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The Drifter
A Wild West Adventure Game

This is a **work of fiction**. Names, characters, businesses, places, events and incidents are either the products of the author's imagination or used in a fictitious manner.
Any resemblance to actual persons, living or dead, or actual events is purely coincidental.

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The Drifter - Rule Book

A Wild West Adventure

Ver 1.2

Start Here:

This game will be a new experience. You are about to become a character in a story - a story that changes each game. You are a gunslinger in the fictional Wild West. This is a solitaire game; you play it alone. In this “story game” you read one numbered section after another. Each describes a new situation, or provides rules about the choices and actions you can make. There are hundreds of events and situations, so each game will be a new, fresh experience.

Contents:

Booklets: Each of the two booklets contain numbered sections. These are the Rule booklet and the Events booklet. The booklets should be combined into one book for ease of access.

Mapboard: the colour mapboard is gridded into hexagons for ease in movement and location. Each hex has a numerical identification code. You do not leave the mapboard, instead stop at the edge and use that hex instead. Each hex has a single dominant terrain type, illustrated on the game map key. Some hexes may have extra structures in them (a town).

Edge of the Game Map: During the game, the Drifter cannot leave the game map. If an event or rule would normally land him off the map, he simply stops at the map edge instead. In other cases, “points of interest” and other locations may be off the game map, in which case they are simply not available.

What you will need: You will need a pencil, a copy of the two page Tracking Sheet, copy of the Tables sheet, a D10(10 sided die), D4(4 sided die), D6(6 sided die), a copy of the mapboard, tokens for the Tracking Sheet, one to Track your movement as you move along the map and others to use on the Tracking Sheet.

To begin, open the Events booklet and read **E001**.

R101 - Goal: Acquire a total of \$300 (unspent) without getting killed. As soon as you achieve \$300, you immediately win the game.

You are a gunslinger who has been living a hazy existence of too much whiskey. Your time has been mostly spent on the outside of the law, killing, stealing, carousing with undesirables, living a dangerous life full of excess and violence. As of late, your feelings have perhaps shifted and you know this way of life might not last and now looking to perhaps put your wild ways away, buy a ranch and settle into obscurity. You need \$300 and are willing to get it by any means you feel necessary. Can you acquire the \$300 without perishing or being locked away in jail to rot?

Character Creation:

Refer to the two page Tracking Sheet for the remainder of this section.

Wound Level:

Represents your health. The Wound Levels are as follows:

None
Light Wound (LW)
Medium Wound (MW)
Heavy Wound (HW)
Debilitating Wound (DW)
Dead (D)

On the Tracking Sheet, use a token to keep track of your Wound Level. You start with the Wound Level of None. Wound Level damage compounds on itself, so if you have a Light Wound and receive a Medium Wound, you would now have a Heavy Wound. If you had a Heavy Wound and received a Light Wound, you would now have a Debilitating Wound etc.

If you reach the unfortunate Wound Level of Dead, you immediately lose the game and will have to start again.

A characters Finesse skill drops depending on Wound Level. -1 for Medium Wound, -2 for Heavy Wound, -3 for Debilitating Wound (see Tracking Sheet).

Any opponents and partners you encounter will also follow the same rules for Wound Levels.

Finesse:

Represents all your characters physical skills.

Your character starts with a Finesse skill of 4. The Finesse skill lowers depending on your current Wound Level.

Other characters you encounter could also have a Finesse skill.

Hunch:

Represents all your characters mental skills.

Roll a D4 to determine your starting Hunch skill. Use a token to keep track on the Tracking Sheet.

Karma:

The universal balance. Karma represents your characters amount of luck.

Your character starts with 2 Karma points. Use a token to keep track on the Tracking Sheet.

Your character can have no less than 0 and no more than 4 Karma.

Any Karma points you have can be spent to re-roll a Combat Table (Table B) roll (Either your own, a partners or an opponents) but you must keep the second result.

Some Events will fluctuate your Karma points.

No other character in the game has a Karma skill.

Bounty Suit:

Indicates how wanted you are by the law. The Higher the Bounty Suit, the higher the price on your head.

There are Five different suits, **X**, ♣, ♦, ♥, and ♠ (see Table A on Table Sheet). The Highest Bounty Suit is ♠ and the lowest is **X**. Your Bounty Suit can go up or down (depending on the Event).

Roll a D4 to determine your starting Bounty Suit: 1- ♥; 2- ♦; 3- ♣; 4- **X**. Place a token on that suit on the Event Table (Table A) located on the Table Sheet.

Your Bounty Suit determines which column of the Event Table (Table A) you roll on when determining a random Event.

Money Tracker:

Used to keep track of how much money you have. Use tokens to keep track.

Some characters you encounter along the way will have potential loot on them which would be indicated by what's called a Loot Suit (**X**, ♣, ♦, ♥, ♠). This determines which column you roll under on the Loot Table (Table D1 on the Table Sheet) after defeating all the opponents.

After all opponents are defeated, you immediately get to roll on their Loot Suit (using the Loot Suit Table - Table D1) to determine if you find any money, items etc.

There is no limit to the amount of money you can carry. It is assumed that you have the appropriate satchel and saddle bags.

Now roll a D10 on the Loot Table (Table D1) on the Table Sheet, under the **X** column, to determine if you start the game with any money etc.

Weapons:

You begin the game with Fists X and a Pistol ♦ . This is recorded for you on page 1 of the Tracking Sheet.

Weapons always have a Suit beside them (X , $\clubsuit$, ♦ , $\heartsuit$, $\spadesuit$), this represents how powerful the weapon is. It determines which Suit column you roll under on the Combat table (Table B on the Table Sheet) whenever attacking with that weapon.

You can have a maximum of two other weapons beyond what's already on the Tracking Sheet (Fists & Pistol), but none the same (only one pistol, one rifle, etc).

Equipment:

This is where you record any equipment you discover/purchase/steal etc along the way. There is no limit to the number of items you can carry. It is assumed that between you and your horse you can handle the load.

An Event will specify if any items you find are to be recorded under your Equipment.

Points of Interest:

This is where you record any relevant information in regards to points of interest located on the map (treasures, bounties, etc). An Event will specify what information to record for the point of interest (The Hexes 4 digit identification code and the specific Event in the Event Booklet to encounter when on that Hex).

Opponents Wound Level:

Used to keep track of any opponents Wound Level during combat. When in combat, your opponents Wound Level is measured the same as yours. Their Finesse score also lowers depending on their Wound Level (see Tracking Sheet). If there are more than two opponents in a single combat, there is also a Combat Sheet that provides extra Wound Trackers for any additional opponents.

R101a - Actions:

The Drifter is a realistic adventure game. You play the game in turns (one turn equals one full day). A turn is always made up of an Action and at least one Event (from the Event Booklet). Each turn starts with you selecting an action, such as travelling to a new hex on the map. Depending on the action selected, you could be referred to a specific Event, or have to roll for a random Event (Table A on the Table Sheet).

After the Event has been resolved, that is considered a Turn (full day). Some Events will have you turn to another Event, you would keep following Events until no options remain. When no options remain, you then move onto the next day (Turn) doing it all over again, choosing an action, resolving that action, encountering another Event. Some Actions will instruct you to go to a specific Event in the Events Booklet and some actions have you roll for a random Event (Events Table - Table A on the Tables Sheet), this will be specified in that actions rules.

Regardless of what action you take, you will always encounter an Event(s) in the Events Book. A Turn (full day) is always comprised of an Action and then an Event.

All events (located in the Events Booklet) are self explanatory, and refer to the main rules section that describes how they are resolved. There are times when Events will redirect you to another Event. For some Events, you can choose what you would like to do. When given a choice in a situation, imagine yourself acting out the Event, and select the resolution that seems most fitting to you.

At the start of each Turn (day), you select one action for yourself. Any partners you may have, will perform the action with you. Each action has separate rules, Possible actions include:

Actions allowed in any hex -

- **Travel** - to an adjacent hex **R101b**, your most common choice.
- **Heal** - in current hex to attempt healing yourself **R101c**, Requires certain equipment.
- **Part ways** - in current hex and willingly disband with a partner **R101d**, Requires having a partner.

Actions allowed only in certain types of hexes -

- **Point of Interest** - only on a Hex that contains a known "Point of Interest" **R102**
- **Enter Town** - only on a hex with a town **R103**

Actions allowed only in combat -

- **Flee** - Attempt to escape combat **R109**

R101b - Travel (To A New Hex):

Move your token into any adjacent hex of your choice. After you have moved your token into the new hex, roll for an Event using the Event Table (Table A on the Table Sheet), under the column based on your current Bounty Suit, to determine the Event you encounter. Turn to that Event in the Event Booklet.

R101c - Heal:

This action is only allowed if you have certain Equipment that allows healing (balms, tonics etc).

You remain in the same hex to spend time tending to you or a partners injuries; **E175**

R101d - Part Ways:

This action is only available if you have a partner.

You remain in the same hex and discuss about going separate ways.

Roll A D4: **1-R113**; **2-R112**; **3-R112**; **4-R114**

If you have more than one partner, you may disband with all of them at once, but it could be dangerous, depending on the D4 result.

*You may return to **E001** and continue onto the second paragraph or continue reading through to **R136** to go over all the rules.*

R102 - Points of Interest:

When in a hex that has a point of interest, you may perform a Point of Interest Action.

This action is only available when on a hex that has been identified to have a point of interest. Any Points of Interest you discover, you will have recorded under Points of Interest on your Tracking Sheet.

Any Event with a point of interest will provide the Hex number (where it is located on the mapboard) or, at times, a specific place (i.e. any town) and the Event number (which Event to directly go to, when in the hex that contains the point of interest).

I.e. #1

Hex#10,7/Mine/E152.

This Points of Interest indicates, on Hex# 10,7, there is a Mine. When you're map token is on Hex#10,7 you can perform a Points of Interest action and go directly to E152 in the Events Booklet.

I.e. #2

Hex#any town/hotel/E136.

This Points of Interest indicates any Hex that contains a Town. When you're map token is on any Hex that contains a town, you can perform a Points of Interest action and go directly to E136 in the Events Booklet.

As soon as you encounter the Point of Interest in the Events booklet, it is no longer available, erase it from your tracking sheet. You would need to re-discover the Point of Interest again to be able to revisit it.

You can have the same Point of Interest at the same time, and more than once if discovered again in the future.

You can have a maximum of five Points of Interest at a time. If you discover another Points of Interest and you already have five, you ignore it (you are considered too busy focusing on your current tasks to take on anymore).

R103 - Enter Town:

This Action is only available when on a hex with a town.

*Roll a D6 to determine available/open places in the town that day, and then choose which location to visit:

1	2	3-4	5-6
Military Presence R130	-Saloon R106 -Train Station R108**	-Saloon R106 -Shops R104 -Train Station R108**	-Saloon R106 -Shops R104 -Sheriff's Office R132 -Train Station R108**

**You always roll on the above table when performing an Enter Town action to determine which businesses are open that day, even if you performed an Enter Town action the previous Turn. The same business that was open yesterday might not be open today.*

***Only available if the Towns hex has a railroad track running through it.*

R104 - Shops:

I'll take a gander.

You peruse the towns market area. Roll a D6:

Roll Result D6	Outcome
1	+1 Karma. Accused of loitering; E155
2	If your Bounty Suit is ♦,♥,♠ you attract the attention of a fervent Lawman; E155 If you are on a marshland hex and your Bounty Suit is X or ♣; E029 If you are not on a marshland hex and your Bounty Suit is X or ♣; E039
3	There is a stagecoach here offering rides to any hex for \$2. If you pay the \$2; E241 If you don't pay the \$2, you go to the saloon instead; R106
4	If your Bounty Suit is ♠ you attract the attention of the authorities; E155 Gunshop: If you wish to rob the shop, roll a D4: 1- E155 ; 2- E044 ; 3- E056 ; 4- E090 If you wish to browse; E114
5	Pharmacy: The doctor 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 can afford. Whether you heal or not; E118
6	Choose any Roll Result.

R106 - Saloon:

I could use a drink.

Roll a D10: 1-**E128**; 2-**E148**; 3-**E122**; 4-**E171**; 5-**E146**; 6-**E087**; 7-**E111**; 8-**E028**; 9-**E012**; 10-**E220**

R108 - Train Station:

Train Station is only available if the town is located on a hex with a train track.

All aboard!

You may ride the train for \$5 (if you don't spend the \$5; choose a different available Town action).

If you pay the \$5, roll a D10:

Roll Result D10	Outcome
1	If your Bounty Suit is ♠ you are spotted before you get a chance to board; E155 Train has a serious break down. To determine where it breaks down, choose a direction (north or south) and then roll a D6 to determine how many hexes away from where you boarded. Exit train by placing your token on that hex, then roll on the Event Table (Table A).
2	The train is over crowded and burdened with mechanical issues. Unforeseen consequences - remove a Point of Interest (of your choice) from your Tracking Sheet. Exit train by placing your token on any other hex with a railroad, then roll for a random Event (Table A).
3	Three Brigands hijack and rob all the passengers. You can either give them all your money or fight them in combat. If you give them all your money, they then leave and you get off at your destination - Exit train by placing your token on any other hex with a railroad, then roll for a random Event (Table A). If you decide to fight them; E135
4-6	+1 Karma. Uneventful ride. Exit train by placing your token on any other hex with a railroad, then roll for a random Event (Table A).
7	You meet a travelling salesman. He will sell you his last "miracle tonic" for \$2. If you buy the tonic, record it under your Equipment. it can be used as a one time Healing action (R101c). Finally, Exit train by placing your token on any other hex with a railroad, then roll for a random Event (Table A).
8	The ride rocks you into a deep slumber. +1 Karma. You (and any partners) heal one Wound Level. Exit train by placing your token on any other hex with a railroad; E234
9	Uneventful ride. Exit train by placing your token on any other hex with a railroad. There is a stagecoach here offering rides to any hex for \$3. If you pay the \$3; E241 If you don't pay the \$3, roll for a random Event (Table A).
10	You meet a writer who pays to hear of your latest exploits: If your Bounty Suit is X he pays you \$1. If your Bounty Suit is ♣ he pays you \$5. If your Bounty Suit is ♦ he pays you \$10. If your Bounty Suit is ♥ he pays you \$15. If your Bounty Suit is ♠ he pays you \$30. Finally, exit train by placing your token on any other hex with a railroad, then roll for a random Event (Table A).

R109 - **Flee:**

At the end of a Combat Round (after everyone has attacked), you can attempt to Flee, unless the Event states otherwise.

I'm gettin outta here!

You are attempting to escape combat.

Roll a D6: 1-R133; 2-R115; 3-R120; 4-R119; 5-R125; 6-R136.

R110 - **Combat:**

Combat takes place in Rounds. A full round of combat is when every character has attacked.

You, partners and opponents all use the same Combat Table (Table B) for their attack.

You can use any of your weapons during combat unless stated otherwise in the Event.

There will be a Rule to refer to in the Event to determine who attacks first, you or your opponent(s), this is called Initiative.

The formula for all attacks, regardless of the weapon, is as follows:

Attackers current Finesse skill - Opponents current Finesse skill = Attackers Roll Adjustment.

After the roll adjustment is determined, roll a D10 under the attackers weapon suit (♣, ♦, ♥, or ♠), on the Combat Table (Table B), adding or subtracting the attackers roll adjustment, to determine any Wound Level.

I.e. The Drifter is determined to attack first (wins Initiative). The Drifter has a Finesse of 4 and is using a Pistol♦. The opponent has a Finesse of 2. Therefore, the Drifters roll adjustment will be +2 (4 - 2 = 2), under the ♦ column on the Combat Table (Table B). If the Bandit survives the attack, it is now his attack. You would follow the same formula to determine the bandits roll adjustment for his roll, on the Combat Table (Table B), against the Drifter.

All characters Finesse score drops depending on Wound Level. -1 for Medium Wound, -2 for Heavy Wound, -3 for Debilitating Wound (see Tracking Sheet and Combat Sheet).

A characters base Finesse score doesn't fall below zero regardless of Wound Level but they would have a negative to their Finesse Roll Adjustment on their attack, if their Finesse is lower than their opponents.

I.e. A bandit attacks the Drifter. The bandits Finesse skill is currently 2 and the Drifters Finesse skill is currently 4. The bandits Roll Adjustment would be -2 (2 - 4 = -2) on the Combat table (Table B).

All weapons cause Wound Levels and they compound on themselves. So if a character already has a Light Wound and then receives a Heavy Wound, they would now have a Debilitating Wound. If a character already has a Medium Wound and takes a Light Wound, they would now have a Heavy Wound etc.

If you reach the unfortunate Wound Level of Dead, the game immediately ends and you would have to start again.

As soon as you defeat **all** the opponents, you immediately roll on their Loot Suit (Table D1) to determine any money or items you may find, then return to the Event to complete any further instructions.

If you have a partner(s), they always attack right after The Drifters attack.

If in combat against multiple opponents, you may attack any of them in any order you wish.
Multiple opponents attack you in the order they are presented in the Event and it is up to you if they are attacking you or a partner (before rolling the opponent's attack).

R110a - Combat - Initiative:

Attempt a Hunch Skill Test (*Table C/♣/Hunch-1*)**R111**. If you PASS, you attack first. If you FAIL, opponents attack first.

R110b - Combat - Initiative:

Attempt a Hunch Skill Test (*Table C/♦/Hunch-1*)**R111**. If you PASS, you attack first. If you FAIL, opponents attack first.

R110c - Combat - Initiative:

Attempt a Hunch Skill Test (*Table C/♥/Hunch-1*)**R111**. If you PASS, you attack first. If you FAIL, opponents attack first.

R110d - Combat - Initiative:

Attempt a Hunch Skill Test (*Table C/♠/Hunch-1*)**R111**. If you PASS, you attack first. If you FAIL, opponents attack first.

R110e - Combat - Initiative:

Attempt a Hunch Skill Test (*Table C/♣/Hunch-2*)**R111**. If you PASS, you attack first. If you FAIL, opponents attack first.

R110f - Combat - Initiative:

Attempt a Hunch Skill Test (*Table C/♦/Hunch-2*)**R111**. If you PASS, you attack first. If you FAIL, opponents attack first.

R110g - Combat - Initiative:

Attempt a Hunch Skill Test (*Table C/♥/Hunch-2*)**R111**. If you PASS, you attack first. If you FAIL, opponents attack first.

R110h - Combat - Initiative:

Attempt a Hunch Skill Test (*Table C/♠/Hunch-2*)**R111**. If you PASS, you attack first. If you FAIL, opponents attack first.

R111 - Skill Tests:

There may be times when you will be asked to attempt a skill test. Either the Event will provide a table to roll on, or you would be directed to one of the Tables on the Table Sheet. the Event paragraph will always specify which Table, Difficulty Suit and skill to use (Finesse, Hunch or Karma). If the skill test is not on the Table Sheet, the Event will walk you through the process.

All Skill checks will direct you to one of the Tables on the Table Sheet and will be presented in brackets, as follows:

(Table/DifficultySuit/Skill+/-)

(Table/ - Indicates which table to use from the Table Sheet.

/DifficultySuit/ - Indicates which column you will be rolling under on the assigned Table.

/Skill+/-) - Indicates which Skill to use and any plus or minuses to the roll.

i.e. The Event Book paragraph instructs you to attempt a Finesse skill test (**Table C/♥/Finesse-1**)

For this example, you would use Table C (located on your Table Sheet), rolling under the ♥ column, using your Finesse Skill but with a -1. Your current Finesse score is 4, but you are told to negate 1, so therefore you would get a +3 ($4 - 1 = 3$). You roll the D10 and get a 5, then add 3 for a total of 8. A result of PASS, we are successful at making this Finesse skill test!

Opposing Skill Test: When a Finesse Opposing skill test is required, you take your Finesse score and subtract your opponents Finesse score, to determine the roll adjustment on the assigned Table. If there are multiple opponents, choose the opponent with the highest Finesse.

R112 - Shakes hands and Leaves peacefully.

Then roll on the Event Table (Table A).

R113 - Demands payment of \$5.00 (for each partner that is disbanding) for their troubles.

If you pay, you part ways, then roll Event Table (Table A).

If you refuse to pay, attempt a Hunch Skill test (**Table C/♥/Hunch-1**) **R111**

PASS = They apologize for overreacting and part ways.

Roll on Event Table (Table A).

FAIL = They attack you **R110**. Initiative **R110b**.

If you defeat them, roll on Event Table (Table A).

R114 - +1 Karma. Wishes you luck and leaves.

Roll on the Event Table (Table A).

R115 - *ain't no gettin' out of this!*

You don't get far and are unable to flee, combat continues. Opponent(s) get first attack.

R119 - *I think I'm clear!*

You have successfully escaped to a random adjacent hex.

Roll a D6 to determine which adjacent hex:

1-N; 2-NE; 3-SE; 4-S; 5-SW; 6-NW, move your token to that hex.

Roll on the Event Table (Table A).

R120 - *Hard to shake em!*

Attempt an *Opposing Finesse skill test (**Table C/♥**)**R111** .

PASS = You have escaped.

Bounty Suit up one.

Move to an adjacent hex of your choice and then roll on the Event Table (Table A).

FAIL = +1 Karma. You are unable to escape and combat continues (you get first attack).

**If more than one opponent, choose the opponent with highest Finesse.*

R125 - *I think they're gone..*

You escaped.

move to an adjacent hex of your choice then roll on the Event Table (Table A).

R130 - **Military Presence:**

I'd be in over my head..

A large regiment of soldiers are passing through and you figure it is best not to stay.

Move to any adjacent Hex and then roll on the Event Table (Table A).

R131 - Partner(s):

You can have a maximum of three partners. If you find another partner and already have three, you can replace a partner or refuse the partnership.

A partner follows the same rules for Wound Levels as the Drifter (and opponents), their Finesse drops depending on the Wound Level.

In combat, partners always attack right after your attack, unless Event states otherwise.

In combat, a partner uses their own Finesse score when attacking an opponent.

In combat, you determine if the opponent is attacking the Drifter or a partner before rolling the attack.

If a partner dies, remove them from your Tracking Sheet.

A partner's Loot Suit is only available if you end up in combat with them and defeat them.

Partners won't carry anything for you.

You cannot exchange weapons with a partner or give them a different weapon.

You can disband with a partner by taking the Part Ways action (**R101d**).

Partners are not provided names, so feel free to give a name to any partner that joins you!

R132 - Sheriff's Office:

You visit the Sheriff's office to check for available Bounties; **E087**

R133 - *ahh dang it!!*

+1 Karma. You don't escape and have taken a LW (Light Wound) in your haste.

Combat resumes and opponent(s) get first attack.

R136 - *They're gone!*

You have successfully escaped.

Move to an adjacent hex of your choice, then roll on Event Table (Table A).