

A Sidewinder: Recoiled Adventure for 7th to 10th Level Characters

BUCKSHOTS

FOR WHOM THE BUGLE BLOWS



DHR1201



Requires the use of the d20 Modern™ Roleplaying Game, published by Wizards of the Coast, Inc

BUCKSHOTS

FOR WHOM THE BUGLE BLOWS

*Just like re-loadin' a shootin' iron, developin' full-fledged scenarios
for your Old West gamin' experience can take some time.
Don't fret none — this quick loadin' Buckshot will do the trick.*

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Credits

Author: Christopher S. Warner
Senior Editor: Thomas L. Gregory
Associate Editor: Bradley W. Hindman
Cover Design, Layout and Graphic Design: Karl Keesler
Cartography: Geoff Spakes
Original Artwork: Richard A. Spake
Proofreader: Dana Warner



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BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

What are Buckshots?

Even the most diligent of Judges can suddenly find themselves needing to think up a new adventure at the drop of a Stetson. But what happens when you're short of both time and energy? Well the Dog House Gang figgers it's our beholden duty to ride to the rescue and help out. And we reckon that these quick, easy-to-run *Branded for Recoiled* adventures should give you the ability to get out of the chute right quick-like, and keep things interesting for those players clamoring for more Old West gaming fun.

Although the statistics provided are specifically for *Sidewinder: Recoiled*, Judges should find it as easy as falling off a horse to fit these short adventures into any Old West campaign, changing names, re-working statistics or re-locating the setting as needed or desired.

For consistency, each Buckshot adventure contains some or all of the same basic sections. A quick review of the elements of a Buckshot is in order.

Introduction: This brief text introduces the premise of the adventure, identifying the key themes a Judge

should keep in mind when weaving this Buckshot into an existing campaign or playing it right off the shelf.

Adventure Synopsis: This section offers an overall description of the likely progression for the adventure, giving the Judge an idea of the intended flavor, plot and likely storyline.

For the Judge: Includes general information about the timing and milieu for the adventure, and any pertinent local area history or back-story needed to set the stage for game play.

Getting Started: This section suggests ways for the Judge to introduce the adventure. Whether the Judge intends to load this Buckshot into an existing game with ongoing characters, or quickly set up a stand-alone scenario for a one-shot affair with new characters, this section offers a few ideas on how to get things started in short order. In particular, Getting Started will address any geographical requirements for the adventure (e.g. the setting needs to be in a valley, the foothills of a mountainous region, a region fraught with drought, etc.), as well as recommendations for getting the player characters involved in the Buckshot (whether by hook or crook).



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Scenes: Each Buckshot adventure is divided into different scenes composing the whole scenario. Here the Judge will find an overall description and general information about each scene along with more specific elements, such as detailed maps of specific locales, notes about the personalities involved and special information about the scene the Judge might need to make things happen. When appropriate, special text for the Judge to read aloud (or adapt as needed) is highlighted in special gray boxes, indicated by the following icon:



Every Buckshot comes with at least one map and an overall description of the area's terrain, foliage, creatures, etc. Typically, this will include a wilderness map complete with graphic presentation of topographic features, relevant structures and scale measurements.

When appropriate, each scene will include one or more detail level maps with descriptions. These specialized locale maps will vary, depending on the adventure, providing specific information crucial to the success of the adventure. These may range from an outdoor locale where a particular encounter occurs to a town street where a gunfight breaks out or a building where characters must spend significant time in order to advance the adventure.

Each map will also include a number-by-number key providing detailed description of important areas for the adventure. For easy reference, each map will be provided in a separate PDF file and the map key will be set in a sidebar with the following icon:



The number-by-number key for such detail maps will also include any necessary game mechanics (e.g. building properties, furnishings, and special terrain effects, etc.), as required. Building maps will include a floor plan in standard 1 inch = 5 feet square scale. If warranted, detail maps will also come with battle map versions.

- 15mm Battle Maps – containing full scale 1/2" = 5' maps you can print and piece together for table-top gaming sessions.
- 25mm Battle Maps – containing full scale 1" = 5' maps you can print and piece together for table-top gaming sessions.

Forks in the Road: A few twists on the basic scenario are offered to help Judges fire this Buckshot in the right direction for any given campaign, or to make it possible to extend the adventure beyond the original scope. In addition to making it easier to work this into an existing home-brewed campaign, we figure these ideas will help to keep players from gaining the proverbial keys to the kingdom—that is, those players who purchase this supplement and read all the goodies in order to have an ace up their sleeve. Not that we believe that would ever happen, mind you.

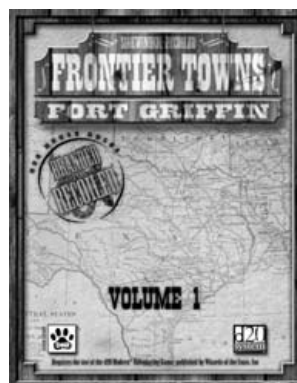
NPCs and Statistic Blocks: Obviously, the folks who interact with the heroes are crucial to making any Buckshot playable. Vital antagonists are provided to facilitate the adventure, but feel free to change the names, adjust the stats or introduce new characters whenever it strikes your fancy. (Note: In the stat blocks, the first class listed is always the initial class chosen by the character at first level).

Sometimes a famous personality might be involved in a Buckshot, but most often these folks are just plumb made up. If a famous gunfighter, buffalo hunter or gambler shows up, it's darn likely that we will have taken some "cinematic" liberties with these historical figures if we figured they needed spicing up (or when the real details proved elusive). Those based on the available historical record, whether fact, fiction or somewhere in-between, are noted with a "historical person" icon as shown below.



Gameplay Aids: To make it even easier for a Judge to start using this adventure without spending a lifetime in preparation, each Buckshot also comes with extra information that will make it easier for the Judge to handle gameplay. These special adventure tools include combat-version statistic blocks, full character sheets and adventure-specific reference information.

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If my Granpappy said it once, he said it a hundred times. "You can't always believe what you hear." Maybe he was out on the Texas plains, hearing the Comanche, Kiowa and Apache mimicking U.S. Cavalry calls. For whom does the bugle blow? Could be for you, pardner.

This brief adventure is designed for 4 to 8 characters of 7th to 10th level.

Introduction

Nothing strikes fear into the heart of a cowpoke quicker than learning the Comanche are on the warpath...except the sudden realization of finding oneself right in the middle of that warpath. The only thing to do at such a heart-poundin' moment is to trust one's shootin' irons and hope for the cavalry to arrive. The premise of *For Whom the Bugle Blows* is to play on both of those emotions. First, the Judge should make sure the players get worked up and worried about getting caught by the Comanche, then just when the players think help has arrived, things take a turn for the worse.

Adventure Synopsis

Somewhere in the middle of the wild Texas plains, an intrepid band of heroes is making its way towards civilization. It has not been an uneventful journey. First, the puzzling camp remains gave them pause, then the scalped and mutilated bodies of those buffalo hunters heightened everyone's misgivings. The noises at night and that burnt-out wagon just made things worse, but when the heroes found the bodies of those two dead Indian warriors, the signs became unmistakable.

The Comanche are loose on the plains and causing trouble. The good news: the notes of a cavalry bugle have been heard faintly in the distance—it would seem the Bluecoats might be on Indians' trail.

So it comes as no surprise when the sounds of gunfire draw the party's attention to smoke on the horizon. Coming over a ridge, the heroes arrive just in time to chase off a small band of Comanche attacking a lone wagon. Grateful for the rescue, Old Man Winters and his granddaughters beg the party to help them to safety.

After a few days of playing cat-and-mouse with the Indians, the sound of a well-played cavalry bugle is once again carried in on the wind. At first, it seems to be a ways off, but soon our heroes realize it's coming from just beyond a nearby ridge. Heck, with all of them pesky Indians about, only fools or outlaws wouldn't feel compelled to move toward the bugle's call and the promise of safety.

As it happens, the first thing the characters see is a lone rider in a blue uniform on the ridge, bugle raised to his lips. But from this distance, it's hard to make out any definitive details. When a small band of mounted Indian warriors charges from the south, the heroes move toward the Bugler, only to fall prey to an ambush of Indians dressed in looted cavalry garb. Jumping from the frying pan into the fire, the heroes find themselves in a fix. There's no tellin' how the battle might go and what adventures might follow, but the fight is on!

We Ain't Blowin' Hot Air



A number of 19th century accounts demonstrate that Indian tribes took a likin' to the bugles they picked up through interaction with the white man.

Plains warriors such as the Kiowa, Comanche, Cheyenne and Apache learned to play the bugle as well as the soldiers they mimicked. For some, who acquired bugles as gifts, their interest in the cavalry tunes was tantamount to a tribute to allies and worthy adversaries. For others, who confiscated bugles, uniforms and guns from defeated enemies, the ability to impersonate the cavalry buglers became a tactical ploy to launch raids or fight back against oppressors on the frontier.

In Texas, tales of Kiowa and Comanche raids and ambushes frequently note the use of bugles to either confuse enemy soldiers—by blowing counter instructions—or simply lull settlers into a false sense of comfort before attacking. Some say the Kiowa chief Satanta collected bugles, using them masterfully in his war against the Texas settlements in the 1860s and early 1870s. Quanah Parker's Comanche parties reportedly joined the Kiowa in some of these battles, coordinated by the rousing sound of brass.

For the Judge

For best effect, *For Whom the Bugle Blows* requires a good set-up and foreshadowing on the part of the Judge. By the time the heroes hear the Comanche bugle, the players need to be sufficiently worked up about the danger of the Comanche. They should feel a clear sense of relief at the thought of help now at hand, maximizing the shock and surprise when they find out it is actually the

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dreaded enemy they are encountering. In other words, pardner, don't sit down at the gamin' table and start with "Okay, you hear a bugle blowin' in the distance"—that's a sure fire way to raise a character's hackles, when the idea is for the bugle to take the heroes off-guard just long enough for the Indians to close in and attack.

This adventure is designed for use with four to eight characters of 7th to 10th level. Although the plot line and story elements are appropriate for any Wild West roleplaying game, the statistics provided are specifically for use with the *Sidewinder: Recoiled* game. While this adventure is designed to fit into an ongoing campaign with characters that have successful adventures under their belts, there is nothing to preclude a Judge from using it as a self-contained one-shot for an impromptu evening of lead-slinging, arrows-a-flyin' excitement.

Getting Started

Judges should begin this adventure with a few non-combat encounters to put the fear of the Comanche war party into the hearts and minds of the heroes. Thus, the Scenes section begins with a Prelude containing introductory encounters leading into the real action.

To facilitate this adventure, the heroes must be out in the wilderness. The basic premise of *For Whom the Bugle Blows* involves a group of tough hombres making their way toward a frontier town. But it could just as easily be a band of hired guns escorting a caravan or a group of adventurers just plain ridin' the range with no particular destination in mind.

The *Forks in the Road* section offers alternative starting points and means to get this adventure going. How and why the characters start their trek into the plains is in the purview of the Judge. But once they're out there, the Judge should make the most of the non-combat encounters described in the Prelude. Play these with the idea of building as much suspense and foreshadowing (real or false) as possible. Then move into the four main scenes, where the player characters will interact with the Judge characters and experience the crux of the adventure—combat with the Comanche.

Before beginning the Prelude encounters, the Judge should ask the players to make a series of die rolls that will be used in the adventure scenes. These d20 rolls are for non-combat purposes, such as the Search and Spot checks detailed in the Scenes section. The pre-rolls will reduce the "must be something important or we wouldn't be rolling" effect and allow the Judge to keep the roleplaying in the Prelude running smoothly. Ten written d20 rolls are recommended for each player, although the Judge won't actually need that many.

Scenes

For Whom the Bugle Blows consists of a Prelude to help the Judge to set the tone for the adventure and four essential scenes which the characters will experience in full.

Terrain/Location

For Whom the Bugle Blows is set in the hilly region of North Central Texas, with Fort Griffin a probable destination, origination or home-base for the heroes. The Kiowa and Comanche roamed the area, often finding themselves at odds with settlers and travelers in Texas and Oklahoma. Thus, this region provides an ideal setting for the events in this adventure. Nevertheless, the Judge may choose another location, as long as it is similar in geography, guarantees the presence of appropriate Indian tribes and is somewhere near civilization.

In this Buckshot, two maps are provided: the area of the main encounter (which encompasses Scenes 2-4) and a local map for the action in Scene 1. For the Prelude, maps aren't crucial—the Judge should simply keep in mind the heroes are out on the plains, traveling through the rolling hills of North Central Texas or another similar locale.

Prelude – A Preponderance of Evidence

Four encounters compose the Prelude. None of these are intended to include combat, but they are essential for getting the player characters involved in the storyline. As noted earlier, the Judge should play up the elements of suspense and foreboding when leading the characters through the Prelude. The idea is to get them wondering about what's happening on the plains and get them thinking about the Comanche and the Cavalry.

1. Camp Remains



Boredom seems to rule the days and nights as you follow a well-worn trail through the plains. Today, the blistering Texas sun gives you a hankerin' for a shady spot to rest a spell, water your horses or just gnaw on a piece of jerky. When the sun starts its descent toward the horizon, you see a small grove of oaks at the edge of a hill. Looks like a good place to take a breather, even though you figger there's enough daylight to travel a few more hours.

Drawing near, you see that others before you had the same idea. In fact, it looks like the last ones left in a bit of a hurry. You find a beat-up cook-pot hanging over a small firepit, an axe left in a hunk of wood and two tin plates upside down in the dirt.

This should be enough to prompt the players to investigate a little more thoroughly. Reward any attempt to discern more about the camp—the idea is to get the characters wondering. Apply the results from a pre-roll as a Search check (see Table 1) imparting the following information according to the result of the check.

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Table 1: Search of Camp Remains

Search Check Result	Information Gleaned
5	The tin plates and the cook pot still have a few ants crawling around them, although it looks like they've already cleaned away any remnants of a meal.
5	The axe is nearly brand new.
10	Numerous foot and hoof prints are found in and around the area. In the camp grove, the prints seem chaotic, going every which-a-way. Closer to the trail, there are signs of a rapid galloping.
10	At the edge of the grove is a small ammo box, with seven shotgun shells scattered around it. The box is partially torn, as if someone ripped it in his or her hurry to get it open.
15	Your search turns up a handful of arrows, a few of them broken and one embedded in a tree trunk.
20	While not immediately obvious, your search reveals drops of dried blood in a line extending from the ammo box, stretching for a good 20 yards.

2. Dead Buffalo Hunters



As you continue your travels you notice an unmistakable sight in the sky: the lazy, deliberate circling of buzzards. Further along the trail, you soon spy the gruesome reason for their gathering. Several of the ugly critters are perched atop the remains of a dead horse, with more landing upon something else lying about a hundred yards off the beaten path.

The Judge should let this sink in a little before reading the rest. As noted earlier, try to draw out the suspense whenever it works—perhaps the vultures are spooked before the characters approach, which could mean somebody or something else is around. Or



perhaps the heroes' trepidation or cautiousness will give a Judge an opportunity to cast a heavy feel to this encounter. Eventually, it's important for the heroes to check this out and it shouldn't be hard to get them close enough for the rest.



Upon closer inspection, it's durned obvious. The something else turns out to be what remains of three human corpses. By the look of it, three buffalo hunters and one trusty steed met their fates here. It couldn't have been more than a day or two—the vultures were having themselves a nice meal until you busted up the party. For now, they continue to circle overhead.

Three things strike you: all three corpses have been scalped; their bodies are peppered with arrows; and they're all stripped to the waist. Even their hats are gone.

From the look of things, all three of these men had mounts: they still wear spurs, chaps, and other riding gear. Other than their boots and leggings, there's nothing worth salvaging here, assuming a cowpoke had any interest in thieving from the dead.

Further examination can't reveal much more, but if the heroes insist, the Judge can offer a few more tidbits. The arrow design resembles that of the Comanche (DC 15 Knowledge (behavioral sciences)), a number of spent shell casings litter the ground (DC 10 Search), the caliber of the ammunition is that used in a Sharps rifle (DC 10 Knowledge (technology)), and the looting of certain pieces of clothing and other items fits the way of the Comanche (DC 15 Knowledge (behavioral sciences)).

3. Burnt-out Wagon

After the heroes have made camp one night, read the following passage.



From time to time during the night, far off noises disturb your sleep. Not just the hoot owl or the occasional wolf, but something else. Straining to discern as much as possible, your best guess is that it sounds like yelling or singing or carousing or ... well, it's just too far away to know for sure.

Allow the characters to take any actions they desire for the rest of the night. Nothing is actually happening anywhere near the heroes' camp (not yet), but they don't need to know that. When they settle in again for the rest of the night, continue with the next section.

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Near daybreak, you hear what sounds like the calls of a far away cavalry bugle, along with a number of horses pounding the plains. But like the noises that woke you earlier, these sounds seem to be miles away—and probably moving farther away.

Allow the characters to go about their normal morning routine and set off for another day's travel. Then read the next section.



Following the trail again this morning, you stop instinctively when you see something blocking the way up yonder. You could easily go around it, but once you take a serious gander, you notice it's a wagon—a sizeable one at that.

One way or other, the party will figure out it's a burnt-out and abandoned wagon. If they approach it, or if they try to go around and avoid it, read the following:



As you move, you can see that this once-impressive wagon is almost completely burnt-out and leaning to one side. It's a wonder it remains standing at all—two of the wheels are half-crumbled ashes and most of the wood is charred and blackened.

At first, the heroes might assume this happened recently. But if they get close enough, it becomes clear the wagon has been here for a while, certainly not months or years, but at least a few days—maybe even a couple of weeks. Again, the idea is to continue to build suspense and keep the characters speculating about what's going on around them, so that the eventual call of the bugle seems like a relief.



4. Dead Comanche



As the sun dips behind the hills ahead of you, your thoughts turn toward finding a good spot to camp. But this stretch of the trail is fairly wide open, so you push ahead a little farther, getting the most out of the remaining daylight.

That's when you notice the unmistakable outline of somebody lying in a nearby gully.

Again, the Judge should let this sink in a little, allowing the player characters a chance to act on their own or to continue formulating their suspicions. It's important they get close enough to identify the outlines as the bodies of dead Comanche, or at least dead Indians.

Ed Note: Heh, heh, I know that in our group, the players would blow the hell out of these bodies long before they got close enough to identify them.



When you reach the gully, you realize it's two dead bodies. They are unmistakably Indian. And, indeed, they are quite dead. They have only their clothing.

A DC 5 Knowledge (current events or behavioral sciences) will identify the bodies as Comanche. The Judge should allow the players to speculate as much as they want. Now that they have seen the Comanche and the dead hunters, the heroes should have plenty to think about. Feel free to throw in a few more clues if necessary, and, by all means, play up anything that heightens the fear and suspense, especially if their speculation provides any openings.

From here, the Judge can introduce the first scene of the action part of the adventure whenever he or she is ready.

Scene 1 – Smoke on the Horizon or Heroes to the Rescue

Having witnessed the signs of Comanche activity in the Prelude, the heroes now enter the thick of the adventure.



From a distance, you hear the sounds of battle; gunshots and shouting compete with blood-curdling war cries. While intense, it sounds like a relatively small affair. Soon, you see a plume of black smoke rising above a rocky hill.

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Area Map & Key for Scene 1



The map labeled “Scene 1” shows the area where the heroes encounter a small Comanche war party attacking a group of settlers. Unlike the map for Scenes 2-4, this area is slightly off the beaten path, as the settlers left the trail in an attempt to reach a better defensive position in the gully. The terrain here is representative of the rolling hills of North Central Texas, with this open area nestled between a few hills and dotted with trees and shrubs.

1) Wagon Under Attack

Old Man Winters and his granddaughters are braced against their wagon at this position, trying to fend off the Comanche riders, who are circling this area and rounding up horses.

2) Heroes’ Point of Entry

This is the rocky hill where the heroes enter the encounter and witness the end of the Comanche attack against the settlers. The hill is about 100 feet from the wagon and provides a good view of the plain below.

A successful DC 15 Listen check will identify the sounds of at least one woman’s voice rising in terror.



Upon cresting the hill, you see a single horse-drawn wagon under attack by a small band of Comanche riders.

Whether the heroes charge up the hill or approach cautiously, the result is the same. They see the Comanche attacking what turns out to be the remnants of a small band of settlers. Several settlers and hired guns are already dead, and most of the Comanche are now rounding up the settlers’ horses during a temporary lull in the battle.

The Trautman Party

It’s likely that the players will have more questions for Winters and his granddaughters. Here are a few facts to help flesh out the roleplaying.

The party originally had 12 members, including the three survivors. Seven of those twelve were kinfolk of Winters, including his daughter, Wilma, and her husband, Ralph Trautman. Interestingly, Lorelei resembles her father, while Johanna favors her mother. Another of Winters’ grandchildren, a rugged feller named Horst, came along, too. A little older than Lorelei, he had some experience on cattle drives and knew how to drive a wagon.

Ralph’s youngest brother, Herman, and his new wife, Deirdre, traveled with the party, hoping to build a life in Arizona. Neither of them ever set foot out of Missouri before the trip, although Herman worked as a ranch hand for a year in Joplin. They sold most of their belongings to raise cash for the journey.

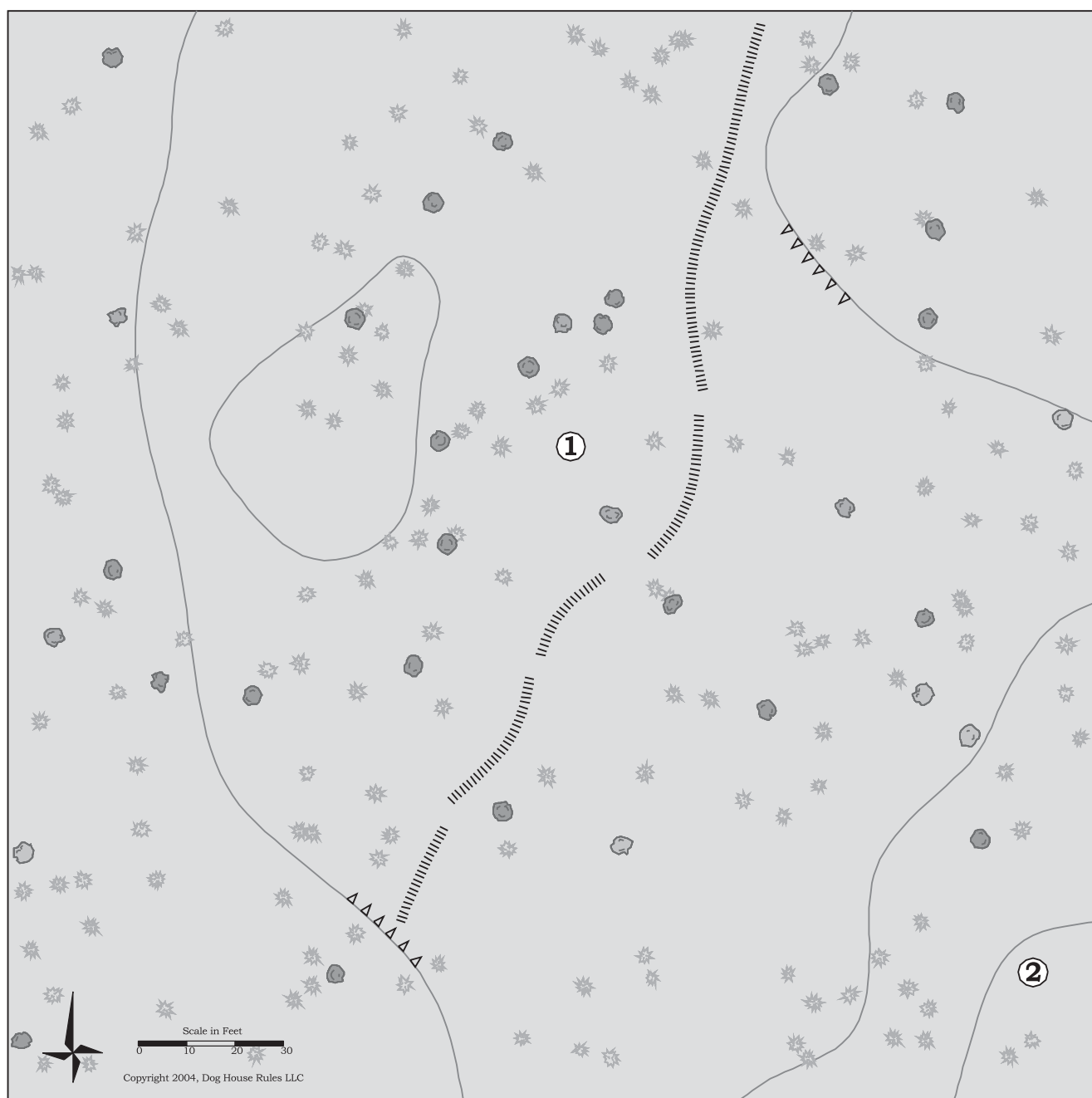
Rounding out the group were four young men looking for adventure on the frontier: two hired guns and two of Horst’s friends. The gunmen (Alan Sharpe and Jim Greene) had experience on the trail and took a token fee to accompany the group, as they already intended to head toward Arizona. Horst’s friends (Jacob Meyer and Will Shran) just plain tagged along. Jacob is the cowpoke that took off looking for the cavalry.

The Judge should make it clear that the heroes have arrived at an opportune moment. The Comanche are few in number and are unaware of the heroes—and it’s evident that the remaining settlers include at least one young woman with a shotgun, trying to fend off the attackers.

Any attempt to intercede in the battle should be enough to drive off the Comanche—after all, the Indians already have the spoils of the battle and would have either killed the remaining settlers or taken them hostage (as potential slaves). The riders should consist of about eight 1st or 2nd level Comanche mooks . . . easy enough to drive

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Area Map for Scene 1



off or dispatch. The statistics provided in the NPC section for the ordinary Comanche riders are quite appropriate and should prove useful.

Once the heroes have dealt with the Comanche, they learn the identity of the survivors. Out of the original group of a dozen settlers, only Old Man Winters and his two teenage granddaughters (Lorelei and Johanna) remain. The rest lie dead on the ground around the wagon. Amongst the dead are two women. Lorelei is wounded—an

arrow ripped through her left shoulder as she defended her younger sister during the battle—but she'll survive after being tended to by Winters (showing a skill that quickly indicates he could be of some value to have around).

If the player characters don't ask about the Cavalry, make sure Old Man Winters tells them he's "as sure as the cock-of-the-walk the cavalry is nearby, tryin' to hunt down these savages." If they ask why he's so sure, he tells them he's heard them and "I seen some soldiers back in that last

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Area Map & Key for Scenes 2-4



The map “labeled Scenes 2-4” provides a rolling hilly region representative of North Central Texas. Scrub plants, oak trees and streambeds fill this section of the plains, with numerous passable routes. The map indicates where scenes 2-4 occur, but also serves as a general view of the terrain for this whole adventure. It includes a well-worn trail routinely followed by travelers from one frontier town to the next—but the Judge may elect to ignore the trail and assume the entire map consists of rolling plains of Wild West wilderness. In any case, an area providing good cover for an ambush is crucial for this adventure.

1) Lone Bugler's Position

This is where the Lone Bugler appears in Scene 2. He will crest the hill at this point and stop, continuing his bugle commands.

2) Riders' Entry Position

The riders make their entrance from this southern point on the map, to launch the initial attack before the Bugler blows the charge command. They begin about 150 feet south of this

position. Note that these riders will have the foot warriors' mounts in tow. The Judge will set the number of riders. The Dog House Gang provides recommendations in Scene 3 and in the *Forks in the Road* section.

3) Foot Warriors' Position

The foot warriors will approach and take cover in this area, waiting for the Lone Bugler to issue the attack command. As with the riders, the number at each location will be set by the Judge. While it might seem odd for Comanche to be on foot, this is only a temporary situation. They have dismounted in order to position themselves for the ambush and they fully intend to mount up after they join the attack. If the Judge chooses a different tribe, foot warriors may be quite logical—they wouldn't need to mount up at all.

4) Hero Party's Position

Ideally, the scenario should begin with the heroes in this area. Depending on their actions when hearing the bugle this could change, but initially, this is where the party should start.

town where we stopped for supplies.” And to top it off, Winters says one of the hired guns traveling with the settlers rode off to fetch the Bluecoats when the Indians attacked.

Now if the heroes are really heroes they should feel duty-bound to escort this family of settlers to safety. And although they were able to drive off the Comanche this time, it stands to reason the heroes should welcome the arrival of the cavalry—if for no other reason than to relieve them of the care takin' of this trio.

While the characters may be in a hurry to high-tail it to safety, Old Man Winters and the girls will insist on taking the time to give the dead a proper burial, adding a few more sad graves to the lone prairie.

Scene 2 – Bugles in the Distance

Essentially the set-up for the ambush, this scene introduces the Lone Bugler, launches the Comanche raid and attempts to convince the heroes that help from the cavalry has finally arrived. It can occur soon after

Scene 1, or after a few days on the trail, at the Judge's discretion. It's probably best for a little time to pass, so the characters can interact with Winters and the young ladies. The Judge can also determine whether this encounter occurs while the heroes are traveling, or when camped (see *Forks in the Road*).

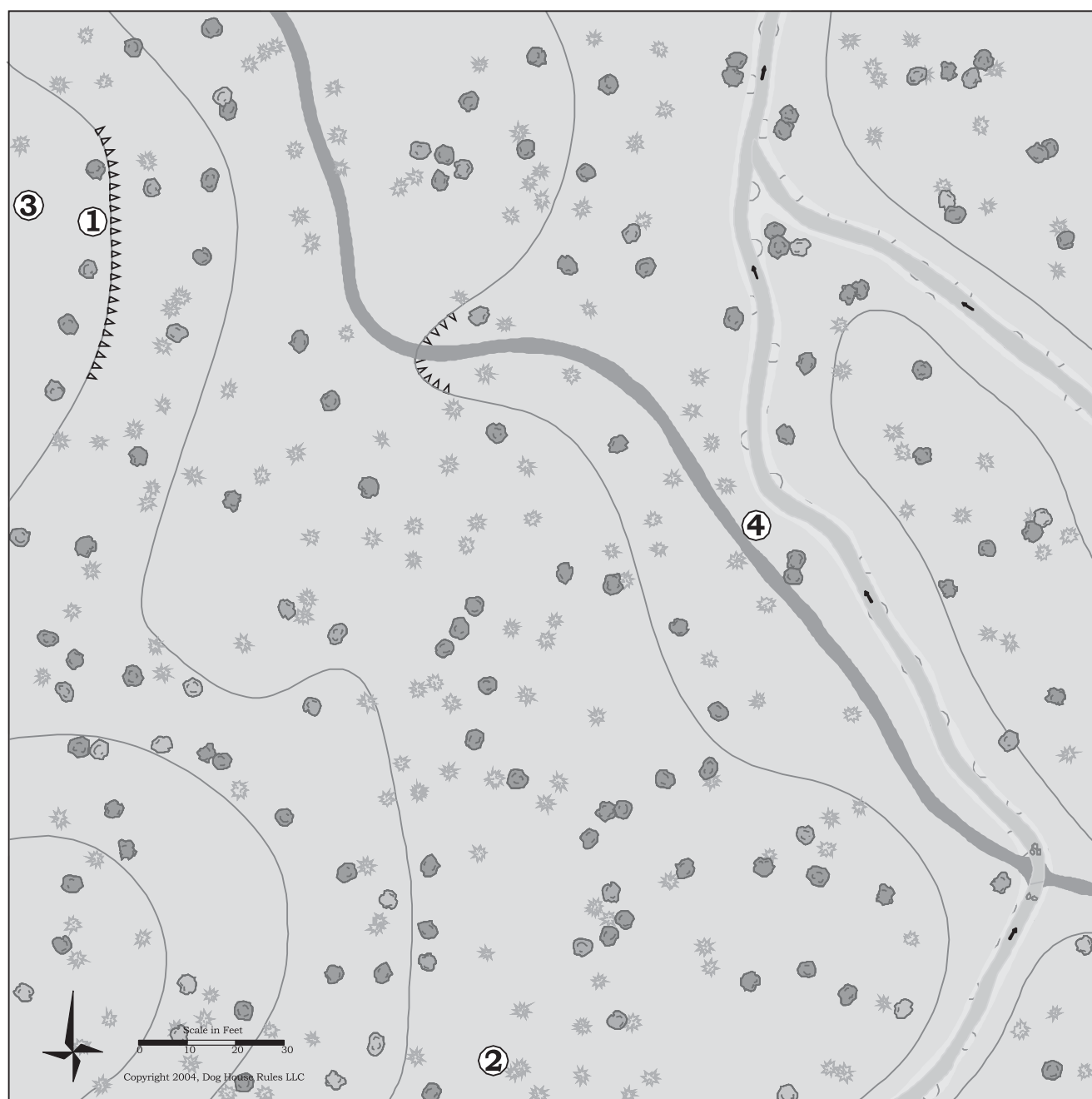


A bugle call echoes throughout the nearby hills. Before long, another call sounds—closer this time—and the crisp, precision notes could raise the spirits of a dying man. Old Man Winters waves his hat and exclaims “I knew them Bluecoats would find us sooner or later.”

For those cowpokes able to recognize specific cavalry bugle calls (DC 10 Knowledge (tactics), +4 for any character with former cavalry service), they understand

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Area Map for Scenes 2-4



it as a change in formation, often used in drills. The ringing brass sound draws ever closer, while the Indian warriors are moving on foot and horseback to their positions. The bugling distraction should provide the Comanche with enough cover to take their positions as planned and the sound of the Indians' horses would be consistent with approaching cavalry. Meanwhile, the characters would have time for an action before the Bugler appears.



Finally, a Lone Bugler appears on the northwest ridge, mounted, approximately 150 feet from the party. He stops and continues his stirring bugle call.

The Judge should pause at this point, allowing brief conversation and character reaction. But things start

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happening fast now and the next section should be read in short order.



Moments after the Bugler appears on the ridge, the thunder of horses is heard from the south, accompanied by a chorus of war cries. Ahead of a cloud of dust rising from the plains, you see what appears to be the rush of a mounted Indian war party, now some 300 feet away.

Glancing quickly back to the Bugler, you see a large, red, white and blue flag flapping in the breeze just behind him.

At this point, the set-up for the Comanche attack is underway. With the initial distance of the Indian riders, the heroes have a little time to react. They might request more information about the Bugler or the oncoming mounted Indians. The Judge should use the pre-rolls as a Spot check for this purpose, applying results to Table 2 or Table 3, as appropriate. The Judge should apply distance modifiers for either check; remember that the riders are approaching at a gallop and the distance will narrow rapidly, so the full distance will likely be less than 300 feet, but still far enough to make a check difficult. The combat starts with a fast draw round here. As such, the player characters might choose to ready their weapons or take some other action—in any event only one action per character is allowed.

Assuming the party welcomes the arrival of the cavalry, the most logical action would be to move toward the Lone Bugler, getting away from the approaching riders and closer to the promised safety of the cavalry. This choice will make the transition to Scene 3 easy to accomplish. The Judge may decide to have Winters suggest this action, or just start running that way with his granddaughters—if such an eventuality would also lead the heroes that way. If the heroes' party does indeed move toward the Bugler, when they are about to crest the ridge he will again blow his bugle, this time issuing a new command: CHARGE!



You're about to crest the ridge just as the Bugler blows a new command. When you reach the top, a horrifying sight awaits: positioned behind the bugler is a line of Indians, their carbines leveled directly at you. They fire.

If the characters announce actions that would change this scene significantly, the Judge might need to alter the text above to better fit the circumstances. See the *Forks in the Road* section for alternative possibilities and results.

Whatever the results (the characters move toward the cavalry, try to flee the area or directly engage the riders) the battle ensues and Scene 3 begins.

Table 2: Spot Check on the Lone Bugler

Spot Check Result	Information Gleaned
5	It looks like the mounted bugler is wearing blue clothing.
15	The mounted bugler's clothing looks like a Union cavalry uniform.
20	It looks like the mounted bugler wears a Union cavalry uniform, including a garrison issue cap and coat.
25	The mounted bugler appears to be wearing a Union Cavalry uniform, with a garrison issue cap and coat, but the clothing is somewhat ragged and some of his gear appears non-standard, such as his riding boots.
30	The mounted bugler appears to be wearing a Union Cavalry uniform, with a garrison issue cap and coat, but the clothing is somewhat ragged and some of his gear appears non-standard, such as his riding boots. Also, it looks like he has war paint on his coat and face.

Table 3: Spot Check on the Mounted War Party

Spot Check Result	Information Gleaned
5	There's no question about it—this is an Indian war party.
10	It looks like there are at least 'x' riders. (The Judge should provide a number based on the scale of the adventure. The Dog House Gang's general recommendation is one mounted Warrior per PC/friendly NPC.)
15	The riders have extra mounts in tow—just about as many as they are currently riding.
25	Some of the riders appear to have blue clothing.

Scene 3 – Bugle Bushwhack

The Comanche launch their attacks from their initial positions noted on the Area map and developed in Scene 2. The Judge should decide how many warriors attack from each position depending on the

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size of the heroes' party and the scope of the adventure. (See the *Forks in the Road* section for ideas on scale, although, as partially noted in Table 4, the Dog House Gang's general recommendation is to begin with at least one mounted Warrior and one unmounted Warrior per PC/friendly NPC.)

The foot warriors carry both bows and carbines. They will probably fire the carbines initially, then switch to bow and arrow if ranged attacks remain possible, rather than trying to reload their guns. If engaging hand-to-hand, they will fight with knives. They will pursue any fleeing members of the hero party, as the situation warrants. Once their mounted companions arrive, the foot soldiers will do their best to reach one of the rider-less horses in tow, mounting and firing their bows from horseback during the remainder of the combat.

Meanwhile, the riders will continue their charge from the south, some of them shooting arrows as they close. Comanche typically prefer bow and arrow to rifles and the ordinary riders don't carry rifles. Once they get close enough, these riders will either attempt to charge and attack with their lances or circle and continue shooting arrows, depending on how the battle develops.

The Bugler will only engage in combat if necessary, preferring to move and reposition himself to better monitor the combat, taking ranged shots as opportunities arise. He will blow a retreat if necessary, as described in Scene 4.

In addition to the Lone Bugler, there is a lead warrior on horseback (Blood on His Lance) and at least one powerful warrior initially on foot (Two Crows). At the start, they will blend in with their companions, but as the battle develops, their leadership roles should become evident.

Once the Comanche launch these initial attack plans, it's a good old-fashioned battle, with the actions of the heroes and the Judge's decisions for the Indians determining the specifics.

Scene 4 – Retreat or Taps

If the battle sours for the Indians, the Bugler will sound a retreat and the warriors will flee. Their retreat will be fairly organized, with any remaining foot warriors trying to jump on horseback with fleeing riders or grabbing one of the additional mounts. A few riders may linger, trying to provide cover for their departing friends, or trying to round up any extra horses (theirs or the heroes).

The heroes may decide to pursue some of the fleeing Indians—the Judge should handle this as the situation unfolds.

If the battle goes well for the Comanche, the Judge may decide to let the heroes' party off without slaughtering them all. Rather than killing all of the heroes, the Comanche will be satisfied with killing one or two, then making off with supplies (especially horses) or taking a hostage suitable for slavery. Again, this is at the Judge's discretion.

Forks in the Road

For the most part, this is a self-contained adventure, but it could take several forms, depending on the size of the heroes' party and the time the Judge has to coordinate a battle. This section provides a few alternate ways to begin the adventure, as well as ways to define the scope of the ambush. Additionally, the Judge may desire to expand upon the adventure, so a few ideas for follow-up encounters and storylines are offered.

Other Foes:

While the Dog House Gang has chosen the Comanche for this Buckshot's character statistics, there's no reason these stats, with slight alterations, couldn't be used to represent a different Indian war party. The Sioux, Cheyenne, Apache and Arapaho were also known to use bugles in their raids and battles, so the exact tribe is up to the Judge.

Other Locations/Terrain:

Although the default location of this encounter is North Central Texas, it could also occur in lands where any of the following tribes lives: Kiowa, Comanche, Apache, Cheyenne, Arapaho, or Sioux. As long as the area has hills and a ridge to provide for the set up of the ambush (hearing the bugle in the distance, seeing the Lone Bugler appear and seeing the approaching riders) and the heroes are located farther down in a valley or pass, the Judge doesn't have to worry about the precise details of the terrain or territory.

Scaling the Adventure:

The battle in Scene 1 is meant to be a short precursor conflict. It isn't intended as a difficult fight for the heroes. Therefore, we suggest that the raiding party be composed of 1 Ordinary Rider for each PC.

On the other hand, the battle in scenes 2 – 4 is designed to be a tough contest. Depending on the level of the heroes and their numbers, the Judge may need to scale the number and composition of the attacking Comanche warriors.

As written the adventure is designed for four to eight characters of 7th to 10th level. The scenario can be easily adjusted for a different number of player characters, for characters of different level or both. The simple method is to either add or subtract Comanche warriors. The Dog House Gang makes suggestions for the composition of the war party in Table 4: Suggested Composition of the Comanche War Party.

Battle Royal

For Judges and players with more time on their hands, a large war party against a sizable caravan could be a hoot. In such a scenario, Scene 1 could be abandoned as the characters would already be part of a

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large company and the Judge wouldn't need the impetus of caring for a group of survivors from a previous Comanche attack. Of course, there's no reason why Scene 1 couldn't be included—it just wouldn't be required. Here are some recommendations for such an approach.

- **The Caravan:** Arrange for the characters to be hired to guard a caravan across the Texas plains. Add a few Judge characters to help round out a decent size force. (The Dog House Gang suggests that using some of the posse characters in the Fort Griffin Echo Volume 1, Number 1 will make this quick and easy for the Judge. This product is available for FREE at the DHR web site: www.doghouse.rules.net). Assemble a large war party of Indians, with dozens of warriors positioned at each of the recommended spots. Divide the battle into sections, with a group of riders or foot warriors attacking a specific vehicle in the caravan, as guarded by particular heroes.

To make things a little easier, the Judge could forego carrying out melee or ranged combat around vehicles not involving player characters, or conduct combat rolls for groups instead of individuals (such as rolling once each round for each group of Indians and once for each group of defenders around a caravan vehicle, each round, applying an average damage calculation to each individual in the target group when a hit is scored).

- **The Army:** Arrange for the characters to be in the company of an Army regiment, state militia, or other official traveling party. When the bugle blows, it should be easy to convince the characters the approaching horse thunder is a cavalry detachment coming with news or simply joining the party. Bring on the Lone Bugler and then launch a large attack from dozens of warriors. Again, if desired, the Judge

may elect to focus on specific parts of the battle, conducting individual combat rolls where heroes are involved, and making other adjudications en masse.

Git Ready, It's the Law-a-Comin'!

Depending on how easy it is for the Judge to ease into the battle scenes, the player characters might not relax when they hear the bugle call. They might be a band of outlaws that would take no comfort from the sound of a cavalry bugle—regardless of whether they feared the Comanche. Or they might just be naturally suspicious cowpokes, who cock their hammers and take aim at anyone crossing their path. Thus, these ideas should help the Judge deal with such a scenario.

- **Outlaws:** If the player characters are a band of hard-nosed outlaws, they may well react differently to the sound of a cavalry unit assembling nearby. They will probably prepare themselves for the worst—from readying for combat to taking off at top speed.

If the heroes are ready for combat, the Indians will lose the element of surprise but they will still be able to launch the attack. If the characters decide to flee, the Judge should have the Indians give chase. This will make for an interesting scenario, as the lightly equipped Indian riders should be able to close in enough to take shots from rifles or bows—and possibly even to close ranks enough for horseback melee combat with the fleeing party.

- **Naturally suspicious:** It's possible the player cowpokes are just plain suspicious 'bout everything and they aren't taken off guard by the bugle's call. Maybe they send an advanced scout to check out the source of the Bugle calls as soon as they hear them. In this case, a successful Spot check (set by the Indians' opposed Hide check—DC 12) could

Table 4: Suggested Composition of the Comanche War Party

		Number of Heroes	
		4 or less	5 or more
A v e r a g e H e r o L e v e l	4 – 6	Leaders: Lone Bugler, Two Crows Ordinary Riders: 1 per hero Ordinary Footmen: 1 per hero	Leaders: Lone Bugler, Two Crows Ordinary Riders: 3 + 1 per hero Ordinary Footmen: 3 + 1 per hero
	7 – 10	Leaders: Lone Bugler, Blood on His Lance, Two Crows Ordinary Riders: 1 per hero Ordinary Footmen: 1 per hero	Leaders: Lone Bugler, Blood on His Lance, Two Crows Ordinary Riders: 3 + 1 per hero Ordinary Footmen: 3 + 1 per hero
	11 or more	Leaders: Lone Bugler, Blood on His Lance, Two Crows Ordinary Riders: 2 per hero Ordinary Footmen: 2 per hero	Leaders: Lone Bugler, Blood on His Lance, Two Crows Ordinary Riders: 3 + 2 per hero Ordinary Footmen: 3 + 2 per hero
	15 or more	Leaders: Lone Bugler, Blood on His Lance, Two Crows Ordinary Riders: 4 per hero Ordinary Footmen: 4 per hero	Leaders: Lone Bugler, Blood on His Lance, Two Crows Ordinary Riders: 3 + 4 per hero Ordinary Footmen: 3 + 4 per hero

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reveal the foot warriors taking their positions before the Bugler crests the ridge. Or maybe the characters stop what they're doing at the first sound of brass and take up arms ready for an attack, even if they don't take any other precautions.

Assuming such circumstances, the Judge should provide the scantiest details possible in order to preserve the original intent of this Buckshot. After a successful Spot check, offer information such as the observation of other movement around the hills (people on foot) and provide the approximate locations. Or, allow the characters a round or two to re-position themselves for an impending battle, without revealing the nature of the attack. This takes away from the surprise of the Indian attack, rewarding the characters for their correct suspicions, but won't negate the set-up for the attack.

- **Hyper-alert or well-prepared:** If one of the cowpokes has the advantageous combination of Alertness and many Spot ranks—and/or the heroes' party has previously stated any precautions during their travel or at the campground, or someone carries binoculars and gets a good view of the Bugler—the Judge may determine a successful Spot check or some specific action reveals more about the true nature of the attack.

Perhaps the characters will have time to move up the ridge and spy the Indians before the Lone Bugler reaches the ridge, seeing the foot warriors assembling. Or the Judge could allow the characters to see through the Bugler's disguise when he crests the hill. Again, this shouldn't ruin the attack, but it would certainly negate the Indians' surprise and possibly turn the encounter into a chase or a wider ranging battle (or groups of small battles), if the combat occurs outside of the intended location.

The Chase

Perhaps the Indians prove no match for this band of heroes and despite the surprise gained from the bugle diversion and ambush, the Lone Bugler blows a hasty retreat after an initial skirmish. Now the scenario becomes a chase across the plains, with the heroes hunting down the fleeing warriors.

To make it more interesting, or provide an impetus for the characters to give chase, perhaps one of the warriors carries off a Trautman girl, or a young child from the caravan (assuming "The Caravan" option from above has been selected), or steals something of value from the camp or manages to take a hero's horse during the battle.

The Hostage

Somehow the heroes capture one of the raiding warriors. Whether he is alive and kicking or barely alive will depend on how the battle goes and how the Judge wants to handle such a scenario. Depending on the

Judge's desires and the player characters' leanings, a variety of follow-up scenarios may occur. For example:

- If the warrior is barely alive, the heroes may have a dilemma on their hands. Should they give him first aid and try to keep him alive? Or should they just finish him off right then and there? There could be disagreement among the player characters, which could make for some interesting roleplaying in itself.
- If they choose to keep him alive, what do they do with him? They might decide to take him to the nearest authorities, or parade him through a nearby town to boost their reputation. Or maybe the heroes plan to use him as a hostage as they try to track down other warriors who escaped (a darn fool idea, probably, but it could happen).
- It is highly probable the remainder of the Comanche war party will return for their captured tribesman. This could make the heroes a target for another attack. If the heroes decide to take their captive to a nearby town or army fort, that location could be in danger of attack as well.
- If the heroes keep the warrior alive, giving first aid or medical treatment—or if the warrior is in good condition in any case—he might escape. This could provide for an interesting follow-up. Perhaps the warrior escapes at night and steals a character's favorite horse before fleeing. Or he steals something of value, prompting the heroes to track him down. Or maybe he escapes while in town and wreaks havoc on the locals, landing the heroes in hot water for bringing him into town.
- If one or more of the player cowpokes decide to kill the warrior, this scenario probably ends. Unless there was disagreement among the characters, which could lead to tension or further internal conflicts. In that vein, if the Judge is playing a character that is traveling with the heroes (e.g. leader of the caravan, stagecoach passenger, or just a cowpoke along for the ride), that person could object to the killing of the warrior for some reason.

Enemies for Life

If the Judge wishes to extend this adventure, he or she may choose to make this the first encounter in a series of conflicts with the attacking tribe. More warriors may seek out the heroes, trying to exact vengeance (assuming the heroes win the first battle or end up taking some of the Comanche horses if the Comanche are indeed selected by the Judge). They might follow them for some time, or try a quick strike soon after the first battle. Or, the heroes may decide to seek out the rest of the tribe to get their own revenge. Such follow-up adventures could occur immediately after this one, or pop-up at some later time (preferably when the player characters want it the least!). Of course, this idea could also be combined with the possibilities presented in The Hostage.

Personalities

All suggested Comanche war party members are described here, as well as Old Man Winters and his granddaughters.

Old Man Winters

Theodore Winters looks like he might be 100 years old. Truth is, he just celebrated his 56th birthday. His grizzled beard, skeletal physique and leathery skin make him appear much older than he is. His hunched-over gait and tobacco-tinged voice add to the effect. Winters' parents immigrated through New York when he was only four years old; he has only a faint German accent, having grown up in the States.

Old Man Winters has experienced his share of the frontier, having traveled from the Midwest states to Canada to California and back again, over some 35 years. He married young and had children, but often left them and his wife (may she rest in peace) back home during his adventures. He's served with a number of expeditions, usually as a cook, guide or quartermaster.

He's been in plenty of scrapes over the years, but he seems to live a charmed life, having been seriously injured only once (while recovering stolen goods in what became the Wyoming territory, a story he likes to tell over and over). On this current excursion, he was helping his daughter's family relocate from Missouri to Arizona. The Comanche put an end to that, killing everyone except him and his two granddaughters.



Theodore (Old Man) Winters (Dedicated Ordinary 3, Tough Ordinary 2)

Sex: Male

Age: 56

Birthplace: Frankfurt, Germany

Heritage: German

Weight: 145 lbs

Height: 5' 8"

Hair: Gray

Eyes: Blue-gray

Allegiances: None

Challenge Rating: 4

Level: 5

Grit Dice: 3d6 + 2d10 +10 (32 grit)

MDT: 15

Initiative: -1

Speed: 30 ft.

Base Attack Bonus: +3

Grapple Modifier: +3

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 0

Reputation: +1

Defense: 13, touch 13, flat-footed 13, (+4 class, -1 Dex)

Saving Throws: Fort +6, Ref +0, Will +4

Abilities: Str 10 (+0), Dex 8 (-1), Con 15 (+2), Int 12 (+1), Wis 14 (+2), Cha 14 (+2)

Attacks: *Fists* +3 (1d3 nonlethal; Crit: 20)

Winchester '73 +2 (2d8; Crit: 20; Range 70 ft.; Ammo 17 int.)

Knife +3 (1d4; Crit: 19-20)

Occupation: Laborer [class skills: Handle Animal, Repair, Ride]

Skills: Gamble +5, Handle Animal +6, Knowledge (current events) +3, Knowledge (popular culture) +3, Knowledge (streetwise) +3, Knowledge (tactics) +3, Listen +4, Profession +6, Repair +4, Ride +3, Read/Write Language (English), Speak Language (English, German), Spot +4, Survival +9, Treat Injury +7

Feats: Endurance, Personal Firearms Proficiency, Simple Weapons Proficiency, Track

Class Features: None

Possessions: Knife, Winchester '73, .44 center-fire ammo (40), cowboy boots, trousers, beat-up cowboy hat, plain suit coat, vest, whiskey flask, canteen, bedroll, pouch of jerky, first aid kit, cigars (6)

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Lorelei Trautman

A feisty young woman, Lorelei inherited her maternal grandfather's thirst—and aptitude—for life on the frontier. She is supposed to wed a young man in Yuma, Arizona, as arranged by her parents. But she loathes the idea, as he makes a living as a tailor and that sounds like a perfectly dreary existence to Lorelei. While she's no starlet, Lorelei's demeanor often strikes a chord with frontier men. She's rugged and independent, but never hides her feminine side. Although rarely reckless, she's bold and isn't afraid to show a man her feelings when she's truly interested—or to give him walking papers when she wants nothing to do with him. In other words, just the sort of challenge that certain men find irresistible.



Lorelei Trautman (Tough Ordinary 2)

Sex: Female

Age: 17

Birthplace: Independence, Missouri

Heritage: American

Weight: 125 lbs

Height: 5' 5"

Hair: Light brown (long)

Eyes: Brown

Allegiances: None

Challenge Rating: 1

Level: 2

Grit Dice: 2d10 + 4 (15 grit)

MDT: 15

Initiative: +1

Speed: 30 ft.

Base Attack Bonus: +1

Grapple Modifier: +2

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 0

Reputation: +0

Defense: 13, touch 13, flat-footed 12, (+2 class, +1 Dex)

Saving Throws: Fort +4, Ref +3, Will -1

Abilities: Str 12 (+1), Dex 13 (+1), Con 15 (+2), Int 10 (+0), Wis 8 (-1), Cha 14 (+2)

Attacks: Fists +2 (1d3+1 nonlethal; Crit: 20)

Remington-Whitmore M1873 +2 (2d10; Crit: 20; Range 30 ft.; Ammo: 2 int.)

Knife +2 (1d4+1; Crit: 19-20)

Occupation: Sodbuster [class skills: Handle Animal, Ride]

Skills: Handle Animal +7, Knowledge (current event) +2, Knowledge (popular culture) +2, Read/Write Language (English), Ride +9, Speak Language (English), Spot +0

Feats: Animal Affinity, Home Ground, Personal Firearms Proficiency, Simple Weapons Proficiency

Class Features: None

Possessions: Knife, Remington-Whitmore M1873, 10-gauge buckshot ammo (30), women's skirt, women's plain shirt, women's boots, sombrero, silver locket and chain, haversack

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Johanna Trautman

Unlike her sister, Johanna finds life on the trail intolerable. Her mother pampered her when attempts to do the same with Lorelei failed; her preferred environment is more of the tea party variety. In polite company, Johanna shines like the sun on the first day of spring. The combination of her engaging conversational skills and natural beauty make her seem older than she is. In fact, many folks who don't know better assume that Lorelei and Johanna are only a year or so apart. Johanna has had many suitors, but none that have met her exacting standards, not to mention her mother's. The attack by the Comanche has left the young girl in a shambles.



Johanna Trautman

(Charismatic Ordinary 1)

Sex: Female

Age: 13

Birthplace: Jefferson City, Missouri

Heritage: American

Weight: 110 lbs

Height: 5' 4"

Hair: Brown

Eyes: Blue

Allegiances: None

Challenge Rating: 1/2

Level: 1

Grit Dice: 1d6 (4 grit)

MDT: 10

Initiative: +1

Speed: 30 ft.

Base Attack Bonus: +0

Grapple Modifier: -1

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 0

Reputation: +2

Defense: 11, touch 11, flat-footed 10, (+0 class, +1 Dex)

Saving Throws: Fort +1, Ref +2, Will +1

Abilities: Str 8 (-1), Dex 13 (+1), Con 10 (+0), Int 14 (+2), Wis 12 (+1), Cha 15 (+2)

Attacks: *Fists* -1 (1d3-1 nonlethal; Crit: 20)
Colt New Model Navy -2 (2d4; Crit: 20; Range 30 ft.; Ammo: 6 cyl.)

Occupation: Greenhorn [class skills: Diplomacy, Knowledge(art)]

Skills: Bluff +6, Diplomacy +9, Gather Information +8, Knowledge (art) +6, Knowledge (current events) +4, Knowledge (popular culture) +5, Knowledge (theology and philosophy) +3, Perform (keyboards) +8, Perform (sing) +8, Read/Write Language (English, French), Speak Language (English, French)

Feats: Creative [Perform (keyboards), Perform (sing)], Simple Weapons Proficiency, Trustworthy

Class Features: None

Possessions: Colt New Model Navy ¹, .36 percussion ammo (12), fancy women's dress, women's shoes, feathered lady's hat, parasol, mirror/brush/comb set, satin gloves, leather purse

¹ See the Fort Griffin Echo, Volume 1, Number 2 for more detailed statistics of the Colt New Model Navy. The Fort Griffin Echo can be purchased by visiting the official Dog House Rules web-site (www.doghouserules.net).

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Blood on His Lance

A fearsome and fearless Comanche Rider, Blood on His Lance has led numerous raids against settlers, travelers and soldiers. Many of his enemies have underestimated his prowess because of his small stature (which is actually average for a Comanche). Blood on His Lance possesses formidable strength in addition to superb balance and agility, making him a dangerous opponent. He prefers to wear a cavalry jacket with his horned war bonnet—the jacket he wears has a medal and war paint and is slightly too large for him.

Blood on His Lance attacks relentlessly in battle, preferring to charge with his lance whenever possible, but he will also use his trick-riding skills to move about during a fight, shooting either his bow or his Spencer (depending on the circumstances of the battle). He earned his name as a young warrior, when he refused to clean his lance after a successful raid on a new settlement, saying the Great Spirit had told him to leave it there as a warning to the white invaders.



Blood on His Lance

(Fast Hero 3; Pony Soldier 4, Comanche Rider 1) ²

Sex: Male

Age: 30

Birthplace: Comancheria

Heritage: Comanche

Weight: 145 lbs

Height: 5' 6"

Hair: Black

Eyes: Brown

Allegiances: Blood on His Lance's War Party

Challenge Rating: 8

Level: 8

Grit Dice: 3d8+4d10+1d10+16 (61 grit)

MDT: 14

Initiative: +2

Speed: 30 ft.

Base Attack Bonus: +5

Grapple Modifier: +7

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 4

Reputation: +2

Defense: 19, touch 19, flat-footed 17, (+7 class, +2 Dex)

Saving Throws: Fort +6, Ref +7, Will +4

Abilities: Str 14 (+2), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 14 (+2), Cha 14 (+2)

Attacks: *Fists* +7 (1d3+2 nonlethal; Crit: 20)

Spencer Carbine +7 (2d10; Crit: 20; Range 105 ft.; Ammo: 7 box)

Comanche Lance +7 (2d8+4; Crit: 20/x2)

Comanche Lance, mounted & charging +9 (3d8+6; Crit: 20/x2)

Knife +7 (1d4+2; Crit: 19-20)

Bow +7 (1d6; Crit: 20; Range 60 ft.)

Occupation: Tribal [class skills: Handle Animal, Ride, Spot; bonus feat: Archaic Weapons Proficiency]

Skills: Balance +5, Concentration +5, Escape Artist +5, Handle Animal +7, Intimidate +6, Knowledge (popular culture) +2, Knowledge (tactics) +4, Listen +7, Move Silently +7, Navigate +6, Ride +14, Speak Language (Comanche, English, Spanish), Spot +10, Survival +4, Tumble +8

Feats: Archaic Weapons Proficiency, Blazing Saddle, Defensive Riding, Far Shot, Personal Firearms Proficiency, Ride-by Attack, Simple Weapons Proficiency, Spirited Charge

Class Features: Evasion, Uncanny Dodge 1, Born in the Saddle +2, Cavalry Charge, Effortless Control, Improved Comanche Riding

Possessions: Spencer Carbine, .52 rim-fire ammo (21 rounds: 7 loaded, 14 in two extra magazines), Comanche Lance, knife, bow, quiver with 14 arrows, U.S. Cavalry jacket, buckskin breeches, Comanche riding boots, buckskin shirt, war bonnet, horse

² The Comanche Rider Prestige class is detailed in Fort Griffin Echo, Volume 1, Number 1. This product is available for FREE at the DHR web site (www.doghouserules.net).

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Two Crows

Larger than most Comanche men, Two Crows has exceptional strength of body and will. He has recently asserted himself as one of the more powerful warriors in this tribal band. He and Blood on His Lance have had some disagreements recently about where to travel and when to attack. So far, Two Crows hasn't directly challenged his leader's authority, but he has considered it.

Two Crows wears a blue tunic made of stolen cloth and a reinforced cavalryman's cap (lined with buffalo scalp). He will use whatever weapon he thinks is best suited for any given battle. He was given his name just two years ago, when he claimed to have been led to a small herd of buffalo by two crows talking to him in a vision quest.



Two Crows

(Tough Hero 2, Strong Hero 2)

Sex: Male

Age: 24

Birthplace: Comancheria

Heritage: Comanche

Weight: 165 lbs

Height: 5' 10"

Hair: Black

Eyes: Brown

Allegiances: Blood on His Lance's War Party

Challenge Rating: 4

Level: 4

Grit Dice: 2d8+2d10+8 (34 grit)

MDT: 17

Initiative: +2

Speed: 30 ft.

Base Attack Bonus: +3

Grapple Modifier: +6

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 2

Reputation: +0

Defense: 16, touch 16, flat-footed 14, (+4 class, +2 Dex)

Saving Throws: Fort +6, Ref +2, Will +1

Abilities: Str 16 (+3), Dex 14 (+2), Con 14 (+2), Int 10 (+0), Wis 12 (+1), Cha 12 (+1)

Attacks: *Fists* +6 (1d3+3 nonlethal; Crit: 20)

Sharps Carbine +1 (2d8; Crit: 20; Range: 80 ft)

Comanche Lance +6 (1d8+3; Crit: 20/x2)

Comanche Lance, mounted & charging +8 (2d8+6; Crit: 20/x2)

Knife +6 (1d4+3; Crit: 19-20)

Bow +5 (1d6; Crit: 20; Range 40 ft.)

Occupation: Tribal [class skills: Hide, Intimidate; Ride; bonus feat: Archaic Weapons Proficiency]

Skills: Handle Animal +4, Hide +6, Intimidate +7, Knowledge (tactics) +2, Ride +7, Speak Language (Comanche, Spanish), Spot +3

Feats: Archaic Weapons Proficiency, Dodge, Improved Bull Rush, Improved Damage Threshold, Power Attack, Sidewinder, Simple Weapons Proficiency

Class Features: Melee Smash, Remain Conscious

Possessions: Sharps Carbine, .44 percussion ammo (8), Comanche lance, bow, quiver with 10 arrows, knife, buckskin breeches, cloth shirt, reinforced U.S. Cavalry cap, Comanche riding boots, horse

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

Lone Bugler

As noted earlier, the Lone Bugler wears most of the garrison issue uniform of a Union Cavalryman as a sign of his status in his band and his victories in battle. At the age of 15, his father gave him a looted cavalry bugle from a raid. After hearing the calls of cavalry regiments that crossed through Comanche territory, the Lone Bugler began following them—alone—for days on end, memorizing notes and trying to emulate what he heard.

Despite his tireless efforts, the Lone Bugler couldn't master the subtleties of the cavalry calls. That changed when his father's band allied themselves with the Kiowa. More experienced Kiowa buglers, having learned the commands directly from renegade ex-cavalrymen, were able to tutor the Lone Bugler until he became proficient with the instrument. His ability to mimic cavalry calls and his resilience has made him a coveted member of war parties on the plains.



Lone Bugler

(Tough Hero 3; Brave 2)

Sex: Male

Age: 21

Birthplace: Comancheria

Heritage: Comanche

Weight: 140 lbs

Height: 5' 7"

Hair: Black

Eyes: Brown

Allegiances: Blood on His Lance's War Party

Challenge Rating: 5

Level: 5

Grit Dice: 3d10+2d10+10 (42 grit)

MDT: 14

Initiative: +2

Speed: 30 ft.

Base Attack Bonus: +3

Grapple Modifier: +4

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 2

Reputation: +1

Defense: 16, touch 16, flat-footed 14, (+4 class, +2 Dex)

Saving Throws: Fort +8, Ref +5, Will +4

Abilities: Str 13 (+1), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 14 (+2), Cha 12 (+1)

Attacks: Fists +4 (1d3+1 nonlethal; Crit: 20)

Spencer Carbine +5 (2d10; Crit: 20; Range 70 ft.; Ammo: 7 box)

Knife +4 (1d4+1; Crit: 19-20)

Bow +5 (1d6; Crit: 20; Range 40 ft.)

Occupation: Tribal [class skills: Intimidate, Ride, Spot; bonus feat: Archaic Weapons Proficiency]

Skills: Concentration +4, Hide +4, Intimidate +4, Knowledge (tactics) +3, Listen +5, Move Silently +4, Navigate +3, Perform (wind instrument) +4, Ride +9, Speak Language (Comanche), Spot +10, Survival +8

Feats: Archaic Weapons Proficiency, Endurance, Great Fortitude, Indian Lore, Personal Firearms Proficiency, Simple Weapons Proficiency

Class Features: Damage Reduction 1, Remain Conscious, Feral Senses, Tribal Chant (Blessing)

Possessions: Spencer Carbine, .52 rim-fire ammo (11 rounds: 7 loaded, 4 in extra magazine), knife (2), bow, quiver with 11 arrows, U.S. Cavalry jacket, U.S. Cavalry trousers, U.S. Cavalry hat, Comanche riding boots, buckskin vest, U.S. Cavalry bugle, horse

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

Ordinary Rider

The Judge should determine how many of these ordinary riders are part of the Indian war party, based on the Dog House Gang recommendations for scaling the battle. If there are few of these warriors, they will all wear some piece of cavalry garb—a hat, trousers or tunic here, a jacket there. If there are many such riders, only a few will wear such items. These warriors are loyal to Blood on

Ordinary Rider (Fast Ordinary 2)

Sex: Male

Age: 16 - 20

Birthplace: Comancheria

Heritage: Comanche

Weight: 140 lbs (average)

Height: 5' 6" (average)

Hair: Black

Eyes: Brown

Allegiances: Blood on His Lance's War Party

Challenge Rating: 1

Level: 2

Grit Dice: 2d8+4 (13 grit)

MDT: 14

Initiative: +6

Speed: 30 ft.

Base Attack Bonus: +1

Grapple Modifier: +2

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 0

Reputation: +0

Defense: 16, touch 16, flat-footed 14, (+4 class, +2 Dex)

Saving Throws: Fort +2, Ref +4, Will +1

Abilities: Str 13 (+1), Dex 15 (+2), Con 14 (+2), Int 10 (+0), Wis 12 (+1), Cha 8 (-1)

Attacks: *Fists* +2 (1d3+1 nonlethal; Crit: 20)

Comanche Lance +2 (1d8+1; Crit: 20/x2)

Comanche Lance, mounted & charging +4 (2d8+2; Crit: 20/x2)

Bow +3 (1d6; Crit: 20; Range: 40 ft.)

Knife +2 (1d4+1; Crit: 19-20)

Occupation: Tribal [class skills: Handle Animal, Ride, Survival; bonus feat: Archaic Weapons Proficiency]

Skills: Balance +5, Handle Animal +3, Hide +7, Move Silently +7, Ride +7, Speak Language (Comanche), Survival +5

Feats: Archaic Weapons Proficiency, Defensive Riding, Improved Initiative, Simple Weapons Proficiency

Class Features: None

Possessions: Comanche lance, bow, quiver with 10 arrows), knife, buckskin breeches, buckskin shirt or U.S. Cavalry tunic or jacket, U.S. Cavalry cap or war bonnet, Comanche riding boots, horse

His Lance and will obey his orders and those issued by the Lone Bugler.

Ordinary Foot Warrior

As with the riders, the Judge should determine how many of these ordinary foot warriors are part of the Indian war party. For the Comanche, these are truly riders as well, and most if not all will mount up when possible—the distinction here is that these warriors begin on foot. Some of them will wear cavalry garb, as well. These warriors are also loyal to Blood on His Lance and will obey his orders and those issued by the Lone Bugler.

Ordinary Foot Warrior (Tough Ordinary 2)

Sex: Male

Age: 16 - 20

Birthplace: Comancheria

Heritage: Comanche

Weight: 140 lbs (average)

Height: 5' 6" (average)

Hair: Black

Eyes: Brown

Allegiances: Blood on His Lance's War Party

Challenge Rating: 1

Level: 2

Grit Dice: 2d10+4 (15 grit)

MDT: 15

Initiative: +2

Speed: 30 ft.

Base Attack Bonus: +1

Grapple Modifier: +2

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 0

Reputation: +0

Defense: 14, touch 14, flat-footed 12, (+2 class, +2 Dex)

Saving Throws: Fort +4, Ref +2, Will +1

Abilities: Str 12 (+1), Dex 14 (+2), Con 15 (+2), Int 10 (+0), Wis 13 (+1), Cha 8 (-1)

Attacks: *Fists* +2 (1d3+1 nonlethal; Crit: 20)

Sharps Carbine +3 (2d8; Crit: 20; Range: 120 ft.)

Bow +3 (1d6; Crit: 20; Range: 60 ft.)

Knife +2 (1d4+1; Crit: 19-20)

Occupation: Tribal [class skills: Ride, Listen, Spot; bonus feat: Archaic Weapons Proficiency]

Skills: Concentration +3, Intimidate +2, Listen +3, Ride +8, Speak Language (Comanche), Spot +4, Survival +3

Feats: Archaic Weapons Proficiency, Defensive Riding, Far Shot, Simple Weapons Proficiency

Class Features: None

Possessions: Sharps Carbine, .44 percussion ammo (5), bow, quiver with 10 arrows), knife, buckskin breeches, buckskin shirt or U.S. Cavalry tunic or jacket, U.S. Cavalry cap or war bonnet, Comanche riding boots, horse



Comanche Lance



The Comanche pride themselves on the use of the traditional lance. They are indeed formidable opponents when barreling towards someone on horseback, lance readied for a devastating attack. This weapon can reach lengths up to 14 feet and is the primary weapon used for hunting buffalo, rather than the bow and arrow.

The Comanche lance can be used in un-mounted combat, and has an extended reach that can be used to attack opponents 10 feet away, but not adjacent

foes. Although the weapon is Large size, due to its design a mounted combatant can wield a Comanche lance in one hand. In addition, when used to attack from a charging mount, a Comanche lance deals double damage. If used from a charging mount by a character with the Spirited Charge feat, a Comanche lance deals triple damage. A character without the Archaic Weapons Proficiency suffers a -4 nonproficiency penalty to all attack rolls with the Comanche lance.

Table FGE 1.1-4: Comanche Lance

Archaic Weapon	Date	Ammo	Dam	Crit	Rng ft	Rate of fire	Mag	Size	Wgt lbs	Pur DC	Pur Price
Comanche Lance	—	—	1d8 P	20	—	SS	—	L	8	7	\$2

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BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

COMBAT BLOCKS

Old Man Winters

Dedicated Ordinary 3, Tough Ordinary 2

Str:	10 (+0)	Grit:	32		
Dex:	8 (-1)	MDT:	15	Def:	13
Con:	15 (+2)	Init:	-1	Fort:	+6
Int:	12 (+1)	BAB:	+3	Ref:	+0
Wis:	14 (+2)	Rep:	+1	Will:	+4
Cha:	14 (+2)	AP's:	0		

Feats: Endurance, Personal Firearms Proficiency, Simple Weapons Proficiency, Track

Talents: None

Skills: Gamble +5, Handle Animal +6, Knowledge (current events) +3, Knowledge (popular culture) +3, Knowledge (streetwise) +3, Knowledge (tactics) +3, Listen +4, Profession +6, Repair +4, Ride +3, Read/Write Language (English), Speak Language (English, German), Spot +4, Survival +9, Treat Injury +7

Attacks (Melee +3; Grapple +3; Ranged +2)

Weapon	Bonus	Dam	Crit	Rng	Reload Rate	Full-Reload Time
Winchester '73	+2	2d8	20	70 ft.	6 bullets per full-round action	3 full-round actions
Ammo: 17 int. ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐						
Knife	+3	1d4	19-20	—	—	—

Lorelei Trautman

Tough Ordinary 2

Str:	12 (+1)	Grit:	15		
Dex:	13 (+1)	MDT:	15	Def:	13
Con:	15 (+2)	Init:	+1	Fort:	+4
Int:	10 (+0)	BAB:	+1	Ref:	+3
Wis:	8 (-1)	Rep:	+0	Will:	-1
Cha:	14 (+2)	AP's:	0		

Feats: Animal Affinity, Home Ground, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents: None

Skills: Handle Animal +7, Knowledge (current event) +2, Knowledge (popular culture) +2, Read/Write Language (English), Ride +9, Speak Language (English), Spot +0

Attacks (Melee +2; Grapple +2; Ranged +2)

Weapon	Bonus	Dam	Crit	Rng	Full-Reload Time
Remington-Whitmore M1873	+2	2d10	20	30 ft.	1 full-round action
Ammo: 2 int. ☐ ☐					
Knife	+2	1d4+1	19-20	—	—

Johanna Trautman

Charismatic Ordinary 1

Str:	8 (-1)	Grit:	4		
Dex:	13 (+1)	MDT:	10	Def:	11
Con:	10 (+0)	Init:	+1	Fort:	+1
Int:	14 (+2)	BAB:	+0	Ref:	+2
Wis:	12 (+1)	Rep:	+2	Will:	+1
Cha:	15 (+2)	AP's:	0		

Feats: Creative [Perform (keyboards), Perform (sing)], Simple Weapons Proficiency, Trustworthy

Talents: None

Skills: Bluff +6, Diplomacy +9, Gather Information +8, Knowledge (art) +6, Knowledge (current events) +4, Knowledge (popular culture) +5, Knowledge (theology and philosophy) +3, Perform (keyboards) +8, Perform (sing) +8, Read/Write Language (English, French), Speak Language (English, French)

Attacks (Melee -1; Grapple -1; Ranged +1)

Weapon	Bonus	Dam	Crit	Rng	Cyl Replacement	Full-Reload Time
Colt New Model Navy	-2	2d4	20	30 ft.	4 full-round actions	20 full-round actions
Ammo: 6 cyl. ☐ ☐ ☐ ☐ ☐ ☐						

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

COMBAT BLOCKS

Lone Bugler

Tough Hero 3, Brave 2

Str:	13 (+1)	Grit:	42		
Dex:	14 (+2)	MDT:	14	Def:	16
Con:	14 (+2)	Init:	+2	Fort:	+8
Int:	12 (+1)	BAB:	+3	Ref:	+5
Wis:	14 (+2)	Rep:	+1	Will:	+4
Cha:	12 (+1)	AP's:	2		

Feats: Archaic Weapons Proficiency, Endurance, Great Fortitude, Indian Lore, Personal Firearms Proficiency, Simple Weapons Proficiency

Talents: Damage Reduction 1; Remain Conscious; Feral Senses, Tribal Chant (Blessing)

Skills: Concentration +4, Hide +4, Intimidate +4, Knowledge (tactics) +3, Listen +5, Move Silently +4, Navigate +3, Perform (wind instrument) +4, Ride +9, Speak Language (Comanche), Spot +10, Survival +8

Attacks (Melee +4; Grapple +4; Ranged +5)

Weapon	Bonus	Dam	Crit	Rng	Mag Replacement	Full-Reload Time
Spencer Carbine Ammo: 7 box □□□□□□□	+5	2d10	20	70 ft.	1 move action	2 full-round actions
Knife	+4	1d4+1	19-20	—	—	—
Bow	+5	1d6	20	40 ft.	—	1 free action

Blood on His Lance

Fast Hero 3, Pony Soldier 4, Comanche Rider 1

Str:	14 (+2)	Grit:	61		
Dex:	14 (+2)	MDT:	14	Def:	19
Con:	14 (+2)	Init:	+2	Fort:	+6
Int:	12 (+1)	BAB:	+5	Ref:	+7
Wis:	14 (+2)	Rep:	+2	Will:	+4
Cha:	14 (+2)	AP's:	4		

Feats: Archaic Weapons Proficiency, Blazing Saddle, Defensive Riding, Far Shot, Personal Firearms Proficiency, Ride-by Attack, Simple Weapons Proficiency, Spirited Charge

Talents: Evasion, Uncanny Dodge 1, Born in the Saddle +2, Cavalry Charge, Effortless Control, Improved Comanche Riding

Skills: Balance +5, Concentration +5, Escape Artist +5, Handle Animal +7, Intimidate +6, Knowledge (popular culture) +2, Knowledge (tactics) +4, Listen +7, Move Silently +7, Navigate +6, Ride +14, Speak Language (Comanche, English, Spanish), Spot +10, Survival +4, Tumble +8

Attacks (Melee +7; Grapple +7; Ranged +7)

Weapon	Bonus	Dam	Crit	Rng	Mag Replacement	Full-Reload Time
Spencer Carbine Ammo: 7 box □□□□□□□	+7	2d10	20	105 ft.	1 move action	2 full-round actions
Comanche Lance	+7	1d8+2	20/x2	—	—	—
Comanche Lance, mounted & charging	+9	3d8+6	20/x2	—	—	—
Knife	+7	1d4+2	19-20	—	—	—
Bow	+7	1d6	20	60 ft.	—	1 free action



BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

COMBAT BLOCKS

Two Crows

Tough Hero 2, Strong Hero 2

Str:	16 (+3)	Grit:	34		
Dex:	14 (+2)	MDT:	17	Def:	16
Con:	14 (+2)	Init:	+2	Fort:	+6
Int:	10 (+0)	BAB:	+3	Ref:	+2
Wis:	12 (+1)	Rep:	+0	Will:	+1
Cha:	12 (+1)	AP's:	2		

Feats: Archaic Weapons Proficiency, Dodge, Improved Bull Rush, Improved Damage Threshold, Power Attack, Sidewinder, Simple Weapons Proficiency

Talents: Melee Smash, Remain Conscious

Skills: Handle Animal +4, Hide +6, Intimidate +7, Knowledge (tactics) +2, Ride +7, Speak Language (Comanche, Spanish), Spot +3

Attacks (Melee +6; Grapple +6; Ranged +5)

Weapon	Bonus	Dam	Crit	Rng	Full-Reload Time
Sharps Carbine Ammo: 8 int. □□□□□□□□	+1	2d8	20	80 ft.	1 full-round action
Comanche Lance	+6	1d8+3	20/x2	—	—
Comanche Lance, mounted & charging	+8	2d8+6	20/x2	—	—
Knife	+6	1d4+4	19-20	—	—
Bow	+5	1d6	20	40 ft.	1 free action

Ordinary Rider

Fast Ordinary 2

Str:	13 (+1)	Grit:	13		
Dex:	15(+2)	MDT:	14	Def:	16
Con:	14 (+2)	Init:	+6	Fort:	+2
Int:	10 (+0)	BAB:	+1	Ref:	+4
Wis:	12 (+1)	Rep:	+0	Will:	+1
Cha:	8 (-1)	AP's:	0		

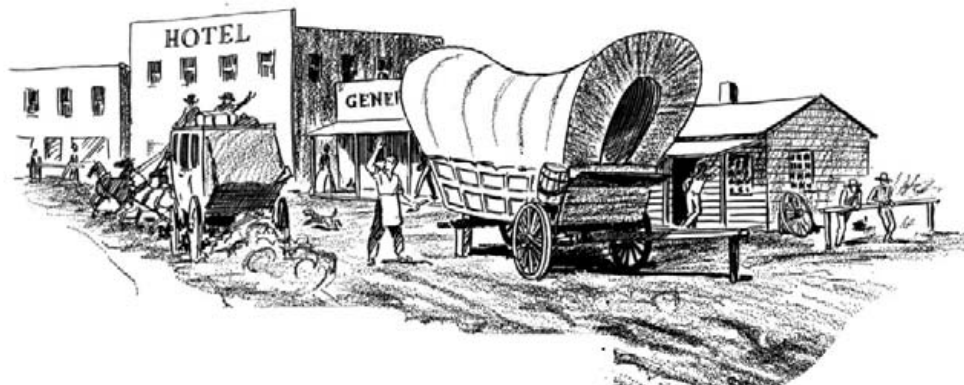
Feats: Archaic Weapons Proficiency, Defensive Riding, Improved Initiative, Simple Weapons Proficiency

Talents: None

Skills: Balance +5, Handle Animal +3, Hide +7, Move Silently +7, Ride +7, Speak Language (Comanche), Survival +5

Attacks (Melee +2; Grapple +2; Ranged +3)

Weapon	Bonus	Dam	Crit	Rng	Full-Reload Time
Comanche Lance	+2	1d8+1	20/x2	—	—
Comanche Lance, mounted & charging	+4	2d8+2	20/x2	—	—
Knife	+2	1d4+1	19-20	—	—
Bow	+3	1d6	20	40 ft.	1 free action



BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

COMBAT BLOCKS

Ordinary Rider

Fast Ordinary 2

Str:	13 (+1)	Grit:	13		
Dex:	15(+2)	MDT:	14	Def:	16
Con:	14 (+2)	Init:	+6	Fort:	+2
Int:	10 (+0)	BAB:	+1	Ref:	+4
Wis:	12 (+1)	Rep:	+0	Will:	+1
Cha:	8 (-1)	AP's:	0		

Feats: Archaic Weapons Proficiency, Defensive Riding, Improved Initiative, Simple Weapons Proficiency

Talents: None

Skills: Balance +5, Handle Animal +3, Hide +7, Move Silently +7, Ride +7, Speak Language (Comanche), Survival +5

Attacks (Melee +2; Grapple +2; Ranged +3)					
Weapon	Bonus	Dam	Crit	Rng	Full-Reload Time
Comanche Lance	+2	1d8+1	20/x2	—	—
Comanche Lance, mounted & charging	+4	2d8+2	20/x2	—	—
Knife	+2	1d4+1	19-20	—	—
Bow	+3	1d6	20	40 ft.	1 free action

Ordinary Foot Warrior

Tough Ordinary 2

Str:	12 (+1)	Grit:	15		
Dex:	14 (+2)	MDT:	15	Def:	14
Con:	15 (+2)	Init:	+2	Fort:	+4
Int:	10 (+0)	BAB:	+1	Ref:	+2
Wis:	13 (+1)	Rep:	+0	Will:	+1
Cha:	8 (-1)	AP's:	0		

Feats: Archaic Weapons Proficiency, Defensive Riding, Far Shot, Simple Weapons Proficiency

Talents: None

Skills: Concentration +3, Intimidate +2, Listen +3, Ride +8, Speak Language (Comanche), Spot +4, Survival +3

Attacks (Melee +2; Grapple +2; Ranged +3)					
Weapon	Bonus	Dam	Crit	Rng	Full-Reload Time
Sharps Carbine	+3	2d8	20	120 ft.	1 full-round action
Ammo: 5 int. □□□□□					
Knife	+2	1d4+1	19-20	—	—
Bow	+3	1d6	20	60 ft.	1 free action

Ordinary Foot Warrior

Tough Ordinary 2

Str:	12 (+1)	Grit:	15		
Dex:	14 (+2)	MDT:	15	Def:	14
Con:	15 (+2)	Init:	+2	Fort:	+4
Int:	10 (+0)	BAB:	+1	Ref:	+2
Wis:	13 (+1)	Rep:	+0	Will:	+1
Cha:	8 (-1)	AP's:	0		

Feats: Archaic Weapons Proficiency, Defensive Riding, Far Shot, Simple Weapons Proficiency

Talents: None

Skills: Concentration +3, Intimidate +2, Listen +3, Ride +8, Speak Language (Comanche), Spot +4, Survival +3

Attacks (Melee +2; Grapple +2; Ranged +3)					
Weapon	Bonus	Dam	Crit	Rng	Full-Reload Time
Sharps Carbine	+3	2d8	20	120 ft.	1 full-round action
Ammo: 5 int. □□□□□					
Knife	+2	1d4+1	19-20	—	—
Bow	+3	1d6	20	60 ft.	1 free action

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

References

"Unusual Bugle Players: False notes forged defeat for the unwary on the Plains" Wayne R. Austerman, Wild West Magazine, August 2004

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THEODORE (OLD MAN) WINTERS

(DEDICATED ORDINARY 3, TOUGH ORDINARY 2)

Sex: Male
Age: 56
Birthplace: Frankfurt, Germany
Heritage: German
Weight: 145 lbs
Height: 5' 8"

Hair: Gray
Eyes: Blue-gray
Allegiances: None
Challenge Rating: 4
Level: 5
Space/Reach: 5 ft. x 5 ft. / 5 ft.



ABILITIES

STR 10 +0
DEX 8 -1
CON 15 +2
INT 12 +1
WIS 14 +2
CHA 14 +2

SAVES

FORT +6
REF +0
WILL +4

GRIT 32

3d6 + 2d10 +10

MDT 15

SPD 30'

DEF 13 touch 13, flat-footed 13,
 (+4 class, -1 Dex)

INIT -1 || BAB +3 || GRAP +3 || ACTION POINTS 0 || REP +1

ATTACKS

Fists +3

(1d3 nonlethal; Crit: 20)

Knife +3

(1d4; Crit: 19-20)

Winchester '73 +2

(2d8; Crit: 20; Range 70 ft.; Ammo 17 int.)

POSSESSIONS

Knife, Winchester '73, .44 center-fire ammo (40), cowboy boots, trousers, beat-up cowboy hat, plain suit coat, vest, whiskey flask, canteen, bedroll, pouch of jerky, first aid kit, cigars (6)

OCCUPATION

Laborer

[class skills: Handle Animal, Repair, Ride]

CLASS FEATURES

None

FEATS

Endurance
 Personal Firearms Proficiency
 Simple Weapons Proficiency
 Track

SKILLS

Gamble +5
 Handle Animal +6
 Knowledge (current events) +3
 Knowledge (popular culture) +3
 Knowledge (streetwise) +3
 Knowledge (tactics) +3
 Listen +4
 Profession +6
 Repair +4
 Ride +3
 Read/Write Language (English)
 Speak Language (English, German)
 Spot +4
 Survival +9
 Treat Injury +7

LORELEI TRAUTMAN

(TOUGH ORDINARY 2)

Sex: Female
Age: 17
Birthplace: Independence, Missouri
Heritage: American
Weight: 125 lbs
Height: 5' 5"

Hair: Light brown (long)
Eyes: Brown
Allegiances: None
Challenge Rating: 1
Level: 2
Space/Reach: 5 ft. x 5 ft. / 5 ft.



ABILITIES

STR 12 +1
DEX 13 +1
CON 15 +2
INT 10 +0
WIS 8 -1
CHA 14 +2

SAVES

FORT +4
REF +3
WILL -1

GRIT 15

2d10 + 4

MDT 15

SPD 30'

DEF 13 touch 13, flat-footed 12,
 (+2 class, +1 Dex)

INIT +1 || BAB +1 || GRAP +2 || ACTION POINTS 0 || REP +0

ATTACKS

Fists +2

(1d3+1 nonlethal; Crit: 20)

Knife +2

(1d4+1; Crit: 19-20)

Remington-Whitmore M1873 +2

(2d10; Crit: 20; Range 30 ft.; Ammo: 2 int.)

POSSESSIONS

Knife, Remington-Whitmore M1873, 10-gauge buckshot ammo (30), women's skirt, women's plain shirt, women's boots, sombrero, silver locket and chain, haversack

OCCUPATION

Sodbuster

[class skills: Handle Animal, Ride]

CLASS FEATURES

None

FEATS

Animal Affinity
 Home Ground
 Personal Firearms Proficiency
 Simple Weapons Proficiency

SKILLS

Handle Animal +7
 Knowledge (current event) +2
 Knowledge (popular culture) +2
 Read/Write Language (English)
 Ride +9
 Speak Language (English)
 Spot +0

JOHANNA TRAUTMAN

(CHARISMATIC ORDINARY 1)

Sex: Female
Age: 13
Birthplace: Jefferson City, Missouri
Heritage: American
Weight: 110 lbs
Height: 5' 4"

Hair: Brown
Eyes: Blue
Allegiances: None
Challenge Rating: 1/2
Level: 1
Space/Reach: 5 ft. x 5 ft. / 5 ft.



ABILITIES

STR 8 -1
DEX 13 +1
CON 10 +0
INT 14 +2
WIS 12 +1
CHA 15 +2

SAVES

FORT +1
REF +2
WILL +1

GRIT 4

1d6

MDT 10

SPD 30'

DEF 11 touch 11, flat-footed 10,
 (+0 class, +1 Dex)

INIT +1 || **BAB** +0 || **GRAP** -1 || **ACTION POINTS** 0 || **REP** +2

ATTACKS

Fists -1

(1d3-1 nonlethal; Crit: 20)

Colt New Model Navy -2

(2d4; Crit: 20; Range 30 ft.; Ammo: 6 cyl.)

POSSESSIONS

Colt New Model Navy ¹, .36 percussion
 ammo (12), fancy women's dress, women's
 shoes, feathered lady's hat, parasol,
 mirror/brush/comb set, satin gloves,
 leather purse

¹ See the Fort Griffin Echo, Volume 1, Number 2 for
 more detailed statistics of the Colt New Model Navy.
 The Fort Griffin Echo can be purchased by visiting the
 official Dog House Rules web-site
 (www.doghouserules.net).

OCCUPATION

Greenhorn

[class skills: Diplomacy,
 Knowledge(art)]

CLASS FEATURES

None

FEATS

Creative [Perform (keyboards)
 Perform (sing)]
 Simple Weapons Proficiency
 Trustworthy

SKILLS

Bluff +6
 Diplomacy +9
 Gather Information +8
 Knowledge (art) +6
 Knowledge (current events) +4
 Knowledge (popular culture) +5
 Knowledge
 (theology and philosophy) +3
 Perform (keyboards) +8
 Perform (sing) +8
 Read/Write Language
 (English, French)
 Speak Language
 (English, French)

LONE BUGLER

(TOUGH HERO 3; BRAVE 2)

Sex: Male
Age: 21
Birthplace: Comancheria
Heritage: Comanche
Weight: 140 lbs
Height: 5' 7"

Hair: Black **Eyes:** Brown
Allegiances: Blood on His Lance's War Party
Challenge Rating: 5
Level: 5
Space/Reach: 5 ft. x 5 ft. / 5 ft.



ABILITIES

STR 13 +1
DEX 14 +2
CON 14 +2
INT 12 +1
WIS 14 +2
CHA 12 +1

SAVES

FORT +8
REF +5
WILL +4

GRIT 42

3d10+2d10+10

MDT 14

SPD 30'

DEF 16 touch 16, flat-footed 14,
 (+4 class, +2 Dex)

INIT +2 || BAB +3 || GRAP +4 || ACTION POINTS 2 || REP +1

ATTACKS

Fists +4

(1d3+1 nonlethal; Crit: 20)

Spencer Carbine +5

(2d10; Crit: 20; Range 70 ft.; Ammo: 7 box)

Knife +4

(1d4+1; Crit: 19-20)

Bow +5

(1d6; Crit: 20; Range 60 ft.)

POSSESSIONS

Spencer Carbine, .52 rim-fire ammo (11 rounds: 7 loaded, 4 in extra magazine), knife (2), bow, quiver with 11 arrows, U.S. Cavalry jacket, U.S. Cavalry trousers, U.S. Cavalry hat, Comanche riding boots, buckskin vest, U.S. Cavalry bugle, horse

OCCUPATION

Tribal

[class skills: Intimidate, Ride, Spot; bonus feat: Archaic Weapons Proficiency]

CLASS FEATURES

Damage Reduction 1
 Remain Conscious
 Feral Senses
 Tribal Chant (Blessing)

FEATS

Archaic Weapons Proficiency
 Endurance
 Great Fortitude
 Indian Lore
 Personal Firearms Proficiency
 Simple Weapons Proficiency

SKILLS

Concentration +4
 Hide +4
 Intimidate +4
 Knowledge (tactics) +3
 Listen +5
 Move Silently +4
 Navigate +3
 Perform (wind instrument) +4
 Ride +9
 Speak Language (Comanche)
 Spot +10
 Survival +8

BLOOD ON HIS LANCE

(FAST HERO 3; PONY SOLDIER 4, COMANCHE RIDER 1)²

Sex: Male
Age: 30
Birthplace: Comancheria
Heritage: Comanche
Weight: 145 lbs
Height: 5' 6"

Hair: Black **Eyes:** Brown
Allegiances: Blood on His Lance's War Party
Challenge Rating: 8
Level: 8
Space/Reach: 5 ft. x 5 ft. / 5 ft.



ABILITIES

STR 14 +2
DEX 14 +2
CON 14 +2
INT 12 +1
WIS 14 +2
CHA 14 +2

SAVES

FORT +6
REF +7
WILL +4

GRIT 61

3d8+4d10+1d10+16

MDT 14

SPD 30'

DEF 19 touch 19, flat-footed 17,
 (+7 class, +2 Dex)

INIT +2 || BAB +5 || GRAP +7 || ACTION POINTS 4 || REP +2

ATTACKS

Fists +7

(1d3+2 nonlethal; Crit: 20)

Knife +7

(1d4+2; Crit: 19-20)

Spencer Carbine +7

(2d10; Crit: 20; Range 105 ft.; Ammo: 7 box)

Bow +7

(1d6; Crit: 20; Range 60 ft.)

Comanche Lance +7

(1d8+2; Crit: 20/x2)

Comanche Lance, mounted & charging +9

(3d8+6; Crit: 20/x2)

OCCUPATION

Tribal

[class skills: Handle Animal, Ride, Spot; bonus feat: Archaic Weapons Proficiency]

CLASS FEATURES

Evasion
 Uncanny Dodge 1
 Born in the Saddle +2
 Cavalry Charge
 Effortless Control
 Improved Comanche Riding

FEATS

Archaic Weapons Proficiency
 Blazing Saddle
 Defensive Riding
 Far Shot
 Personal Firearms Proficiency
 Ride-by Attack
 Simple Weapons Proficiency
 Spirited Charge

SKILLS

Balance +5
 Concentration +5
 Escape Artist +5
 Handle Animal +7
 Intimidate +6
 Knowledge (popular culture) +2
 Knowledge (tactics) +4
 Listen +7
 Move Silently +7
 Navigate +6
 Ride +14
 Speak Language
 (Comanche, English, Spanish)
 Spot +10
 Survival +4
 Tumble +8

POSSESSIONS

Spencer Carbine, .52 rim-fire ammo (21 rounds: 7 loaded, 14 in two extra magazines), Comanche Lance, knife, bow, quiver with 14 arrows, U.S. Cavalry jacket, buckskin breeches, Comanche riding boots, buckskin shirt, war bonnet, horse

² The Comanche Rider Prestige class is detailed in Fort Griffin Echo, Volume 1, Number 1. This product is available for FREE at the DHR web site (www.doghouserules.net).

TWO CROWS

(TOUGH HERO 2, STRONG HERO 2)

Sex: Male
Age: 24
Birthplace: Comancheria
Heritage: Comanche
Weight: 165 lbs
Height: 5' 10"

Hair: Black **Eyes:** Brown
Allegiances: Blood on His Lance's War Party
Challenge Rating: 4
Level: 4
Space/Reach: 5 ft. x 5 ft. / 5 ft.



ABILITIES

STR 16 +3
DEX 14 +2
CON 14 +2
INT 10 +0
WIS 12 +1
CHA 12 +1

SAVES

FORT +6
REF +2
WILL +1

GRIT 34

2d8+2d10+8

MDT 17

SPD 30'

DEF 16 touch 16, flat-footed 14,
 (+4 class, +2 Dex)

INIT +2 || BAB +3 || GRAP +6 || ACTION POINTS 2 || REP +0

ATTACKS

Fists +6
 (1d3+3 nonlethal; Crit: 20)
Knife +6
 (1d4+3; Crit: 19-20)
Sharps Carbine +1
 (2d8; Crit: 20; Range: 80 ft)
Bow +5
 (1d6; Crit: 20; Range 40 ft.)
Comanche Lance +6
 (1d8+3; Crit: 20/x2)
Comanche Lance, mounted & charging +8
 (2d8+6; Crit: 20/x2)

POSSESSIONS

Sharps Carbine, .44 percussion ammo (8), Comanche lance, bow, quiver with 10 arrows), knife, buckskin breeches, cloth shirt, reinforced U.S. Cavalry cap, Comanche riding boots, horse

OCCUPATION

Tribal
 [class skills: Hide, Intimidate; Ride; bonus feat: Archaic Weapons Proficiency]

CLASS FEATURES

Melee Smash
 Remain Conscious

FEATS

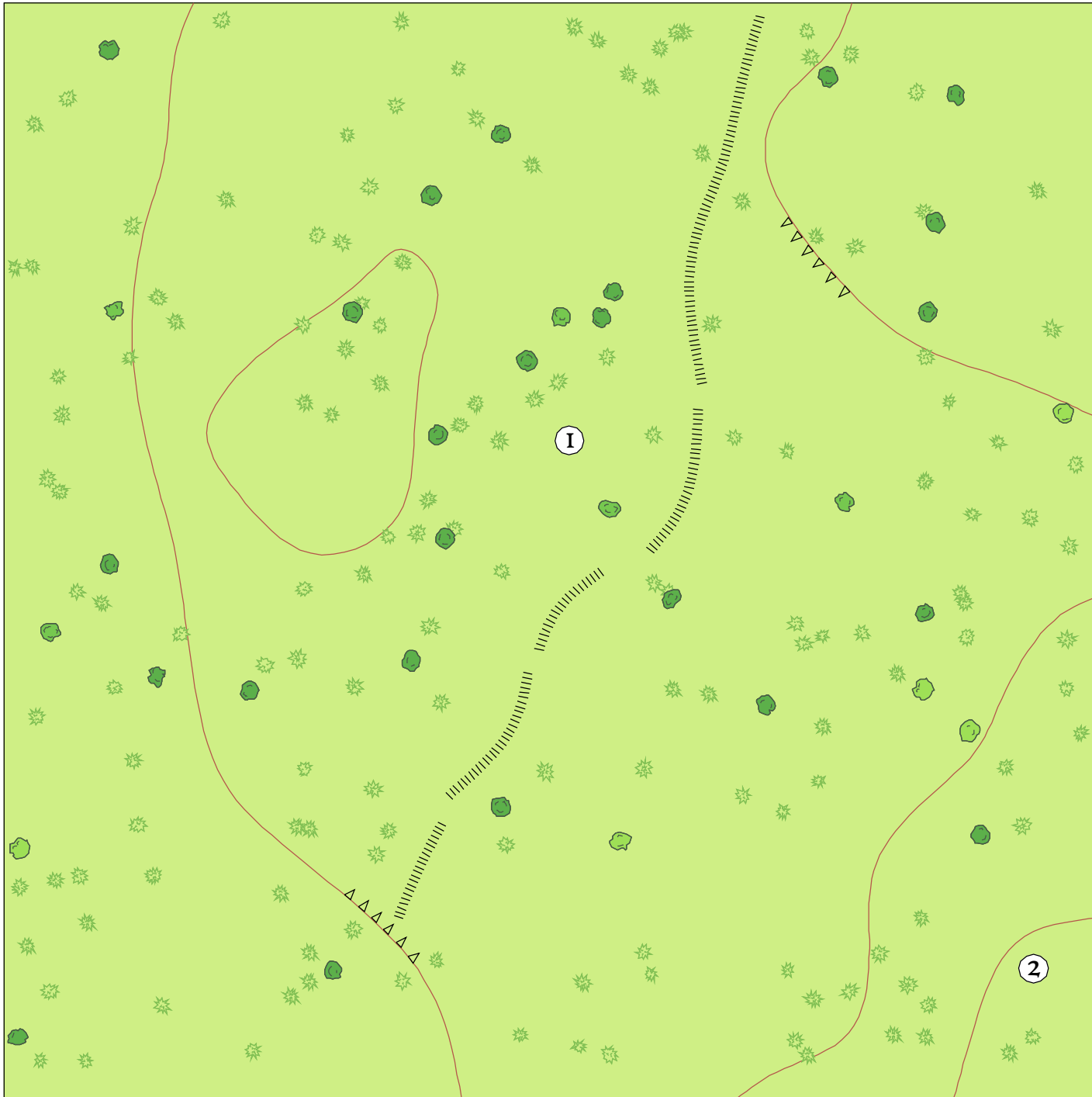
Archaic Weapons Proficiency
 Dodge
 Improved Bull Rush
 Improved Damage Threshold
 Power Attack
 Sidewinder
 Simple Weapons Proficiency

SKILLS

Handle Animal +4
 Hide +6
 Intimidate +7
 Knowledge (tactics) +2
 Ride +7
 Speak Language
 (Comanche, Spanish)
 Spot +3

For Whom the Bugle Blows

Scene 1



	Embankment		Fortified Structure
	Ditch/Gully		Building/Structure
	Escarpment (ARROWS POINT DOWN)		Low Stone Wall
	Cliff (ARROWS POINT DOWN)		Palisade
	Contour Lines		Fence
	Bog or Swamp		Gate
	Roughly/Broken Terrain		Water Well
	Stone Surface		Gallows
	Wood Surface		Hedge
	Earth/Mud Surface		Field/Cropland
	Grassy Surface		Vegetable Plot
	Meadow		Water (up to 5')
	Sandy Surface		Water (over 5')
	Gravel Surface		Water Depth Contours
	Mixed Trees		Submerged Rocks
	Coniferous Trees		Submerged Sand/Ford
	Bushes/Scrub		Water Flow
	Boulders/Rocks		Water Mill

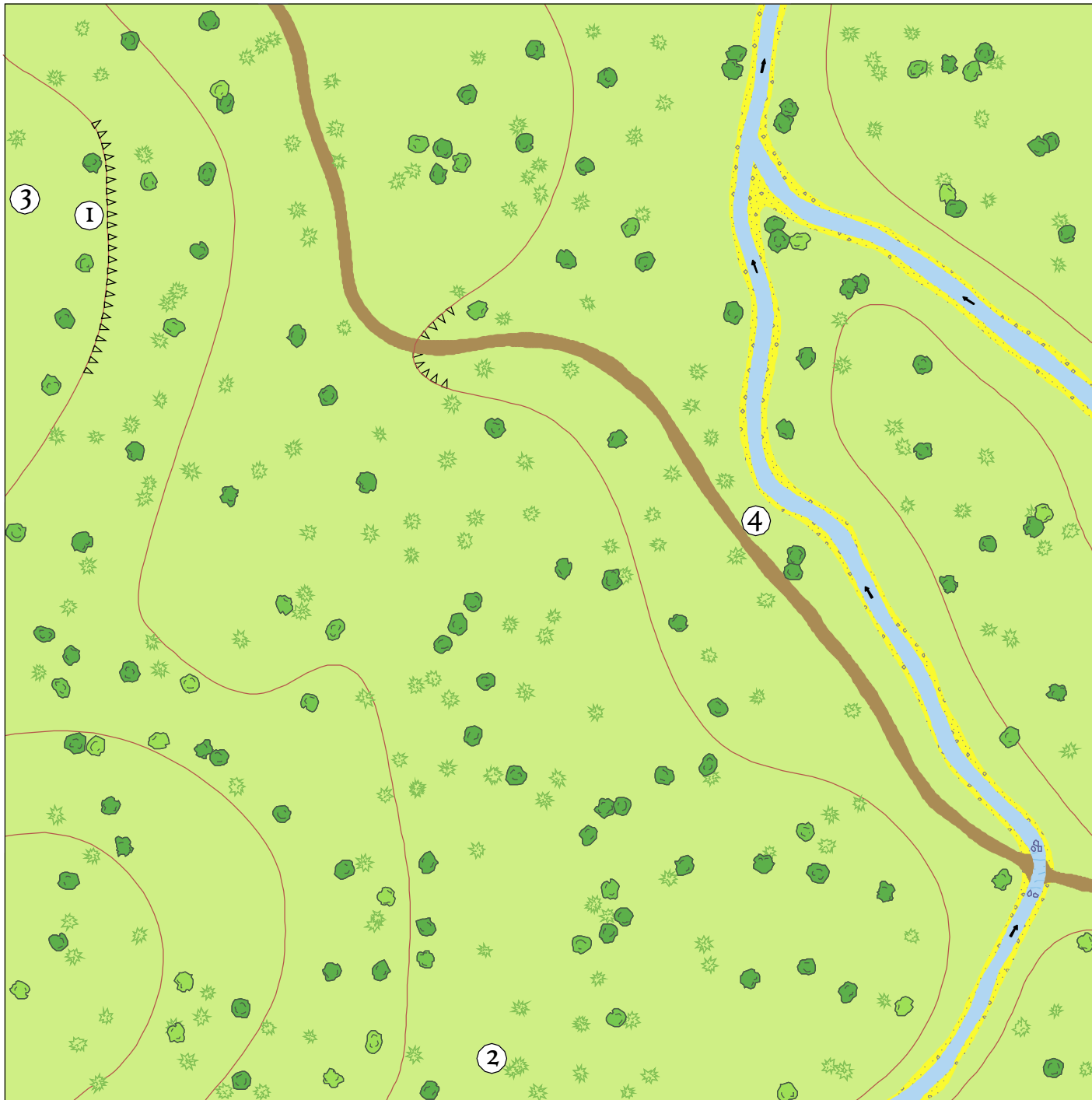
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- 1) Wagon Under Attack
- 2) Heroes' Point of Entry



Scale in Feet
0 10 20 30

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	Embankment		Fortified Structure
	Ditch		Building/Structure
	Escarpment (ARROWS POINT DOWN)		Low Stone Wall
	Cliff (ARROWS POINT DOWN)		Palisade
	Contour Lines		Fence
	Bog or Swamp		Gate
	Rough/Broken Terrain		Water Well
	Stone Surface		Gallows
	Wood Surface		Hedge
	Earthy/Mud Surface		Field/Cropland
	Grassy Surface		Vegetable Plot
	Meadow		Water (up to 5')
	Sandy Surface		Water (over 5')
	Gravel Surface		Water Depth Contours
	Mixed Trees		Submerged Rocks
	Coniferous Trees		Submerged Sand/Ford
	Bushes/Scrub		Water Flow
	Boulders/Rocks		Water Mill

Location Index

- 1) Lone Bugler's Position
- 2) Riders' Entry Position
- 3) Foot Warriors' Position
- 4) Hero Party's Position



Scale in Feet
0 10 20 30

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