#/Monks brother/E031" under you Points of Interest R102
6	They are all sleeping. You try to locate any valuables. Attempt a hunch skill test (Table C/♦/Hunch-1) R111 . FAIL = You fail to find anything of value and leave. PASS = You find jewels; E019

E150 - Secret Meeting

Attempt a Hunch Skill Test (*Table C/♠/Hunch-1*) **R111**.

FAIL = +1 Karma. You are unable to locate the meeting.

Roll on the Event Table (Table A).

PASS = You find the meeting under the cover of night in a secluded area.

There are many hooded figures holding torches, along with gunmen in attendance. Roll a D6:

Roll Result D6	Outcome
1	You are knocked out. You wake up being watched by the hooded figures as flames lick your feet. You are dead.
2	+1 Karma. Gunmen holding rifles come up behind you; E075
3	+1 Karma. A lot of gibberish was being spoken. You become disinterested and leave.
4	The hooded figures all place contributions into a chest and resume speeches. You sneak over to steal the contents. Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 PASS = \$15 + Loot Suit:♠ (Table D1); E234 FAIL = Two gunmen spot you R110 . Initiative R110f . Gunman: Finesse: 2; Weapon: Rifle♥; Loot Suit:♦ (Table D1) Gunman: Finesse: 2; Weapon: Rifle♥; Loot Suit:- If you win the combat, Bounty Suit up one.
5	You wait for the meeting to end and then follow the main speaker until he is alone. Attempt a Hunch Skill test (<i>Table C/♠/Hunch-1</i>) R111 PASS = E131 FAIL = He disappears into the darkness; E095
6	The hooded figures all place contributions into a chest and resume speeches. The chest is unlocked and within easy reach. You get \$20 + Loot Suit:♠ (Table D1).

E151 - Baron

You visit the mining baron in his extravagant railcar. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You are too late. The Baron had the prospectors killed; E007
2	The Baron has been killed. You rob the railcar. Loot Suit: X (Table D1) Later; E022
3	If you have a Blue Trinket, go to Roll Result 5 The Baron has his deputy attack you R110 . Initiative R110c . Deputy: Finesse : 3; Weapon : Pistol♦; Loot Suit : X (Table D1) If you win the combat, Bounty Suit up one. Go to Roll Result 6
4	Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = Go to Roll Result 5 . FAIL = He convinces you that he will leave the prospectors alone. Bounty Suit up one. Roll on the Event Table (Table A).
5	He pleads for his life and promises to leave the prospectors alone. Bounty Suit up one. Loot Suit : ♥ (Table D1).
6	He pleads for his life and promises to leave the prospectors alone. Loot Suit : ♥ (Table D1) + E120

E152 - Mine

You enter an old mine. Roll a D6:

Roll Result D6	Outcome
1	The entrance caves-in. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You find a way out; E095 FAIL = Unable to find a way out. You (and any partners) take a Light Wound. Attempt this Hunch skill test again.
2	Bandits have been using it as a hideout, there are six of them. Attempt a Finesse skill test (<i>Table C/♦/Finesse-3</i>) R111 . PASS = You leave the mine without them hearing you. FAIL = They hear you and combat begins R110 . You get first attack. Bandit: Finesse : 2; Weapon : Rifle♥; Loot Suit : ♣ (Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : - Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : - Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit : - Bandit: Finesse : 2; Weapon : Knife♣; Loot Suit : - Bandit: Finesse : 1; Weapon : Knife♣; Loot Suit : - If you win the combat, you find their stash - Loot Suit : ♥ (Table D1).

3	+1 Karma. You keep hearing strange sounds and decide to leave. Roll on the Event Table (Table A).												
4	You find dynamite. Record 'Dynamite♣' under Weapons; E161												
5	You meet a lone, stoic lady who has set up an inconspicuous home here. Roll a D6: <table border="1"> <thead> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> </thead> <tbody> <tr> <td>1</td><td>-1 Karma. She hisses and screeches until you leave. Roll on the Event Table (Table A).</td></tr> <tr> <td>2</td><td>She ignores you and you leave. Shortly after you are jumped by detestable Bandits R110. Initiative R110c. Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:♣(Table D1). Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Bandit: Finesse: 1; Weapon: Knife♣; Loot Suit:-</td></tr> <tr> <td>3</td><td>She provides you food and rest for the night. You (and any partners) heal one Wound Level. She gives you a brooch; E047</td></tr> <tr> <td>4-5</td><td>She provides you food and rest for the night. You (and any partners) heal one Wound Level; E234</td></tr> <tr> <td>6</td><td>She provides you food and rest for the night. You (and any partners) heal two Wound Levels. She informs you that a town's mayor is corrupt and provides evidence to prove it. It could be profitable if you confront him. Record "Hex#any town/Confront Mayor/E144" under Points of Interest R102.</td></tr> </tbody> </table>	Roll Result D6	Outcome	1	-1 Karma. She hisses and screeches until you leave. Roll on the Event Table (Table A).	2	She ignores you and you leave. Shortly after you are jumped by detestable Bandits R110 . Initiative R110c . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1). Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 1; Weapon : Knife♣; Loot Suit :-	3	She provides you food and rest for the night. You (and any partners) heal one Wound Level. She gives you a brooch; E047	4-5	She provides you food and rest for the night. You (and any partners) heal one Wound Level; E234	6	She provides you food and rest for the night. You (and any partners) heal two Wound Levels. She informs you that a town's mayor is corrupt and provides evidence to prove it. It could be profitable if you confront him. Record "Hex#any town/Confront Mayor/E144" under Points of Interest R102 .
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6	You stumble upon an old corpse with a map of the mine. You follow the map. Attempt a Hunch skill test (Table C♦/Hunch-2) R111. PASS = The map leads to a hidden chest. Loot Suit:♣ (Table D1) + E242 FAIL = The directions are incomplete, you leave the mine. Roll on the Event Table (Table A).												

E153 - Cemetery

You pass through an old cemetery. Roll a D6:

Roll Result D6	Outcome
1	There is a burial in progress. The sobbing intensifies as the coffin is lowered into the earth. You quietly ride on by; E007
2	If you are on a Marshland hex; E113 You hear strange noises in the darkness and make haste. Roll on the Event Table (Table A).
3	+1 Karma. There is an old man crying over a fresh grave; E243
4	It is late and there's a small area of the graveyard that is lit by a solitary lantern. Roll a D4: 1-E160; 2-E162; 3-E164; 4-E167
5	You camp the night in the graveyard. You find it oddly prophetic; E095
6	A loved one was buried here. You stop to pay your respects. +2 Karma; E225

E154 - Fugitive

A man in shackles comes out from hiding, looking for help. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. He falls over dead from a bullet wound in his back. Roll on the Event Table (Table A).
2	He falls over dead from a bullet wound in his back. If your Bounty Suit is X ; E045 Later that night, you get ambushed by two stylish Bounty Hunters R110 . Initiative R110f . Bounty Hunter: Finesse : 2; Weapon : Rifle♥; Loot Suit : ♠ (Table D1). Bounty Hunter: Finesse : 3; Weapon : Pistol♦; Loot Suit : - If you win the combat, Bounty Suit up one; E095
3-4	You can hand him over to the law, maybe get a reward. You tie him up and stow him on the back of your horse. Record "Hex#any town/fugitive/E192". Under your Point of Interest R102 .
5	Attempt a Hunch skill test (Table C ♥/ Hunch-2) R111 . PASS = You convince him to give you something in return for his freedom. Go to Roll Result 6 FAIL = He convinces you that he is innocent and you release him from his shackles; E007
6	You free him. He tells you to come and visit him someday. Record "Hex#any town/fugitive/E232" under your Points of Interest R102 .

E155 - Lawman

A Lawman on horseback is chasing you. Roll a D6:

Roll Result D6	Outcome
1	You make a serious blunder and are caught; E075
2	You can immediately try to Flee R109 or you can enter combat R110 . If you enter combat, Initiative R110g . Lawman: Finesse : 3; Weapon : Rifle♥; Loot Suit : X (Table D1). If you win the combat, go to Roll Result 7
3	You can immediately try to Flee R109 or you can enter combat R110 . If you enter combat, Initiative R110f . Lawman: Finesse : 2; Weapon : Pistol♦; Loot Suit : X (Table D1). If you win the combat, go to Roll Result 7
4	You can immediately try to Flee R109 or you can enter combat R110 . If you enter combat, Initiative R110b . Lawman: Finesse : 2; Weapon : Pistol♦; Loot Suit : X (Table D1). If you win the combat, go to Roll Result 8
5	You try to out ride the lawman. Attempt a Finesse skill test (Table C/♥/Finesse-2) R111 . PASS = Go to Roll Result 6 FAIL = Re-roll on this Table.
6	You out ride the lawman and ride off. Bounty Suit up one. Move to any adjacent hex; E234
7	Bounty Suit up two. Move to any adjacent hex. Roll on the Event Table (Table A).
8	Bounty Suit up one. Move to any adjacent hex; E095

E156 - Reward

You enter the restaurant and meet with the Charming Widow. Roll a D6:

Roll Result D6	Outcome														
1	If your Bounty Suit is ♠ she is unable to pay you and informs you people are looking for you; E103 You talk at length with the widow. Attempt a Hunch Skill Test (<i>Table C/♠/Hunch-2</i>)R111. PASS = Go to Roll Result 6 FAIL = Go to Roll Result 7														
2	In tears, she tells you she is unable to pay you. She tells you about a ruthless businessman who hoodwinked her. Record “Hex#any town/Businessman/E238” under your Points of Interest R102.														
2-3	She gives you a sob story. Attempt a Hunch Skill Test (<i>Table C/♠/Hunch-1</i>)R111. PASS = Go to Roll Result 6 FAIL = Go to Roll Result 7														
4-5	She gives you a sob story. Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-1</i>)R111. PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1														
6	You Resist her charms and she pays you \$75.														
7	Roll a D6: <table> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td> In tears she confesses she is broke. You feel sorry for her plight and give her \$10. If you give her \$10; E234 If you are unable to give her \$10, you leave to the saloon instead; R106 </td></tr> <tr> <td>2</td><td> She is going senile and suddenly doesn’t recognize you. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>)R111. PASS = Roll again on this Table. FAIL = She yells for the authorities and you quickly leave. Bounty Suit up one. </td></tr> <tr> <td>3</td><td> If your Bounty Suit is ♠ the authorities interrupt your meeting; E155 +1 Karma. She dazzles you and you don’t accept the reward. </td></tr> <tr> <td>4</td><td>She dazzles you and you don’t accept the reward; E234</td></tr> <tr> <td>5</td><td>She dazzles you and you don’t accept the reward but does give you a charm; E047</td></tr> <tr> <td>6</td><td>She insists you take the \$75.</td></tr> </table>	Roll Result D6	Outcome	1	In tears she confesses she is broke. You feel sorry for her plight and give her \$10. If you give her \$10; E234 If you are unable to give her \$10, you leave to the saloon instead; R106	2	She is going senile and suddenly doesn’t recognize you. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>)R111. PASS = Roll again on this Table. FAIL = She yells for the authorities and you quickly leave. Bounty Suit up one.	3	If your Bounty Suit is ♠ the authorities interrupt your meeting; E155 +1 Karma. She dazzles you and you don’t accept the reward.	4	She dazzles you and you don’t accept the reward; E234	5	She dazzles you and you don’t accept the reward but does give you a charm; E047	6	She insists you take the \$75.
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E157 - Reward

You visit the trapper to sell your albino crocodile pelt. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The pelt is in terrible condition. The trapper refuses to pay. In your frustration, you go to the saloon; R106
2	The pelt is in poor condition. The trapper pays you \$3. Later, You are confronted by your old gang leader. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>)R111. PASS = You get off the first shot, right between his eyes. Loot Suit: ♥ (Table D1). FAIL = He gets off the first shot, right in your heart. You are dead.
3	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 The pelt is in fairly good condition. The trapper pays you \$15.
4-5	The pelt is in very good condition. The trapper pays you \$25.
6	The pelt is in perfect condition. The trapper pays you \$40.

E158 - Tomb

You follow the instructions to the tombs location.

Attempt a Hunch skill test (*Table C♥/Hunch-2*)**R111**.

FAIL = +1 Karma. The clues prove too hard to understand and you give up.

Roll on the Event Table (Table A).

PASS = You find the hidden chamber, buried in the earth. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The chamber is empty.
2	The tomb has already been looted. Later that day.. If your Bounty Suit is X; E045 You are confronted by monotone Bounty Hunters R110. Initiative R110f. Bounty Hunter: Finesse: 3; Weapon: Rifle♥; Loot Suit:♦ (Table D1). Bounty Hunter: Finesse: 2; Weapon: Pistol♦; Loot Suit:- If you win the combat, Bounty Suit up one.
3	You inspect the chamber. Attempt a Hunch skill test (<i>Table C♥/Hunch-2</i>)R111. PASS = You maneuver the traps. It contains Jewellery; E019 FAIL = You trigger a trap. Roll to determine any damage you take (<i>Table B♥</i>). Roll again on this Table.
4	You inspect the chamber. Attempt a Hunch skill test (<i>Table C♥/Hunch-1</i>)R111. PASS = You find a tomb. It contains Artifacts; E242 FAIL = You trigger a trap. Roll to determine any damage you take (<i>Table B♦</i>). Roll again on this Table.
5	You find a tomb. It contains gold; E040
6	You find a tomb. You find jewels and gold: Record “Hex#any town/ jewels/E074” under your Points of Interest R102 + E040

E159 - Robbery

You approach with your weapon drawn. Roll a D10:

Roll Result D10	Outcome
1	They are Diseased. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111. PASS = You avoid getting too close and ride off. Roll on the Event Table (Table A). FAIL = You fail to recognize the signs and get too close. Your body is unable to fight off the disease. You are dead.
2	If you have any partners; E082 +1 Karma. They give into your demands but they have nothing of value. Shortly after you are jumped by disguised bandits R110. Initiative R110b. Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:♣(Table D1) Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Bandit: Finesse: 2; Weapon: Knife♣; Loot Suit:-
3	They give into your demands but they have nothing of value. Shortly after; E103
4	If you have any partners; E082 They give into your demands. Bounty Suit up one. Loot Suit:♣ (Table D1).
5	+1 Karma. You rough them up but they have nothing of value. Bounty Suit up one.
6	In tears, they give into your demands. Bounty Suit up one. Loot Suit:♦ (Table D1).
7	In tears, they give into your demands without a fight. Loot Suit:♦ (Table D1) + \$5.
8	They give into your demands and beg you not to hurt them. You search their belongings. Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-1</i>)R111. PASS = Bounty Suit up one. Loot Suit:♥ (Table D1). FAIL = +1 Karma. Loot Suit:♣ (Table D1).
9	In tears, they give into your demands without any resistance. Loot Suit:♥ (Table D1).
10	They give into your demands without any resistance. Loot Suit:♣ (Table D1) + \$25.

E160 - Cemetery

You approach the grave and you are jumped by two shabby graverobbers. Roll a D6:

Roll Result D6	Outcome												
1	If you have any Partners, go to Roll Result 6 Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = You are knocked out before you can react and are buried alive. You are dead.												
2-3	R110 . Initiative R110d . Graverobber: Finesse: 3; Weapon: Knife♣; Loot Suit:♣ (Table D1) Graverobber: Finesse: 2; Weapon: Knife♣; Loot Suit:- If you win the combat, Bounty Suit up one.												
4-5	R110 . Initiative R110b . Graverobber: Finesse: 2; Weapon: Knife♣; Loot Suit:♦ (Table D1) Graverobber: Finesse: 2; Weapon: Knife♣; Loot Suit:- If you win the combat; E095												
6	You see them coming and they turn and run scared. They leave their stuff. Roll a D6: <table><tr><th>Roll Result D6</th><th>Outcome</th></tr><tr><td>1</td><td>+1 Karma. Worthless Junk; E234</td></tr><tr><td>2</td><td>Bounty Suit up one. Loot Suit:♣(Table D1)</td></tr><tr><td>3</td><td>Loot Suit:♣(Table D1)</td></tr><tr><td>4-5</td><td>Loot Suit:♦(Table D1)</td></tr><tr><td>6</td><td>Loot Suit:♥(Table D1)</td></tr></table>	Roll Result D6	Outcome	1	+1 Karma. Worthless Junk; E234	2	Bounty Suit up one. Loot Suit:♣ (Table D1)	3	Loot Suit:♣ (Table D1)	4-5	Loot Suit:♦ (Table D1)	6	Loot Suit:♥ (Table D1)
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4-5	Loot Suit:♦ (Table D1)												
6	Loot Suit:♥ (Table D1)												

E161 - Dynamite - This Event is used as a reference.

Dynamite is used in combat and It has a one time use. It will deal damage to every opponent.
To use the Dynamite in combat, you would attempt the following Finesse Skill test (*Table B/♠/Finesse*).
Any Wound Level result would be dealt to **every** opponent.
You can carry multiple Dynamite in one Weapon slot.

E162 - Figure in the Darkness

As you approach you spot a lone, silent figure, standing in the darkness.

Attempt a Hunch skill test(*Table C/♥/Hunch-1*)**R111**.

PASS = Roll a D6:

Roll Result D6	Outcome										
1	The figure attacks R110 . Initiative R110b . Graverobber: Finesse: 3; Weapon: shovel♠; Loot Suit:♠(Table D1)										
2	You become disoriented for a moment but regain your poise. The figure is gone; E007										
3	+1 Karma. The figure is gone. Your mind is playing tricks on you; E095										
4	E154										
5	It's a runaway. Attempt a Hunch skill test(<i>Table C/♥/Hunch-1</i>) R111 . PASS = The runaway asks for your help. Roll a D4 to determine which hex to bring the runaway: 1- 1,3; 2- 8,3; 3- 13,1; 4- 20,7 Record "Hex#/runaway/E016" under your Points of Interest R102; E234 FAIL = They flee into the darkness.										
6	The figure is gone and there is an open grave. Roll a D6: <table border="1"> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td>+1 Karma. There is an empty casket.</td></tr> <tr> <td>2-3</td><td>-1 Karma. There is an open casket. It contains a corpse buried with their possessions; E242</td></tr> <tr> <td>4-5</td><td>There is an open casket. It contains a decorated corpse; E074</td></tr> <tr> <td>6</td><td>There is an open casket. Casket contains an adorned corpse; E040</td></tr> </table>	Roll Result D6	Outcome	1	+1 Karma. There is an empty casket.	2-3	-1 Karma. There is an open casket. It contains a corpse buried with their possessions; E242	4-5	There is an open casket. It contains a decorated corpse; E074	6	There is an open casket. Casket contains an adorned corpse; E040
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4-5	There is an open casket. It contains a decorated corpse; E074										
6	There is an open casket. Casket contains an adorned corpse; E040										

FAIL = Roll a D6:

Roll Result D6	Outcome
1	You are drawn to the figure and silently grant its embrace. You are dead.
2	There is a low mumbling coming from the figure. You become disoriented for a moment but regain your poise. The figure is gone. -1 Karma.
3-4	You feel very ill and retreat to regain your senses. That night, your sleep is plagued with macabre dreams. Unforeseen circumstances - Remove a Point of Interest (of your choice) from your Tracking Sheet.

5	You become disoriented for a moment but regain your poise. The figure is gone.
6	+1 Karma. You become disoriented for a moment but regain your poise. The figure is gone; E095

E163 - Caught

You are knocked out from behind. Roll a D6:

Roll Result D6	Outcome
1	You wake up to the mayors smiling face, just as the hangman's noose tightens around your neck. You are dead.
2-3	You wake up in a jail wagon; E075
4-5	You (and any partners) were beaten and then left to die. Roll to determine any damage for you and then each partner (<i>Table B♥</i>). You wake up in an adjacent hex. Roll a D6 to determine which adjacent hex you wake up in: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW
6	You (and any partners) wake up in an adjacent hex with a terrible headache. Roll a D6 to determine which adjacent hex you wake up in: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW

E164 - +1 Karma. There is a dug up grave with an empty coffin; **E095**

E165 - Opium Den

You enter the den, there is a flowery smell in the air. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. During your dream, you are robbed. All your money is gone. In your frustration you go to the saloon; R106
2	If your Bounty Suit is ♥ or ♠, during your dreaming you are placed in a tumbleweed wagon; E075 You dream too long and are hazy about the details. Unforeseen circumstances - remove a Points of Interest from your Tracking Sheet.
3	If your Bounty Suit is ♣; E103 You rob the dreaming Denizens. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = Loot Suit:♦ (Table D1). FAIL = Bounty Suit up one. Loot Suit:♣ (Table D1). You are spotted when leaving; E155
4	You have a long rest, accompanied by vivid dreams of floating in the eye of an otter. You heal one Wound Level; E234
5	The old man is grateful to see you and gives you D4 healing balms. Each balm can be used as a one time Healing Action (R101c). Record the Healing Balms under your Equipment.
6	The old man asks you for help. Someone has died in his den and he wants to quietly get rid of the dead patron. He will pay you \$20 on completion. If you accept; E176 If you decline, you walk away; E234

E166 - Raid on Home

The family hides in their home as the Bandits approach. Roll a D6:

Roll Result D6	Outcome
1	Five Bandits approach. R110 . Initiative R110b . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 7
2	The three Ruffians attack R110 . Initiative R110c . Bandit: Finesse : 3; Weapon : Pistol♦; Loot Suit :♣(Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 7
3	The three Ruffians attack R110 . Initiative R110b . Ruffian: Finesse : 2; Weapon : Rifle♥; Loot Suit :♣(Table D1) Ruffian: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Ruffian: Finesse : 1; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 8
4	They come face to face with you. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = They are intimidated and leave. Go to Roll Result 8 FAIL = Go to Roll Result 5
5	The leader challenges you. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♣/finesse-2</i>) R111 . PASS = You get off a shot first, right between his eyes. He is dead. The remaining Bandits leave. Loot Suit :♦(Table D1) Go to Roll Result 8 FAIL = He gets a shot off first, right between your eyes. You are dead.
6	They see you and turn around. Go to Roll Result 8
7	During the battle, Bandits kidnapped the daughter. Roll a D6 to determine the direction of the hideout: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/kidnapping/E197" under your Points of Interest R102 .
8	choose between the following two choices: 1. Take the \$25 reward. 2. Take no money; E133

E167 - Cemetery

There is a dug up coffin with a decorated corpse. Roll a D6:

Roll Result D6	Outcome
1	The corpse is diseased. Attempt a Hunch skill test (<i>Table C/♦/Hunch-I</i>) R111 . PASS = You recognize the signs and quickly move away. FAIL = You catch the terrible disease. You spend the rest of your brief life in discomfort. You are dead.
2	+1 Karma. Nothing of value.
3	-1 Karma. You find an interesting charm; E047
4	-1 Karma. Loot Suit:♦ (Table D1).
5	You find an old charm; E242
6	Loot Suit:♥ (Table D1).

E168 - Bounty

You tracked your target to this location but he isn't here.

Attempt a Hunch skill test (*Table C/♦/Hunch-3*)**R111**.

PASS = You continue to track him.

Roll a D6 for direction of the tracks:

1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW

and then roll a D4, to determine how many hexes away.

Record "Hex#/bounty/E174" under your Points of Interest **R102**.

FAIL = You continue to track him.

Roll a D6 for direction of the tracks:

1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW

and then roll a D4, to determine how many hexes away.

Record "Hex#/bounty/E168" under your Points of Interest **R102**.

E169 - Road Sign

You come upon a sign that gives directions to a town.

Roll a D6 to determine the direction:

1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW

and then roll a D4, to determine how many hexes away.

Mark that hex on the mapboard as having a Town. That Town is there for the rest of the game.

E170 - The Body

You arrive at the farm in the dead of night, to discard the body into a pig pen. Roll a D6:

Roll Result D6	Outcome
1	You make too much noise. The farm owner spots you and attacks R110 . Initiative R110c . Angry Man: Finesse : 2; Weapon : Rifle♥; Loot Suit :- If you win the combat, Bounty Suit up one. Go to Roll Result 6
2-3	If you have a partner(s); E082 You sneak over to the pigs. Attempt a Finesse skill test (Table C♥/Finesse-2) R111 . PASS = Go to Roll Result 6 FAIL = +1 Karma. Go to Roll Result 1
4	You sneak over to the pigs. Attempt a Finesse skill test (Table C♥/Finesse-1) R111 . PASS = Go to Roll Result 6 FAIL = unforeseen circumstances - remove a Point of interest (of your choice) from your Tracking Sheet. Go to Roll Result 1
5	You sneak over to the pigs. Attempt a Finesse skill test (Table C♦/Finesse-1) R111 . PASS = +1 Karma. Go to Roll Result 6 FAIL = Go to Roll Result 1
6	You dispose of the body and ride off. To get your payment, meet the den owner at the hotel. Record "Hex#any town/payment/E181" under your Points of Interest R102 .

E171 - Heist

You meet a gang who asks you to join them on robbing the town bank.

If you say No, +1 Karma.

If you decide to join them; **E092**

E172 - Stranger

You meet a stranger. Roll a D10:

Roll Result D10	Outcome
1	+1 Karma. You share a nod as you pass. Roll on the Event Table (Table A).
2	It's a comely Bandit. When you relax, he attacks R110 . Initiative R110d . Bandit: Finesse : 3; Weapon : Rifle♥; Loot Suit :♥(Table D1) + E053
3	It's a furious man. Attempt a Hunch skill test (Table C/♦/Hunch-2) R111 . PASS = You talk the man down; E183 FAIL = He's in a blind rage and attacks you R110 . Initiative R110g . Angry Man: Finesse : 2; Weapon : Pistol♦; Loot Suit :X(Table D1). If you win the combat, Bounty Suit up one.
4	If your Bounty Suit is X ; go to Roll Result 1 It's a famous Bounty Hunter. <i>Draw!</i> Attempt a Finesse skill test (Table C/♥/Finesse-2) R111 . PASS = You get a shot off first. They are dead. Loot Suit :♦(Table D1) + E240 FAIL = They get a shot off first. You are dead.
5	If you are on a Marshland Hex; E113 It is a Salesman; E039
6	You meet a free-spirited woman. Attempt a Hunch skill test (Table C/♦/Hunch-2) R111 . PASS = She invites you to a gathering; Roll a D6 to determine the direction of gathering: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW and then roll a D6, to determine how many hexes away. Record "hex#/Gathering/E091" under Points of Interest R102 . FAIL = She feels she has seen you before. Bounty Suit up one. Roll on the Event Table (Table A).
7	Its someone from your past looking for you; E146
8	You exchange pleasantries and chat for awhile. He owns a gun store and invites you to drop by. Record "Hex#/any town/gun shop/E114" under your Points of Interest R102 .
9	It's a crying lady. She explains her husband was recently killed by a cruel man. She will pay you \$75 when you bring him to her. Roll a D6 to determine the direction of the cruel man: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW and then roll a D6, to determine how many hexes away. Record the "Hex#/Bounty/E168" under your Points of Interest R102 .

10	It's a besuited elderly man. He falls off his horse in great pain. If you do not have a healing item, the elderly man bleeds out and dies. Loot Suit:♥(Table D1). If you do have a healing item under your Equipment, remove one of your choice. He is very grateful for your help; E019
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E173 - Antique Dealer

You meet with an antique dealer to sell your antiques. Roll a D6:

Roll Result D6	Outcome										
1	+1 Karma. Worthless.										
2	You sell for \$10. You decide to check for any available bounties; E087										
3	If you have a Bounty Suit of ♥ or ♠ you are spotted and the authorities give chase; E155 . You sell for \$10.										
4	You sell for \$20.										
5	He needs time to clarify their authenticity. Roll a D6: <table> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td>After much deliberation, you sell for \$5. Unforeseen circumstances - remove a Point of interest (of your choice) from your Tracking Sheet.</td></tr> <tr> <td>2-3</td><td>You sell for \$20</td></tr> <tr> <td>4-5</td><td>You sell for \$35</td></tr> <tr> <td>6</td><td>Priceless! You purchase your Ranch and live in quiet contemplation. You win the Game.</td></tr> </table>	Roll Result D6	Outcome	1	After much deliberation, you sell for \$5. Unforeseen circumstances - remove a Point of interest (of your choice) from your Tracking Sheet.	2-3	You sell for \$20	4-5	You sell for \$35	6	Priceless! You purchase your Ranch and live in quiet contemplation. You win the Game.
Roll Result D6	Outcome										
1	After much deliberation, you sell for \$5. Unforeseen circumstances - remove a Point of interest (of your choice) from your Tracking Sheet.										
2-3	You sell for \$20										
4-5	You sell for \$35										
6	Priceless! You purchase your Ranch and live in quiet contemplation. You win the Game.										
6	You sell for \$50.										

E174 - Bounty

You spot your target setting up camp. You sneak up on him. Roll a D6:

Roll Result D6	Outcome
1	He spins and shoots you between the eyes. You are dead.
2-3	Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1
4	Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1
5	Attempt a Finesse skill test (<i>Table C/♦/Finesse-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1
6	You sneak up on him and apprehend him. Bounty Suit up one. Loot Suit: ♥(Table D1). To get your reward bring him to the nearest town. Record “Hex#/any town/reward/E231” under your Points of Interest R102 .

E175 - Healing

You set up camp and spend most of the day tending to wounds.

Remove the item from your Equipment and Roll a D6:

Roll Result D6	Outcome
1	Something went wrong. Receive a Light Wound.
2	Heal one Wound Level. Roll on the Event Table (Table A).
3	Heal one Wound Level.
4	Heal two Wound Levels. Roll on the Event Table (Table A).
5	Heal two Wound Levels.
6	Heal three Wound Levels.

E176 - The Body

You take the body out in the cover of night.

You decide to take it to the pigs at a nearby farm.

Roll a D6 to determine which adjacent hex has the pig farm:

1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW.

Record “Hex#/body/E170” under your Points of Interest **R102**.

E177 - Stranger on Horseback

You can rob or you can be friendly.

If you choose to rob; **E182**

If you choose friendly; **E172**

E178 - Farm

You arrive at the girls family farm. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The girl was killed in a farming accident; E095
2	If your Bounty Suit is X go to Roll Result 4 The father chases you off the property with a shotgun. Later that day, you are roped into a trap by a clever Bounty Hunter. Attempt a Hunch skill test (<i>Table C♥/Hunch-2</i>) R111 . PASS = You spot the trap and flee; E234 FAIL = You are caught in the trap and taken away; E075
3	The father chases you off the property with a shotgun. Roll on the Event Table (Table A).
4	If your Bounty Suit is ♥ or ♠ the father chases you off the property with a shotgun. The family tells you she was kidnapped by Bandits. Roll a D6 to determine the direction of the Bandits: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record “Hex#/kidnapping/E197” under your Points of Interest R102 .
5	The family’s farm is threatened to be purchased by land barons. You may attempt to save the farm from dispossession. Record “Hex#Any town/land dispute/E196” under your Points of Interest R102 . You (and any partners) heal one Wound Level.
6	You fall deeply in love with her and marry. The family accepts you as one of their own. You work with the family on the farm until one day, the farm becomes yours, were it will become handed down for generations to come. You win the game.

E179- Spoiled Rations

Your rations have all turned and you need to forage.

If you are on a Town Hex; **E146**

If you are on a Desert hex; **E180**

If you are on a Mountain or Marshland hex; **E184**

If you are on a Grassland or Forest hex; **E185**

E180 - Desert Hunting

You forage for food.

Attempt a Hunch skill test (*Table C♥/Hunch-I*)**R111**.

PASS = You find appropriate sustenance.

You (and any partners) heal one Wound Level.

Roll on the Event Table (Table A).

FAIL = You fail to find anything to eat.

You (and any partners) take a Light Wound; **E007**

E181 - Payment

You approach the hotel to meet the den owner for your payment. Roll a D6:

Roll Result D6	Outcome
1	The den owner doesn't show. You learn the body was of a prominent family; E134
2	The den owner has been arrested. Bounty Suit up one. Attempt a Finesse skill test (<i>Table C♥/Finesse-I</i>) R111 . PASS = You slip out of town. Move to any adjacent hex; E095 FAIL = You are spotted; E155
3	If you have a Bounty Suit of ♥ or ♠; E103 You meet with the den owner and he pays you \$20.
4-5	You meet with the den owner and he pays you \$20; E234
6	The den owner is very relieved to hear the body is gone. He pays you \$20 and gives you a charm; E047

E182 - Robbery

You approach with a weapon drawn. Roll a D10:

Roll Result D10	Outcome
1	A diseased outcast. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You avoid getting too close and scuttle off; E007 FAIL = Your body is unable to fight off the disease. You don't live much longer and have an uncomfortable death. You are dead.
2	An ugly Bandit. He attacks you R110 . Initiative R110b . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : X(Table D1).
3	A handsome Bounty Hunter. He attacks you R110 . Initiative R110f . Bounty Hunter: Finesse : 2; Weapon : Rifle♥; Loot Suit : ♦(Table D1) If you win the combat, Bounty Suit up one; E240
4	If you have any partners; E082 They give into your demands. Bounty Suit up one. Loot Suit : ♦ (Table D1).
5-6	Nothing of value. They have distinguished contacts. Bounty Suit up two. Move to any adjacent hex; E095
7	They give into your threats. Bounty Suit up one. Loot Suit : ♦ (Table D1).
8	Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = They give into your threats. Bounty Suit up one. Loot Suit : ♥ (Table D1). FAIL = They have nothing of value. Bounty Suit up one.
9	Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = They give into your threats. Loot Suit : ♥ (Table D1). FAIL = Nothing of value. Bounty Suit up one; E234
10	They give into your threats. You find \$8 + Loot Suit : ♠ (Table D1).

E183 - Angry Man

He explains his anger. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. He explains it was a foolish squabble and leaves appeased. Later that day; E022
2	It was a foolish squabble. He thanks you for helping him come to his senses and leaves. Roll on the Event Table (Table A).
3	In tears he explains his family are in bonds. Roll a D4, to determine Hex of the 'people in bonds': 1- 19,8; 2- 16,13; 3- 18,15; 4- 15,14 Record "Hex#/people in bonds/E033" under your Points of Interests R102 ; E234
4	It would of been suicide but thanks to you, he understands now its not worth it. He gives you a token of appreciation; E047
5	If you are on a Marshland hex; E206 He tells you about a ruthless businessman. Record "Hex#/any town/Businessman/E238" under your Points of Interest R102 .
6	He was going after the man who killed his wife. He will pay you \$50 (on completion) to catch the man. Roll a D6 to determine which hex the murderer can be found: 1- 2,3; 2- 14,9; 3- 16,18; 4- 17,20; 5- 7,19; 6- 7,15 Record "Hex#/bounty/E219" under your Points of Interest R102 .

E184 - Mountain or Marshland Hunting

You forage for food.

Attempt a Hunch skill test(**Table C/♦/Hunch-2**)**R111**.

PASS = You find appropriate sustenance.

You (and any partners) heal one Wound Level; **E095**

FAIL = You become ill.

You (and any partners) take a Light Wound; **E007**

E185 - Forest or Grassland Hunting

You forage for food.

Attempt a Hunch skill test(**Table C/♣/Hunch-1**)**R111**.

PASS = You find appropriate sustenance.

You (and any partner) heals one Wound Level.

Roll on the Event Table (Table A).

FAIL = You become ill.

You (and any partners) take a Light Wound; **E007**

E186 - Reward

You visit the trapper to sell your albino deer pelt. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The pelt is in terrible condition. The trapper refuses to pay.
2	The pelt is in fair condition. The trapper pays you \$3. Shortly after, you are confronted by a bitter person from your past. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = You shot him first, right between the eyes. Loot Suit:♣ (Table D1). FAIL = He shot you first, right between your eyes. You are dead.
3	The pelt is in good condition. The trapper pays you \$5.
4-5	The pelt is in excellent condition. The trapper pays you \$15; E234
6	The pelt is in perfect condition. The trapper pays you \$20.

E187 - Saved Girl

Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. She is severely traumatized and taken home by family; E007
2	She insists you take her charm and goes home; E047
3-4	You comfort the saved girl. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = Go to Roll Result 6 FAIL = She insists you take her charm and goes home; E242
5	You comfort the saved girl. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = She insists you take her gold charm and heads home; E040
6	She is smitten with you and you with her. Her family's land is vast and you build a large farm there. Everyday you tend to the farm. You both live a long life full of purpose and altruistic love. You win the game.

E188 - Quicksand

You and your horse contend with quicksand.

Attempt a Hunch skill test (*Table C♥/Hunch-1*)**R111**.

PASS = +1 Karma. You and your horse get out before the situation becomes more serious; **E215**

FAIL = You struggle with the sinking earth. Roll a D6:

Roll Result D6	Outcome
1	The ordeal was harrowing and money was lost in the deep muck. You lose half your money (rounded up).
2	The ordeal was harrowing but you pulled through with no immediate consequences. If your Bounty Suit is X ; E153 Later that day, you are roped into a trap by a clever Bounty Hunter. Attempt a Hunch skill test (<i>Table C♥/Hunch-2</i>) R111 . PASS = You spot the trap and flee. FAIL = You are caught by the trap and taken away; E075
3	The ordeal was harrowing but you pulled through with no immediate consequences. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.
4	+1 Karma. You pulled through with no immediate consequences. If on a Marshland hex; E215
5	The ordeal was harrowing and your horse has become fatigued from the struggle. Roll on the Events Table (Table A).
6	You struggle with the quicksand but manage to get out without any repercussions. The exercise has provided excellent rest that night. You (and any partners) heal one Wound Level.

E189 - Prospectors

You arrive at the town saloon to “persuade” the prospectors about moving off their land. Roll a D6:

Roll Result D6	Outcome
1	If your Bounty Suit is ♠ you are spotted; E155 You meet with the prospectors. Attempt a Hunch skill test (<i>Table C/♠/Hunch-1</i>)R111. PASS = Go to Roll Result 6 FAIL = +1 Karma. Go to Roll Result 7
2-3	You meet with the prospectors. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>)R111. PASS = Go to Roll Result 6 FAIL = Go to Roll Result 7
4	You meet with the prospectors. Attempt a Hunch skill test (<i>Table C/♦/Hunch-1</i>)R111. PASS = Go to Roll Result 6 FAIL = Go to Roll Result 7
5	You meet with the prospectors. Attempt a Hunch skill test (<i>Table C/♣/Hunch-1</i>)R111. PASS = +1 Karma. Go to Roll Result 6 FAIL = Go to Roll Result 7
6	They give into your threats and in tears they agree to leave. To receive your reward, meet the rail baron at his rail car. To determine the hex of the meeting location, roll a D6: 1- 10,2; 2- 11,3; 3- 11,5; 4- 15,21; 5- 11,16; 6- 9,13 “Hex#/Reward/E208” under your Points of Interest R102.
7	They refuse. They have also exposed the bullying to a lawful marshall; E155

E190 - Preacher

You arrive at the preachers home to confront him on his deception.

Attempt a Hunch skill test (*Table C/♦/Hunch-3*)**R111**.

PASS = Roll a D6:

Roll Result D6	Outcome
1	He growls and attacks R110 . Initiative R110c . Shaggy Priest: Finesse : 4; Weapon : talons♥; Loot Suit :♦(Table D1).
2	He is traveling to a secret meeting. You tail him. Roll a D6 to determine hex of the “secret meeting”: 1- 2,7; 2- 19,3; 3- 19,16; 4- 16,8; 5- 13,17; 6- 14,11 Move your token to that hex; E150
3	He is willing to buy your silence. Bounty Suit up two. Loot Suit :♦(Table D1).
4	He is willing to buy your silence. Bounty Suit up one. Loot Suit :♥(Table D1).
5	He is willing to buy your silence. Loot Suit :♥(Table D1).
6	He is willing to buy your silence. Loot Suit :♠(Table D1).

FAIL = Roll a D6:

Roll Result D6	Outcome
1	He denies everything with a gentle smirk. A lawman follower is there with him. Bounty Suit up one; E155
2-3	He denies everything with a gentle smirk. Bounty Suit up one.
4	+1 Karma. He denies everything with a gentle smirk. Bounty Suit up one.
5	You press him further. Attempt a Hunch skill test (<i>Table C/♦/Hunch-3</i>) R111 . PASS = Go to Roll Result 6 FAIL = Roll again on this Table.
6	You threaten him. Roll a D6 on the PASS result Table.

E191 - Runaway

You track the runaway to this area. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The trail runs cold; E243
2	You find the runaway dead. There is a misunderstanding with a witness. Bounty Suit up one; E007
3	The trail runs cold. A short time after.. If your Bounty Suit is X ; E022 You are roped into a trap by a clever Bounty Hunter. Attempt a Hunch skill test (Table C♥/Hunch-2) R111 . PASS = You spot the trap and flee; E234 FAIL = You are caught by the trap and taken away; E075
4	You track the runaway. Attempt a Hunch skill test (Table C♦/Hunch-2) R111 . PASS = You have located the runaways tracks. Roll a D6 to determine which adjacent hex the runaway went: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW . Record "Hex#/runaway/E191" under your Points of Interest R102 . FAIL = The trail runs cold; E055
5	You find the runaway and sympathize with their struggle. You agree to bring the runaway to their contact. Roll a D4 to determine hex to bring runaway: 1- 2,2; 2- 4,0; 3- 13,4; 4- 8,8 Record "Hex#/runaway/E016" under your Points of Interest R102 . Bounty Suit up one.
6	You find the runaway and he reluctantly comes with you. To receive payment, you must visit the foreman. Roll a D4 to determine Hex of foreman: 1- 10,3; 2- 10,7; 3- 11,17; 4- 15,21 Record "Hex#/payment/E145" under your Points of Interest R102 .

E192 - Reward

You arrive at the Sheriff's office to collect the reward on your bounty. Roll a D6:

Roll Result D6	Outcome
1	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 +1 Karma. The sheriff informs you it's the wrong man.
2	The sheriff informs you it's the wrong man. In your frustration you go to the saloon for a drink; R106
3	A friend of the bounty confronts you. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You shot him first, right between the eyes. Loot Suit: ♠(Table D1). FAIL = He shot you first, right between your eyes. You are dead. If you win the combat, you receive a \$75 reward.
4	Attempt a Hunch skill (<i>Table C/♦/Hunch-2</i>) R111 . PASS = You are given the reward of \$75. FAIL = The sheriff informs you it's the wrong man; E234
5	+1 Karma. The sheriff's office hands you the reward of \$75.
6	His reward went up! The sheriffs offices gives you \$125.

E193 - Bridge

You locate the bridge and begin preparations for detonation. Roll a D6:

Roll Result D6	Outcome
1	The explosives go off too soon. You are caught in the blast. You are dead.
2	You are spotted by patrolling soldiers R110 . Initiative R110b . Soldier: Finesse : 3; Weapon : Rifle♥; Loot Suit :- Soldier: Finesse : 2; Weapon : Rifle♥; Loot Suit :- If you win the combat, go to Roll Result 4
3-4	You work on wiring the bridge. Attempt a Hunch skill test (Table C/♥/Hunch-1) R111 . PASS = Go to Roll Result 6 FAIL = Roll again on this Table.
5	You work on wiring the bridge. Attempt a Hunch skill test (Table C/♥/Hunch-1) R111 . PASS = Go to Roll Result 6 FAIL = Roll again on this Table.
6	The bridge ignites into a large fireball! You have successfully detonated the bridge. You can visit the military encampment to report your success. Record “Hex#any town/encampment/E211” under your Points of Interest R102 .

E194 - Dapper Man

You arrive at the dapper man's extravagant railcar. Roll a D6:

Roll Result D6	Outcome
1	If you have a Blue Trinket, go to Roll Result 3 You share a series of dialogue while over indulging his expensive rye until you pass out. Roll a D6 to determine what hex you wake up on: 1- 10,0; 2- 10,2; 3- 14,21; 4- 10,7; 5- 14,11; 6- 9,13 Roll on the Event Table (Table A).
2	If you have a Blue Trinket, go to Roll Result 4 He has been shot dead and your timing couldn't be worse. Bounty Suit up two; E234
3	+1 Karma. He discusses the faults of the West over fine Brandy. His train then drops you off. Exit train by placing your token on any other hex with a railroad.
4	He reveals his strategy for the future of the West. Attempt a Hunch skill test (<i>Table C</i> ♥/ <i>Hunch-1</i>) R111 . PASS = Go to Roll Result 5 FAIL = Go to Roll Result 3
5	He wants to hire you to "persuade" a prospecting village to give up their land. He will pay you \$50 on its completion. Record "Hex#any town/Prospectors/E189" under your Points of Interest R102 . Exit train by placing your token on any other hex with a railroad.
6	You rob him at gunpoint. Bounty Suit up one. Loot Suit: ♠(Table D1).

E195 - Bounty

The bounties trail leads you here. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The abode is empty and has been booby trapped with dynamite. Roll to determine any damage for you and then each partner (<i>Table B/♠</i>).
2	You keep tracking him. Roll a D6 to determine which adjacent hex the tracks lead: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW. Record "Hex#/bounty/E195" under your Points of Interest R102 .
3	He was waiting for you. He attacks R110 . Initiative R110d . Murderer: Finesse: 3; Weapon: Rifle♥; Loot Suit: ♦ (Table D1) If you win the combat, record "Hex#any town/reward/E205" under your points of Interest R102 .
4	You confront him. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = He willingly goes with you. You stow him on the back of your horse. To collect the reward, record "Hex#any town/reward/E205" under your points of Interest R102 . FAIL = He attacks R110 . Initiative R110b . Murderer: Finesse: 3; Weapon: Rifle♥; Loot Suit: ♦ (Table D1) If you win the combat, You stow him on the back of your horse. record "Hex#any town/reward/E205" under your points of Interest R102 .
5	You confront him. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = He willingly goes with you. You stow him on the back of your horse. To collect the reward, record "Hex#any town/reward/E205" under your points of Interest R102 . FAIL =He convinces you that he has information far more valuable than his bounty. You let him go; E204
6	You spot him and he gives up without a fight. You stow him on the back of your horse. To collect the reward, record "Hex#any town/reward/E205" under your points of Interest R102 .

E196 - Land Dispute

You arrive in the town hall for the land auction. Roll a D6:

Roll Result D6	Outcome
1	If your Bounty Suit is ♠ you are spotted and the authorities give chase E155 +1 Karma. The land barons already appropriated the property.
2	The land barons already appropriated the property. Shortly after; E146
3	The auction begins and you stall the land baron. Attempt a Hunch skill test (Table C/♦/Hunch-I) R111 . PASS = You may buy back the land for \$25. If you buy back the land for \$25, go to Roll Result 6 If you don't buy back the land for \$25 the barons win the bid. FAIL = +1 Karma. The land barons win the bid.
4-5	The auction begins and you stall the land baron. You may purchase the land for \$15. If you pay the \$15, go to Roll Result 6 If you don't pay the \$15, the land barons win the bid. In your disappointment you decide to go to the saloon; R106
6	The family can keep their land; E237

E197 - Kidnapping

You arrive at the Bandits hideout to save the girl. Roll a D6:

Roll Result D6	Outcome
1	She is in love with the bandit leader; E095
2-3	They attack you R110 . Initiative R110c . Bandit: Finesse : 3; Weapon : Rifle♥; Loot Suit :X(Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 6
4	They attack you R110 . Initiative R110f . Bandit: Finesse : 2; Weapon : Rifle♥; Loot Suit :♣(Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 6
5	You are attacked R110 . Initiative R110b . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1) Bandit: Finesse : 1; Weapon : Pistol♦; Loot Suit :- The remaining bandits flee. If you win the combat, go to Roll Result 7
6	You face the Bandit leader. He attacks you R110 . Initiative R110f . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♦(Table D1) If you win the combat, go to Roll Result 7
7	You release the girl from her bonds. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = E187 FAIL = She thanks you and rides home. You take the Bandits stash. Loot Suit :♥(Table D1); E234

E198 - Albino Deer

You track the elusive albino deer. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. Wrong animal; E243
2	You lose the tracks and find yourself in the presence of wandering bandits R110 . Initiative R110c . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1) + E053 Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 1; Weapon : Pistol♦; Loot Suit :-
3	Unable to locate the deer tracks. Roll on the Event Table (Table A).
4	You continue to track the albino deer. Attempt a Hunch skill test (Table C /♦/ Hunch-2) R111 . PASS = You have located the tracks. Roll a D6 to determine which adjacent hex the albino deer went: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW . Record “Hex#/albino Deer/E198” under your Points of Interest R102 . FAIL = Wrong animal.
5	You have found the albino deer! Attempt a Finesse skill test (Table C /♦/ Finesse-1) R111 . PASS = You have taken down the albino deer. To collect your reward, record “Hex#any town/reward/E186” under your Points of Interest R102 . FAIL = The pelt is too damaged from the tussel.
6	You have found the albino deer! Attempt a Finesse skill test (Table C /♦/ Finesse-2) R111 . PASS = You have taken down the albino deer. To collect your reward, record “Hex#any town/deer reward/E186” under your Points of Interest R102 . FAIL = You miss and it scurries off. Go to Roll Result 4

E199 Albino Bear

You track the elusive albino bear. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. Wrong animal; E243
2	You lose the tracks and find yourself in the presence of wandering bandits R110 . Initiative R110c . Bandit: Finesse : 3; Weapon : Rifle♥; Loot Suit : ♦(Table D1) + E053 Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :-
3	Unable to locate the bears tracks. Roll on the Event Table (Table A).
4	You continue to track the albino bear. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = +1 Karma. You have located the bears tracks. Roll a D6 to determine which adjacent hex the albino bear went: 1 -N; 2 -NE; 3 -SE; 4 -S; 5 -SW; 6 -NW. Record “Hex#/albino Bear/E199” under your Points of Interest R102 . FAIL = Wrong animal.
5	You have found the albino bear! Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 . PASS = You have taken down the albino bear. To collect your reward, record “Hex#any town/bear reward/E027” under your Points of Interest R102 . FAIL = The pelt is too damaged from the tussel; E095
6	You have found the albino bear! Attempt a Finesse skill test (<i>Table C/♦/Finesse-2</i>) R111 . PASS = You have taken down the albino bear. To collect your reward, record “Hex#any town/deer reward/E186” under your Points of Interest R102 . FAIL = You miss and it scurries off. Go to Roll Result 4

E200 - Full Moon

You camp out in the marshland. Roll a D6:

Roll Result D6	Outcome										
1	+1 Karma. The bugs are terrible and cover you in sores. Unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.										
2	It was an uncomfortable sleep but sleep non the less. The next day.. If your Bounty Suit is X , you meet a frightened farmhand; E206 you are ambushed by two foreign Bounty Hunters R110 . Initiative R110c . Bounty Hunter: Finesse : 2; Weapon : Rifle♥; Loot Suit : ♣(Table D1). Bounty Hunter: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, Bounty Suit up one.										
3	If you have a Red Trinket, go to Roll Result 5 In the middle of the night you are attacked by a frantic, bug-eyed fiend R110 . Initiative R110f . Bug-Eyed Fiend: Finesse : 3; Weapon : bite♦; Loot Suit : E010										
4	You have a long restful night's sleep. You (and any partners) heal one Wound Level.										
5	You awake to a mambo sitting by your fire. Roll a D6: <table> <tr> <th>Roll Result D6</th><th>Outcome</th></tr> <tr> <td>1</td><td>+1 Karma. It's actually an outcast with a contagious disease. Attempt a Hunch skill test (Table C♥/Hunch-2)R111. PASS = You keep your distance. FAIL = You get too close. A Partner of your choice dies. If you have no partners, you are dead.</td></tr> <tr> <td>2</td><td>If you have a Red Trinket, go to Roll Result 6 -1 Karma. She mumbled an incantation while backing into the darkness; E007</td></tr> <tr> <td>3-4</td><td>Attempt a Hunch skill test (Table C♥/Hunch-1)R111. PASS = You (and any partners) heal one Wound Level. She likes you and gives you a token; E047 FAIL = She comes in silence and leaves in silence.</td></tr> <tr> <td>5-6</td><td>+1 Karma. She heals you (and any partners) two Wound Levels; E234</td></tr> </table>	Roll Result D6	Outcome	1	+1 Karma. It's actually an outcast with a contagious disease. Attempt a Hunch skill test (Table C ♥/ Hunch-2) R111 . PASS = You keep your distance. FAIL = You get too close. A Partner of your choice dies. If you have no partners, you are dead.	2	If you have a Red Trinket, go to Roll Result 6 -1 Karma. She mumbled an incantation while backing into the darkness; E007	3-4	Attempt a Hunch skill test (Table C ♥/ Hunch-1) R111 . PASS = You (and any partners) heal one Wound Level. She likes you and gives you a token; E047 FAIL = She comes in silence and leaves in silence.	5-6	+1 Karma. She heals you (and any partners) two Wound Levels; E234
Roll Result D6	Outcome										
1	+1 Karma. It's actually an outcast with a contagious disease. Attempt a Hunch skill test (Table C ♥/ Hunch-2) R111 . PASS = You keep your distance. FAIL = You get too close. A Partner of your choice dies. If you have no partners, you are dead.										
2	If you have a Red Trinket, go to Roll Result 6 -1 Karma. She mumbled an incantation while backing into the darkness; E007										
3-4	Attempt a Hunch skill test (Table C ♥/ Hunch-1) R111 . PASS = You (and any partners) heal one Wound Level. She likes you and gives you a token; E047 FAIL = She comes in silence and leaves in silence.										
5-6	+1 Karma. She heals you (and any partners) two Wound Levels; E234										
6	You awake to a houngan standing over you. +1 Karma. He heals you (and any partners) up two Wound Levels. A little while later; E055										

E201 - Reward

You meet the widower.
He smiles widely to see him captured.
He quickly hands you the \$50.
He proceeds to mock the captive and then takes him to the sheriff's office.

E202 - Albino Crocodile

You track the elusive albino Crocodile. Roll a D6:

Roll Result D6	Outcome
1	Tracked the wrong animal; E215
2	You lose the tracks and find yourself in the presence of a stranger; E172
3	Unable to locate the animals tracks. Later that day, you are confronted by drunk Bandits R110 . Initiative R110a . Bandit: Finesse : 2; Weapon : Rifle♥; Loot Suit :X (Table D1). Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 1; Weapon : Knife♠; Loot Suit :-
4-5	You continue to track the prize crocodile. Attempt a Hunch skill test (Table C /♥/ Hunch-2) R111 . PASS = You have located the crocodiles tracks. Roll a D6 to determine which adjacent hex the albino crocodile went: 1 -N; 2 -NE; 3 -SE; 4 -S; 5 -SW; 6 -NW. Record "Hex#/albino croc/E202" under your Points of Interest R102 . FAIL = +1 Karma. Wrong animal. Roll on the Event Table (Table A).
6	You have found the albino crocodile! Attempt a Finesse skill test (Table C /♥/ Finesse-1) R111 . PASS = You have taken down the albino crocodile. To collect your reward, record "Hex#/any town/reward/E157" under your Points of Interest R102 . FAIL = The pelt is too damaged from the tussle; E007

E203 - Revolution Leader

You arrive near the prison where the revolution leader is being held captive. Roll a D6:

Roll Result D6	Outcome
1	The leader has already been executed; E007
2	You are ambushed by a platoon of federales; E075
3-4	You quietly navigate through the prison. Attempt a Finesse skill test (<i>Table C♥/Finesse-2</i>) R111 . PASS = Go to Roll Result 5 FAIL = You are captured and taken prisoner; E075
5	You are forced to improvise a ruse on the guards. Attempt a Hunch skill test (<i>Table C♥/Hunch-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = You are captured and taken prisoner; E075
6	You successfully infiltrate the prison and rescue the leader. Move to any adjacent hex; E062

E204 - Information

You listen to what the man has to say. Roll a D6:

Roll Result D6	Outcome
1	He tells you a convincing lie and then rides off. Later that day; E103
2	+1 Karma. He tells you a convincing lie and then rides off.
3	Attempt a Hunch skill test (<i>Table C♥/Hunch-2</i>) R111 . PASS = You have further questions. Roll again on this table. FAIL = He tells you a convincing lie and then rides off; E007
4	He provides evidence of a conspiracy against the Governor. Roll a D6 to determine the location of the Governor's mansion: 1- 6,9; 2- 15,11; 3- 15,19; 4- 10,18; 5- 4,21; 6- Any Town Record "hex#/Governor's mansion/E096" under Points of Interest R102 .
5	He informs you of a corrupt mayor and provides you with evidence to prove it. He will pay handsomely if you confront him. He then rides off. Record "Hex#any town/Confront Mayor/E144" under Points of Interest R102 .
6	He informs you there will be an assassination attempt on a Senator. Record "Hex#any town/assassination/E109" under your Points of Interest R102 .

E205 Reward

You arrive at the Sheriff's office to collect the reward on your bounty. Roll a D6:

Roll Result D6	Outcome
1	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 +1 Karma. The sheriff informs you it's the wrong man and he is released.
2	The Bounty explains to the sheriff, he is the wrong man. Attempt a Hunch skill (<i>Table C♥/Hunch-2</i>) R111 . PASS = The sheriff doesn't believe him. You are given the reward of \$100. FAIL = The sheriff is convinced you have the wrong man and he is released. Shortly after; E146
3-4	The Bounty explains to the sheriff, he is the wrong man. Attempt a Hunch skill (<i>Table C♥/Hunch-2</i>) R111 . PASS = The sheriff doesn't believe him. You are given the reward of \$100. FAIL = The sheriff is convinced you have the wrong man and he is released. You check for available bounties; E087
5	The sheriff is pleased to see you have captured the criminal. You are handed the reward of \$100.
6	The sheriff is pleased to see you have captured the criminal. His reward went up! You are given \$300. You win the game.

E206 - Poisoning

You learn that a strange old woman has been “medicating” people and taking their money.

Roll a D6 to determine the location of the strange old woman:

1- 18,7; 2- 20,10; 3- 17,14; 4- 19,15; 5- 18,13; 6- 16,18

Record “Hex#/women/E008” under your Points of Interest **R102**.

E207 - Night in the Marshland

The sun sets over the marshland. Roll a D6:

Roll Result D6	Outcome
1	It is getting late; E200
2	If you have a Red Trinket, go to Roll Result 3 You are attacked by two veve covered maniacs R110 . Initiative R110f . Maniac: Finesse : 3; Weapon : machete♦; Loot Suit :X(Table D1). Maniac: Finesse : 2; Weapon : sickle♦; Loot Suit :-
3	It is getting late; E072
4	If you have a Red Trinket, go to Roll Result 5 You are attacked by a drooling fiend R110 . Initiative R110f . Fiend: Finesse : 2; Weapon : bite♦; Loot Suit :♦(Table D1). If you win the combat; E215
5	+1 Karma. You cross paths with a couple of hunters. They mind their own business; E234
6	kind hunters quietly pass through. They tell you about an albino crocodile. Roll a D4 to determine where it was last scene: 1 - 14,13; 2 - 15,16 ; 3 - 17,13; 4 - 19,17 Record the “Hex#/albino croc/E202” under your Points of Interest R102 .

E208 - Reward

You arrive to visit the dapper man at his railcar to collect your reward. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. His railcar never appears; E095
2	The dapper man is there with a lawman who points you out Bounty Suit up one; E155
3-4	He says he can't pay you, he was just robbed. Attempt a Hunch skill test (<i>Table C♥/Hunch-2</i>) R111 . PASS = He gives into your threats; E242 FAIL = +1 Karma. He is sorry but he can't give you what he doesn't have; E234
5	Over a ride in his railcar and a drink, he rewards you \$50. Exit train by placing your token on any other hex with a railroad.
6	The dapper man is very pleased and hands you \$50. You then rob him. Bounty Suit up one. Loot Suit :♦(Table D1) + E120

E209 - Escort

You escort the politicians son stagecoach, to its destination. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You are thanked for serving your country.
2	You must fend off two attacking Ruffians R110 . Initiative R110b . Brute: Finesse : 1; Weapon : Pistol♦; Loot Suit :X(Table D1). Brute: Finesse : 1; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 3
3	You arrive at the destination. He pays you the \$15. He invites you to visit his relatives railroad worksite, to help with “Labor disputes”. Roll a D4, to determine the hex of worksite: 1 - 10,2; 2 - 9,7; 3 - 14,11; 4 - 13,20 Record “Hex#/labor dispute/E236” under your Points of Interest R102 .
4	It was uneventful. You are thanked and paid the \$15. He tells you his uncle could use a person like you. You can visit the uncle at his private railcar. Roll a D4 to determine the hex of the railcar: 1 - 10,1; 2 - 10,4; 3 - 14,21; 4 - 13,20 Record “Hex#/dapperman/E194” under your Points of Interest R102 .
5	You are thanked for a job well done. You are paid \$15. He gives you a spangle; E047
6	It was uneventful. You then rob him at gunpoint. Bouty Suit up one. Loot Suit :♠(Table D1).

E210 - Ranch Work

You arrive at a family ranch. Roll a D6:

Roll Result D6	Outcome
1	The ranch is scorched and abandoned; E007
2	+1 Karma. The woman is crotchety and kicks you off the property. Roll on the Event Table (Table A).
3	They apologize but they don't have any available work. Roll on the Event Table (Table A).
4	You enquire about work around their ranch. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = They keep you around to help on the ranch. You are paid \$3. Roll this Hunch skill test again. FAIL = They are sorry, they don't have any available work; E095
5	The family tells you their daughter was kidnapped by Bandits. Roll a D6 to determine the direction of the Bandits: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/kidnapping/E197" under your Points of Interest R102 .
6	You enquire about work around their ranch. Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = They keep you around to help on the ranch. You are paid \$5. Roll this Hunch skill test again. FAIL = They are sorry, they no longer have any available work; E234

E211 - Encampment

You arrive at the encampment to discuss with the captain your success of blowing up the bridge. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You join in with the other soldiers on the comradery and complimentary spirits; E128
2	A blitz by the opposition. A showering of cannon fire decimates the encampment. Attempt a Finesse skill test (<i>Table C/♦/Finesse-3</i>) R111 . PASS = You escape the bombardment with just a mild dusting; E234 FAIL = Roll to determine any damage for you and then each partner (<i>Table B/♣</i>).
3	The captain was killed in combat. You tire of the war and go AWOL. Move to any adjacent hex; E095
4	The captain was killed in combat. They tend to your wounds and provide food and accommodations for the night. You (and any partners) heal two Wound Levels.
5	The captain isn't here but a wagon has arrived, that is holding loot. You rob the wagon and go AWOL. Loot Suit:♠ (Table D1).
6	The war is over. The opposition has surrendered due in partial to your success. You are decorated as a war hero and provided a pension. Your name is celebrated for years to come. You purchase your ranch and write a book on your life. You win the game.

E212 - Rob

You approach the stagecoach with gun drawn. Roll a D10:

Roll Result D10	Outcome
1	A diseased passenger. Attempt a Hunch Skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = You avoid getting too close and scuttle off. Roll on the Event Table (Table A). FAIL = Your body is unable to fight off the disease. You are dead.
2	The passengers are drunk Bandits. They attack R110 . Initiative R110a . Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: ♠ (Table D1). Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit: - Bandit: Finesse: 1; Weapon: Pistol♦; Loot Suit: - If you win the combat, E053
3	One of the passengers is a famous Bounty Hunter R110 . Initiative R110f . Bounty Hunter: Finesse: 4; Weapon: Pistol♦; Loot Suit: ♦ (Table D1).
4	If you have any partners; E082 They give into your demands. Loot Suit: ♦ (Table D1).
5-6	Nothing of value. Bounty Suit up one.
7	If you have any partners; E082 They give into your threats. Bounty Suit up one. Loot Suit: ♦ (Table D1).
8	Attempt a Hunch Skill Test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = They give into your threats. Bounty Suit up one. Loot Suit: ♥ (Table D1). FAIL = Nothing of value. They are very aggravated with your harassment. Bounty Suit up one; E095
9	Attempt a Hunch skill test (<i>Table C/♥/Hunch-1</i>) R111 . PASS = They give into your threats. You steal \$10 + Loot Suit: ♥ (Table D1). FAIL = Nothing of value. They are very upset by the harassment. They have political contacts. Bounty Suit up two.
10	They are affluent and give into your threats. You steal \$30 + Loot Suit: ♠ (Table D1).

E213 - Steamboat

You arrive at the large, opulent steamboat for the “high stakes poker”. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The steamboat has already left; E095
2	The steamboat has already left. Shortly after; E207
3	You board the steamboat. You spend your time consuming the expensive brandy instead of gambling; E128
4	You board the steamboat and join a poker game. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = \$25 + Loot Suit: ♥ (Table D1). FAIL = You lose all your money. If you already have zero money, go to Roll Result 7
5	You board the steamboat and join a poker game. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = \$50 + Loot Suit: ♥ (Table D1). FAIL = You lose all your money. If you already have zero money, go to Roll Result 7
6	You board the steamboat and join a poker game. Attempt a Hunch skill test (<i>Table C/♦/Hunch-2</i>) R111 . PASS = You win \$75 + Loot Suit: ♠ (Table D1). FAIL = You lose all your money. If you already have zero money, go to Roll Result 7
7	you are fed to crocodiles. You are dead.

E214 - Friendly Approach

You approach the stagecoach in a friendly manner. Roll a D10:

Roll Result D10	Outcome
1	+1 Karma. The driver exchanges a nod with you. Roll on the Event Table (Table A).
2	They are being held up by Bandits. You ride in and surprise them R110 . Initiative R110e . Bandit: Finesse : 2; Weapon : Rifle♥; Loot Suit :♠(Table D1) Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- If you win the combat, go to Roll Result 11
3	You meet the passenger. It is a war recruitment officer. Attempt a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = He encourages you to come to town to enlist. Record "Hex#any town/recruitment/E224" under your Points of Interest R102 . FAIL = You exchange pleasantries then he bids you farewell; E234
4	If on a Town hex, go to Roll Result 5 The driver offers a ride to town for \$2. If you pay the \$2, place your token on any Town hex.
5	The driver stops and offers you a ride to any destination for \$3. If you pay the \$3; E241 If you don't pay, you both go on your way.
6	They need your help. The stagecoach is broken down and they are in a hurry. Attempt a Hunch skill test (Table C/♦/Hunch-2) R111 . PASS = You fix the stagecoach and they are very grateful. Loot Suit :♦(Table D1). FAIL = +1 Karma. You accidentally cause more damage. Bounty Suit up one.
7	They need your help. The stagecoach is broken down and they are in a hurry. Attempt a Hunch skill test (Table C/♦/Hunch-2) R111 . PASS = You fix the stagecoach and they are very grateful. Loot Suit :♥(Table D1). FAIL = You are unable to fix the stagecoach. Roll on the Event Table (Table A).
8	The stagecoach has broken down. A sweet lady introduces herself and asks you to escort her to her manor. Roll a D4, to determine Hex of her home: 1 - 2,2; 2 - 18,3; 3 - 5,17; 4 - 16,10 If you accept, record "Hex#/Widow/E050" under your Points of Interest R102 .
9	You meet the passenger. Its a politicians son scolding his driver. They are lost. He will pay you \$15 (on his arrival) to safely escort him to town. If you don't accept, Bounty Suit up one. If you do accept, record "Hex#Any Town/Escort/E209" under your Points of Interest R102 .

10	It is full of arrows and so are the passengers. You search the stagecoach. Roll a D6:	Roll Result D6	Outcome
		1	Nothing of value.
		2	Bounty Suit up one. Loot Suit: ♣(Table D1).
		3-4	Loot Suit: ♣(Table D1).
		5	Loot Suit: ♥(Table D1).
		6	E019

11	The driver thanks you and offers to take you to any town. If you accept, place your token on any hex with a town. If you don't accept, instead, he rewards you \$2 + Loot Suit: ♣(Table D1).
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E215 - Fog

An unusually thick fog rolls into this area. Roll a D6:

Roll Result D6	Outcome
1	You get lost; E207
2	You keep with your direction. Attempt a Hunch skill test (<i>Table C</i> ♥/ <i>Hunch-2</i>) R111 . PASS = You maneuver the fog without causing much delay; E007 FAIL = +1 Karma. You seem to be going in circles. It finally lifts after a time. Roll on the Event Table (Table A).
3	If you have a Red Trinket, go to Roll Result 5 You are jumped by two veve covered grunts R110 . Initiative R110f . Maniac: Finesse: 2; Weapon: machete♦; Loot Suit: ♣(Table D1). Maniac: Finesse: 2; Weapon: knife♣; Loot Suit: -
4	You lose your sense of direction. Roll a D6 to determine which adjacent hex you end on: 1 -N; 2 -NE; 3 -SE; 4 -S; 5 -SW; 6 -NW. Roll on the Event Table (Table A).
5	+1 Karma. The fog lifts; E153
6	The fog lifts. You have an excellent nights rest. +1 Karma. You (and any partners) heal two Wound Levels; E234

E216 - Turkey Shoot

You catch wind of a high stakes turkey shoot taking place in town.

Record "Hex#any town/turkey shoot/E100" under your Points of Interest **R102**.

E217 - Grace Period

You catch wind the government is currently allowing people to visit any sheriff's office and pay a retribution fee, to cleanse their criminal records.

Record "Hex#any town/Reparation/E017" under your Points of Interest **R102**.

E218 - Kidnapped

You find the location of the jealous lout's home, where he is keeping the hotel owner. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You find her fresh grave in front of an empty home. Roll on the Event Table (Table A).
2-3	The lout threatens to kill her if you come any closer. Attempt a Hunch skill test (<i>Table C/♥/Hunch-2</i>) R111 . PASS = You talk him into letting her go. He releases her and begins to sob uncontrollably; E006 FAIL = He kills her in front of you and then rushes you R110 . Initiative R110e . Jealous Lout: Finesse : 2; Weapon : Knife♣; Loot Suit :♦(Table D1). If you win the combat; E007
4	The lout calls you out to a showdown to settle this. <i>Draw!</i> Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 PASS = You get a shot off first, shooting him dead between the eyes; E006 FAIL = He gets a shot off first, shooting you right between the eyes. You are dead.
5	The lout is resting in his home. Attempt a Finesse skill test (<i>Table C/♦/Finesse-1</i>) R111 . PASS = You sneak up on him and he doesn't put up a fight; E006 FAIL = He spots you and then attacks R110 . Initiative R110e . Lout: Finesse : 2; Weapon : Knife♣; Loot Suit :♥ (Table D1). If you win the combat; E006
6	When the lout sees you, he immediately puts his hands up. He releases her and begins to sob uncontrollably and promises to forever leave her alone; E006

E219 - You spot your target setting up camp.

You sneak up on him. Roll a D6:

Roll Result D6	Outcome
1	He spins and shoots you between the eyes. You are dead.
2	Attempt a Finesse skill test (<i>Table C/♥/Finesse-2</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1
3	He convinces you to hear him out; E080
4-5	Attempt a Finesse skill test (<i>Table C/♥/Finesse-1</i>) R111 . PASS = Go to Roll Result 6 FAIL = Go to Roll Result 1
6	You apprehend him and stow him on your horse. To get your reward bring him to the nearest town. Record “Hex#any town/reward/E201” under your Points of Interest R102 .

E220 - Lady of the Night

You share an enchanted evening with a fun-loving lady. Roll a D6:

Roll Result D6	Outcome
1	A jilted lover barges in on you and the lady R110 . Initiative R110c . You can only use Fists or a Knife. Partners will not assist. Jealous Lover: Finesse : 2; Weapon : Fist X ; Loot Suit : ♣(Table D1) If you win the combat, Bounty Suit up one. Go to Roll Result 5
2-3	+1 Karma. You (and any partners) heal one Wound Level.
4	+2 Karma. You (and any partners) heal two Wound Levels. Bounty Suit down one.
5	She tells you she has had enough of this town. She is going to live on her family farm and for you to visit one day. Roll a D6 to determine the direction of the farm: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW and then roll a D6, to determine how many hexes away. Record the “Hex#/farm/E178” under your Points of Interest R102 .
6	You rob her. Bounty Suit up one. Loot Suit : ♥(Table D1) Move to any adjacent hex; E095

E221 - Private Concert

You arrive at the fancy home for the mariachi's private concert. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. It was a good performance You take payment in the form of expensive spirits; E128
2	During the concert you sneak off to find valuables. Attempt a Finesse skill test (<i>Table C♥/Finesse-2</i>) R111 . PASS = Bounty Suit up one. Loot Suit:♥ (Table D1). FAIL = They chase you off the property. Bounty Suit up one.
3	It was an excellent show. You get paid \$5. You meet the man of the house and he could use you. He asks you to visit his worksite to help with "Labor disputes". Roll a D4, to determine the hex of worksite: 1- 10,2; 2- 9,7; 3- 14,11; 4- 13,20 Record "Hex#/labor dispute/E236" under your Points of Interest R102 .
4	She played beautifully and the family was pleased. You get \$10 and go your separate ways.
5	She played beautifully and the family was very pleased. You get \$20 and go your separate ways; E234
6	It was an unforgettable show! You and the mariachi player fall in love and become inseparable. You master the ins and outs of promotion and help bring her to prominence as a world class mariachi musician. You win the game.

E222 - Ghost Town

You enter a deserted town to camp for the night. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. The wind gusts cause the old buildings to groan. You don't get a good rest. Roll on the Event Table (Table A).
2	There are grimy bandits hiding here. They attack R110 . Initiative R110b . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♦(Table D1) + E053 Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :- Bandit: Finesse : 1; Weapon : Pistol♦; Loot Suit :-
3	E098
4	You have a restful sleep. You (and any partners) heal one Wound Level.
5	You have a restful sleep with pleasant dreams. +1 Karma. You (and any partners) heal one Wound Level.
6	A runaway is hiding here. Attempt a Hunch skill test (Table C /♦/ Hunch-2) R111 . PASS = The runaway trusts you to bring them to safety. Roll a D4 to determine which hex to bring them: 1 - 1,6; 2 - 5,3; 3 - 8,1; 4 - 10,0 record "Hex#/runaway/E016" under your Points of Interest R102 . FAIL = The runaway disappears into the night.

E223 - Unaccountable Occurrence

If you are on a Town hex, go to **4**

If you are on a Grassland hex, go to **4**

If you are on a Mountain hex, go to **1**

If you are on a Forest hex, go to **2**

If you are on a Marshland hex, go to **3**

If you are on a Desert hex, go to **5**

1	You stumble upon an oddly dressed man who walks into a cave, followed by a sudden flash of light. If you wish to investigate the cave; E117 If you don't wish to enter the cave, you ride on by; E230
2	During the night, you hear an unfamiliar growl in the distance. If you wish to investigate; E162 If you don't wish to investigate, the forest becomes silent again; E095
3	During the night, you hear a mixture of horrified screams and laughter in the distance. If you wish to investigate; E072 If you don't wish to investigate; E215
4	During the night, you witness an incorporeal stagecoach driven by an expressionless man. -2 Karma.
5	During the night, you hear unplaceable cries of a woman in mourning; E020

E224 - Recruitment

You arrive in town and find the recruitment station. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. They didn't show; E226
2	You openly ridicule the recruitment station and head to the saloon; R106
3	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 You enlist and are sent to a military training camp. Roll a D4, to determine Hex of training camp: 1- 1,7; 2- 7,20; 3- 11,4; 4- 20,11 Move your token to that hex; E018
4-5	You enlist and are sent to a military training camp. Roll a D4, to determine Hex of training camp: 1- 1,7; 2- 7,20; 3- 11,4; 4- 20,11 Move your token to that hex; E018
6	You arrive to enlist, and the captain sees your fervor and pulls you aside. He sends you on a secret mission that could turn the tide of the war. He wants you to blow up a bridge. Roll a D4, to determine hex of bridge: 1- 2,6; 2- 5,7; 3- 9,3; 4- 19,8 Record "Hex#/bridge/E193" under your Points of Interest R102 .

E225 - Quiet

It was an uneventful and peaceful day followed by an excellent nights rest. Roll a D6:

Roll Result D6	Outcome
1	Your horse is feeling ill; E007
2	You take your time starting the day. Roll on the Event Table (Table A).
3	+1 Karma. Your body feels achy.
4	You (and any partners) heal one Wound Level.
5	+1 Karma. You (and any partners) heal one Wound Level.
6	You (and any partners) heal one Wound Level; E234

E226 - Destroyed Town

A town has been ravaged by war.

A town of your choice is no longer available for the rest of the game.

E227 - Bounty

You tracked your target to this location but he isn't here.

Attempt a Hunch skill test (*Table C♦/Hunch-2*) **R111**.

PASS = You continue to track him.

Roll a D6 for direction of the tracks:

1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW

and then roll a D4, to determine how many hexes away.

Record "Hex#/bounty/E201" under your Points of Interest **R102**.

FAIL = You lost him; **E225**

E228 - Lost Opportunity

One of your Points of Interest has become unavailable due to unforeseen circumstances - remove a Point of Interest (of your choice) from your Tracking Sheet.

E229 - Recollection (Town)

You recall the location of a town. Roll a D6:

Roll Result D6	Outcome
1	After further reflection, you are mistaken. Should probably lay off the spirits. Roll on the Event Table (Table A).
2	Place a Town on any Forest Hex. This town resides there for the remainder of the game. It can be visited (R103) whenever you are on its hex.
3	Place a Town on any Grassland Hex. This town resides there for the remainder of the game. It can be visited (R103) whenever you are on its hex.
4	Place a Town on any Desert Hex. This town resides there for the remainder of the game. It can be visited (R103) whenever you are on that hex.
5	Place a Town on any Marshland Hex. This town resides there for the remainder of the game. It can be visited (R103) whenever you are on its hex.
6	Place a Town on any Hex. This town resides there for the remainder of the game. It can be visited (R103) whenever you are on its hex.

E230 - Town Recollection

You recall the location of a town. Roll a D6:

Roll Result D6	Outcome
1	After further deliberation, you are mistaken. Roll on the Event Table (Table A).
2-3	There is a town in a random hex Roll a D6 to determine the direction of the town: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D4, to determine how many hexes away. Place a town in this hex. This town is always in this hex and can be visited (R103) for the rest of the game.
4-5	There is a town in an adjacent hex. Roll a D6 to determine which adjacent hex: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW This town is always in this hex and can be visited (R103) for the rest of the game. Roll on the Event Table (Table A).
6	Recollection. Place a town on any hex of your choosing. Mark the mapboard to indicate this. This town is always in this hex and can be visited (R103) for the rest of the game.

E231 - Reward

You arrive at the hotel to receive your reward from the young girl. Roll a D6:

Roll Result D6	Outcome
1	If you have a Bounty Suit of ♥ or ♠ you are spotted and the authorities give chase; E155 +1 Karma. She never shows, so you release the captive.
2	If you have a Bounty Suit of ♠ you are spotted and the authorities give chase; E155 She never shows. You take him into the Sheriffs office for a reward. You get \$10.
3	She is visibly pleased to see that you captured the man who killed her father. Unfortunately she can only pay you \$20. You take the \$20. You then go to the market area of town; R104
4-5	She is visibly pleased to see that you captured the man who killed her father. She then shoots him between the eyes with a revolver and in one fell swoop hands you the \$75 reward.
6	She is visibly pleased to see that you captured the man who killed her father. She then shoots him between the eyes with a revolver and in one fell swoop hands you the \$75 reward; E234

E232 - Fugitive

You arrive into town and set out to meet the fugitive. Roll a D6:

Roll Result D6	Outcome
1	You meet the fugitive and he takes you along on an “easy heist”. Attempt a Hunch skill test (<i>Table C♥/Hunch-2</i>) R111 . PASS = Loot Suit: ♠ (Table D1). You part ways. Move to any adjacent hex; E095 FAIL = The fugitive gets away with the loot. He abandons you and you are arrested; E075
2	If you have a Bounty Suit of ♥ or ♠ you are spotted and the authorities give chase; E155 +1 Karma. He has been incarcerated...again.
3-4	He is happy to see you again and insists on buying you drinks; E128
5	He is impersonating as a sheriff. Lower your Bounty Suit by three.
6	He has crept his way into being the local banks “security”. He turns a blind eye for you. Loot Suit: ♠ (Table D1).

E233 - Concert

You arrive with the mariachi player at the saloon. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. She played beautifully to empty seats and she leaves; R106
2	An obnoxious patron gets too touchy with the mariachi player. Attempt a Hunch skill test (<i>Table C♦/Hunch-2</i>) R111 . PASS = +1 Karma. The patron backs off. Go to Roll Result 6 FAIL = He attacks you R110 . Initiative R110b . Drunk patron: Finesse: 2; Weapon: Pistol♦; Loot Suit: ♠ (Table D1). If you win the combat, go to Roll Result 6
3-4	She played beautifully to a small crowd. You are paid \$2 and then you part ways.
5	She played beautifully to a good sized crowd. You are paid \$6 and then you part ways.
6	She played beautifully to a full house. You are paid \$15. She asks you to escort her to a private concert at a rich family's home. She will once again pay you half of what they pay. Roll a D4, to determine Hex of rich families home: 1- 4,20; 2- 11,10; 3- 14,16; 4- any town Record “Hex#/private concert/E221” under your Points of Interest R102 .

E234 - Spirited Horse

Your horse is feeling in top form and can cover twice as much ground.

If your next action is a Travel Action (**R101b**), you may move two hexes, instead of the usual one.

E235 - Bandits

You are being chased by four masked bandits on horseback. Roll a D6:

Roll Result D6	Outcome
1	Attempt a Finesse skill test (<i>Table C♥/Finesse-2</i>) R111 . PASS = You evade their pursuit; E007 FAIL = +1 Karma. Go to Roll Result 7
2	Attempt a Finesse skill test (<i>Table C♥/Finesse-1</i>) R111 . PASS = You evade their pursuit; E095 FAIL = Go to Roll Result 7
3	Attempt a Finesse skill test (<i>Table C♥/Finesse-1</i>) R111 . PASS = You evade their pursuit; E095 FAIL = Go to Roll Result 8
4	Attempt a Finesse skill test (<i>Table C♦/Finesse-2</i>) R111 . PASS = +1 Karma. You evade their pursuit. FAIL = Go to Roll Result 8
5	Attempt a Finesse skill test (<i>Table C♦/Finesse-1</i>) R111 . PASS = You evade their pursuit; E234 FAIL = +1 Karma. Go to Roll Result 8
6	You evade their pursuit; E053
7	You engage them in combat R110 . Initiative R110c . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1). Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : If you win the combat, Bounty Suit up one.
8	You engage them in combat R110 . Initiative R110b . Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit :♣(Table D1). Bandit: Finesse : 2; Weapon : Pistol♦; Loot Suit : Bandit: Finesse : 1; Weapon : Pistol♦; Loot Suit : Bandit: Finesse : 1; Weapon : Pistol♦; Loot Suit :

E236 - Railroad Worksite

You arrive at the railroad worksite. There are many tattered workers. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You are shunned by the foreman. Later; E172
2-3	The railroad workers start a revolt and begin to throw stones. Attempt a Finesse skill test (Table C/♦/Finesse-2) R111 . PASS = You get away without injury. Roll on the Event Table (Table A). FAIL = Roll to determine any damage for you and then each partner (Table B/♦).
4	You are hired by a foreman to track a runaway worker. Roll a D6 to determine the direction of the runaway: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/runaway/E191" under your Points of Interest R102 .
5	You engage a well dressed man who is overseeing this project. Attempt a Hunch skill test (Table C/♦/Hunch-2) R111 . PASS = He takes you to his railcar; E194 FAIL = +1 Karma. He doesn't have any need for you and you leave. Roll on the Event Table (Table A).
6	You quietly rob the company wagon. Loot Suit:♥ (Table D1).

E237 - Family

You refuse any monetary payment. Roll a D6:

Roll Result D6	outcome
1	+1 Karma. The family thanks you and will not forget your kindness; E234
2	The father insists you take their family heirloom; E242
3	You spend the day with the family. Attempt a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = Go to Roll Result 5 FAIL = You are thanked and you part ways; E234
4-5	You spend quality time with the family. Attempt a Hunch skill test (Table C/♥/Hunch-1) R111 . PASS = Go to Roll Result 6 FAIL = The family gives you a family heirloom; E019
6	The daughter is smitten with you and you with her. Her family's land is vast and you build a large farm there. Everyday you tend to the farm. You both live a long life full of purpose and benevolent love. You win the game.

E238 - Ruthless Businessman

You find the businessman as he is leaving his office. Roll a D6:

Roll Result D6	outcome
1	+1 Karma. Wrong person, he no longer works here. You decide to go to the saloon; R106
2	If your Bounty Suit is ♠ you are spotted and the authorities give chase; E155 He convinces you to invest in his company. You pay him \$10.
3	He explains that he has been taking money to pay bandits who kidnapped his daughter. Roll a D4, to determine Hex of the kidnapped girl: 1- 3,8; 2- 8,15; 3- 13,20; 4- 19,3 Record "Hex#/kidnapping/E197" under your Points of Interest R102; E234
4	You confront him. Attempt a Hunch skill test (Table C/♥/Hunch-2) R111 . PASS = He pays you to keep quiet. Bounty Suit up one. He gives you \$5 + Loot Suit:♥ (Table D1). FAIL = His lawman relative arrives; E155
5	You confront him. He discloses when a train full of payroll is scheduled. Roll a D6 to determine Hex of train: 1- 10,2; 2- 11,5; 3- 15,21; 4- 12,18; 5- 8,8;; 6- 13,11 Record "Hex#/train robbery/E126" under your Points of Interest R102; E234
6	You confront him and he pays you hush money. He gives you \$25 + Loot Suit:♠ (Table D1).

E239 - If you are not on a Town hex; **E035**

Epidemic

A terrible plague is spreading around town and into the surrounding area.
Attempt a Hunch skill test (*Table C/♦/Hunch-2*)**R111**.
PASS = You recognize the signs and keep your distance from any of the infected.
Move to any adjacent hex.
Roll on the Event Table (Table A).

FAIL = You fail to recognize the signs and find yourself infected with the terrible disease. Roll a D6:

Roll Result D6	outcome
1	Your remaining days are spent in discomfort and pain. You are dead.
2	+1 Karma. The pain is intense. Roll to determine any damage for you and then each partner (<i>Table B/♠</i>); E007
3-4	The pain is intense. Roll to determine any damage for you and then each partner (<i>Table B/♥</i>); E007
5	The pain is intense. Roll to determine any damage for you and then each partner (<i>Table B/♦</i>); E234
6	Your body manages to fight off the illness without any serious consequences.

E240 - Bounty

Roll a D10:

Roll Result D10	outcome
1	+1 Karma. They have a Wanted poster with your face on it. Bounty Suit up one.
2	They have a wanted poster, with a familiar face and you know where to find him. \$20 Reward - Wanted Alive: Roll a D4, to determine Hex of this bounties location: 1- 2,3; 2- 6,20; 3- 16,3; 4- any town Record "hex#/Bounty/E003" under Points of Interest R102 .
3	You make a point of checking the available bounties on your next visit in town. Record "Hex#any town/Bounties/ E087" under your Points of Interest R102 .
4	They have a wanted poster, with a familiar face and you know where to find him. \$75 Reward - Wanted Dead or Alive: Record "Hex#any town/Bounty/E024" under Points of Interest R102 .
5	They have a capture with them. You can hand him over to the law, maybe get a reward. You tie him up and stow him on the back of your horse. Record "Hex#any town/fugitive/E192". Under your Point of Interest R102 .
6-7	E142
8-9	They have a wanted poster with a target's location and its nearby. \$20 Reward - Wanted Alive: Roll a D6 to determine adjacent hex of bounty: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW Record "hex#/Bounty/E003" under your Points of Interest R102 .
10	They have a wanted poster with the target's location and its nearby. \$100 Reward - Wanted Dead or Alive: Roll a D6 to determine adjacent hex of bounty: 1-N ; 2-NE ; 3-SE ; 4-S ; 5-SW ; 6-NW Record the "hex#/Bounty/E195" under your Points of Interest R102 .

E241 - Stagecoach

You pay to ride the stagecoach. Roll a D6:

Roll Result D6	outcome
1	You are intercepted by someone from your past and the stagecoach leaves; E146
2	The stagecoach is ambushed by masked Bandits R110. Initiative R110d. You cannot flee this combat. Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:X(Table D1) Bandit: Finesse: 2; Weapon: Pistol♦; Loot Suit:- Bandit: Finesse: 1; Weapon: Pistol♦; Loot Suit:- If you win the combat, the stagecoach is too damaged to travel any further. Go to Roll Result 7
3	There is another passenger with you. Attempt a Hunch skill test (Table C♥/Hunch-3)R111. PASS = She tells you about her uncle who might have a use for you. Roll a D4 to determine hex of her uncle: 1- 12,20; 2- 11,12; 3- 11,9; 4- 12,6 Record "Hex#/dapperman/E194" under your Points of Interest R102. Go to Roll Result 6 FAIL = You get into a disagreement and are kicked off the stagecoach. Bounty Suit up one. Go to Roll Result 7
4	There is another passenger with you. Attempt a Hunch skill test (Table C♦/Hunch-2)R111. PASS = He invites you to visit his large ranch if you are looking for honest work. Roll a D6 to determine the location of the ranch: 1- 1,4; 2- 16,4; 3- 19,13; 4- 2,21; 5- 2,18; 6- Any Town Record "Hex#/Ranch Work/E210" under your Points of Interest R102. Go to Roll result 6 FAIL = You get into an argument and are kicked off the stagecoach. Go to Roll Result 7
5	You arrive at your destination. Place your token on any hex on the gameboard. Roll on the Event Table (Table A).
6	You arrive at your destination. Place your token on any hex on the gameboard; E095
7	Choose a direction from your starting hex, then roll a D6 To determine how many hexes away. Place your token on that hex. Roll on the Event Table (Table A).

E242 - Antiquities

You can try to sell this in town.

Record "Hex#any town/antiques/E173" under your Points of Interest **R102**.

E243 - Dangerous Weather

If you are on a desert hex; **E020**

If you are on a Marshland, Grassland or Forest Hex; **E002**

If you are on a Mountain hex; **E015**

E244 - Rescued Women

Move to any adjacent hex and then roll a D6:

Roll Result D6	Outcome
1	+1 Karma. She thanks you and rides off. Roll on the Event Table (Table A).
2	She thanks you and rides off; E234
3	She gives you a peculiar totem and leaves; E047
4	She joins you as a partner R131 She has the following stats: Women: Finesse : 2; Weapon : Pistol♦; Loot Suit : X (Table D1).
5	She informs you that a town's mayor is corrupt and provides evidence to prove it. It could be profitable if you confront him. She then leaves. Record "Hex#/any town/Confront Mayor/E144" under Points of Interest R102 .
6	She gives you a gold charm and then leaves; E040

E245 - Important Letter

You arrive at the letters delivery location. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. You deliver the letter to the home but nobody's there. If your Bounty Suit is ♥ or ♠; E103
2	You deliver the letter to the home and receive \$2. A short while later; E107
3-4	You deliver the letter to the home and they hand you \$3. They also hand you an "urgent letter" that needs delivering. Roll a D6 to determine the direction: 1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW and then roll a D6, to determine how many hexes away. Record "Hex#/letter/E245" under your Points of Interest R102 .
5	You deliver the letter to a large home and receive \$8. Roll on the Event Table (Table A).
6	+1 Karma. You deliver the letter to an affluent home and you receive \$12.