

GUNSLINGERS

WILD WEST ACTION!™



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CREDITS

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WILD WEST ACTION!

INTRODUCTION

"This is the west, sir. When the legend becomes fact, print the legend."
— *The Man Who Shot Liberty Valence*

Welcome to *Gunslingers*, where the historic Wild West comes alive, *ACTION! SYSTEM* style. Inside these pages you'll find new character templates, skills, advantages and disadvantages, as well as new rules to make the Wild West live on in your games. You won't find any magic or other fantastic elements within these pages, however, but *ACTION! SYSTEM* being what it is, feel free to add it if you so desire.

Gunslingers is designed to be a cinematic take on the Old West with the kind of action you'll find in your favorite Western movies. Characters can perform heroic, and sometimes unbelievable, acts of courage and daring. The gritty life of the Western Frontier is present, just toned down a bit.

In *ACTION! SYSTEM* terms, *Gunslingers* is a Cinematic-level game. It is assumed that characters created for *Gunslingers* are based on the following starting points, attribute and skill level caps:



Attribute Points:	30
Character Points:	50

A few things from the *Core Rules* are reprinted here for ease of access. If you are familiar with other *ACTION! SYSTEM* products, you should have no problem making the transition into the Wild West world of *Gunslingers*.

In order to fully make use of these rules, you will need a copy of the *ACTION! SYSTEM Core Rules* by Gold Rush Games and a few six-sided dice to play. If you don't have a copy of the *ACTION! SYSTEM Core Rules* book, you can download it— plus a ton of free support material—for free from the *Action! System* web site at www.action-system.com.

GUNSLINGERS

CHARACTERS

"Do you know where I can find beaver, bear, and other critters that are worth cash money when skint?"
—Jeremiah Johnson



A character's template is not necessarily an indication of how a character makes a living in *Gunslingers*. The two needn't be the same. The possibilities of profession template and occupation combinations are endless. You are limited only by your imagination, or what you can appropriate from Old Western movies.

For example, a character created using the Wrangler template can leave the dusty trail and take up gambling his

way across the Old West. Likewise, a mountain man may forsake his solitary ways and become a scout for the military, even though the character was not created using the Scout template.

The Wild West attracted a myriad of people, some looking to strike it rich, some looking for adventure, and some running from the law back east. Whatever a character's professional background, he can earn his way in countless different occupations.

GETTING STARTED

ATTRIBUTES

"Billy, he wasn't a loved man. He didn't have much personality and what he did have was all bad."

—High Plains Drifter

Role-playing in the Wild West is not purely about the numbers. Characters in *Gunslingers* should be created for strong development in terms of role-playing and not necessarily combat. Skills should serve a much more important function in a Western setting than pure combat prowess.

OLD GLORY

The following table shows how many stars appeared on the blue field of the U.S. national flag during which years.

Stars	Years
23	1820-1822
24	1822-1836
25	1836-1837
26	1837-1845
27	1845-1846
28	1846-1847
29	1847-1848
30	1848-1851
31	1851-1858
32	1858-1859
33	1859-1861
34	1861-1863
35	1863-1865
36	1865-1867
37	1867-1877
38	1877-1890
43	1890-1891
44	1891-1896
45	1896-1908

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NATIONALITY

Each player should select a cultural decent from where his character's forefathers originated. The Wild West was home to people of many nationalities. You may desire to play an Irish rustler, an Indian scout, an English maverick, a French mountain man, a Black cowboy or a Mexican wrangler (who may prefer to be called a *vaquero*).

The character's nationality makes no difference with respect to the game mechanics, but your character's cultural background opens a wide range of role-playing possibilities.

COMMON NAMES

"You know, I never did know your name."

—High Plains Drifter

Every character needs a name (except of course the "Man With No Name"). Below are lists of some common names for both men and women in the Old West.

CHARACTER IMPROVEMENT

The rules for increasing a character's attribute and skill scores, as well as improving or buying new traits, follow the same *Experience* rules as found in the *ACTION! SYSTEM Core Rules*.

ABOUT TEMPLATES

Gunslingers uses character templates to assist in character creation. By using templates, players can create new characters quickly and easily.

Each template is given a brief description of the profession itself, starting scores for attributes, traits, skill levels, and any important rules information. To use a template, simply record all of the information provided in the template, including attribute scores, advantages and disadvantages, and skills.

Each player receives an additional 5 Character Points (CP) with which to customize his or her character. These points can be used to buy extra skill levels or advantages for the character (see the *Core Rules*).

Once you have selected a profession template and spent your 5 extra Character Points and recorded all of the scores and traits, you're ready to play!



FEMALE CHARACTERS

"I'm a woman, I like men. If that means I'm not lady-like, then I guess I'm just not a lady."

—Tombstone

Even in the historic Old West there were a number of women who rode horses, roped cattle, were deadeye shots with a pistol or rifle and drank more than their share in the saloon. Most of polite society (i.e., Easterners) considered these women unlady-like, but in the frontier of the Old West, a woman could earn herself a reputation and a place in the group as well as any man.

Gunslingers does not presume to tell you what sort of game to run, but we recommend that female characters be allowed for any of the templates given in the book. And while it may be quite appropriate for a female character to take the Outsider or Social Disadvantage traits, it's best just to forego the pedantic details and just create and use the characters that you want to play without fussin' over the details.

STARTING EQUIPMENT

Each character template has starting equipment listed in the description. Players may record the starting equipment on their character sheet.

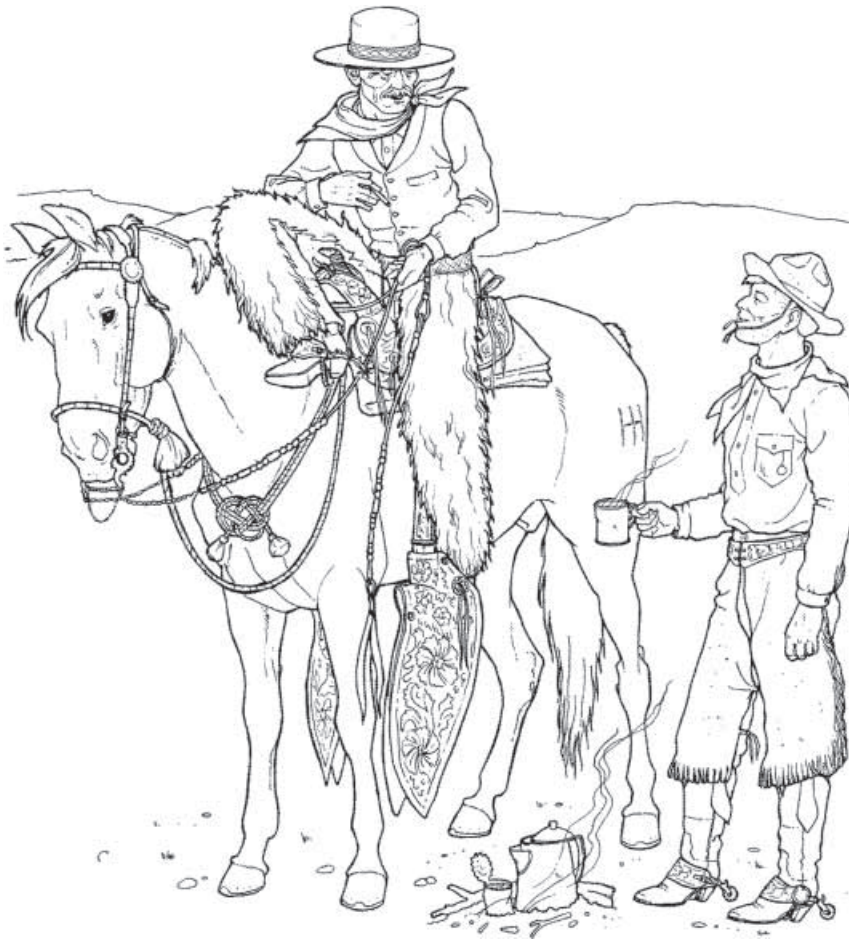
Optionally, if the GM chooses, the player may take an amount of starting cash determined by the character's Wealth level (see the **Wealthy** advantage, page 24) in lieu of the listed starting equipment. The player buys any desired equipment—from guns and horses to clothes and personal items, or anything else the player desires—for the character from the equipment list given later in this book. The costs of such equipment are deducted from the character's starting cash. Any remaining cash is carried by (or otherwise available to) the character.

ABOUT PC MORALITY

"There's right and there's wrong. You got a do one or the other. You do the one and you're living. You do the other and you may be walking around, but you're dead as a beaver hat."

—Alamo

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THE CODE OF THE WEST

"Though the cowman might break every law of the territory, state and federal government, he took pride in upholding his own unwritten code. His failure to abide by it did not bring formal punishment, but the man who broke it became, more or less, a social outcast. His friends 'hazed him into the cutbacks' and he was subject to the punishment of the very code he had broken."

— *The Cowman and His Code of Ethics*

The following section describes the general attitudes and unwritten "rules" of behavior among cowboys.

Not all of these rules were followed by everyone in the West (even the cowboys themselves) but by and large these rules encompass what has come to be known as "The Code of the West." They should serve as guidelines for players wishing to play a "good" character.

Included after each entry are suitable traits for someone who either consistently breaks the rule or who simply has a reputation — earned or not — for breaking it. While not mandatory, they are recommended for players (and GMs) who wish to maintain an Old West "feel" to their game.

Clean livin': You shouldn't gamble or buy on credit. Drinking, smoking, chewing, spitting, sniffing are best avoided but are best done in a saloon. For a cowboy, drinking on duty is grounds for instant dismissal and blacklisting. Drunks don't find much work on the range. Intimate relations are fine, as long as no other rules are broken. Never cheat. Cheaters don't find much work anywhere except at card tables. (*Infamous: Gambler* [-5 Pts.] or *Infamous: Drunk* [-5 Pts.])

"A man's trust is a valuable thing, But-ton. You don't want to lose it for a handful of cards."

— *Open Range*

Complaining: The one who complains about the food cooks the next meal. Same goes for housekeeping, yard work, and other routine chores. If you ain't the one who did it, then appreciate it. Otherwise, do it yourself next time. (*Infamous: Complainer* [-2 Pts.], *Psych. Disad.: Complainer*)

Consideration: Have consideration for others. Don't stir up dust near the chuck wagon; Most fellers get enough dirt on the trail and won't appreciate it

CONVERTING ALIGNMENT TO DISADVANTAGES

Alignment	Disadvantage (Level) [Value]
Lawful Good	Psych. Disad.: Lawful good morality (Peril) [-10 pts.]
Neutral Good	Psych. Disad.: Neutral good morality (Inconv.) [-2 pts.]
Chaotic Good	Psych. Disad.: Chaotic good morality (Hardship) [-5 pts.]
Lawful Neutral	Psych. Disad.: Lawful neutral morality (Inconv.) [-2 pts.]
Neutral	Psych. Disad.: Neutral morality (Inconvenience) [-2 pts.]
Chaotic Neutral	Psych. Disad.: Chaotic neutral morality (Inconv.) [-2 pts.]
Lawful Evil	Psych. Disad.: Lawful evil morality (Hardship) [-5 pts.]
Neutral Evil	Psych. Disad.: Neutral evil morality (Hardship) [-5 pts.]
Chaotic Evil	Psych. Disad.: Chaotic evil morality (Peril) [-10 pts.]

Gunslingers does not use "alignments" for characters. At best, most deeds in the Wild West were shades of gray. Many people had a tendency to perform heroic acts one day and atrocious ones the next.

Though not always deemed evil, killing was a fact of every day life and was rarely given a second thought. Many *hombres* were outlaws in one territory and hired as lawmen in another. Both heroes and outlaws alike tended to follow the Code of the West.

Characters can reflect a certain morality or "alignment" by purchasing appropriate traits. All PCs are considered to be basically good but with common human weaknesses. Characters with particularly strong traits (whether positive or negative) should select appropriate traits to reflect them

Above are suggested Psychological Disadvantages for reflecting a character "alignment." Players can use these as guidance on how to play these characters' personalities.

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in their food. Don't wake up the wrong man for herd duty; Chances are he'll wake you up by mistake when it ain't your turn. (*Infamous: Inconsiderate* [-2 Pts.], *Psych. Disad.: Inconsiderate*)

Dancing: Go dancing whenever you get the chance. Music and dance are good for the soul. Even a man who's tired from workin' can dance about when properly inspired, and should. (*Infamous: Wallflower* [-2 Pts.], *Psych. Disad.: Won't dance*)

Fair Play: Under-handedness and deception don't go around here. Never shoot an unarmed or unwarned enemy; follow the "rattlesnake code" (always warn before you strike). Shootin' someone in the back is about as underhanded and cowardly as you can get. All bets are off, however, if you're being stalked. (*Infamous: Cheat* [-10 Pts.], *Psych. Disad.: Cheat or Merciless*)

Fighting: Don't stir up a fight with someone else. Stirrin' up trouble ain't the same as finishing it. If someone calls you out and won't let it go, then you might have to finish things yourself. If forced to a fight, fight to win. (*Infamous: Fighter* [-5 Pts.], *Psych. Disad.: Stirs trouble*)

Generosity: Whenever you're asked to donate to a good cause, give a little more than you can easily afford. Many cowboys are generous to a fault. There are far worse things to be known for. (*Infamous: Stingy* [-2 Pts.], *Psych. Disad.: Stingy*)

Hats: Always wear a hat. It keeps your brains from being scrambled by the weather, keeps water off yer head and soot off yer face. But always remove your hat for church, the National Anthem, and when entering someone's home. All other occasions are optional. (*Distinctive Feature: Doesn't wear a hat* [-2 Pts.], *Psych. Disad.: Dislikes hats*)

Honesty: Always tell the truth and keep a promise, not matter how inconvenient. A person who lies to your face ain't worth spit, on the trail or anywhere else. Speak plainly, and don't use tricky words. Say what you mean and mean what you say. You are what you do. (*Infamous: Dishonest* [-10 Pts.], *Con Artist*)

Horses: You should always take care of your horse before yourself. If nothin' else, if you give out your horse can still carry you home, but if your horse gives out you'll have a much tougher time of it. (*Infamous: Mean to horses* [-5 Pts.])

Hospitality: There ain't no room for rent on the open range and darn few people carry tents or pull chuckwagons



with them. If someone wanders into a camp, homestead, or a rider join a group of cowboys on the range—even an enemy—they should be welcome at the table. Keep your differences to yourself until it can be settled later. (*Infamous: Inhospitable* [-5 Pts.])

Humor: Have a sense of humor about things. Laughin' will cure most of what-ever ails you. It helps fellas get along, too, and after a hard day's work, laughin' is much better than bickerin' around the campfire. (*Infamous: No sense of humor* [-2 Pts.], *Psych. Disad.: Poor/no sense of humor*)

Integrity: A person's word is their bond, whether they be a man or woman. A handshake means more than a 50-page contract. Always own up to your responsibility and handle your business; don't expect someone else to handle it for you. For instance, if a parent dies before paying off a debt, the oldest child assumes that debt (bankruptcy isn't an option). (*Infamous: Untrustworthy* [-10 Pts.] or *Infamous: Slacker* [-5 Pts.])

Kindness: Be kind to small children and dogs. Children ain't grown and often don't know better, and dogs are more loyal than most men. (*Infamous: Cold-hearted* [-5 Pts.], *Psych. Disad.: Cold-hearted*)

Loans: Never loan money to a friend. If he needs help, give him what he needs without askin' to be repaid. Having a debt hang over your head can breed resentment and often ruins friendships and marriages. (*Infamous: Easy mark* [-2 Pts.], *Naive, Psych. Disad.: Gullible*)

Loyalty and friendship: Take pride in being loyal to your brand (i.e., the cattle brand or outfit you work for) and to your friends. There's no more sacred obligation than to be there when your friend needs you. The highest compliment you can pay a man is to say about him: "He'll do to ride the river with." (Few cowboys dare swim a herd of cattle across a treacherous river, and in life-threatening situations, the help of the nearest cowboy is often the difference between life and death.) (*Infamous: Disloyal* [-10 Pts.], *Psych. Disad.: Out for himself*)

Mind your own damn business: Be mindful of pryin' into other peoples' past and don't spread gossip. It can be dangerous to inquire into someone's past, includin' what they were back "in the states." It don't take long to take the

GUNSLINGERS

measure of a man. (*Infamous: Nosey* [-5 Pts.], *Psych. Disad.: Nosey*)

Nature: Cowboys spend most of their time in the open, out in the wilderness. Don't smoke when riding across dry brush country, or else you might start a wildfire. Don't cut or mark on trees or rocks. Don't let others do it, either. Use what you need, but leave the rest alone. Cuttin' down a tree for wood for the fire is wasteful, and makes any critters livin' there mighty mad. (*Infamous: Wasteful* [-2 Pts.] or *Infamous: Destructive* [-5 Pts.])

Prejudice: Don't harbor prejudice against anyone. Stand up for what's right (i.e., justice), especially when it's unpopular. Judge a man by his actions, not his reputation, looks or nickname. (*Infamous: Quick to judge* [-5 Pts.], *Psych. Disad.: Intolerant*)

Quitting: Givin' up means not followin' through. If you fail to finish something', that's a whole lot better

than not givin' it your all. Better to finish whatever you've started. (*Infamous: Quitter* [-5 Pts.])

Religion: There aren't many churches on the range, but a good man always's lives by the Golden Rule. Goin' to a proper church is fine for those who get the chance. (*Infamous: Atheist* [-2 Pts.])

Shaking hands: You should shake hands with everyone you meet. Being polite doesn't have to mean being agreeable. But a man who won't shake your hand shouldn't be trusted. (*Infamous: Untrustworthy* [-5 Pts.], *Psych. Disad.: Won't shake hands*)

Temper: Hold your temper. If you're tempted to hit a man, cuss him out instead. And if you're tempted to cuss him out, count to ten instead. If you can't count to ten, just walk away. Don't fly off half-cocked. If you give a man enough rope he'll hang himself, saving you the trouble. (*Infamous: Bad Temper* [-2 Pts.], *Bad Temper*)

Trust: Never trust a politician or a salesman. Otherwise, a person should have your trust and work to lose it, not the other way around. (*Infamous: Gullible* [-2 Pts.], *Psych. Disad.: Distrustful*)

Women: Every woman is beautiful. You just haven't noticed it yet. A women should always be treated like a lady, unless she shows you otherwise. A lady's place ain't in a saloon. When in doubt, treat her like a lady even if you suspect she ain't. (*Infamous: Disrespectful to women* [-2 Pts.])

Working: Work hard, no matter how unpleasant, dirty, and tiring it is. Folks are counting on you. If you're going to do something, give it your best effort. A lazy man ain't no good to most folks. Bein' dirty can be remedied with a bath; being lazy sometimes can't be remedied at all. (*Infamous: Lazy* [-5 Pts.], *Psych. Disad.: Lazy*)

VIOLATING THE CODE

In *Gunslingers*, a character who commits a foul act automatically gains an *Infamous* disadvantage (see **The Code of the West** for recommended disadvantages and levels) and suffers the appropriate penalty on applicable social skill rolls.

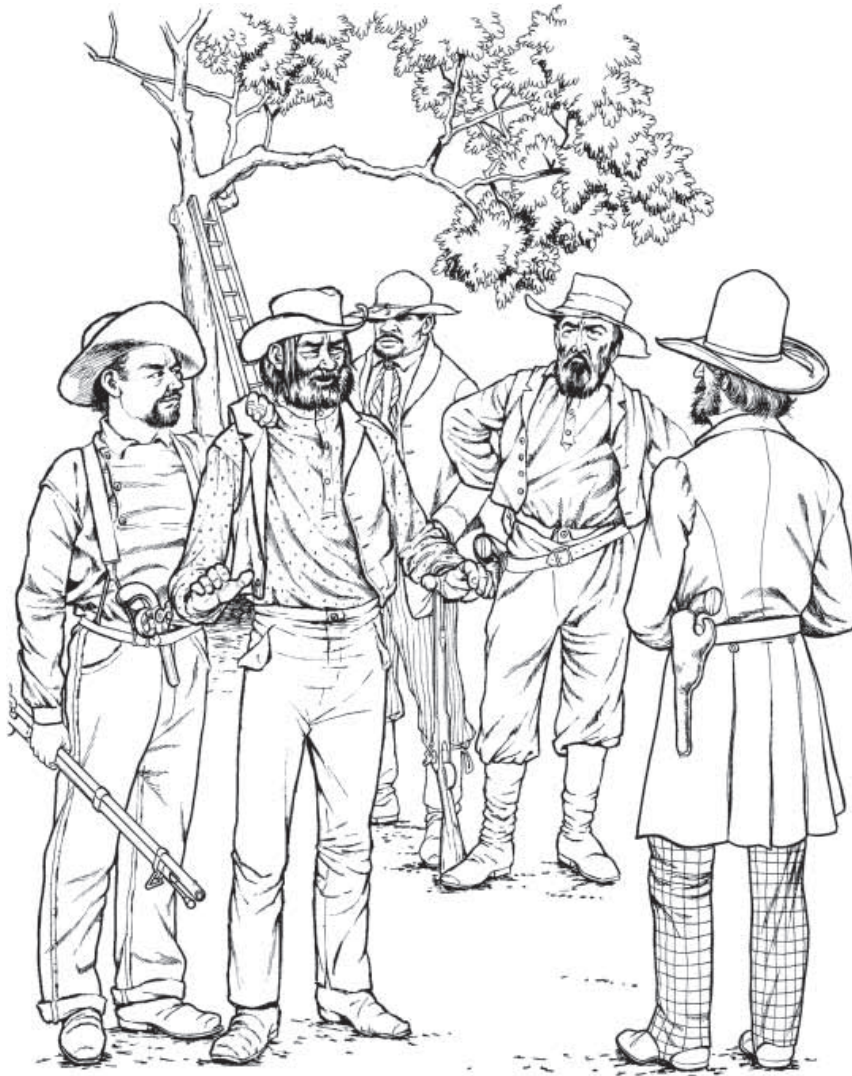
For a one-time incident, the GM may allow the character to take the appropriate disadvantage but at a reduced level.

The character may also gain one or more additional disadvantages (such as an *Enemy*), at the GM's discretion.

If the character commits the same act a second time (even if in a different location than the first incident), the disadvantage automatically increases to Hardship level and if committed a third time it increases to the Peril level.

No points are gained by characters who acquire the *Infamous* disadvantage in this way during the game. It is simply a consequence of doing things that Western society deems immoral and/or unethical.

Characters who work hard to undo a bad reputation and shed themselves of the infamy may do so but the GM is the final arbiter of what the character must do to accomplish this. Whatever goals the GM sets, they must be relevant to the reason for the infamy. It is recommended that the GM require the character to undertake at least a portion of the task within the game (that is, during a regular game session) and that it be resolved during play.



WILD WEST ACTION!

CUSTOM CHARACTERS

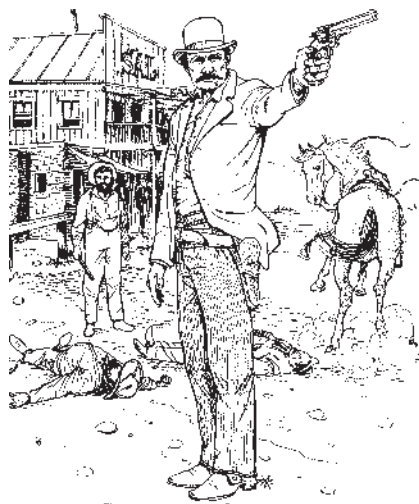
Some players may wish to design more unique characters from scratch, as per the *Core Rules*, using the templates as guides or perhaps not using them at all. This is perfectly acceptable.

Each character template was created using a base of 30 Attribute Points and 50 Character Points for skills and traits.

Be sure to use the *Gunslingers* skill list provided in this book and to read through the Traits chapter to note any new traits (or changes made to existing traits) for *Gunslingers*.



BOUNTY HUNTER



"A man has to do something these days to earn a living."

—Red River

Tracking their quarry with relentless devotion and often reckless abandon, bounty hunters are a breed apart from other cowboys. They typically hunt criminals, but many bounty hunters are unscrupulous and will hunt anyone if the price is right.

"Bounty hunters. I don't see how any man can sink so low. Must be Texans...the lowest form of white man there is."

—Geronimo: An American Legend

Bounty hunters often walk a lonely path due to their profession, but it is

often a boon to possess at least some social grace.

Attributes:

STR	4	REF	5	HLT	4
PRE	5	INT	5	WIL	7
DEF	15	INI	5	MOV	9
TGH	6	LIF	26	Crit	16

Advantages:

Wealthy (4/Middle class) [0 Pts.]

Plus choose one of the following:

Eidetic memory (+3 to skill rolls

involving memory; Conv.) [2 Pts.]

Strong Willed (-3 to skill roll for those attempting to persuade the character; Conv.) [2 Pts.]

Disadvantages:

Psychological Disadvantage: Bounty hunter code of honor (Inconv.) [-2 Pts.]

Plus choose one of the following:

Enemy: Rival bounty hunter (Hardship) [-5 Pts.]

Secret: If discovered would lead to arrest or financial or social ruin (Hardship) [-5 Pts.]

Skills:

Area Knowledge (Local territory)	+2
Area Knowledge (Player's choice)	+2
Athletics	+4
Awareness	+5
Concentration	+3
Deduction	+3
Firearms	+4
Fish and Game	+2
Intuition	+4
Knowledge (Trail lore)	+5
Language (Native)	+3
Lockpicking	+2
Melee Weapons	+3
Navigation	+2
Persuasion (Fast talk +2)	+3
Professional (Bounty hunter)	+2
Riding	+4
Society (Frontier)	+2
Stealth	+4
Survival	+2
Throwing	+2
Tracking	+4
Unarmed Combat (Brawling)	+5

Equipment:

One set clothes (underclothes, jean pants, plain belt, average quality shirt), cowboy hat (avg), cowboy boots, winter coat, straight razor, cartridge belt and fastdraw holster, 1873 Colt Frontier .44 pistol (w/100 cartridges), average riding horse w/ gear (reins, saddle blanket, plain saddle and bridle), and \$9.05 cash.

AP: 30; **CP:** 57 (Base [50] + Disads [7] + EP [0]); Spent: 52 (Advantages [2] + Skills [50]); Unspent: 5

BRAVE



Del Gue: *"Is it always like this? One at the time?"*

Jeremiah Johnson: *"Yep."*

Del Gue: *"Lucky they were Crow. Apache would have sent fifty at once."*

—Jeremiah Johnson

Stalking the Great Plains or bounding through the endless reaches of the Rocky Mountains, braves are elite Indian tribal warriors. Embodying the fearlessness of their culture and fueled by the continued harassment of their people, braves fight with fury as much as brawn. Harassed by settlers, some Indian warriors strive to reclaim the land taken from them, while others choose to find employment with the "white-man." Regardless of the road such braves take, they are formidable warriors.

Some Indians aligned themselves with whites, protecting the white men (and women) from other hostile Indian tribes in exchange for trade goods, including food, alcohol, and especially weapons. Others considered themselves bitter enemies of the White Man and any Indian tribes that were friendly to them. Some tribes were neutral, at least in the early years of Westward expansion. Almost every Indian nation and tribe had its warriors, allowing characters with this template to be from any tribe, although braves from the more aggressive and war-like tribes (such as the Apaches, Comanches and Sioux) were certainly better known to most Americans, contributing to the stereotype of the "savage" Indian.

GUNSLINGERS

The westward expansion of “civilized” man is a rough time for Indians. The settling of the Indians’ best hunting grounds and the white man forcing them to become farmers and live on reservations causes much discord to their way of life. This imposed way of life conflicts with the Indians’ traditional lifestyle of roaming the plains as children of the land.

Attributes:

STR	5	REF	6	HLT	5
PRE	5	INT	3	WIL	6
DEF	16	INI	5	MOV	11
TGH	6	LIF	27	Crit	20

Advantages:

Wealthy (4/Middle class) [0 Pts.]
Plus choose one of the following:
 Cool Headed (Conv.) [2 Pts.]
 Physical Advantage: Warrior rage (adds +1 to STR in combat; Conv.) [2 Pts.]

Disadvantages:

Outsider: Indian (Hardship) [-5 Pts.]

Skills:

Animal Handling (Horses +2)	+1
Area Knowledge (Tribal land)	+2
Athletics	+3
Awareness	+3
Bows	+5
Concentration	+2
Firearms (Rifles +2)	+2
Fish and Game	+2
Knowledge (Signaling)	+3
Knowledge (Wilderness lore)	+3
Language (Native)	+3
Melee Weapons (Tomahawk +2)	+4
Navigation	+2
Persuasion (Intimidation +4)	+2
Professional (Warrior)	+2
Riding	+4
Society (Indian)	+2
Stealth	+4
Survival	+3
Swimming	+2
Throwing	+3
Tracking	+2
Trailblaze	+2
Unarmed Combat (Brawling)	+3

Equipment: One set native clothes (buckskin trousers, buckskin shirt), bandana (headband), moccasins, 1873 Winchester .44 rifle (w/100 cartridges), good riding horse w/ gear (reins and bridle), and war paint.

AP: 30; **CP:** 55 (Base [50] + Disads [5] + EP [0]); Spent: 50 (Advantages [4] + Skills [46]); Unspent: 5

COWBOY



“I didn’t surrender, but they took my horse and made him surrender. They have him pulling a wagon up in Kansas I bet.”

— *The Outlaw Josey Wales*

Hard-nosed hombres at home in the saddle, that’s the best way to describe cowboys. Their abilities while on horseback are unequalled. Cowboys are often found leading the great cattle drives of the West, serving as a ranch hand or in any other occupation that requires great skill with a horse.

Weeks on end in the saddle can make many cowboys gruff and terse at times, but most tend to have a more social side as well. Many cowboys bond with their mounts more than they relate to their traveling companions. In their eyes, a strong horse is worth two or three times as many human companions.

Cowboys come from a variety of backgrounds ranging from the eastern greenhorn seeking adventure to the suddenly orphaned looking to sustain himself. There were also a great number of black cowboys in the Old West.

Most wranglers tend to have at least some passing experience working on a ranch or with horses.

More so than almost any other profession, cowboys rely heavily on a wide range of abilities. High Reflexes and Will scores compliment their riding and wilderness abilities, while good Intellect and Presence scores benefits their more social skills.

Note: A variant of the cowboy is the wrangler, who specializes in taming and training horses. Use the Cowboy template and replace the Animal Handling specialty “(Cattle +2)” with “(Horses +2).”

Attributes:

STR	4	REF	6	HLT	5
PRE	5	INT	5	WIL	5
DEF	16	INI	6	MOV	11
TGH	5	LIF	25	Crit	20

Advantages:

Wealthy (4/Middle class) [0 Pts.]
Plus choose one of the following:
 Ambidextrous: Off-hand penalty is only -1 (Conv.) [2 Pts.]
 Good Sense of Time: to the minute (Conv.) [2 Pts.]

Disadvantages:

Psychological Disadvantage: Strong bond with/protective of horse (CS 10; Hardship) [-5 Pts.]
Plus choose one of the following:
 Bad Tempered (Inconv.) [-2 Pts.]
 Distinctive Features: Easily concealed (e.g., scar, special hat; Inconv.) [-2 Pts.]
 Psychological Disadvantage: Sense of duty to friends and close associates (CS 5; Inconv.) [-2 Pts.]

Skills:

Animal Handling (Cattle +2)	+3
Appraisal (Livestock +4)	+1
Area Knowledge (Player’s choice)	+2
Athletics	+4
Awareness	+3
Concentration	+2
Craft (Cooking)	+2
Firearms	+3
Gambling	+2
Knowledge (Trail lore)	+3
Knowledge (Wilderness lore)	+2
Language (Native)	+3
Melee Weapons (Knives +2)	+2
Navigation	+3
Persuasion	+2
Professional (Wrangler)	+3
Riding	+5
Roping	+5
Society (Frontier)	+3
Stealth	+2
Survival	+1
Swimming	+2
Teamster	+2
Throwing	+2
Trailblaze	+2
Unarmed Combat (Brawling)	+3

Equipment: One set clothes (under-clothes, jean pants, plain belt, average quality shirt), cowboy hat (avg), bandana, cowboy boots, work gloves, winter coat, straight razor, trail cook kit, cartridge belt and fastdraw holster, 1860 Colt Army .44 pistol (w/100 cartridges), lariat, average riding horse w/ gear (reins, saddle blanket, plain saddle and bridle), and \$6.45 cash.

AP: 30; **CP:** 57 (Base [50] + Disads [7] + EP [0]); Spent: 52 (Advantages [4] + Skills [48]); Unspent: 5

WILD WEST ACTION!

DESPERADO



"If he'd just pay me what he's paying them to stop me from robbing him, I'd stop robbing him!"

— Butch Cassidy and the Sundance Kid

Self-centered and ruthless, desperados have one thing on their mind—profit. Whether swindling at a card game, robbing a bank, or heisting a train, the desperado always takes the quickest way to fame and glory. While many deeds in the Wild West are shades of gray, those of the desperado tend to lean more towards black than white.

Attributes:

STR	4	REF	6	HLT	5
PRE	6	INT	4	WIL	5
DEF	16	INI	5	MOV	11
TGH	5	LIF	25	Crit	20

Advantages:

Wealthy (4/Middle class) [0 Pts.]
 Plus choose one of the following:
 Membership: in a local gang, MR 2/Member (Trivial) [2 Pts.]
 Indistinct: -3 to others' skill rolls involving identification (Conv.) [2 Pts.]

Disadvantages:

Social Disadvantage: Social slip-ups risk minor embarrassment; -3 to social skill rolls (Inconv.) [-2 Pts.]
 Plus choose one of the following:
 Enemy: Hunted by the law for a hanging offense (Hardship) [-5 Pts.]
 Infamous: National figure, -3 (or +3) to social skill rolls when recognized (Hardship) [-5 Pts.]

Skills:

Appraisal (Stolen goods +2)	+1
Area Knowledge (Player's choice)	+2
Athletics	+4
Awareness	+2
Bureaucracy	+1
Business	+1
Concentration	+3
Demolitions	+2
Disguise	+2
Firearms	+4
Forgery	+3
Gambling	+3
Intuition	+2
Knowledge (Trail lore)	+2
Language (Native)	+3
Lockpicking	+3
Melee Weapons	+4
Persuasion (Fast talk +2)	+3
Professional (Robber/thief)	+2
Riding	+4
Roping	+2
Sleight of Hand	+2
Society (Outlaw)	+3
Stealth	+3
Throwing	+2
Trading	+4
Unarmed Combat (Brawling)	+4

Equipment: One set clothes (underclothes, average pants, plain belt, average quality shirt), cowboy hat (avg), bandana, cowboy boots, work gloves, winter coat, straight razor, cartridge belt and fastdraw holster, 1860 Reb Model .44 pistol (w/100 cartridges), average riding horse w/ gear (reins, saddle blanket, plain saddle and bridle), and \$14.45 cash.

AP: 30; **CP:** 57 (Base [50] + Disads [7] + EP [0]); **Spent:** 52 (Advantages [2] + Skills [50]); **Unspent:** 5

GREENHORN

"I knew you had guts but I never figured you for brains. It takes a pretty smart man to know when to back away."

— High Noon

It is not out of the norm for eastern-bred folks to wander out west. Whether out of curiosity, the lust for adventure, the search for profit, or escaping a notorious past, Easterners will sometimes find themselves in the rough and tumble Western Frontier.

When in the Wild West, Greenhorns are usually out of their element, struggling with the daily rigors of life that citizens of the Frontier take in stride. Some settle down to prosper in one of the booming towns, while others meet



their demise violating the Code of the West.

Bankers, doctors, politicians, and teachers are just a handful of examples of greenhorns found in the West.

Attributes:

STR	4	REF	4	HLT	5
PRE	5	INT	6	WIL	6
DEF	14	INI	5	MOV	9
TGH	5	LIF	27	Crit	20

Advantages:

Wealthy (5/Upper-middle class) [2 Pts.]
 Plus choose one of the following:
 Social Advantage: Well spoken, +3 to social skill rolls (Conv.) [2 Pts.]
 Upgrade Wealthy to (6/Upper class; +\$250 starting cash) [2 Pts.]

Disadvantages:

Psychological Disadvantage: Driven to "make it" out West (CS 10; Hardship) [-5 Pts.]
 Plus choose one of the following:
 Low Pain Threshold: -3 to resist pain, additional -1 penalty from wounds (Inconv.) [-2 Pts.]
 Oblivious to Danger: -3 to skill rolls to perceive danger (Inconv.) [-2 Pts.]
 Out of Shape: -3 to skill rolls involving athletics or physical exertion (Inconv.) [-2 Pts.]

Skills:

Appraisal (Luxury items +2)	+1
Area Knowledge (Player's choice)	+3
Athletics	+2
Awareness	+3

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Bureaucracy	+1
Business	+2
Composition (Writing)	+3
Concentration	+2
Craft (Player's choice)	+3
Firearms (Rifles +2)	+2
Fish and Game	+2
Knowledge (Latest trends)	+2
Knowledge (History)	+3
Knowledge (Player's choice)	+3
Language (Native)	+4
Melee Weapons	+2
Performance (Dancing)	+3
Performance (Fiddle or Piano)	+3
Persuasion (Diplomacy +2)	+2
Professional (Player's choice)	+4
Riding	+2
Society (Formal)	+3
Stealth	+2
Swimming	+2
Teamster	+3
Throwing	+2
Trading	+2
Unarmed Combat (Brawling)	+2

Equipment: One set good quality clothes (underclothes, pants, belt, shirt, suspenders), plain suit, derby hat, shoes, over coat, standard holster, 1862 Colt Police .36 pistol (w/100 cartridges), money belt, and \$152.20 cash.

AP: 30; **CP:** 57 (*Base* [50] + *Disads* [7] + *EP* [0]); **Spent:** 52 (*Advantages* [4] + *Skills* [48]); **Unspent:** 5

GUNSLINGER



"Are you gonna pull those pistols or whistle Dixie?"

—*The Outlaw Josey Wales*

The law of the West comes in the form of a pistol more often than a badge, and those who know how to use it typically rule the day. The gunslinger is one of

the most feared individuals in the Wild West. Whether lightning fast with a six-shooter or possessing deadly accuracy with a rifle, a gunslinger knows his craft and is a deadly adversary.

Attributes:

STR	4	REF	8	HLT	4
PRE	6	INT	3	WIL	5
DEF	18	INI	8	MOV	12
TGH	5	LIF	22	Crit	16

Advantages:

Fast Reflexes: +2 INI, +3 Awareness vs. surprise (Conv.) [2 Pts.]
Wealthy (4/Middle-class) [0 Pts.]

Disadvantages:

Infamous: Gunslinger, +3 to Persuasion to intimidate (Inconv.) [-2 Pts.]
Enemy: A rival gunslinger (Hardship) [-5 Pts.]
Enemy: Hunted by the law (Regional, to kill or capture; Hardship) [-5 Pts.]

Skills:

Appraisal (Firearms +4)	+1
Area Knowledge (Player's choice)	+2
Athletics	+3
Awareness (vs. surprise +3)	+4
Concentration	+4
Firearms (Pistols +2)	+4
Fish and Game	+2
Gambling	+3
Gunplay	+4
Intuition	+3
Knowledge (Firearms)	+3
Knowledge (Trail lore)	+3
Language (Native)	+3
Melee Weapons	+3
Persuasion (Intimidation +2)	+3
Doctoring (First Aid)	+2
Professional (Gunslinger)	+2
Riding	+4
Roping	+2
Sleight of Hand	+2
Society (Frontier)	+3
Stealth	+3
Throwing	+2
Unarmed Combat (Brawling)	+3

Equipment: One set clothes (underclothes, avg quality pants, plain belt, avg quality shirt), cowboy hat (avg), cowboy boots, winter coat, cartridge belt and fastdraw holster, two customized 1870 Smith & Wesson No 3 American .44 pistols (custom grips, hair trigger, shortened barrel; total value: \$45 each), 100 pistol cartridges, 1873 Sharps Creedmoor .45 rifle, 100 rifle cartridges, good riding horse w/ gear (reins, saddle blanket, plain saddle and bridle), and \$14.55 cash.

AP: 30; **CP:** 62 (*Base* [50] + *Disads* [12] + *EP* [0]); **Spent:** 57 (*Advantages* [2] + *Skills* [55]); **Unspent:** 5

HUNTER



"I am Bear Claw Chris Lapp; bloodkin to the grizzer that bit Jim Britcher's ass! You are molesting my hunt!"

—*Jeremiah Johnson*

While the name may evoke the image of a ragged buffalo hunter, hunters are the roughnecks of the West and fill many niches in a tough land. Hunters are the wanderers and miscreants of the Old West, plying their trade in a boomtown as often as in the wilderness. From deputies and outlaws to Indian warriors, ranch hands, trail drivers, prospectors and trappers, any hard-nosed profession can find hunters amongst their ranks. While not as adept as some characters from more combat-oriented templates, a hunter can be a formidable foe in his own right.

BUFFALO HUNTING

Commercial hunters killed Western buffalo (actually American bison) for their valuable hides. Hunters used rifles chambered for heavier cartridges (see the Weapon list for several sample "buffalo rifles").

Commercial hunting of the buffalo was widespread during the 1870's and early 1880's. The number of bison slaughtered peaked in 1875 and 1876, and entered into a steady decline after 1880. The last of the great buffalo herds was destroyed in 1884, marking the end of an era.

WILD WEST ACTION!

Attributes:

STR	5	REF	5	HLT	5
PRE	4	INT	6	WIL	5
DEF	15	INI	6	MOV	10
TGH	5	LIF	25	Crit	20

Advantages:

Acute Sense (Player's choice): +3 to Awareness rolls involving the sense (Conv.) [2 Pts.]

Wealthy (4/Middle class) [0 Pts.]

Disadvantages:

Choose one of the following:

Poverty: Less than half average annual income (Inconv.) [-2 Pts.]

Social Disadvantage: Antisocial or unapproachable, -3 to social rolls (Inconv.) [-2 Pts.]

Plus choose of the following:

Distinctive Features: Difficult to conceal (e.g., large scar, mannerism or accent; Hardship) [-5 Pts.]

Illiterate: Cannot read or write (Hardship) [-5 Pts.]

Skills:

Animal Handling	+2
Appraisal (Game/meats +2)	+2
Area Knowledge (Player's choice)	+2
Athletics	+4
Awareness	+4
Concentration	+2
Craft (Curing meats)	+3
Firearms (Rifles +4)	+2
Fish and Game	+4
Gambling	+2
Knowledge (Trail lore)	+2
Knowledge (Wilderness lore)	+4
Language (Native)	+3
Language (Player's choice)	+1
Melee Weapons (Knives +2)	+2
Navigation	+2
Persuasion	+2
Professional (Hunter)	+2
Riding	+2
Society (Frontier)	+2
Stealth	+3
Swimming	+2
Teamster	+1
Throwing	+2
Tracking	+3
Trading	+1
Trailblaze	+2
Unarmed Combat (Brawling)	+3

Equipment: One set clothes (underclothes, buckskin trousers, plain belt, buckskin shirt), cowboy hat (avg), boots, overcoat, straight razor, trail cook kit, cartridge belt, 1869 Springfield Trapdoor .50 rifle (w/100 cartridges), hunting knife, average riding horse w/gear (reins, saddle blanket, plain saddle and bridle), and \$3.75 cash.

AP: 30; **CP:** 57 (Base [50] + Disads [7] + EP [0]); Spent: 57 (Advantages [2] + Skills [55]); Unspent: 5

LAWMAN



"All right Clanton, you called down the thunder and now you've got it. You see that? It says United States Marshall. Take a good look at him like because that's how your gonna end up."

— Tombstone

Whether a territorial or U.S. marshal, a state ranger or a Pinkerton Detective, the lawman is the devoted defender of the everyday man and the defenseless. The lawman is often the only guiding force for civility. Anyone can put on a tin star and become a town marshal, but simply having a badge does not make yours a character from the lawman template. It takes a special breed to excel at enforcing the law.

The base Lawman template is for a U.S. marshal. To create a town sheriff from the Lawman template, a player need only make several minor changes, such as replacing the listed advantages with "Famous: Well-known local figure (Town sheriff; Conv.) [5 Pts.]," changing the Duty to "Duty: to town," and so on.

Attributes:

STR	4	REF	6	HLT	5
PRE	6	INT	4	WIL	5
DEF	16	INI	5	MOV	11
TGH	5	LIF	25	Crit	20

Advantages:

Famous: Local celebrity (U.S.

Marshal; Conv.) [2 Pts.]

Membership: U.S. Marshals, MR 1/

Marshal (Moderate) [3 Pts.]

Wealthy (4/Middle class) [0 Pts.]

Disadvantages:

Duty: to U.S. government (Hardship) [-5 Pts.]

Psychological Disadvantage: Sense of duty to uphold the law (Hardship) [-5 Pts.]

Skills:

Area Knowledge (Jurisdiction)	+4
Athletics	+3
Awareness	+4
Bureaucracy	+2
Composition	+2
Concentration	+3
Deduction	+3
Firearms (Pistols +2)	+4
Intuition	+3
Knowledge (Law)	+5
Knowledge (Trail lore)	+4
Language (Native)	+3
Melee Weapons	+3
Persuasion (Orate/authority +2)	+4
Professional (Lawman)	+3
Riding	+4
Roping	+1
Society (Frontier)	+2
Stealth	+2
Strategy and Tactics	+2
Swimming	+2
Teamster	+2
Throwing	+2
Unarmed Combat (Brawling)	+4

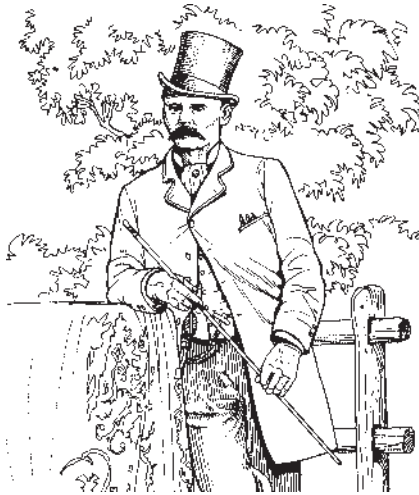
Equipment: One set of average quality clothes (underclothes, pants, plain belt, shirt, vest), cowboy hat (avg), badge, cowboy boots, plain pocket watch, winter coat, straight razor, cartridge belt and fastdraw holster, 1873 Colt Frontier .44 pistol (w/100 cartridges), average riding horse w/gear (reins, saddle blanket, plain saddle and bridle), and \$4.55 cash.

AP: 30; **CP:** 60 (Base [50] + Disads [10] + EP [0]); Spent: 55 (Advantages [5] + Skills [50]); Unspent: 5



GUNSLINGERS

MAVERICK



"Well, now, I bring all sorts of plusses to the table. I hardly ever bluff and I never ever cheat."

—Maverick (1994)

Mavericks rely on their cunning, wits, and oftentimes pure luck, as they make their way across the Western Frontier. While most prefer to survive with their brains instead of brawn, mavericks won't hesitate to draw a firearm if the need arises. Gamblers, hucksters, and confidence men all... but do not discount their skill with a sidearm.

Mavericks tend to live on the edge, making that last bet without the money to cover a lost hand, hawking "miracle ointment" to gullible crowds, and boldly picking pockets in broad daylight. Whatever the exploit, mavericks like the fast-paced life of excitement and gain. Typically wandering from place to place with no set course, they are always looking out for themselves. They may cross comrades and make new allies without hesitation, if it is in their best interest of course. Whether they are gamblers, thieves, confidence men, or saloon girls, mavericks' backgrounds can vary greatly. They are not limited to the poverty-stricken or the rich; mavericks are set on the path as common for countless reasons.

Depending upon a maverick's character concept, Reflexes, Intellect, or Presence (or combinations of the three) may all be important to him. Reflexes and Intellect can be vital to a maverick, as he must constantly be on his toes and think quickly. Presence is also useful, because when all else fails, quick wits and a sharp tongue may be all that saves his hide.

Attributes:

STR	3	REF	6	HLT	4
PRE	7	INT	6	WIL	4
DEF	16	INI	6	MOV	10
TGH	4	LIF	20	Crit	12

Advantages:

Wealthy (5/Upper-middle class) [2 Pts.]

Choose one of the following:

Attractive: +3 to Persuasion and Society rolls when appearance is important (Conv.) [2 Pts.]

Con Artist: +3 to Persuasion rolls to bluff someone or convince them that something is true (Conv.) [2 Pts.]

Disadvantages:

Enemy: Hunted by a past victim of a con (Hardship) [-5 Pts.]

Plus choose one of the following:

Psychological Disadvantage: Compulsion to steal (Inconv.) [-2 Pts.]

Psychological Disadvantage: Greedy (Inconv.) [-2 Pts.]

Skills:

Acting	+4
Area Knowledge (Player's choice)	+2
Athletics	+3
Awareness	+4
Concentration	+4
Deduction	+4
Disguise	+2
Firearms (Pistols +2)	+3
Forgery	+4
Gambling	+4
Intuition	+3
Language (Native)	+3
Melee Weapons	+3
Persuasion (Fast talk or Bluff +2)	+4
Professional (Gambler/Conman)	+4
Riding	+4
Sleight of Hand	+4
Society (Formal)	+2
Society (Outlaw)	+1
Stealth	+2
Swimming	+1
Throwing	+2
Unarmed Combat (Brawling)	+2

Equipment:

Fancy suit, cowboy hat (avg), boots, comb, straight razor, money belt, deck of cards (marked), deck of cards (unmarked), pair of dice, cartridge belt and fastdraw holster, 1875 Schofield Wells Fargo model .44 pistol (w/100 cartridges), spring-sleeve holster, 1866 Deringer 2-shot .38 pistol (w/100 cartridges), high-spirited riding horse w/gear (reins, saddle blanket, plain saddle and bridle), and \$316.15 cash.

AP: 30; CP: 57 (Base [50] + Disads [7] + EP [0]); Spent: 52 (Advantages [4] + Skills [48]); Unspent: 5

MOUNTAIN MAN



Del Gue: "Jeremiah, maybe you best go down to a town, get outta these mountains."

Jeremiah Johnson: "I've been to a town Del."

—Jeremiah Johnson

"The trappers wore a colorful combination of buckskin suits, woolen blanket capotes, fur caps and fur lined moccasins and legging, of the designs from which their individual fancy and style of indian tribes with which they had been associated."

—John Colter, His Years in the Rockies

Grubby and unkempt, the mountain man strikes out into the lonely and dangerous wilds searching for the next great mineral strike or fur trapping opportunity. Jedediah Smith and Kit Carson are great examples of mountain men operating in the Old West. Mountain men can be found working as prospectors, trappers, and fur traders, or leading military patrols or pioneers through the dangerous mountain passes of the West.

Characteristics: Mountain men are often rough and unsocial, as they tend to spend most of their lives in solitary endeavors. They often have neither the opportunity nor the desire to hone their social skills, typically only spending enough time in settlements to restock their supplies and sell their goods. Mountain men are a tough and hardy folk; months at a time spent in inhospitable environs hone their senses and strengthen their bodies. Most mountain men learn their trade as they live their lives, by themselves and on their own. Whether they choose the path of prospecting, hunting, or another avenue, they typically learn only through trial and error. Some of the lucky few travel

WILD WEST ACTION!

with an accomplished veteran and are taught the ropes, but this is the exception, not the norm.

Due to the harsh environment that mountain men typically inhabit, Health is important for battling the elements and staying alive. Will is also crucial due to the vast amount of time mountain men spend in the wilderness.

Attributes:

STR	7	REF	4	HLT	6
PRE	3	INT	4	WIL	6
DEF	14	INI	4	MOV	11
TGH	7	LIF	30	Crit	24

Advantages:

Hard to Kill: 2 points of TGH acts as Armor vs. penetrating damage attacks (Conv.) [2 Pts.]
Wealthy (4/Middle class) [0 Pts.]

Disadvantages:

Heavy Sleeper: Awareness roll (TN 24) to awaken (Hardship) [-5 Pts.]

Skills:

Animal Handling (Pack animals)	+2
Area Knowledge (mountains)	+4
Athletics	+3
Awareness	+3
Concentration	+2
Craft (Cooking)	+1
Craft (Tanning)	+3

Firearms (Rifles +2)	+3
Fish and Game	+3
Language (Native)	+3
Melee Weapons	+4
Navigation	+4
Persuasion (Intimidation +2)	+2
Doctoring (First aid)	+1
Professional (Player's choice)	+2
Riding	+3
Society (Frontier)	+2
Stealth	+3
Survival	+4
Swimming	+2
Throwing	+3
Tracking	+3
Trading	+2
Trailblaze	+4
Unarmed Combat (Brawling)	+3

Equipment: One set clothes (under-clothes, buckskin trousers, plain belt, buckskin shirt), beaver hat, boots, work gloves, fur overcoat, smoking pipe (w/tobacco pouch), trail cook kit, hunting knife, 1853 Parker-Hale 3 band .577 rifle (w/ball and powder for shots), 8" trap w/chain, average riding horse w/gear (reins, saddle blanket, plain saddle and bridle), 1 gal. whiskey, and \$2.40 cash.

AP: 30; CP: 55 (Base [50] + Disads [5] + EP [0]); Spent: 50 (Advantages [2] + Skills [48]); Unspent: 5

RUSTLER



"Now remember, when things look bad and it looks like you're not gonna make it, then you gotta get mean. I mean plumb, mad-dog mean. 'Cause if you lose your head and you give up then you neither live nor win. That's just the way it is."

— The Outlaw Josey Wales

Drifters and outlaws...lawmen and bandits, the best and worst the Wild West has to offer. Rustlers are neither expert riders nor gunfighters, but are adept at both. Rustlers often take the jobs nobody else wants, serving as guards on a doomed stage run or enforcing the will of a local cattle baron.

Like their more gentle counterparts, the mavericks, rustlers are usually looking out for only one person, themselves. They tend to be an ornery bunch, rough to the core and often as mean as a snake. This isn't to say that they can't have a softer side. Rustlers can enjoy a good drink and the idle chatter of a campfire as well as anyone else but they just might be sizing you up at the same time.

Making a living in a myriad of professions causes almost any ability to be valuable to rustlers. Due to the ever-present danger of combat, rustlers tend to favor Reflexes, Health, and Will for the obvious benefits. The more rowdy types may even see a high Strength as an asset.



GUNSLINGERS

Attributes:

STR	5	REF	7	HLT	6
PRE	4	INT	3	WIL	5
DEF	17	INI	5	MOV	13
TGH	5	LIF	28	Crit	24

Advantages:

Light Sleeper: You get a +3 to Awareness rolls to awaken [2 Pts.]
Wealthy (4/Middle class) [0 Pts.]

Disadvantages:

Illiterate: The character cannot read or write (Hardship) [-5 Pts.]

Skills:

Animal Handling (Horses)	+3
Appraisal (Livestock)	+1
Area Knowledge (Player's choice)	+2
Athletics	+3
Awareness	+3
Concentration	+2
Demolitions	+1
Firearms (Pistols +2)	+2
Fish and Game	+2
Gambling	+3
Intuition	+2
Knowledge (Cattle driving)	+2
Language (Native)	+3
Lockpicking	+1
Melee Weapons	+2
Navigation	+2
Persuasion (Intimidation +2)	+2
Professional (Ranch hand)	+2
Riding	+4
Roping	+3
Sleight of Hand	+1
Society (Outlaw)	+2
Stealth	+4
Survival	+2
Swimming	+2
Teamster	+2
Throwing	+2
Tracking	+1
Unarmed Combat (Brawling)	+3

Equipment: One set clothes (under-clothes, jean pants, plain belt, average quality shirt), cowboy hat (avg), bandana, cowboy boots, work gloves, winter coat, straight razor, trail cook kit, cartridge belt and fastdraw holster, 1860 Colt Army .44 pistol (w/100 cartridges), lariat, average riding horse w/gear (reins, saddle blanket, plain saddle and bridle), and \$6.45 cash.

AP: 30; **CP:** 55 (Base [50] + Disads [5] + EP [0]); Spent: 50 (Advantages [2] + Skills [48]); Unspent: 5

SCOUT



"Elk don't know how many feet a horse has!"

—Jeremiah Johnson

Whether leading the way for pioneers traveling west, hunting renegade Indians for the cavalry or stalking buffalo on the open prairie, scouts are highly regarded for their skills and talents. A scout is most comfortable when in the wild either operating on his own or else serving as a guide or hunter. While a scout sometime operates on his own behalf, he often has an employer who is paying him for a particular task.

Adventurous and often-times loners by nature, scouts dare to tread where nobody else will go, blazing the way into uncharted territory. Scouts must be brave and steadfast, as they typically operate in hostile territory with little or no backup nearby. When out of the wilderness and in civilization, scouts may be quiet and reflective or bawdy and outspoken, often both at differing moments. Many scouts are trained by and work for the military as trailblazers, pathfinders and advanced scouts.

Due to the required skills of the profession, scouts rely heavily upon Reflexes, Intellect, and Will. A high Health is also a benefit in the rugged environments where they typically operate.

Attributes:

STR	4	REF	6	HLT	4
PRE	4	INT	6	WIL	6
DEF	16	INI	6	MOV	10
TGH	5	LIF	24	Crit	16

Advantages:

Good Sense of Direction: Gains +3 to skill rolls involving direction (Conv.) [2 Pts.]
Wealthy (4/Middle class) [0 Pts.]

Disadvantages:

Duty: to employer (e.g., U.S. Army, wagon train, etc.; Inconv.) [-2 Pts.]
Plus choose one of the following:
Outsider: Indian in "white man's" employ (Hardship) [-5 Pts.]
Psychological Disadvantage: Loner; dislikes large or social gatherings (Hardship) [-5 Pts.]

Skills:

Animal Handling (Horses +2)	+2
Area Knowledge (Home territory)	+4
Athletics	+3
Awareness	+4
Concentration	+2
Craft (Cooking)	+2
Firearms	+3
Fish and Game	+3
Language (Native)	+3
Language (Player's choice)	+3
Melee Weapons (Knives +2)	+3
Navigation *	+5
Persuasion	+2
Doctoring (First Aid)	+1
Professional (Scout)	+4
Riding	+4
Society (Frontier)	+2
Stealth	+3
Survival	+4
Swimming	+2
Throwing	+2
Tracking	+2
Trailblaze	+5
Unarmed Combat (Brawling)	+3

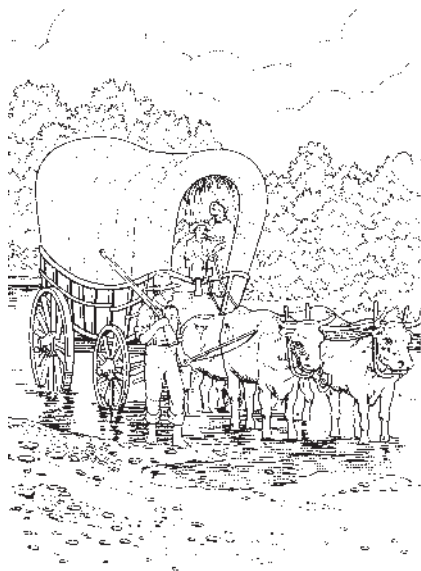
* Score does not include bonus for Good Sense of Direction.

Equipment: One set Indian clothes (buckskin trousers, moccasins), one U.S. Army uniform (pants, plain belt, shirt, military hat, boots, gloves, winter coat; no cost), straight razor, cartridge belt and military holster, military issue 1860 Colt Army .44 pistol (w/100 cartridges), own 1873 Winchester .32 carbine (w/100 cartridges; character's own), average riding horse w/gear (reins, saddle blanket, plain saddle and bridle; character's own horse), and \$10.20 cash.

AP: 30; **CP:** 57 (Base [50] + Disads [7] + EP [0]); Spent: 52 (Advantages [2] + Skills [50]); Unspent: 5

WILD WEST ACTION!

SETTLER



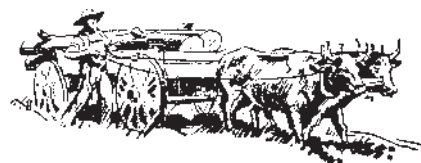
"Even if we had the guns, we know how to plant and grow, we don't know how to kill."

— The Magnificent Seven

Driven by an adventuresome spirit, settlers are the backbone of the Old West. Neither malicious nor devious, they strive to carve out their portion of the land and lead an honest living. This is not to say that there aren't unscrupulous settlers, but the majority are hard working, honest folk. Settlers count craftsmen, farmers, ranchers, and merchants of all ilk amongst their ranks.

"You think I am brave because I carry a gun. Well, your fathers are much braver because they carry responsibility — for you, your brothers, your sisters, and your mothers. And this responsibility is like a big rock that weighs a ton. It bends and it twists them until finally it buries them under the ground. And there's nobody says they have to do this. They do it because they love you, and because they want to. I have never had this kind of courage. Running a farm, working like a mule every day with no guarantee anything will ever come of it. This is bravery."

— The Magnificent Seven



Attributes:

STR	5	REF	5	HLT	6
PRE	4	INT	4	WIL	6
DEF	15	INI	5	MOV	11
TGH	6	LIF	30	Crit	24

Advantages:

Wealthy (4/ Middle class) [0 Pts.]
 Plus choose one of the following:
 Strong Willed: -3 to others' skill rolls to persuade the character (Conv.) [2 Pts.]
 Well Rested (Conv.) [2 Pts.]

Disadvantages:

Psychological Disadvantage: Driven to "make it" out West (CS 10; Hardship) [-5 Pts.]
 Plus choose one of the following:
 Honest: Uncomfortable being dishonest (CS 5; Inconv.) [-2 Pts.]
 Minor: Teenager/young adult [-2 Pts.]
 Oblivious to Danger: -3 to skill rolls to perceive danger (Inconv.) [-2 Pts.]

Skills:

Animal Handling (Draft animals +2)	+2
Appraisal (Land +2)	+1
Area Knowledge (Home town)	+2
Area Knowledge (Nearest town)	+2
Athletics	+3
Awareness	+3
Concentration	+2
Craft (Player's choice)	+4
Craft (Player's choice)	+2
Firearms (Rifles +2)	+1
Fish and Game	+3
Intuition	+2
Knowledge (Wilderness lore)	+2
Language (Native)	+3
Melee Weapons (Farm tools +2)	+2
Performance (Player's choice)	+2
Persuasion	+2
Doctoring (First Aid +2)	+1
Professional (Farmer)	+6
Riding	+2
Society (Frontier)	+2
Stealth	+2
Survival	+2
Swimming	+2
Teamster	+4
Throwing	+2
Trading	+3
Unarmed Combat (Brawling)	+4

Equipment: One set clothes (under-clothes, jean pants, plain belt, average quality shirt), hat (flat brim), boots, work gloves, winter coat, straight razor, harmonica, dime novel, 1869 Springfield Trapdoor .50 rifle (w/100 cartridges), average riding horse w/ gear (reins, saddle blanket, plain saddle and bridle), homestead (160 acres), and \$3.90 cash.

AP: 30; CP: 57 (Base [50] + Disads [7] + EP [0]); Spent: 52 (Advantages [2] + Skills [50]); Unspent: 5

SOLDIER



"We thought about it for a long time, 'Endeavor to persevere.' And when we had thought about it long enough, we declared war on the Union."

— The Outlaw Josey Wales

Fresh from Civil War battles or a member of the U.S. Cavalry, soldiers try to keep the peace in a lawless land. Many soldiers find themselves in the Wild West as part of an infantry unit or simply head west after being discharged from the army.

The Soldier template can also be used to create ex-soldier characters, retirees, deserters, or characters that have otherwise been released from military service.

Soldiers are assigned to military units which are stationed at various posts around the country. In the West, most soldiers are assigned to military units that are garrisoned at an Army fort (A list of forts can be found in the back of this book).

VOLUNTEERS WANTED!

AN ATTACK UPON WASHINGTON ANTICIPATED!!

THE COUNTRY TO THE RESCUE!

A REGIMENT FOR SERVICE

UNDER THE FLAG OF THE UNITED STATES

IS BEING FORMED IN JEFFERSON COUNTY.

NOW IS THE TIME TO BE ENROLLED!

Patriotism and love of Country alike demand a ready response from every man capable of bearing arms in this trying hour, to sustain and maintain the existence of the Government, but so vindicate the honor of that flag so ruthlessly torn by traitor hands from the walls of Sumter.

RECRUITING RENDEZVOUS

Are open in the village of WATERTOWN, and at all the principal villages in the County, for the formation of Companies or parts of Companies. Officers to be immediately elected by those enrolled.

W. M. C. BROWNE, Col Comd'g 36th Regiment.

WATERTOWN, APRIL 27, 1861.

GUNSLINGERS

Attributes:

STR	5	REF	6	HLT	6
PRE	4	INT	4	WIL	5
DEF	16	INI	5	MOV	12
TGH	5	LIF	28	Crit	24

Advantages:

Membership: U.S. Army, MR 1/
Private* (Moderate) [3 Pts.]

* Note: See pg. 25 for Military Ranks Table.

Wealthy (4/Middle class) [0 Pts.]

Disadvantages:

Duty: to US Army (Hardship) [-5 Pts.]

Psychological Disadvantage: Sense of
duty to fellow soldiers (CS 10;
Hardship) [-5 Pts.]

Skills:

Area Knowledge (Assigned area)	+2
Area Knowledge (Home town)	+2
Artillery	+4
Athletics	+4
Awareness	+4
Bureaucracy	+1
Concentration	+4
Craft (Player's choice)	+1
Firearms (Rifles +2)	+4
Fish and Game	+1
Gambling	+2
Knowledge (Military lore)	+2
Knowledge (Signaling)	+2
Knowledge (Trail lore)	+2

Language (Native)	+3
Melee Weapons (Bayonet +2)	+3
Navigation	+1
Persuasion (Leadership +2)	+2
Professional (Soldier)	+4
Riding	+3
Society (Frontier)	+2
Society (Military)	+2
Stealth	+2
Strategy and Tactics	+4
Swimming	+2
Teamster	+2
Throwing	+2
Trailblaze	+2
Unarmed Combat (Brawling)	+3

Equipment: One set average civilian clothes (underclothes, pants, plain belt, shirt), shoes, winter coat, one military uniform (pants, belt, shirt, hat, boots, gloves, overcoat; all issued), rain slicker, 1861 Springfield military issue .58 rifle (w/100 cartridges), bayonet, and \$113.50 cash. If the character is in the Calvary, add one average riding horse w/ gear (reins, saddle blanket, plain saddle and bridle). If an officer (i.e., buys a military rank of O-1 or better), replace the rifle with a military issue 1860 Colt Army .44 pistol (w/100 cartridges) and a military sabre.

AP: 30; **CP:** 60 (Base [50] + Disads [10] + EP [0]); **Spent:** 55 (Advantages [3] + Skills [52]); **Unspent:** 5



"I have not yet begun to defile myself."
— Tombstone

Many hombres in the Wild West wore different hats in their travels. It is not uncommon to find cowpokes that have a few skills from many different professions.

Players should feel free to customize their character even further by moving skill levels around (including converting 1 level in a base skill into an additional +2 levels in a specialty for that skill), swapping out Advantages or Disadvantages for one of equal value or by taking additional Disadvantages for extra Character Points that can be spent on skill levels or new Advantages.

For example, a player who selected the Settler template could reduce the base Appraisal skill level from +2 to +1 and increase the "Land" specialty level from +2 to +4.



WILD WEST ACTION!

SKILLS & TRAITS

Chico: "Ah, that was the greatest shot I've ever seen."

Britt: "The worst! I was aiming at the horse."

— *The Magnificent Seven*

The vast majority of existing traits and skills fit fine into a Wild West setting with little or no adjustments, though some just do not work at all. The following sections address changes to existing skills and traits, tell you which ones aren't available, and list new ones, which are explained below.

TRAITS

ADVANTAGES

This section discusses how certain advantages presented in the *Core Rules* can be applied to a Wild West campaign. Advantages not listed in this section are suitable for a Western campaign and function as described in the *Core Rules*.

ACUTE SENSE

"I smell a water hole!"

— *Cat Ballou*

An Acute Sense can be as handy in the Wild West as it is in a modern setting. Perhaps even more so given the lack of many technological advances. Acute Sense is a good advantage for scouts, boat watchmen, lookouts, and anyone who relies on a keen eye, ear, nose or what have you.

ADVANCED

This advantage is inappropriate for a Gunslingers game because there are no advanced cultures in the Wild West setting (unless, of course, the GM decides to add one).

ALLY

"I know it's not always easy being my friend, but I'll be there when you need me."

— *Wyatt Earp*

Allies are very appropriate for Gunslingers. An ally could be a particularly loyal friend or fellow gang member, a merchant or other business contact back East, a sympathetic judge, or a friendly Indian chief. An ally that can come to the aid of the PC at critical times is a staple of Western fiction and lore.

AMBIDEXTROUS

"I have two guns, one for each of ya."

— *Tombstone*

The ambidextrous advantage is particularly handy for gunslingers packing two pistols, although it has other uses as well. An ambidextrous character can switch hands if one arm is injured and continue shootin', twirlin' a rope or riding a horse with a reduced penalty



ATHLETIC

Many hard working pioneers were hardy souls, working the fields and engaging in other pursuits that contribute to good physical condition. The Athletic advantage can reflect a person in exceptional condition, including a showman or trick rider, Indian warrior or Army soldier, or any other heroic Western figure.



ATTRACTIVE

"I want to build something. Make things grow. That takes hard work. A lifetime of it. That's not why a man comes to a pretty woman. After a while I won't be so pretty. But this land will be."

— *Silverado*

Beauty is in the eye of the beholder, it's true, but even in the rugged Wild West there are characters who are blessed with exceptionally good looks or sensuality. This advantage is particularly helpful to performers, mavericks, and other characters who rely on Persuasion when dealing with others.

GUNSLINGERS

CON ARTIST

This advantage has obvious usefulness for card sharps and other mavericks.

COOL HEADED

Living in the Wild West, never mind being an actual gunslinger, can expose one to some pretty nerve-rattling events. Gunfights in the saloon or on the street, Indian raids, bank heists, and train and stagecoach robberies, while probably not as common as Hollywood would seem to portray, occurred often enough. Most common folk would at least flinch if not out right run from such things. But there are surely individuals who have nerves of steel and don't back down. For these rare hombres, the Cool Headed advantage is just the ticket.

The bonus from the Cool headed advantage can be used to offset any penalties that result from a failed Persuasion roll during showdowns, as well as other circumstances decided by the GM.

ANGER SENSE

Is that ghost town up yonder really empty? Is the canyon safe to ride through? Will that rope bridge hold if you cross it with a pack mule? Danger and surprise faces Western heroes at nearly every turn. Danger Sense can give a character that split second to react that can mean the difference between life and death. Danger Sense can represent plain ol' luck, a guardian angel or simple trail experience. However you describe it for your character, Danger Sense is an appropriate advantage for Wild West characters.

EIDETIC MEMORY

While not inappropriate for the Wild West, this advantage is uncommon (at least in terms of media representations of the genre). A character could use Eidetic Memory to aid in gambling, remembering the location of a hideout or gold mine he once saw on a map, or the name of an important person at a company (providing a bonus to a Bureaucracy skill roll), or any number of similar uses.

FAMOUS

"Look, darlin', it's Johnny Ringo. Deadliest pistolier since Wild Bill, they say. What do you think, darlin', should I hate him?"
— Tombstone

In the Old West, fame comes to people for any number of reasons, not the least common of which is killin' men. Killin' the right men, that is. Other famous people include actors (and actresses), real-life "heroes" of dime novels (and perhaps the authors), law men, mountain men, scouts and anyone who builds a name for themselves. Heroic feats attributed to famous people in the Wild West are often greatly exaggerated, but that doesn't make their fame any less significant. If anything, "undeserved" fame is as great, if not greater, than fame garnered for real doings.

FAST HEALER

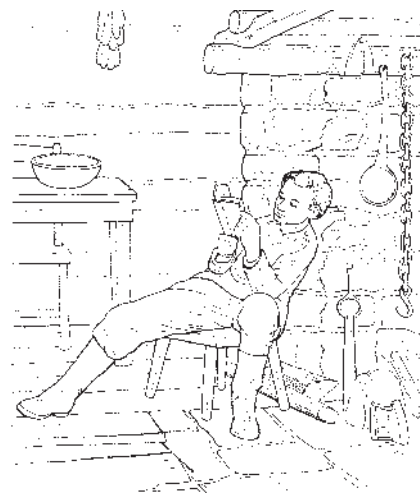
Medical care being what it is in the Old West, a character with the Fast Healer advantage stands a better than average chance of coming through serious injuries and living to tell about them.

FAST LEARNER

"The next morning I appeared dressed 'a la prairie' and the old trappers noticed the change and said 'Williams, that boy of yours will make a mountaineer if he catches on at this rate.'"

— William Thomas Hamilton, *My Sixty years on the Plains*

This advantage can be taken for Gunslingers characters, although it's not as cost effective as when used in campaigns that include detailed training and study rules.



FAST REFLEXES

"You thought that was fast? I thought it was fast. Well was it?"

— Maverick (1994)

Perhaps the most advantageous advantage for gunslingers, Fast Reflexes provides a bonus to the character's Initiative (INI), which is critical for showdowns and shootouts at High Noon. It's also useful to other characters that have a need for carrying six shooters, such as lawmen and even common law-abiding folk. Fast Reflexes is also useful for cowboys and others in professions that may require quick action.

FOLLOWER

"Some gang! An Indian ranch hand, a drunken gunfighter, a sex maniac, and an uncle!"

— Cat Ballou

Followers are very appropriate for Gunslingers. A follower can be a particularly loyal friend, someone who rides with your character regularly, or a faithful Indian companion (a la the Lone Ranger's friend Tonto). A follower could also be someone that the character doesn't want around, such as a would-be sidekick, a younger brother, an incompetent deputy, or a biographer recording your character's deeds for publication in a book.

Suggestion: The follower's game stats should be written up by the player whose character has the Follower. The GM should give the player guidelines

WILD WEST ACTION!

for creating the NPC, including the number of Attribute Points and Character Points to be used. See the table below for recommended starting points for followers based on the level of the Follower disadvantage taken. Once the NPCs attributes and other stats are recorded, the GM takes over playing the NPC during game sessions. A Follower may be assigned disadvantages, which provide additional points, just as with regular characters.

Level of Trait	AP	CP
Convenience (2)	15	20
Edge (5)	25	30
Gift (10)	30	40

GOOD SENSE OF DIRECTION

This advantage is handy for any character that spends a great deal of time in the wilds of the mountains, desert, underground (such as in a mine) or even large stretches of open plains. With the advent of the compass, this trait is less important in the Wild West than in more primitive settings but is still handy nonetheless.

HARD TO KILL

"I've been shot five times, knifed twice, bit on the ass by a pig, stomped on by a horse and sat on by a mule and once, in the winter of '91, a grizzly chewed off my big toe. And I've survived two avalanches, three blizzards, five Indian uprisings and seven Presidential elections, but I've never been owned by no woman nor dog...and I've come too far down the road to let it happen to me now."

— *Great Scout and Cathouse Thursday*

A definite boon for any character that expects to get into scraps. The Hard to Kill advantage, as described in the *Core Rules*, provides a measure of defense against penetrating attacks, and there are plenty of those in the Wild West! From bullets, to arrows and knives, it's quite likely that most of the damage inflicted on a character will be piercing (not to mention lethal). The Hard to Kill advantage can represent sheer luck, a particularly nimble character or any other explanation that the character and GM can agree upon. We do not recommend it be used to represent actual Armor (such as hides), "iron skin" or anything else as fantastic unless the GM is running a Western campaign that includes fantasy elements.

IMMUNITY

Immunity can be bought for several substances in a Western campaign. Some examples and their costs are shown below. It's recommended that GMs not allow characters to buy immunities to certain especially deadly substances, such as cyanide. The cost of an immunity depends on how common the substance is, with more common substances costing more (see *Diseases*, page 80).

Convenience (2): Malaria, Consumption (tuberculosis)

Edge (5): Scorpion poison, peyote, mumps

Gift (10): Alcohol, rattlesnake poison, influenza

KNOWS A SECRET

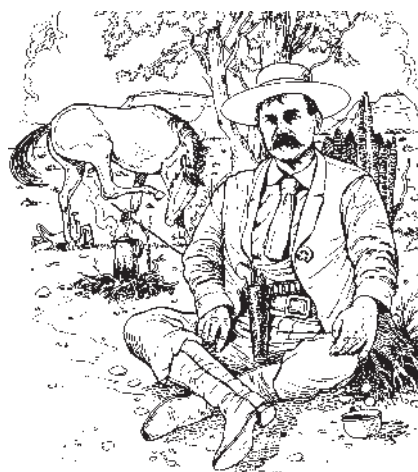
Some examples of potential secrets in a *Gunslingers* campaign include an unlikely character who is a former gunslinger or outlaw, a woman who is a widow or divorcee (and doesn't want anyone to know it), someone who is secretly wealthy (from ill-gotten loot, perhaps), or someone who secretly works for a bad guy.

LIFE EXPERIENCE

"Anyone gets hit, sing out. Slap iron to it. It's the fastest way to stop the bleeding."

— *The Outlaw Josey Wales*

Characters with life experience are common in Western tales. Some examples include the veteran or retired gunfighter, the wise old camp cook, or the greenhorn school teacher who's "grown up" on the frontier. Any player character in a Western campaign is eligible for this advantage as long as the player can explain it in terms of the character's background.



LIGHT SLEEPER

Characters that spend a lot of time on the trail will find this a beneficial advantage. Cowboys who must keep track of a herd of cattle on a drive, fugitive running from the law, lawmen watching over their prisoner and even frontier parents with young children are examples of characters that might have this advantage.

LONG LIVED

This advantage is inappropriate for a Western campaign.

LUCKY

"Have you ever wondered why you and I have been part of so many unfortunate incidents, but are still here? I have figured it out. It's nothing much, just luck."

— *Wyatt Earp*

This advantage is fine for a Western campaign and functions as described in the *Core Rules*. It's especially appropriate for characters that are mavericks or confidence men (or women). Gold panners and miners could also be "lucky" (especially if they've struck it rich), as could gunfighters or outlaws who have thus far escaped injury or arrest.

MEMBERSHIP

A character can be a member of the US Army or the Federal Government as a US Marshal (see the *Lawman* template).

For military ranks, see the new Military Rank advantage.

NIGHT VISION

Night Vision may be bought at the Convenience level but not at the Edge or Gift level.

Characters that spend a lot of time in the outdoors at night or in darkness, such as miners, scouts or Indian braves, are good candidates for Night Vision, although it's an acceptable advantage for other characters to have, too.

GUNSLINGERS



PERK

The most common perks in the Wild West (in game terms) are licenses and deeds. Some example perks that are suitable for a Gunslingers game are listed below.

Convenience (2): Clergy (right to marry, oversee a parish, etc.); Homestead declaration (deed to own and work a parcel of land); Professional license (to legally practice in a territory; e.g., physician or lawyer); Business (e.g., saloon) owner/license; Deputized (license to act on behalf of a town sheriff or federal marshal without being "hired").

Edge (5): Permit to carry a gun (in a town that normally forbids it; not required for lawmen); Deed to a mine (e.g., right to mine coal, silver or gold from it); License to act on behalf of a state Governor; Diplomatic Immunity.

Gift (10): License to act on behalf of the President of the United States; US Senator

SOCIAL ADVANTAGE

The Social Advantage trait can be bought that applies only to a specific group of people, such as "Outlaws," or "Law abiding citizens, or "Indians." Social Advantages that are so limited are priced at the next lower level than is indicated for the benefit. For example, an Edge level Social Advantage normally costs 5 points, but if it is limited to apply only to outlaws it would count as a Convenience level advantage and cost only 2 points while still conferring the +6 bonus when dealing with outlaws. The minimum cost of an Advantage is 2 points.

WEALTHY

"When a man's got money in his pocket he begins to appreciate peace."

— *Fistful of Dollars*

Gunslingers uses the Optional Wealth Rules Extension.

The cost or value for Wealth depends on the level a character takes (see the table below). The default level is 4 for starting characters. Characters may purchase additional levels using the costs listed in the Wealth table.

Characters may substitute their Wealth level for an attribute or skill in appropriate situations, at the GM's discretion. Such skill rolls could include those in social situations where the character's wealth is likely to influence the outcome or the opposing character's attitude or decision.

GMs may also use a simple skill roll to determine a character's ability to purchase an item, treating the character's Wealth as a sort of "credit rating" or "financial resource meter," of sorts. To make the roll, the player adds his character's Wealth level + 3d6. The GM should set the difficulty of the roll based on the value or cost of the item being sought, using the following guideline.

Value	TN	Example
\$10	12	Firearm, avg suit/dress
\$100	15	Luxurious suit/gown, average wardrobe, plain wagon.
\$1,000	18	Fancy wagon, sod home/log cabin, luxurious wardrobe, private rail car.
\$10,000	21	Ranch house, small sailing ship, private train.
\$100,000	24	Large estate/plantation, large sailing ship
\$1 million	27	Small territory, priceless artifact
\$10 mil. +	30	Large territory, crown jewels

Jake Lockley is a rich and powerful rail baron and has a Wealth level of 9. Jake's player tells the GM that Jake wants to buy a new small private train for his personal use. Using the guide above, the GM sets the difficulty of the roll at Difficult. Jake's player rolls 3d6 (he rolls 13) and adds Jake's Wealth of 9, for a total of 22. After a few letters and telegraph messages to his bank and to the rail yard, Jake is the proud owner of a new private steam engine, tender, passenger car and caboose, which will be available to him in a few weeks.

NEW ADVANTAGES

CARD SHARP

"Excuse me, Sheriff, I'm a gambler who'd like to run an honest game in your town. To whom do I speak about that? [Sees dead man] I hope it's not this gentleman."

— *Slick, Silverado*

Your character is adept at manipulating cards and receives a bonus to both the Gambling and Sleight of Hand skills to attempt to cheat at cards or perform card tricks. The bonus is based on the level of the advantage. (See the Gambling skill for further information and rules on cheating at cards.)

When cheating or performing card tricks, the character gains a bonus of:

Convenience (2): +3 to Gambling and Sleight of Hand skill rolls

Edge (5): +6 to Gambling and Sleight of Hand skill rolls

Gift (10): +9 to Gambling and Sleight of Hand skill rolls

FAN SHOT EXPERT

Characters with this advantage can perform the Fan maneuver and fire a revolver at a reduced penalty due to his proficiency with the maneuver.

When "fanning" a revolver, the penalty for extra shots is reduced to:

Convenience (2): -1 for each additional shot beyond the first.

Edge (5): no penalty.

WEALTH TABLE

Lvl	Cost	Description	Annual Income	Start. Cash
1	-10	Destitute	<1/10 average (\$10)	\$5
2	-5	Poor	1/5 average (\$50)	\$25
3	-2	Below average	1/2 average (\$100)	\$50
4	0	Middle class	1x average (\$250)	\$125
5	1	Above average	2x average (\$500)	\$250
6	2	Upper-middle	5x average (\$1,000)	\$500
7	4	Well to do	10x average (\$2,500)	\$1,250
8	6	Upper class	20x average (\$5,000)	\$2,500
9	8	Rich	100x average (\$25,000)	\$12,500
10	10	Filthy rich	1,000x average (\$50,000)	\$25,000

WILD WEST ACTION!



MARKSMAN (Type)

Your character is an expert at making long-range shots and suffers a reduced penalty to attack rolls for distance. When applying this modifier, however, the character may only fire one shot per turn. Any additional bonuses due to bracing and aiming may still be applied to the attack roll.

This advantage must be purchased for a specific type of weapon: pistols or rifles. Characters may purchase this advantage twice, once for each type of firearm. It may not be bought for shotguns.

When using the specified type of weapon, the character receives a bonus of:

Convenience (2): +1 to offset any range penalties

Edge (5): +3 to offset range penalties

Gift (10): +5 to offset range penalties

MILITARY RANK

"Mr. Bohney! Mr. MacSween! This is Colonel Nathan Dudley out of Fort Scranton! Come on out, with your hands high!"

—Young Guns

Military Rank is a Variant form of the Membership Advantage.

The character is a member of a military organization, such as the U.S. Army. The exact name, nature and rank structure of the organization depends on the genre and setting. GMs and developers are encouraged to develop Military Rank tables specific to their own genre or setting.

The character has the perks and responsibilities commensurate with his rank.

Military Rank (MR) is rated 1 to 10, with 10 being the highest attainable rank within the group. When a character buys Military Rank in a group or organization, he pays 1 to 2 points for each level or "grade" within that group (see below).

Importance	Cost/Lv	Example
Trivial	1	Enlisted ranks
Minor	2	Officer ranks

In cases where a military rank is not indicated for a particular grade, it should be considered a higher seniority position of the next lowest stated rank. For example, an E-7 in the Union Army is listed as a Sergeant Major. A character with a MR 8 in the Union Army would also be a Sergeant Major but would have more "seniority" than one with a MR 7.

There is no E-10 grade in the American military during the 1800s.

The value of Military Rank may be adjusted based on the importance of the military organization within the campaign. If the military organization is the predominant feature of the campaign in which most if not all of the PCs are a part, then the suggested values below should be sufficient. If the organization is less accessible to most people in the setting but of an elevated importance within the setting, then the GM should consider increasing the importance of the Membership Rank by 1, 2 or even 3 points (see the example lists below).

Characters may substitute their Military Rank for a skill in appropriate situations, at the GM's discretion. The GM should impose penalties and bonuses to an NPC's effect number to reflect special circumstances.

Likewise, GMs may also allow characters in a group that are Commissioned officers receive a bonus to their effect

MILITARY RANKS (ca. 1860-1890)

Enlisted Grades (1 Point/level)

MR	Cost	Grade	Rank (US Army)	Rank (Confederate Army)
10	10	—	—	—
9	9	E-9 †	—	Sergeant Major
8	8	E-8 †	—	—
7	7	E-7 **†	Sergeant Major	Hospital Steward Ordnance Sergeant
6	6	E-6 †	First Sergeant Regimental Quartermaster Sgt	Quartermaster Sergeant
5	5	E-5 †	Quartermaster Sergeant —	First Sergeant Drum Major
4	4	E-4 †	Sergeant Company Quartermaster Sgt	Sergeant
3	3	E-3	Corporal	Corporal
2	2	E-2	Farrier/Blacksmith	—
1	1	E-1	Private or Musician	Private

Commissioned Officers (2 Points/level)

MR	Cost	Grade	Rank (US Army)	Rank (Confederate Army)
10	20	O-10	General (of the Army)*	General (of the Army)*
9	18	O-9	Lieutenant General	General
8	16	O-8	Major General	General
7	14	O-7	Brigadier General	General
6	12	O-6	Colonel	Colonel
5	10	O-5	Lieutenant Colonel	Lieutenant Colonel
4	8	O-4	Major	Major
3	6	O-3	Captain	Captain
2	4	O-2	First Lieutenant	First Lieutenant
1	2	O-1	Second Lieutenant	Second Lieutenant

* There is only one such position within the organization.

** These grades may correspond to two or more ranks; the rank depends on the duty/position of the person.

† These grades correspond with Non-commissioned Officer (NCO) ranks, as a rule.

GUNSLINGERS

number when making contested MR rolls against characters of Enlisted rank, due to the fact that even the lowest grade officer outranks even the highest grade Enlisted soldier. Under these circumstances, the Commissioned officer character adds +5 to his effect number.

Army Lieutenant Fornier (who has a PRE of 5) is trying to order an Army corporal (MR 3) to let him into the custodial barracks so that he can talk to one of his soldiers, who was arrested for striking an officer the day before. The corporal (who has a WIL of 4) has orders to only allow his supervisor or higher ranking soldiers into the custodial barracks, so the GM tells the player to roll her character's PRE + Rank +5 (for being one level "higher" in importance than the corporal, who is enlisted) + 3d6. She rolls the dice and gets 10, making the total of her attempt 5 (PRE) +2 (Rank) +5 (bonus) +10 (the dice roll) = 22. The GM, meanwhile, rolls 3d6, and gets 7, making the corporal's total 4 (WIL) +3 (Rank) +7 (the dice roll) = 14. Because Lieutenant Fornier's total was higher, the corporal backs down and lets the Lieutenant into the barracks.

This rule is intended to allow some flexibility in the use of skills and to allow players with Military Rank to use it instead of a normal skill to influence others, when appropriate. Players and GMs should note that, while making it easier to get other people to do things, using (or abusing) one's Military Rank may still have its consequences.

The opposite of this trait is the Outsider disadvantage.

Several suggested Military Rank tables are provided on the previous page. The GM is encouraged to create such a list for the campaign if none of the examples below are sufficient.

Non-commissioned Officers (NCOs) are enlisted soldiers with added responsibility and authority to see that officers' orders are carried out by the junior enlisted (E-4 or below) soldiers. Disobeying an order from an NCO is much more serious than disobeying an order from another junior (but higher ranking) enlisted soldier, though still less serious an offense than disobeying an order from a commissioned officer (such as Lieutenant or Captain). NCOs are generally tasked with supervising small groups of soldiers, menial duties (such as guard duty), and the like.

SADDLE-BRED

You ride horses like you were born in the saddle. You gain a bonus to Riding skill rolls and to your Defense when riding a horse in combat. The DEF bonus does not apply in any circumstance in which your character loses his/her REF bonus to DEF.

When riding a horse, your character gains a bonus of bonus:

Convenience (2): +3 to Riding skill rolls, and +1 to DEF when riding a horse in combat

Edge (5): +6 to Riding skill rolls, and +2 DEF when riding a horse in combat

Gift (10): +9 to Riding skill rolls, and +3 DEF when riding a horse in combat

DISADVANTAGES

This section discusses how certain disadvantages presented in the *Core Rules* can be applied to a Wild West campaign. Disadvantages not listed in this section are suitable for a Western campaign and function as described in the *Core Rules*.

ADDICTION

In addition to the substances listed as examples in the *Core Rules*, there are a few additional addictive substances that were available in the Wild West. Alcohol and tobacco are perhaps obvious examples. Others include morphine (as many as 10,000 Civil War veterans became addicted to the drug when receiving it after suffering serious injuries) and opium (used in many medicinal syrups and smoked in Chinese-run opium dens). Ironically, in the late 1800s, opium was even touted by some as a cure for alcoholism and cocaine was sometimes used to treat morphine addiction. Hashish was not unknown, either, and hashish smoke houses and even hashish-based candy were available in some general stores following the Civil War.



The substance the character is addicted to is:

Inconvenience (-2): alcohol, tobacco.

Hardship (-5): opium, peyote, morphine, hashish, and heroin (late 1800s)

Peril (-10): coca/cocaine (late 1800s)

BAD TEMPERED

"Mister, I've been in a really bad mood for the last few years, so I'd appreciate it if you'd just leave me alone."

—Wyatt Earp

Many a character in the Old West had a bad temper, especially those on the wrong side of the law. While certainly common (and often appropriate) for villains and bad guys, the GM should consider carefully before allowing a heroic PC to have this disadvantage.

DEPENDENT

"You don't want no trouble, Cross. Not with a wife and two boys at home."

—Defiance



Dependents are not reasonably common for Western genre characters, although most were unrelated to the main character. The friendly widow working her farm or ranch and raising children alone is a common theme in many westerns. Other examples include a preacher's flock, an old friend's son, the local shopkeep, or even the entire community (such as a small town or Mexican village plagued by bandits). Some examples of common dependents and their values are shown below.

Inconvenience (-2): Young adult son of a friend, small community (town or village), preacher's flock/parishioners.

Hardship (-5): Kindly widow, average townspeople, a dog (or other small pet), an untrained horse.

Peril (-10): A dying relative, a wanted fugitive/outlaw.

It's important to note that an NPC that feels strong loyalty to the character and are ready, willing and able to help them are likely better portrayed as Followers.

WILD WEST ACTION!

DISTINCTIVE FEATURES

Distinctive features are common among Western characters. A list of sample distinctive features and their values is shown below.

Inconvenience (-2): Scar (concealable), a rope burn/mark around the neck (indicating the character has been hanged), a woman who dresses like a man, looks sickly or weak.

Hardship (-5): Scar on the face (difficult to conceal), bald, foreign appearance and/or accent (e.g., African, Chinese), always wears a large white hat (can't conceal), signature weapon (pearl-handled Colt pistol), speech impediment.

Peril (-10): Aura of danger or foreboding, man who dresses like a woman.

DUTY

"Our orders are to make sure he does not die...but also to make sure he regrets the day he was born."

—A Fistful of Dollars

This is an appropriate advantage for many Western characters. Some common organizations and jobs to which a character might have a duty include:

Inconvenience (-2): US Army (in a mostly non-Army campaign), sheriff (or deputy) of a small quiet town

Hardship (-5): US Army (in an all-Army campaign), simple job (clerk, shopkeep, bartender, etc.), U.S. deputy marshal, sheriff (or deputy) of an average frontier town

Peril (-10): Sheriff (or deputy) of a rowdy/dangerous frontier town

EASY TO KILL

"Well, whaddya want? Do you want me to get killed? Do you want to be a widow, is that what you want?"

—High Noon

As with most genres, this is not a good disadvantage for player characters. A possible exception possibly would be to take Easy to Kill at the Inconvenience level, which could reflect a susceptibility to injury in a specific body (i.e., Hit) location, such as an arm or leg, or even the face (the proverbial "glass jaw"). Overall, however, this disadvantage is better suited for unimportant NPCs, such as simple townsfolk, thugs and henchmen, or other would-be victims found in the setting.

ENEMY

What would a Western be without a good ol' fashioned enemy to dog the heels of the heroes (or their dependents)? Below are some common enemies and their values in a typical Western campaign.

Inconvenience (-2): Resident of a small town, a journalist/reporter.

Hardship (-5): A small town (i.e., community), a US Marshal, a local posse, an Indian tribe, an ex-partner, a vengeful gunslinger.

Peril (-10): A dangerous/famous US Marshal and his deputies, an evil cattle/rail baron, a large outlaw gang, the Mexican Army, the US Army, an Indian nation.

FORGETFUL

Annabelle: *"There isn't a Mrs. Maverick is there?"*

Maverick: *"Oh, I'm sure I would have remembered."*

—Maverick (1994)

Old miners, preachers, grandparents all are likely recipients of the Forgetful disadvantage. It can also be taken to reflect lapses in memory due to a head injury or other trauma, such as might be suffered by a Civil War veteran, a not-so-lucky gunfighter or someone savagely attacked and left for dead.

HEAVY SLEEPER

Many folks work hard and play heard, and it's only fitting that some of them will also sleep hard, or rather heavily. Heavy Sleeper could be taken to reflect a character that is "dead to the world," recovering from heavy drinking the night prior. This is a dangerous disadvantage to have, however, especially for characters expecting to be sneaked up on by an enemy. A smart gunman sleeps with one eye open.

HONEST

This is a common disadvantage for most decent, common folk on the frontier, especially God-fearing, churchgoin' folk. Those who follow the Code of the West (see Psychological Disadvantage, below) automatically are subject to Honest at the Inconvenience level as part of the code.



ILLITERATE

While most people in the Old West were in fact illiterate, *Gunslingers* PCs are the 'heroes' of the game and therefore do not have this disadvantage by default. It is appropriate for the genre, however, especially with folks who ain't had much learnin' and schoolin', such as mountain men, common thieves, and young children. While it weren't a major stigma in the frontier, being illiterate was often equated with poverty, lower social class or outright stupidity by uppity rich folk livin' back East. Of course, there's not many of them out west so they're opinions don't matter much, we reckon.

IMPAIRED SENSE

This is an appropriate disadvantage for a *Gunslingers* game. Impaired senses can result from a war injury, a birth defect, a childhood illness, or anything that the player and GM can agree upon as the cause.

INFAMOUS

Jackson Two-Bears: *"He's a murderer, a hired killer. His nose was bit off in a fight."*

Frankie Ballou: *"If I was gonna be scared, I'd be scared of the fella who bit it off, not him!"*

—Cat Ballou

Arguably the most common disadvantage in a Western genre game. Infamy is gained for any number of reasons. The more common reputations include: gunslinger (or shootist), bank robber, stagecoach/train robber or the catch-all "outlaw." Generally, outlaws

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will be known for the crimes they commit most frequently. Other common examples include "coward" (or "yeller"), "hits women" (common but still frowned upon), "backstabber", "shoots men in the back", "liar" or "two-timer" (a man's word is his bond, after all), "horse/cattle thief" (a hangin' offense in many parts) and "killer". The value of the disadvantage depends on how wide spread the reputation is, as determined by the player when the disadvantage is taken. (See **The Code of the West** for additional suggestions.)

Note that players wishing to play a heroic character should not take this disadvantage, as it will severely impair their character's ability to interact with almost everyone they encounter.

INSOMNIA

It might be hard for some hombres to get a good night's sleep, especially if they are plagued by nightmares about a past misdeed, on the run from the law, or perhaps addicted to a substance in short supply. Not a good disadvantage for a hero, to be sure, but not inappropriate for the genre.

MINOR

"You're a good-looking boy: you've big, broad shoulders. But he's a man. And it takes more than big, broad shoulders to make a man."

— *High Noon*

Children are plenty common in the Western genre, both as background characters ("extras," if you will) and occasionally as supporting characters. Bear in mind, too, that in the Old West, a boy was often considered "a man" and a girl was considered to be of marrying age at 15 years. So a young "adult" could reasonably have the Minor disadvantage and still be expected to hold his or her own as a party member.

"A grown man can't have a little boy with him everywhere he goes."

— *Silverado*

There are a number of ways to introduce and explain the presence of a young character in the game. Examples of potential characters with the Minor disadvantage include: the young son (or daughter) of one of the other PCs (or of

an NPC), perhaps the other PC could have the minor as a Dependent (e.g., the youngster is the child of someone to whom another PC promised to look after the sprout); a kid who's stowed away on the PCs' wagon or otherwise followed one of the PCs into harm's way; the last survivor of a bandit or Indian raid; son or daughter of a murdered parent looking for revenge.

NAIVE

A reasonable disadvantage for a greenhorn or city slicker, but not much use to a true cowboy or frontiersman.

OBLIVIOUS TO DANGER

This disadvantage can be taken to simulate ignorance (often for comic relief), such as for bumbling heroes or light-hearted NPCs. It can also be used to simulate steely-eyed, hard-headed characters or those with a death wish. Generally not a good disadvantage for player characters due to the lethality of the setting.

OUT OF SHAPE

"I like big fat men like you. When they fall they make more noise!"

— *The Good, The Bad, & The Ugly*

This disadvantage is perfectly suitable for a sidekick or a character designed for comic relief (such as Sergeant Garcia in *Zorro*). It can also be taken to reflect a retired hero or one simply past his prime. Generally speaking, however, this is not a good disadvantage for cinematic heroes in the Wild West.

OUTSIDER

"He may be a Christian and talk white; but he's still an Indian and his rules is his rules."

— *Jeremiah Johnson*

This disadvantage adequately reflects prejudice against many minorities and city slickers, who are prime candidates for this disadvantage, due to the prevalent attitudes in the Wild West. Some examples and their values for a historically-based campaign are listed below. GMs wishing to have a more cinematic feel in their game are free to ignore this disadvantage altogether.

Inconvenience (-2): Women, Easterners (e.g., from Boston), non-native in a close-knit/intolerant community

Hardship (-5): Chinese, Former slaves

WILD WEST ACTION!

PHYSICAL DISADVANTAGE

Due to the relatively poor state of medicine in the period and the dangers associated with frontier life. Wild animals, deadly gunfights, and disease, not to mention injuries that were inflicted during the Civil War, all add up to a healthy number of people roaming the West with lame legs, missing fingers or limbs, missing eyes, and the like.

POVERTY

Many people on the frontier lived lives of relative poverty during lean years, and cash was not plentiful in the West. A character with this disadvantage could be a farmer living in an area going through a drought, a miner waiting to "strike it rich," a vagabond, or down-on-his luck unemployed cowboy.

PRIMITIVE

This advantage is inappropriate for a *Gunslingers* game because there are arguably no primitive cultures in the Wild West setting. Even Indian tribes had access to firearms and other technology through trade with settlers, mountain men and others. A GM could decide that despite having access to technology, Indians are unable to duplicate it and therefore are eligible for the Primitive disadvantage at the Inconvenience level. GMs wishing to run a more cinematic campaign, however, or one that does not penalize Indian characters' skill rolls involving technology, should ignore this disadvantage.

PSYCHOLOGICAL DISADVANTAGE

"I won't be wronged, I won't be insulted, and I won't be laid a hand on. I don't do these things to other people, and I require the same from them."

— *The Shootist*

One of the most common disadvantages for any game set in the Wild West. There are a number of common Psychological Disadvantages that a *Gunslingers* character may have. These are listed below along with their values. A brief explanation of each follows the list.

Inconvenience (-2): Intolerant of Easterners, Horse lover, Flirtatious.

Hardship (-5): Drunkard, Gold fever, Gunslinger mentality, Hates authority, Hates cattlemen or shearherders, Killer, No handguns, Prejudiced against (group), Sense of duty to partner(s), Upholds law and order, Womanizer.

Peril (-10): Code against killing, Code of the West, Code of vengeance, Mean drunk.

SAMPLE PSYCHOLOGICAL DISADS

Code against killing: Characters with this disadvantage refrain from taking the lives of others. This can be a difficult disadvantage to have for characters in a genre where lead flies with unnerving frequency, but many Western heroes never intentionally took a life.

Code of the West: Characters with this disadvantage follow the Code of the West. In a nutshell, the code demands that a character never take advantage of an unfair situation, never strike a lady, defend your family name, not run from a fair fight, never shoot shoot an unarmed man, never shoot a man in the back, or kill a man in cold blood. (For a more detailed description of the unwritten Code of the West, see page 8.)

"There are some things a man just can't walk away from."

— *Stagecoach*

Code of vengeance: Characters with this disadvantage are compelled to seek vengeance for any wrong, be it real or perceived. In many cases "vengeance" means killing the offender, although "an eye for an eye" mentality is also common. The emphasis is that no wrong done to the character can go unanswered.

"You're soft, you should have let 'em kill me, 'cause I'm gonna kill you. I'll catch up with ya. I don't know when, but I'll catch

up. Every time you turn around, expect to see me, 'cause one time you'll turn around and I'll be there. I'm gonna kill ya, Matt."

— *Red River*

Drunkard: Characters with this disadvantage drink to excess when the opportunity arises. (See the rules for intoxication on page 84.)

"You're the same dumb pilgrim who's been stinkin' for twenty days, and smellin' for three!"

— *Jeremiah Johnson*

Flirtatious: Characters with this disadvantage openly flirt with people they find attractive.

Gold fever: Characters with this disadvantage are driven to obtain gold, even at the expense of other, more important matters. Some people behaved particularly irrational in the pursuit of gold, and gold was at the root of many a conflict in the 1800s.

Gunslinger mentality: Characters with this disadvantage believe that they are the baddest, meanest, quickest dead-eyes this side of the Mississippi. Any other character packing heat that insults or challenges or belittles the character's skills as a gunfighter, intentionally or not, becomes an automatic rival or target of the character's revenge.

The most common response is to call the offending character out (challenging him to a shoot out). Players are free to have their characters redeem themselves by some other, less-than-lethal means, such as humiliating the offending character by shooting a gun out of his hand or causing him to back down in a showdown.

"We started a game we never got to finish. 'Play For Blood' — remember?"

— *Tombstone*

Hates authority: Characters with this disadvantage don't like anyone telling them what to do. Lawmen, judges, preachers...anyone with moral or legal sway over others is a target of enmity from these characters and if pushed too far, could result in violence.

"Law Dog, law don't go around here!"

— *Tombstone*

Hates 'free grazers': Characters with this disadvantage are hostile to cattlemen or shearherders (player's choice) who allow their livestock to roam the



GUNSLINGERS



plains and graze freely (on public land, mind you). Droughts caused large herds to migrate to other areas looking for grazing land and water. Often these herds encroached on lands owned by others, and the resulting tensions often erupted into violence, such as the great Range Wars.

"If I find any cattle on our land, I'm gonna start carvin' them into steaks. And believe me, that's one thing I know about."
— **Silverado**

Horse lover: Characters with this disadvantage would rather spend time with their horse than with other people.

Paden: *"Can't you see this horse loves me?"*
Cavalry Sgt.: *"I had a gal do that to me. It didn't make her my wife."*
— **Silverado**

Intolerant of...: Characters with this disadvantage are particularly intolerant of folk that are different from them, whether they be from back east (e.g., New York, Boston or Charlotte), from another country, of a different race, or what have you.

Killer: Characters with this disadvantage are cold-blooded killers who believe that killin' a man (or beast) is as good a solution as any for any problem, annoyance or perceived slight. This is not a good disadvantage for PCs unless, of course, the GM is running an all-out-law game.

Mean drunk: Characters with this disadvantage drink to excess when they have the opportunity and are mean and nasty to everyone when they are drunk.

No handguns: Characters with this disadvantage favor long arms, such as rifles and shotguns, to such an extent

that they don't, as a rule, use or even carry pistols. Rifles and shotguns are more reliable for hunting and defense and thus are the preferred weapon of settlers, ranchers and those providing stagecoach security.

Prejudiced: Characters with this disadvantage look unfavorably upon some group because of their nationality, religious beliefs, or other reason. Racial prejudice and discrimination was a sad reality of the historic Old West. GMs wanting to run a more cinematic game should consider disallowing this disadvantage for PCs.

Carter: *"This nigger came in here and started bustin' up my bar."*

Sheriff Langston: *"I don't like that word, Carter."*
— **Silverado**

Sense of duty to partner(s): Characters with this disadvantage feel a special bond toward their partner(s), whether they are business partners, fellow gang or posse members, fellow soldiers or braves, brothers or cousins, or what have you. Characters with a sense of duty toward another will not violate the Code of the West where that person is concerned, even though they may freely do so to others.

Upholds law and order: Characters with this disadvantage feel compelled to uphold the law. Whether a character believes more strongly in the letter or the spirit of the law is up to the player, but most characters with this disadvantage will lean toward the former.

Womanizer: Characters with this disadvantage spend an inordinate amount of time chasing after women and/or frequenting houses of ill repute. It is similar to Flirtatious, but involves more than mere flirting.

"Geez, Paden, her old man ain't even cold yet."
— **Silverado**

SECRET

"How do you know he was nice? We don't know anything about him. The only thing he's got in his wallet is a bunch of names of whorehouses."
— **Maverick** (1994)

A criminal past, a debt, an embarrassing incident with a gunman or a lady, and a secret marriage are some common examples of Secrets that a Western char-

acter might have. A character who lives a double-life (such as a masked avenger) is another, albeit less common, example. A secret should be something that helps to define the character and that will provide the GM with additional plot hooks for the adventures.

SENIOR

"I'm getting too old for this shit."
— **Maverick** (1994)

A staple character type in Western fiction is the "old coot." Seniors can play an important role in a Gunslingers game, acting as wise trail sages, an opportunity for the GM to present important background information or comic relief, or the all-important (and sometimes powerful and influential) family patriarch. Seniors often hold their own in the Old West, as some of them are ornery and tough as nails. Even some main heroes in Western movies and television shows have been seniors.

SHORT LIVED

Wyatt Earp: *"How are you?"*
Doc Holliday: *"I'm dying, how are you?"*
— **Tombstone**

The most famous gunfighter in the Old West that would qualify for this disadvantage is Doc Holliday, who was dying from tuberculosis (often called 'consumption'). As a rule, however, this is not an appropriate disadvantage for a player character, unless the game is specifically intended to be a short term one. The Old West is plenty dangerous as it is.

SOCIAL DISADVANTAGE

Some character types that lend themselves to this disadvantage include mountain men, immigrants and anyone with a particularly bothersome habit or trait. See the *Core Rules* for more information.

WEAK WILLED

A reasonable disadvantage for some greenhorns or city slickers, but not a good trait for most strong, independent frontier types.

WILD WEST ACTION!



The following is a general list of Wild West genre skills. The skill list is presented in the simplified *Fast Action!* format, with a reduced number of skills. *Gunslingers* does not use Skill Group levels, and therefore we have listed skills

alphabetically rather than according to group (as presented in the *ACTION! SYSTEM Core Rules*). Skill names in *italics* are Universal or Common skills; all *Gunslingers* characters receive these skills at +2 for no cost. The exception is the Language skill; characters receive their native language at a starting level of +3 for no cost.

SKILLS

This section provides a description of each skill in the context of the Wild West. In some cases text from the *Core Rules* is reprinted here but with additional notes or considerations for the Western genre.

ACTING

Attribute Group: Mind

Tools: None required

Characters with this skill are adept at feigning emotion and portraying other people (real or fictional) (PRE).

Most actors in the Wild West were theater actors, although the skill also comes in handy for professional confidence men, mavericks, saloon girls or any character to whom misleading others is important.

Acting may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion). Some examples might include a card sharp acting like a poor player to boost the confidence of the other players, someone pleading for mercy to stall a robber while secretly reaching for a hidden gun, and a stagecoach driver trying to convince his passengers that the route through "Injun country" is as safe as can be.

To see through a ruse, the GM should allow the viewer to make a contested PRE + Awareness skill roll against the actor's Acting skill roll. If the viewer's total is higher, he (or she) is unconvinced by the actor's performance. The GM could even assign a -1 penalty on the actor's Persuasion skill rolls against the viewer for the duration of that encounter.

ANIMAL HANDLING (SPEC)

Attribute Group: Mind

Tools: Improvised tools allowed

Characters with this skill are proficient at caring, feeding and grooming of animals (INT), as well as training (WIL) and controlling them (PRE).

Skill	Tools	Attribute Group
Acting		Mind
Animal Handling (Spec)	I	Mind
Appraisal		Mind
Area Knowledge (Type)		Mind
Art (Type)	I	Body/Mind
Artillery	R	Body
Athletics		Body
Awareness		Mind
Bows	I	Body
Bureaucracy		Mind
Business		Mind
Composition (Spec)		Mind
Concentration		Mind
Craft (Type)	I	Body
Deduction		Mind
Demolitions	I	Mind
Disguise	I	Body
Doctoring (Spec)	I	Mind
Exotic Weapons (Type)	I	Body
Firearms (Spec)	R	Body
Fish and Game	I	Body/Mind
Forgery	I	Body
Gambling		Body/Mind
Gunplay	I	Body
Intuition		Mind
Knowledge (Type)		Body/Mind
Language (Type)		Mind
Lip Reading		Mind
Lockpicking	I	Body
Melee Weapons (Spec)	I	Body
Navigation		Mind
Performance (Type)	I	Body
Persuasion (Spec)		Mind
Professional (Type)		Body/Mind
Riding *	I	Body
Roping	I	Body
Sailing		Body
Science (Type)		Mind
Sleight of Hand		Body
Society (Type)		Mind
Stealth		Body
Strategy and Tactics		Mind
Survival		Mind
Swimming		Body
Teamster	I	Body
Throwing		Body
Tracking		Mind
Trading		Mind
Trailblaze	I	Mind
Unarmed Combat (Brawling)	Body	

Italicized skill names indicate a Universal Skill; An asterisk (*) indicates a Common skill. All characters receive both Universal and Common Skills at level 2 (native Language skill starts at level 3) at no cost. **Tools:** R = Requires specialized tools, I = Usable with improvised tools.

GUNSLINGERS



This is a critical skill for any character that works with animals, and in the Old West that means just about everyone. Cowboys, ranch hands, farmers and mounted Cavalry troops all work closely with animals.

A character that does not possess this skill doesn't suffer any penalties to his other animal-related skills, such as Riding, but he will be unable to alter the temperament of the critters he's dealing with.

For example, a cowboy is riding a horse who spots a rattler and rears. The player makes a Riding roll to stay on the horse and to control it. The GM assigns a difficulty of Challenging (TN 18) to the cowboy's Riding skill check. The player makes the roll and tells the GM that he wants to calm the horse down in order to lower the Target Number for any future rolls. But the character doesn't have the Animal Handling skill so the GM tells the player that the Riding skill rolls won't get any easier unless and until he gets the horse away from the rattler!

Animal IQ: As an optional rule, GMs may allow a bonus to the Animal Handling roll equal to the animal's INT when the roll involves training the animal.

Some specific applications of the Animal Handling skill are described below.

Task	TN
Handle an animal	12
"Push" an animal	27
Teach animal a trick	Varies
Train (general purpose)	Varies
Combat riding	21
Fighting	24
Guarding	21
Heavy labor	15
Hunting	21
Performance	18
Riding	15
Rear wild animal	18+ animal's WIL

HANDLE AN ANIMAL (TN 12)

This task involves commanding an animal to perform a task or trick that it knows. If the animal is wounded or has taken any non-lethal damage or ability score damage, the TN increases by 3. If your check succeeds, the animal performs the task or trick on its next action.

PUSH AN ANIMAL (TN 27)

To "push" an animal means to get it to perform a task or trick that it doesn't

know but is physically capable of performing. This category also covers making an animal perform a forced march or forcing it to hustle for more than 1 hour between sleep cycles. If the animal is wounded or has taken any non-lethal damage or ability score damage, the TN increases by 3. If the skill roll succeeds, the animal performs the task or trick on its next available action.

TEACH AN ANIMAL A TRICK

You can teach an animal a specific trick with one week of work and a successful Animal Handling skill roll against the indicated target number. An animal can learn a maximum of 3 tricks for every point of Intellect it has. Thus, an animal with an INT of 2 can learn up to 6 tricks.

Possible tricks (and their associated TNs) include, but are not limited to, the following.

Attack (TN 24): The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only people or other animals. Teaching an animal to attack anything else (such as inanimate objects or supernatural creatures, if they exist in your game) counts as two tricks. Training an animal to attack takes eight weeks.

Come (TN 15): The animal comes to you, even if it normally would not do so. Training an animal to come to you takes one week.

Defend (TN 15): The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character. Training an animal to defend you takes three weeks.

Cease (TN 12): The animal breaks off from combat or otherwise backs down. An animal that doesn't know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated. Training an animal to cease fighting takes two weeks.

Fetch (TN 15): The animal goes and gets something. If you do not point out or name a specific item, the animal fetches some random object. Training an animal to fetch takes one week.

Guard (TN 21): The animal stays in place and prevents others from approaching. Training an animal to guard takes four weeks.

Heel (TN 15): The animal follows you closely, even to places where it nor-

WILD WEST ACTION!

mally wouldn't go. Training an animal to heel takes one week.

Perform (TN 15): The animal performs a variety of simple tricks, such as sitting up, rolling over, roaring or barking, and so on. Training an animal to perform takes two weeks.

Seek (TN 18): The animal moves into an area and looks around for a specific category of item, such as flowers, or gunpowder, or even animals or people. An animal can be trained to seek one item or category of item for each point of INT. Training an animal to seek for an item takes four weeks. Teaching it to seek for an additional item requires 8 weeks, a third item takes an additional 16 weeks, and so on.

Stay (TN 15): The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to. Training an animal to stay takes one week.

Track (TN 21): The animal tracks the scent presented to it. Training an animal to track takes four weeks.

Work (TN 18): The animal pulls or pushes a medium or heavy load. Training an animal to work takes one week.

TRAIN FOR A GENERAL PURPOSE

Rather than teaching an animal individual tricks, you can simply train it for a general purpose. Essentially, an animal's purpose represents a pre-selected set of known tricks that fit into a common scheme, such as guarding or heavy labor. The animal must meet all the normal prerequisites for all tricks included in the training package. If the package includes more than three tricks, the animal must have an INT score of 2 or higher.

An animal can be trained for only one general purpose, though if it is capable of learning additional tricks (above and beyond those included in its general purpose), it may do so. Training an animal for a purpose requires fewer skill rolls than teaching individual tricks does, but no less time.

Combat riding (TN 24): An animal trained to bear a rider into combat knows the tricks Attack, Come, Defend, Down, Guard, and Heel. Training an animal for combat riding takes six weeks. You may also "upgrade" an animal trained for riding to one trained for combat riding by spending three weeks and making a successful Animal Handling skill roll (TN 21). The new general purpose and tricks completely re-

place the animal's previous purpose and any tricks it once knew.

Fighting (21): An animal trained to engage in combat knows the tricks Attack, Down, and Stay. Training an animal for fighting takes three weeks.

Guarding (TN 21): An animal trained to guard knows the tricks Attack, Defend, Down, and Guard. Training an animal for guarding takes four weeks.

Heavy Labor (TN 15): An animal trained for heavy labor knows the tricks Come and Work. Training an animal for heavy labor takes two weeks.

Hunting (18): An animal trained for hunting knows the tricks Attack, Down, Fetch, Heel, Seek, and Track. Training an animal for hunting takes six weeks.

Performance (15): An animal trained for performance knows the tricks Come, Fetch, Heel, Perform, and Stay. Training an animal for performance takes five weeks.

Riding (15): An animal trained to bear a rider knows the tricks Come, Heel, and Stay. Training an animal for riding takes three weeks.

REAR A WILD ANIMAL (TN 12)

To rear an animal means to raise a wild creature from infancy so that it becomes domesticated. A handler can rear as many as three creatures of the same kind at once.

A successfully domesticated animal can be taught tricks at the same time it's being raised, or it can be taught as a domesticated animal later.

For tasks with specific time frames noted above, you must spend half this time (at the rate of 3 hours per day per animal being handled) working toward completion of the task before you attempt the Animal Handling skill roll. If the roll fails, the character's attempt to teach, rear, or train the animal fails and you need not complete the teaching, rearing, or training time. If the check succeeds, you must invest the remainder of the time to complete the teaching, rearing, or training. If the time is interrupted or the task is not followed through to completion, the attempt to teach, rear, or train the animal automatically fails.



ADDITIONAL NOTES

Animal Handling may be used as complementary to any appropriate animal-related skill checks, such as the skills Riding and Teamster (GM's discretion).

Note: If a character doesn't possess the Animal Handling skill, you can use a PRE attribute roll to handle and push domestic animals, but not to teach, rear, or train animals.

Specialties: Cattle, Dogs, Horses, Pack & draft animals.

APPRAISAL (SPEC)

Attribute Group: Mind

Tools: None required

Characters with this skill can appraise the approximate value of items, including items for which the character does not possess a relative skill. Appraising an item requires a Challenging Appraisal skill roll (TN 18).

The skill roll may be modified depending on the following conditions. All modifiers are cumulative.

- | | |
|----|---|
| -3 | Character has no training in or knowledge of the item |
| -3 | Item is a rare or obscure specimen |
| -3 | Unable to inspect or examine the item closely |

This skill is important to any character that needs to know just how good something is, such as a rancher looking to sell his cattle at market, an assayer determining the value of a prospector's gold, and even a settler looking to locate a good plot of land for his new homestead and farm.

Characters may use appropriate skills as complementary to Appraisal (GM's discretion). For instance, a character appraising a gun could use Craft (Gunsmith) as a complementary skill to the Appraisal skill roll.

Specialties can include almost any category of item (with GM's permission), including the following: Guns, Liquor, Knives, Textiles, Jewelry, Horses, Gold, Cattle and even Land.

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AREA KNOWLEDGE (TYPE)

Universal Skill

Attribute Group: Mind

Tools: Improvised tools allowed

"Sacramento ain't worth moose tits."
— *Pale Rider*

Characters with this skill are familiar with the layout and popular culture of a certain area, be it a city neighborhood, a town, a range of land, a terrain type (mountains, caverns) or an entire state or territory. With a successful skill roll, characters with an Area Knowledge know the lay of the area, and can locate major and minor landmarks, ranches, watering holes, and even knows notable people in the area, such as important businessmen, well-known or respected homesteaders, the local lawmen and Army commanders, local Indian tribes and outlaws, and other well-known folk.

"The Rocky Mountains is the marrow of the world. I ain't ever seen 'em, but my heart tells me that the Andes is foothills and the Alps are for children to climb."
— *Jeremiah Johnson*

Area Knowledge can be used as a complementary skill to any appropriate skill rolls (GM's discretion). A character with Area Knowledge of a state or territory (e.g., Kansas) could use it as complementary to Riding skill rolls while being pursued (looking for a canyon to duck into or a river to cross to lose his trail, and so on), a character with

an Area Knowledge of mountains could use it as complementary to a Fish and Game skill roll when hunting a mountain lion, and so on.

Types: Specific locale or terrain. (See the sidebar for a list of some of the well-known towns and cities of the 1800s.)

TOWNS & CITIES OF NOTE

Abilene, KS
Black Hills, SD
Bodie, CA
Boston, MA
Caldwell, KS
Carson City, NV
Chicago, IL
Dallas, TX
Deadwood, SD
Death Valley, CA
Denver, CO
Dodge City, KS (est. 1872)
Ellsworth, KS
Fair Valley, OK
Flagstaff, AZ
Houston, TX
Jerome, AZ
Lake City, CO
Los Angeles, CA
New Orleans, LA
New York, NY
Sacramento, CA
San Francisco, CA
Silver City, NV
St. Joseph, MO
St. Louis, MO
Tombstone, AZ
Tuscon, AZ
Wichita, KS



ART (TYPE)

Attribute Group: Mind

Tools: Improvised tools allowed

A type must be selected when this skill is bought. This skill may be purchased more than once, each time for a different type of Art. Some common forms of art in the Old West include pottery, painting (e.g., portraits or play bills), drawing (e.g., for bills, announcements and wanted posters) and whittling. The player and GM are encouraged to come up with other forms of art, as well.

Types: Drawing, Painting, Pottery, and Whittling

ARTILLERY

Attribute Group: Body

Tools: Required

Characters with this skill are adept at the use (REF) and maintenance (INT) of cannons, including both horse-drawn and stationary artillery, such as coastal batteries and tower cannons found in some forts. Most common cannons are those used during the Civil War (1861-1865), including the 6- and 12-pounder field guns, 12- and 24-pounder iron siege guns, and the 32-pounder seacoast gun.

Reloading a canon takes 12 turns and requires a crew of 2 or 3 people. Reloading a cannon alone takes twice as long. With a successful Challenging Artillery skill roll (TN 18), the time required is halved in either case.

AREA KNOWLEDGE SKILL ROLL MODIFIERS

Difficulty	Level of Detail
—	Very minor detail
Average (TN 12)	Minor detail (e.g., location of the nearest convenience store)
Tricky (TN 15)	Moderate detail (e.g., names of prominent citizens/local celebrities)
Challenging (TN 18)	Good detail (e.g., names of local leaders)
Difficult (TN 21)	Much detail
Demanding (TN 24)	Great detail
Extreme (TN 27)	Incredible detail
Legendary (TN 30)	Down to the last detail

Size of Area	Modifier
Small town or ranch	+6
Large town or ranch (Dodge City)	+3
Small city (St. Joseph)	+0
State or territory	-3
Country	-6
Continent	-9

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ATHLETICS (SPEC)

Attribute Group: Body

Tools: None required

Athletics covers physical pursuits, exertion, and sport.

Jumping/Tumbling: A successful use of the Athletics skill allows a character to "roll with a punch" (halving any damage received from a blunt damage attack), jump off a moving horse and land on his feet or jump onto the back of a horse and start riding in the same turn, reduce damage from a fall (subtract the skill level in meters from the distance fallen before determining damage) or add a +3 bonus to the character's DEF that turn, due to his incredible dodging ability (may be added to any bonuses for the Dodge maneuver).

Climbing: Used when climbing difficult surfaces or items, such as cliffs, walls, or ropes (STR). A successful skill check allows the character to move a number of meters equal to one half his MOV score or equal to his Climbing score (whichever is greater). Failure means the character has lost but regained his grip or footing, but has made no progress that turn. A serious failure (an Effect Number of -6 or more) means the character has fallen.

Sports: Characters are adept at athletic games and sports not already covered by other skills (such as Bows, Riding, Roping, Swimming and Throwing). The character knows the rules of common athletic games (INT) and can compete in them. Most sports are predominantly agility-based, such as log-rolling, horse shoes, Cricket, kick ball, and the like (REF).

Athletics is a Universal skill.



AWARENESS (SPEC)

Universal Skill

Attribute Group: Mind

Tools: None required

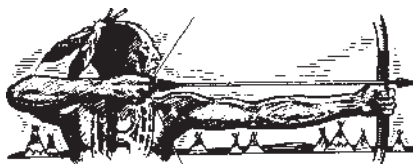
This represents the character's ability to spot, smell, hear or taste things that he may not otherwise notice (INT). The GM should call for an Awareness skill check any time a character may detect an ambush, spot a shadowy figure on the prairie, or any other appropriate situation. A success means the character has perceived the person or thing. An effect number of 6 or higher means the character has perceived the item in detail; the GM should provide additional information about the person or thing in question that will assist the character.

Awareness is a Universal Skill.

BOWS (SPEC)

Attribute Group: Body

Tools: Improvised tools allowed



Characters with this skill are adept at the use (REF) and maintenance (INT) of bows. This skill is used when making attacks with such weapons (REF), or to string a bow in a hurry (STR).

As a rule, only Indians make and use bows, which were used primarily for hunting but also put into service in conflicts with their enemies, be they other tribes or white men. It's not unheard of for mountain men to use them from time to time. No self-respecting cowboy or (Heaven forbid) Army soldier would be caught dead using one, however. "Them's fer savages!"

BUREAUCRACY

Attribute Group: Mind

Tools: None required

The skill of dealing with bureaucracies and "cuttin' through red tape."

Some Old West bureaucracies include the U.S. government (including the Land Bureau), state governments, town councils, the U.S. Army (which oversees the administration and "pacification" of Indian reservations), railroad companies and the courts.



BUSINESS

Attribute Group: Mind

Tools: None required

The knowledge and skill of running a business, from a cattle ranch to a huge textile company or railroad corporation. Business focuses on the day-to-day running of the business, including inventory, customer service, public relations and sales, but also covers broader topics, such as supply and demand, marketing, taxes, and business laws (INT). Business can also be used for skill rolls involving customer service and public relations (PRE).

While not a common skill among gunslingers and cowboys, knowledge of business can help a party investigate a business (looking over documents, talking to employees, and so on) to uncover possible motive for certain acts or uncover any illicit activity.

CONCENTRATION

Universal Skill

Attribute Group: Mind

Tools: None required

This is the character's ability to focus his concentration on some task (WIL), as well as his general memory (INT). Concentration rolls can be assigned by the GM when a character is picking a lock in the middle of a huge brawl, laying still on a battlefield while cannonballs explode around him, keeping an eye on someone from hiding during a distraction, recalling the secret

GUNSLINGERS

someone whispered to you months ago, and so on.

Of particular note to players is the fact that Concentration helps characters to reload a firearm more quickly during combat (See *Reloading Firearms* for further details).

Concentration is a Universal Skill.

COMPOSITION (Spec)

Attribute Group: Mind

Tools: None required

Characters with this skill are capable of composing creative written works (INT). They also understand the finer points of written expression and can appreciate compositions within their specialty more than the average person (PRE). It is an important skill for poets, writers and musicians. The Performance skill is required to actually perform the composition.

This skill may be used as a complementary skill to the appropriate skill when the composition is performed. Composition (Music) is complementary to the Performance (Instrument) skill; Composition (Letters) is complementary to Persuasion when trying to sway someone with a written letter or telegraph.

Specialties include Letters, Music, and Poetry.

CRAFT (Type)

Attribute Group: Body

Tools: Improvised tools allowed

Some common crafts available to characters in the Old West include: blacksmith, tanning (of animal hides), cooper (barrel-making), ferrier, carpenter, clockworks (for clocks and pocket watches), gunsmith, jeweler, and photography.

Sample craft types:

"Come here little chicken. I don't want to hurt you. I just want to eat you."

— *The Frisco Kid*

Cooking: Cooking is less of an art form and more of a bare necessity for most folk in the Old West. The simple act of rustlin' up some eggs 'n bacon, a pot o' coffee or a stack of flap-jacks can be handled with either the Survival skill or Cooking. But for making something really fancy, such as one of them high falootin' European dishes or fancy sauce made with wine, this skill does the trick. In the Old West, the cook was a very



important member of the trail or round-up crew. So much so that he was the second highest paid member of the outfit. A good cook could attract the best cowboys. The cook not only prepared meals, but also dispensed medicine and carried the bedrolls. Few people received as much protection by other cowboys as the cook!

Ferrier: Character with this skill are skilled at shoeing horses, caring for horse's hooves. Many ferriers also have the Blacksmith skill in order to make their own horse shoes.

Gunsmith: Characters with this skill are able properly maintain and effect repairs to firearms. A successful Crafts (Gunsmith) skill roll is required to perform maintenance or modifications to a firearm. The following difficulties are suggested:

TN Description

12	Replace rifle stock/pistol grip
15	File trigger notch on a revolver (to allow "fanning" the gun)
18	Fixing a bent/damaged sight
21	Remove lead ball from barrel
24	Lengthen or shorten a barrel
27	Altering the caliber of the chambers/barrel

Jeweler: Jewelers are adept at creating and appraising jewelry made of precious metals, such as silver and gold, and stones, such as diamond, onyx and topaz. Most decent jewelers are employed by companies and work in towns, where they are less vulnerable to common thieves.

Photography: Taking a respectable photograph requires a Challenging Craft (Photography) roll (TN 18). A failed roll indicates an over- or under-exposed plate, a subject that moved, or some similar defect.

DEDUCTION

Attribute Group: Mind

Tools: None required

"From the moment I slapped eyes on this hombre, I smelled trouble...and re-fried beans."

— *Maverick* (1994)

Characters with this skill are able to take a few known facts and leap to a usually (at least partially) correct conclusion (INT). Successful use of this skill can reveal the names of likely conspirators, anticipate an action by an adversary, or determine another person's likely motivation for some action.

The player may ask to make use of this skill at any time. If granted, the GM



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should reward a successful Deduction check with some bit of information about the current adventure that the character does not currently have.

The GM should make the skill roll for the player in secret, telling the player only that which his character would “know,” based on the outcome of the roll. The difficulty of the skill check depends on the “truth” behind the issue in question, as determined by the GM. Success means the character has gained one answer or several potential “right answers.” Failure means the character has gained no insight or possibly bad “insight,” suspecting an innocent, or some other misleading information that could result in an embarrassing (or deadly) confrontation if acted upon.

DEMOLITIONS (Spec)

Attribute Group: Mind

Tools: Improvised tools allowed

The skill of assembling explosive devices, placing them for best effect, and also disassembling and defusing them (INT). Characters with this skill can also identify types of explosive compounds, triggers and other related devices on inspection.

Only the foolhardy or those who know what they are doing play with

explosives. Even setting a simple charge requires a skill roll:

TN	Task (Base time required)
15	Disarm simple charge (one Action)
—	Cut fuse (one Action)
15	Place charge (one Turn)
18	Cut timed fuse (one Action)
21	Build a complicated charge (one hour or more; GM's discretion)
—	Disarm a complicated charge (one Turn; Contested skill roll)

With a successful Demolitions skill roll, characters may increase the effectiveness of an explosive. For every 2 points of positive Effect Number, the player may choose to convert one die or damage normally caused by the explosive to an automatic 6 for purposes of calculating damage. For example, if a character is setting an explosive that normally caused 6d6 damage and the player achieves an Effect Number of 5 with the Demolitions skill roll, the player may opt to take the maximum damage for two of the dice, resulting in a total of 4d6+12 instead of the normal 6d6.

Alternatively, a character may instead convert each such die to an “automatic 1,” reducing the overall effectiveness of the explosive, if he is able to tamper with or move the device without triggering it.

DEMOLITIONS ACTIONS

Disarm simple charge (TN 15): This task covers disarming a simple charge or other explosive that isn't rigged to prevent tampering. It typically involves little more than cutting or pulling the fuse or detonator cord.

Cut Fuse (N/A): This is simply cutting a length of fuse to the desired length so that the charge detonates during the next turn of combat (this occurs on your character's Initiative score that turn).

Place Charge (TN 15): This covers setting an explosive charge at the correct location to do maximum damage to a structure or object. This is in addition to cutting the fuse, if required.

Cut Timed Fuse (TN 18): This task covers cutting a length of fuse to the desired length so the charge detonates anywhere from 1 to 10 rounds from the time it's lit. Tell the GM which turn you want the charge to detonate. If you successfully estimate the length of the fuse required, the dynamite explodes during your initiative action on the desired turn. If you fail to estimate the length of the fuse correctly, the GM rolls 1d6 and compares the number rolled on the following table to determine the turn in which the dynamite detonates.

Roll	Explosion Round
1	Two turns prior
2	One turn prior
3-4	During flight
5	One turn after
6	Two turns after

Build Complicated Charge (TN 21): This task is used when building an explosive device that is trapped to prevent tampering or disarming attempts.

Disarm Complicated Charge (Var.): This task covers attempting to disarm any charge that has been specifically made to prevent tampering. Your character must make an opposed Demolitions skill roll versus that of the character who made the charge (if this character was a non-player character, the GM stands in for them in this case). If your cowpoke fails this skill roll, the charge detonates immediately. A typical complicated charge has a rating of TN 18.

ADDITIONAL NOTES

Special: Anytime a character fails a Demolitions skill roll by 6 or more, the explosive detonates immediately.

Specialties: Dynamite, Nitroglycerine, Gunpowder.



GUNSLINGERS

DISGUISE

Attribute Group: Body

Tools: Improvised tools allowed

This is the skill of assuming another identity. It is usually accomplished by changing one's clothes, putting on a wig, applying makeup, and so on (REF). The GM should make the skill roll for the player in secret, noting the total of the roll and using it as the difficulty number for Awareness rolls for anyone who scrutinizes the disguise.

Note that impersonating another's speech and movements requires the Performance (Acting) skill.

DOCTORING (Spec)

Attribute Group: Mind

Tools: Improvised tools allowed

In the Old West, a physician wasn't as specialized as today's doctors. Thus, the Doctoring skill replaces the Medicine Group from the *Core Rules*. The various specialties for Doctoring are listed below:

Dentistry: Dentistry is the skill of cleaning and maintaining teeth. Successful use of this skill allows the character to diagnose symptoms (INT), treat minor and major dental problems (INT), perform procedures such as filling cavities, root canals, and the like (REF), and common procedures relating to dentistry, such as teeth cleanings. Dentists cannot prescribe medications, however.

Procedure	TN
Extract tooth	15

Physician: Characters with this skill can diagnose symptoms (INT), treat minor and major wounds (INT), perform minor surgeries (REF), and set broken bones, as well as identify and prescribe drugs and remedies as well as identify drugs and their medicinal effects, reactions, and properties (INT).



Successful use of this skill restores 1 Life point to the victim and stabilizes him, so that no further Life points are lost due to bleeding or other continued damage (see *Stabilizing* in the *Core Rules*). Note: This skill effectively replaces the First Aid skill.

Procedure	TN
Bloodletting	12
Broken bone set	18
Broken bone splinted	15
Deliver baby (mother lives)	15
Diagnose illness	15
Diagnose poisoning	18
First aid	15
Lacerations stitched	15
Leeching	12
Medically supervised bed rest	12
Treat concussion	15
Treat disease	disease's TN
Treat other burns	18
Treat poison	poison's TN
Treat powder burns	18

Surgery: Characters with this skill are able to perform surgical procedures. Successful use of this skill allows the character to perform minor to complex surgeries (see table below).

Procedure	TN
Amputation	20
Bullet hole patched	15
Bullet removed*	By location
...from stomach	24
...from chest	21
...from limb/extremity	15
...from back	18
...from neck/head	24
* +3 TN for buckshot	

EXOTIC WEAPONS (Type)

Attribute Group: Body

Tools: Improvised tools allowed

Characters with this skill are adept at the use of an exotic (uncommon) melee or missile weapon. When this skill is bought, the player must specify a type of weapon. The skill may be bought more than once, each time for a different weapon.

Types: Boomerangs, Slingshots, and Whips (or any other weapon allowed by the GM).

FIREARMS (Spec)

Attribute Group: Body

Tools: Required

"A gun is a tool, Marion, no better or no worse than any other tool, an axe, a shovel or anything. A gun is as good or as bad as the man using it. Remember that."

— Shane

Characters with this skill are adept at the use (REF) and maintenance (INT) of modern handguns, regardless of the type of action of the weapon (i.e., revolver, semi-automatic). This skill is used when making attacks with such weapons. (See *Combat* for rules on making attacks, damage, and so on).

In addition to firing a weapon, this skill can be used to clear a jam or take care of a simple malfunction.

The normal rate (i.e., not under pressure) to fully reload a firearm is shown below.

Firearm type	Reload Time
Derringer, 2-shot	6 turns
Revolver (cap and ball)	38 turns
Revolver (metal cartridge)	26 turns
Revolver (metal cartridge)	14 turns
Revolver (replace cylinder)	3 turns
Rifle, lever/pump action	1 turn/ cartridge
Rifle, muzzle-loader	5 turns
Shotgun, double barrel	5 turns
Shotgun, single barrel	3 turns

For more information on reloading quickly and under pressure, see the *Reload* action (page 77).

Specialties: Pistols, Rifles, Shotguns, Gatling Guns

FISH AND GAME (Spec)

Attribute Group: Body/Mind

Tools: Improvised tools allowed

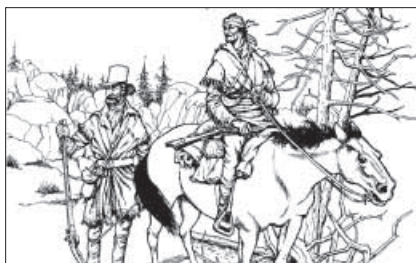
"...during the last two days we have lived on fish we caught with hooks and lines..."

— the journal of William Ashley

Characters with this skill are able to track and catch game and fowl, fish, and set traps. Depending on the prey, Fish and Game may involve cunning and wits to locate and trap one's prey (INT) or simple patience to wait for a bite (WIL).

Fish and Game is especially important to characters who tend to live in the wild, away from a sizeable town or settlement, such as braves, mountain men, scouts and settlers.

WILD WEST ACTION!



Catch fish or game...	TN
...in good area	12
...in average area	18
...in poor area	24

A successful Fish and Game check means the character acquires enough fish or game to provide food for one person for a certain amount of time, as determined by the effect number day (see table below). A failed check means the character catches no fish or game for the day. A roll that fails by 6 points worse (i.e., an EN of -6 or lower) means the character has suffered some mishap. The mishap could be an attack from a wild animal, an injury (such as a self-inflicted knife or gunshot wound) inflicting 1d6 damage, or any other situation at the GM's discretion.

EN	Catch (for one person)
0-2	Food for one day
3-5	Food for one week
6-8	Food for one month
9+	Food for one season

Specialties: Hunting, Fishing, Trapping

FORGERY

Attribute Group: Body

Tools: Improvised tools allowed

Characters with this skill are able to create remarkable forgeries of documents, seals and the like (REF). The total of the character's Forgery roll is used as the target number for Awareness skill checks made by anyone scrutinizing the forgery to detect its true nature.

The original being copied must be available to the character for an accurate copy to be made. If the original is not available, the character uses INT with the skill instead of REF (because he is working from memory) and suffers a -6 penalty to the skill roll.

Items that can be forged include a handwritten signature, custom engraving (such as on a gun or watch), a brand (e.g., the Double-T Ranch brand), and official documents (such as writs, warrants, and homestead declarations).

GAMBLING

Attribute Group: Body/Mind

Tools: Improvised tools allowed

"Maybe poker's just not your game. I know! Let's have a spelling contest!"

— Tombstone

Characters with this skill know how to play common games of skill and chance, including card games (such as Faro, Brag, Ace-Deuce-Jack, and Bluff or 5 Card Draw Poker), dice games (such as High Dice, Over & Under, Chuck-a-Luck or Sweat, Hazard, Grand Hazard, and Craps), and roulette (INT). "Buck the tiger!" was the challenge to play Faro, the most popular, fast paced game of chance in the gambling saloons of the wild west.

Less common but not unknown to the Old West, were other games such as Dominos and games brought to the West by Chinese immigrants, including Fan Tan and Mah Jong. Alternatively, In addition, characters can use this skill to cheat at games of skill or chance, such as Roulette (REF).

Gambling was a common pastime in saloons and other establishments in the Old West. While most folks have a decent understanding of poker and other games of chance, those who devote their livelihoods to it can earn a small fortune.

You can belly up to the table and attempt to turn your stake into some spending money. Determining the outcome of gambling can be done in a few different ways, as described below.

Single round: This method can be used to simulate a single hand of cards or one spin of the wheel. All cowpokes involved in the game decide upon the wager. If used for games of skill, use a

simple contested Gambling roll for each player; the person with the best roll wins the game. The losers all pay the winner the amount of the stakes at hand.

Multiple rounds: This method can be used to simulate an evening at the Faro or Poker table in which multiple hands are played. All cowpokes involved decide upon the average wager of each hand. All characters involved then make a contested Gambling skill roll. The hombre with the lowest effect number (i.e., the worst roll) pays the character with the highest effect number the difference between their effect numbers times the average wager. The hombre with the second worst roll pays the character with the second highest roll and so on. If there are an odd number of participants, the cowpoke in the middle breaks even.

Cheating: Some folks just aren't honest and will do almost anything to earn a buck. If used to cheat at a game, the total of the character's Gambling or Sleight of Hand roll (cheater's choice) is used as the difficulty number for Awareness checks made by the other players to spot the cheat (i.e., to catch him in the act). The observer may use Gambling as complementary to Awareness for this skill roll. If any observer wins the contested roll, he has caught his opponent cheating (though what he does with this knowledge is left up to the character in question or the GM). If not caught, the cheater automatically wins. If there are multiple cheaters, the one with the highest effect number on his Gambling skill roll is the winner.

The Intuition and Sleight of Hand skills are complementary to Gambling.

Specialties: Card games, Chinese games, Dice games, Dominos, Roulette



GUNSLINGERS



GUNPLAY

Attribute Group: Body
Tools: Required

Characters with this skill are adept at tricks involving firearms. Some common tricks include spinning handguns and holstering them one-handed, fast drawing a weapon, and the like. Any cowpoke can point a pistol and shoot it, but a truly skilled gunhand can make it look like a work of art, or at least a circus sideshow act. Use this skill if you want your gunslinger to be able to make trick shots, spin his six-shooters like some dime novel hero or perform other gun tricks.

This skill allows the character to perform all manner of gunhandling maneuvers. Some of those tricks are nothing but a lot of flash, but others might just give you an edge in a gunfight. Some of the more common uses of this skill are listed below. Other uses are possible, but the GM has final say on what your character can and cannot accomplish with this skill.

Note that while Gunplay is a common skill among gunslingers and shootists, it is not common among other character types. In fact, the mere display

of gunplay skill could gain a character the reputation as a gunslinger, whether warranted or not.

Task	TN
Rifle Spin	15
Free Holster	15
Trick Shot (entertainment only)	18
Road Agent Spin (1 pistol)	18
Road Agent Spin (2 pistols)	21
Border Shift	18

In addition, the Gunplay skill allows a character to offset penalties for performing a Fast Draw action. For every three levels in the skill, the character may ignore 1 point of penalty to his Firearms skill when performing a Fast Draw action. For example, a Ted's character, Jake Bannon, has Gunplay +5. Jake performs a Fast Draw action on the first turn of a shootout. Ordinarily this would impose a -3 penalty to Jake's Firearms skill roll, but because Jake has Gunplay at +5, he only suffers a -1 penalty.

The Gunplay skill may be used as complementary to Persuasion (Intimidation) rolls made while a character is flashing his or her guns about.

INTUITION

Attribute Group: Mind
Tools: None required

"I think there's just a couple o' guys up there and this asshole is one of them!"

— *Silverado*

In a Wild West setting, Intuition can be used to help a character decide if someone is bluffing (Is he holding an Ace? Is his gun loaded?), which direction to take when there's a fork in the trail, whether there is a watering hole in this route, and so on. This skill otherwise functions the same as described in the *Core Rules*.

KNOWLEDGE (TYPE)

Attribute Group: Body/Mind
Tools: Varies (depends on Type)

Characters with this skill are knowledgeable about some specific subject. The player chooses the subject when the skill is purchased. The subject can be trivial or important in its scope.

Many more types of Knowledge skills are available than are presented in the *Core Rules*. Indian Lore, Trail Lore, Signaling and Wilderness Lore are just a few examples of Knowledge skills that

can be added to a Wild West game such as *Gunslingers*. These are described below. The GM is free to create additional skills as appropriate.

Indian Lore: Characters with this skill are familiar with Indian culture, verbal history, mythology and superstition, traditions, and other general or "common" knowledge possessed by Indians. In addition, the character can distinguish between members of different tribes by observing their behavior or speech and can tell from which tribe a piece of Indian artwork or craftsmanship an item comes.

Religion: Characters with this skill have an understanding of the major religions prevalent in the West, including the various denominations of Christianity. A character with a high Knowledge (Religion) score is well versed in the Bible and teachings of the church, can quote scriptures and the like. Whether a character with this skill is particularly pious or not is up to the player. As a rule, however, only practicing ministers and preachers will have a score higher than 5 in this skill.

Signaling: This skill allows characters to communicate with others by mimicking birdcalls or animal sounds, or by making hand signals or smoke signals, as long as the characters are within range to see and/or hear each other. Much like Craft and Knowledge skills, a separate Signal skill must be taken for birdcalls, animal sounds, and hand or smoke signals.

Both the character sending the message and the one receiving it must make a skill roll in order for Signal to work successfully. Relaying basic information (e.g., "water here" or "cavalry approaching") is a TN 15. For complex messages (e.g., "meet at Noon at big rock"), the TN should be 18 or 21. Extremely complex messages (e.g., "Bob's been shot and is resting at Fort Henry and is expected to live") should require a TN of 24 or even higher, at the GM's discretion.

One suggestion is to have the player actually write down the message that their character is trying to convey, and then assess a TN equal to 4 times the number of words in the message (e.g., a five word message requires a successful skill roll with a TN of 20). The GM should make both skill rolls secretly so that the characters don't necessarily know if the information was signaled correctly.

WILD WEST ACTION!

Trail Lore: Characters with this skill have picked up a wide array of miscellaneous knowledge and folklore while riding the trails. Players can make a Knowledge (Trail Lore) skill roll to see if their character knows some relevant information about a locale, a legend or other similar item associated with the Wild West. Trail Lore may also be used to recall information about a reputable gunslinger, sheriff, outlaw, or other such figure. In this case, the GM should set the TN based upon the hombre's notoriety.

"Wyatt Earp? I've heard that name before. Don't know where, but it wasn't good."
— Wyatt Earp

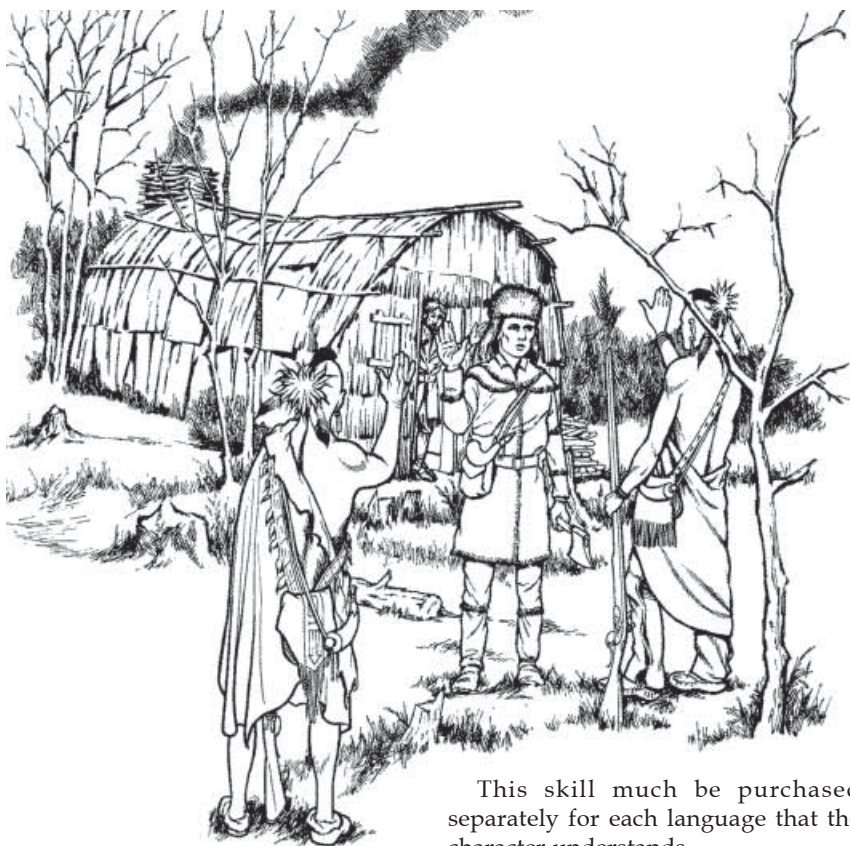
Wilderness Lore: Similar to Trail Lore but this skill conveys knowledge and folklore relating to the mountains, woods and prairies of the Old West. Players can make a Knowledge (Wilderness Lore) skill roll to see if their character knows some relevant information about a plant, animal, terrain feature or other similar item associated with the wilderness. Wilderness Lore may also be used to recall information about a reputable mountain man, trapper, or other such figure. In this case, the GM should set the TN based upon the hombre's notoriety.

Maverick: "See that hawk? You know what it means?"

Annabelle: "No. What does it mean?"

Maverick: "Nothing! But you didn't know that did you?"

—Maverick (1994)



LANGUAGE (TYPE)

Attribute Group: Mind

Tools: None required

"Look darlin'. That's Latin. It appears Johnny Ringo is an educated man."

— Tombstone

Characters with this skill understand and can speak a foreign language. If the character is literate he can also read and write the language (does not apply to languages for which there is no writing system, such as traditional Navaho).

This skill much be purchased separately for each language that the character understands.

All characters start with a score of 3 in their native language (unless they have a trait that limits their starting score). The character's native language should be noted on the character sheet.

In addition to being used in skill rolls, the skill score represents the character's fluency with the language.

TRAIL LORE DIFFICULTY TABLE

Lore	TN	Example
Common	12	Billy the Kid is a deadly gunslinger.
Uncommon	15	The Pickett Gang's hideout is in these mountains.
Very uncommon	18	Sheriff Barrett was thrown out of the Cavalry.
Rare	21	The outlaw leader is actually a local storeowner.
Obscure	24	The stolen gold is hidden in Red River Canyon.

WILDERNESS LORE DIFFICULTY TABLE

TN	Lore Type	Example
12	Very Common	"Them plants is poisonous to eat."
15	Common	"Fat Sam is the only source fer real Kentucky whiskey in these parts."
18	Uncommon	"This pass gets snowed in somethin' fierce in the winter."
21	Rare	"Those critters run from the smell of bear urine."
24	Obscure	"Boilin' and eatin' bark off that tree will help keep the skeeters off'n ya."

Lvl Fluency

- 1 Rudimentary:** simple words and phrases only. Thick, noticeable accent (obviously not a local).
- 2 Basic:** simple conversations. Moderate accent (requires Average Awareness roll to detect).
- 3 Conversational:** Minor accent or regional dialect (requires a Challenging Awareness roll to detect).
- 4 Fluent;** complex dialogue and expressions. No accent.
- 6 Expert;** speaks perfectly, better than most natives.
- 8 Master;** command of the language rivals the most learned scholar (a rarity!).

The most common languages available in *Gunslingers* include: Spanish, French, Latin, Chinese, Irish, German, Indian Language Groups (see below) and, of course, English (for non-

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native English speaking characters. Indian language groups are shown in the table below. Note that buying an Indian language “group” allows the character to speak all of the languages in that group. Languages listed individually require the skill be purchased separately to speak (as well as read and write, where appropriate) the language.

The standard roll to understand something said in a language you do not know is at TN 21. For every level you have in a given language, you deduct 3 points from the required TN. For example, a character with 3 levels in Language: German is required to make a Language skill roll (TN 12) in order to understand the conversation. A cowpoke with 4 or more levels in a language automatically understands everything that is being said and is not required to make a skill roll.

Common Languages: English, Spanish, French, Latin, Chinese, Irish, German, Indian Language Groups (see next page).

Language (Type) is a Universal Skill; all characters receive it at level 3 for their native language at no cost.

“Paints-His-Shirt speaks English, he just does this to aggravate me.”

— Jeremiah Johnson

LIP READING

The ability to discern what someone is saying by watching his mouth move, without hearing what he is saying (INT). The character must speak the language being spoken by the subject being observed in order for Lip Reading to be effective.

See the Core Rules for additional information.

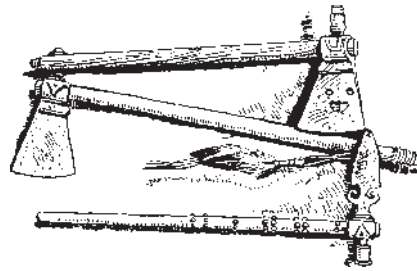
LOCKPICKING

Attribute Group: Body

Tools: Improvised tools allowed

Characters with this skill are proficient with picking locks and bypassing other simple mechanical security measures (REF). This skill requires a set of lock-picking tools to be effective; -3 if only improvised tools are available.

MELEE WEAPONS (Spec)



Universal Skill

Attribute Group: Body

Tools: Improvised tools allowed

“We’ll fight with guns if we have them. If we don’t, with machetes, axes, clubs, anything!”

— The Magnificent Seven

Characters with this skill are adept at the use of melee weapons, such as axes (includes tomahawks and hatchets), knives, maces and clubs, polearms (including spears, lances and mounted bayonets) and swords (REF). This skill is used when making attacks with any common melee weapon (REF). (See the *Combat* chapter in the *Core Rules*

for rules on making attacks, damage, and so on).

Specialties: Axes, Knives, Maces/Clubs, Polearms, and Swords.

NAVIGATION (Spec)



Attribute Group: Mind

Tools: None required

Characters with this skill are able to determine their approximate position on a map, tell the time of day or night (by the sun or stars), and plot a course between two known points (INT). Navigation may be used as a complementary skill to Survival, Fish and Game, Sailing, Water Craft and other skills with GM’s permission. For navigating in space, between and within star systems, see the *Astrogation* skill. This skill is common among professional trackers, rangers, scouts, soldiers and sailors.

PERFORMANCE (Type)

Attribute Group: Body

Tools: Improvised tools allowed

Like the Craft, Knowledge, and Profession skills, you must select separate types of Perform skills when taking ranks in this skill. These are broken down into related types such as Acting, Dancing, String Instruments, Percussion, and Woodwinds. Each type of Performance must be purchased separately. A specialty may be taken with certain types, as well (for example, a character may buy Performance (Instrument) with a specialty in Violins.)

Dancing: This is the skill of dancing with grace and/or style (REF). Ballroom dancing is performed at large, formal balls, such as those thrown by royalty

INDIAN LANGUAGE GROUPS

Group	Includes languages for the following Indian nations
Algonquin	Blackfoot, Cheyenne, Arapaho, Gros, Ventre, Cree, Cherokee
Athabaskan	Apaches, Navajo, Hupa, Haida, Tsimshian, Wakashan, Salishan, Klamath
Caddoan	Pawnee, Arikara, Wichita
Hokan	Pomo, Mojave, Yavapai, Cocopah
Siouan	Mandans, Hidatsas, Crow, Sioux

WILD WEST ACTION!



or the wealthy, and (in some cultures) is one of the skills expected of any cultured gentleman or lady. Dancing can also be part of important ceremonies, contests and other situations calling for stamina more than style or skill (HLT).

Successful use of this skill means the character is able to dance competently, following the steps and keeping time with the music. The character may be noticed as an accomplished and graceful dancer that evening, perhaps gaining the special attention of his partner, another suitor, or another person of note or repute.

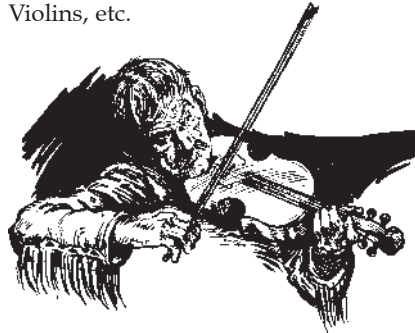
Dancing may be used as a complementary skill for all appropriate Social skill checks, at the GM's discretion.

Specialties: Ballroom, Folk, Square

Instrument: Characters with this skill are adept at playing a musical instrument (REF). They also understand the finer points of musical expression (INT) and can appreciate instrumental performances more than the average person (PRE).

The specific instrument (or family of instruments, with the GM's permission) must be chosen when the skill is purchased. This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).

Specialties: Drums, Banjos, Flutes, Guitars, Harps, Horns, Keyboards, Violins, etc.



Juggling: Characters with this skill are adept at juggling and balancing

objects (REF), including heavy and unbalanced objects (STR). They also understand the finer points of these physical forms of entertainment (INT) and can appreciate such performances more than the average person (PRE).

Successful use of this skill means the character performs in a manner that wows the audience, or appraises the quality of such performances by others. The quality of a performance is determined by the effect number of the roll; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

Examples of people with this skill include: Chinese acrobats, street entertainers and James Ernest.

Mimicry: With this skill, characters can mimic voices and other sounds (PRE). Some common applications of this skill include impersonating another person's voice, making non-human sounds (such as bird songs, cars or machine-gun fire), and so on. Mimicry can be used either as a ruse or for entertainment.

Mimicry can be used as a complementary skill to Acting (for impersonating a specific person) and to other Social skills (at GM's discretion).

Singing: Characters with this skill are adept at singing (HLT). They also understand the finer points of artistic expression (INT) and can appreciate

POPULAR SONGS IN THE 1800s

A Fair Lady of the Plains
Annie Breen
Arizona Killer, The
Arkansas Traveler
Big Corral
Bill Vanero
Billy The Kid
Blood On The Saddle
Blue Mountain
Boomer Johnson
Browned-Eyed Lee
Bucking Bronco, The
Buffalo Skinners
Bury Me Not On The Lone Prairie
Cheyenne
Clementine
Colorado Trail
Come List To A Ranger
Cowboy Jack
Cowboy, The
Cowboys Dream, The
Cowboys Gettin Up Holla
Cowboys Life
Cowman's Prayer, The
Crooked Trail To Holbrook (Arizon-i-o)
Cross The Brazos From Waco
Crossing The Divide

Days Of 49, The
Diamond Joe
Dixie Hoedown
Doney Gal
Down In The Valley
Dreary Black Hills
Dying Cowboy, The
Dying Cowgirl, The
Git Along, Little Dogies (Whoopee Ti Yi Yo)
Goodbye Old Paint
Hell In Texas
High Chin Bob
Home on the Range
I Ride An Old Paint
I'd Like To Be In Texas
I've Got No Use For The Women
Joe Bowers
Jolly Cowboy, The
Juan Murray
Kentucky Bootlegger, The
La Paloma
Little Joe, The Wrangler
Lonesome Cowboy
Mustang Gray
My Bonnie Lies Over The Ocean
My Love Is A Rider
Night Herding Song

Old Bill Pickett
Old Chizzum Trail, The
Old Cowboy's Lament, The
Old Dan Tucker
Red River Valley
Shenandoah
Sioux Indians
Strawberry Roan
Streets Of Laredo (Cowboy's Lament)
Sweet Betsey From Pike
Ten Thousand Cattle
Tenderfoot
Tenderfoot, 2
Texas Rangers, The
Texian Boys
Trail To Mexico, The
Turkey in the Straw
Tyin' A Knot In The Devil's Tail
Utah Carroll
Wandering Cowboy, The
When I Was A Brave Cowboy
When The Work's All Done This Fall
Wildest Bronco
Windy Bill
Yellow Rose Of Texas, The
Young Companions

GUNSLINGERS

singing performances more than the average person (PRE).

Successful use of this skill means the character performs in a manner that moves or entertains the audience (HLT), or appraises the value of song writing or performances by others (INT). The effect number of the roll determines the quality of the performance; the higher the effect number the better the performance, and, thus, the better the audience's reaction.

This skill may also be used as a complementary skill to Persuasion in the appropriate circumstances (at the GM's discretion).

Ventriloquist: The skill of throwing one's voice. Characters with this skill can perform auditory illusions (HLT), making it sound as though their voice (or any sound they can make with their throat or mouth) is coming from some other location, such as another person, from behind someone, or even from an inanimate object.

This skill can also be used as complementary to Performance (Mimicry).

PERSUASION (SPEC)



Attribute Group: Mind

Tools: None required

"I don't think it's nice, you laughin'. You see, my mule don't like people laughing. He gets the crazy idea you're laughin' at him. Now if you apologize, like I know you're going to, I might convince him that you really didn't mean it."

—A Fistful of Dollars

This is the skill of using one's voice, logic, expression, body language, or some combination, to influence others. Persuasion can be in the form of an intimidating glare, a boastful challenge, batting one's eyes (seduction), fingering the handle of one's six shooter in a threatening manner, or invoking the name of one's superior (or even God).

The character makes a contested Persuasion roll against the subject's WIL + Persuasion roll. If the character's roll

is higher than the person he is trying to persuade, then he is successful; the other person sees things the persuader's way (at least to some degree) and will act accordingly.

The GM should allow skills appropriate to the situation to be used as complementary to the Persuasion roll. A character may also add one +3, +6 or +9 to the roll for the applicable level of the Famous or Infamous trait, if appropriate (GM's discretion). The GM may also award a bonus of +1 to +3 to the player's roll for good roleplaying.

Specialties include Bribery, Fast Talk, Intimidation, Negotiation, Orate, and Seduction. Each is described in more detail below.

Bribery: Offering money or another form of favor can, in the right situation, improve a character's chances with a Persuasion skill check. Bribery allows a character to circumvent various official obstacles when a person in a position of trust or authority is willing to accept such an offering. Bribery requires two willing participants—one to offer a bribe and the other to accept it. When a character *requires* a bribe to render services, then a character's Persuasion skill roll automatically fails if a bribe isn't attached to it. If a bribe isn't required, a hero can add a bribe to get a bonus on his or her skill check. This can backfire, however, as some characters may be insulted by a bribe offer and others will report the would-be briber to the proper authorities (GM's discretion).

To bribe a character, make a Wealth check (see the Wealthy advantage in this book). Typical TNs are shown below, but the GM may modify the TN as he or she sees fit. If the Wealth check succeeds, the character gains a bonus on the Persuasion skill roll equal to the EN of the Wealth check (to a total maximum bonus of +9).

Conversation: The skill of obtaining information from someone through

conversation, without raising suspicion or, perhaps, without the subject even knowing he has been manipulated (INT). Conversation can also be used to make "small talk," to gain someone's trust or build a rapport with him (PRE). The difficulty of the skill roll depends on the reluctance or inability of the individual to provide the information and the circumstances under which the conversation takes place.

"When you have to shoot, shoot, don't talk."

—The Good, The Bad, & The Ugly

Fast Talk: A Persuasion (Fast Talk) check is a contested skill roll versus the target's Concentration skill roll when trying to con or mislead. If the fast talking is hard for the target to believe or the action that the target is required to take goes against the target's self-interest, nature, personality (including any Psychological Disadvantages), or orders.

If it's important, the GM can distinguish between a bluff that fails because the target doesn't believe it and one that fails because it asks too much of the target. For instance, if the target gets a +3 bonus because the bluff demands something risky of the target, and the target's Intuition skill check succeeds by 3 or less, then the target didn't so much see through the bluff as prove reluctant to go along with it. If the target's Intuition skill check succeeds by 4 or more, he has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on him (that is, even without the +3 bonus).

A bluff requires interaction between the character and the target. Targets unaware of the character can't be bluffed. A successful Persuasion skill check indicates that the target reacts as the character wishes, at least for a short time (usually 1 turn or less), or the target

BRIBERY TABLE

Target of the bribe	Typical bribe	Wealth Check TN
Bouncer/door man	\$1	15
Bureaucrat, low level	\$10	15
Bureaucrat, high level	\$50	18
Informant	\$2	12
Judge	\$200	24
U.S. Marshal	\$100	24
Maitre'd	\$5	15
Sheriff or deputy	\$50	21
Target is corrupt	—	-3

WILD WEST ACTION!

PERSUASION (FAST TALK) MODIFIERS

Circumstances	Modifier
The target wants to believe the character.	-3
The bluff is believable and doesn't affect the target much one way or the other.	+0
The bluff is a little hard to believe or puts the target at risk.	+3
The bluff is hard to believe or entails a large risk for the target.	+6
The bluff is way out there; it's almost too incredible to consider.	+9

believes something that the character wants him or her to believe.

"You gonna do somethin'? Or are you just gonna stand there and bleed?"

—Tombstone

Intimidation: In addition to its typical usage, intimidation is also used during showdowns, such as between gunslingers (bonus levels for Intimidation may be applied). In the case of a showdown, the loser of the contested Persuasion skill roll receives a penalty to all skill rolls during the encounter equal to one half of the difference between his and the winner's Persuasion rolls (rounding down).

For example, Jake and Emmet are squaring off in a showdown. Both make Persuasion rolls; Jake's total is 18 and Emmet's total is 23. The difference between the two rolls is 5, so Jake has a -2 penalty to his skill rolls for the duration of the encounter with Emmet.

(See *Chapter 5: Combat* for further details).

Negotiation: Characters with this skill are adept at reaching compro-mises and relaying information without offending the recipient. Negotiation is an important skill for envoys, diplomats, politicians, and police crisis negotiators.

When engaged in negotiations, the character states his goal (or demand) and makes a Negotiation roll against a Target Number set by the GM. The difficulty number is based on the other's party's general reaction to the character's stated goal (see the table below).

Orate: This is the skill of effectively communicating ideas and inspiring or moving an audience's emotions with the spoken word. Characters with the Orate skill know how to tell stories, issue commands, present information (such as news), give speeches, tell tales and otherwise inform (INT), entertain or

motivate (PRE) listeners. Orate could also be used to kill time or bore someone to death (WIL). Orate can be used as a complementary skill to Acting and Poetry (for monologues and one-person performances), Strategy (for leading and inspiring troops in battle) and Persuasion.

Seduction: Using flirtation and/or the lure of romantic favors in order to gain favor with another person. This is a common specialty for saloon girls and other ladies of ill repute, as well as confidence men and swindlers. Persuasion (Seduction) is not an appropriate skill to use when courting a lady; for that a character should use the Society skill.

PROFESSIONAL (TYPE)

Attribute Group: Body/Mind

Tools: Varied (depends on Type)

The Wild West provides a wide range of new professional skills. Conductor, Saloon Singer, Doctor, Gambler, Miner, Ranch Hand, Storekeeper, and Trapper are just a handful of professions that can be selected.

Types: Farmer, gunslinger, brave, bounty hunter, farm hand, rancher, horse wrangler, teacher, merchant, clerk, railroad engineer, and so on.

COMMON PROFESSIONS IN THE OLD WEST

Actress	Doctor's Assistant	Livery Hand	Realtor
Architect	Dress Shop Proprietor/	Livery Owner	Riverboat Captain/Pilot
Artist	Dressmaker	Lumber Mill Owner	RPO Clerk (railroad)
Author	Driver (coach or supply train)	Lumber Mill Worker	Saloon girl
Baggage Clerk (train)	Druggist	Maid	Saloon Piano Player
Bank Accountant	Engineer (train)	Mayor	School Teacher
Bank Clerk	Farm hand	Mercantile Clerk	Seamstress
Bank Teller	Farmer	Mercantile Owner	Securities Salesperson
Banker	Fireman (train)	Mine Owner	Sheriff, County
Banker	Florist	Miner	Sheriff, Town/local
Barber	Government official	Mortician	Shotgun rider (stagecoach)
Bartender (saloon)	Gunsmith	Music Teacher	Singer
Blacksmith	Horse Trainer	Newspaper Editor	Soldier
Blacksmith	Hotel Desk Clerk	Newspaper Owner	Stagecoach driver
Boarding House Owner	Hotel Manager	Newspaper Reporter	Station Master (railroad)
Bookkeeper	Hotel Owner	Nurse	Steamship Pilot
Brakeman (train)	Judge	Outlaw	Steward (train)
Business Manager/Partner	Judge	Personnel Recruiter	Stockbroker
Car Attendant (train)	Kitchen hand	Porter	Student
Carpenter	Labor arbitrator	Preacher	Tailor
Conductor (train)	Land Office Agent	Protector	Telegraph Operator
Constable	Land Office Clerk	Railroad Representative	Marshal
Cook	Lawyer	Railroad Roust About	Ticket Clerk (railroad)
Deputy Sheriff	Librarian	Ranch Foreman	Waitress
Doctor	Library Owner	Rancher	Warehouseman

GUNSLINGERS

RIDING



Common Skill

Attribute Group: Body

Tools: Improvised tools allowed

Characters with this skill are able to ride horses (and mules), manage tack and bridle, and perform simple care and grooming of their mounts.

The Riding skill takes on a whole new importance in the Wild West, as cowpokes often lived in the saddle for days and weeks on end.

Typical riding actions do not require skill rolls. The character can saddle, mount, ride, and dismount from a mount without a problem. Mounting or dismounting is a Special action. Some tasks do require skill rolls. Below are some common riding actions and their respective target numbers.

If the character is riding bareback, he suffers a -3 penalty on Riding rolls due to using "improvised equipment" (i.e., having no saddle). If the character's mount has a military saddle, the saddle provides a +1 bonus to Riding rolls related to staying in the saddle.

Riding is a Common Skill for a Wild West game.

Animal Handling may be used as a complementary skill to Riding.

ROPING



Attribute Group: Body

Tools: Improvised tools allowed

Roping is the skill of using lassos (also known as lariats). A lasso consists of a hemp or rawhide rope with a slipknot tied at one end to make a loop. Any character with the Roping skill can make a lasso from any rope. A lasso requires two hands to use.

Roping is an important skill for cowboys and wranglers, as well as other ranchers that deal with animals on a regular basis. The skill also has other uses (some less-than-honorable), such as grabbing and pulling out tree stumps, grabbing and pulling people out of a raging river, dragging a man from horseback, entangling would-be shooters and even hanging. If used to strike instead of ensnaring a target, a rope does 2d6 B/S base damage (see Weapons). A lasso has 4 Hits and AV 2.

When roping something (or someone), the character throws the loop over an opponent and yanks it tight, ensnaring the target. Once the loop is tightened around the target, the roper can make a "Throw" attack against the target with a +2 bonus. Use the Grab rules (in the Core Rules) for controlling ensnared characters' movement.

Against four-legged targets, a lasso usually lands about the head and shoulders. On humanoid targets, a lasso may land around the neck, the arms, or the legs. If using the Hit Location rules, apply any TN modifiers for the targeted location; otherwise, the location is determined randomly (see the Hit Locations Extension). Below are notes on the effects of ensnaring various body locations. The GM may rule on the effects of a lasso on other body locations.

Legs: The target's MOV is halved and cannot Sprint.

Arms: The target's arms or forelimbs are ensnared and bound to the target's side. The target is considered Restrained (see the Core Rules). In this case, the target loses any REF bonus from any offensive actions and suffers a -3 DEF penalty for any actions involving the arms or hands.

Neck: The target suffers 1d6+2 B/L damage per turn from strangulation.

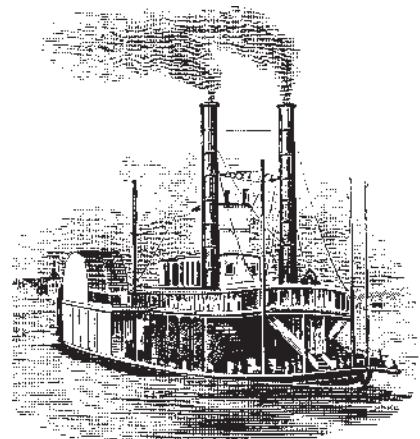
SAILING

Attribute Group: Body

Tools: None required

Characters with this skill have practical experience piloting sailing vessels, including performing maneuvers in difficult conditions, performing inspections for fitness and sea-worthiness, and operating all common equipment normally associated with them (such as securing sails and rigging, signaling with flags, and so on).

Any character with this skill can perform as a crewman on a sailing ship, steam ship or river boat. Seamanship is also important for ships' pilots as well as captains and masters, who must issue orders to the crew.



RIDING ACTIONS / TARGET NUMBERS

Action	TN
Comanche Riding (+3 DEF, allows attack)	24
Control untrained mount in battle	18
Cover riding (+3 DEF)	21
Fast mount or dismount	18
Fight with trained horse	18
Guide with knees (frees both hands)	18
Leap short barrier *	12
Leap medium barrier (.5-1 m.) *	15
Leap small crevasse or pit (up to 2 m.) *	18
Leap tall barrier (1-1.5 m.) *	21
Leap off a short cliff (up to 7 m.) *	24
Leap wide crevasse or pit (3-6 m.) *	27
Leap off a tall cliff (more than 7 m.) *	30
Stay in saddle	15

* STR + Riding + 3d6 roll is made, using the horse's STR, not the rider's.

WILD WEST ACTION!

SCIENCE (Type)

Attribute Group: Mind

Tools: None required

The character has acquired knowledge of advanced sciences, either through a formal education or self study. The primary sciences in the Old West are Astronomy, Biology, Chemistry and Mathematics.

Astronomy: The character has knowledge of the study of stars and planetary bodies (INT). Characters with this skill can name all of the known planets and constellations, understands the effects of the moon on tides, and other astronomical facts.

Science (Astronomy) may be used as a complementary skill to Navigation when appropriate (GM's discretion).

Biology: The character has knowledge of biology (INT), including the fundamentals of human physiology, zoology and plant biology. A character making a successful biology roll can deduce the effects of a foreign agent (such as a toxin or chemical) on the human body, and so on. Science (Biology) may be used as a complementary skill to Doctoring when appropriate (GM's discretion).

Chemistry: The character has knowledge of chemistry (INT). Characters may use the Chemistry skill to identify or create certain substances. Use of the skill requires appropriate equipment, which may include glass beakers, chemicals (liquids or powders) and the like.

The character must have access to chemical equipment (i.e., "tools") to make an item or identify it. Purchasing and maintaining the equivalent of a chemistry lab grants a +2 bonus to Chemistry skill rolls (see Tools in the Core Rules).

Use the following Target Numbers for the tasks listed below.

Task (TN): Base time required

Identify poison (15): 5 minutes

Identify substance (18): 1 hour

Make antitoxin, 1 dose (21): 1 hour

Make TNT, 1 stick (21): 1 hour

Make acid (24): 30 minutes

Science (Chemistry) may be used as a complementary skill to Doctoring when appropriate (GM's discretion).

Mathematics: The character has knowledge of mathematics (INT), including calculus, geometry, statistics, trigonometry and so on. The character

is able to calculate mathematical formulae without the aid of a calculator or computer, given enough time (and, typically, something to notations, such as a pen and paper or chalk and a chalkboard). The use of an abacus or other simple calculating device will provide a +3 bonus to the skill roll.

Science (Mathematics) may be used as a complementary skill to Physics and Chemistry in certain circumstances (GM's discretion).

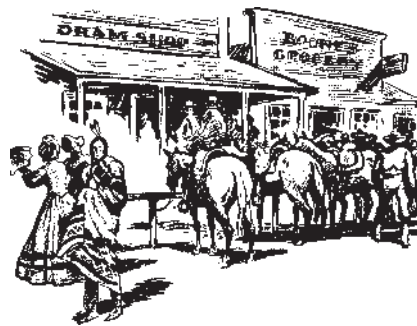
SLEIGHT OF HAND

Attribute Group: Body

Tools: None required

Characters with this skill can pick pockets, misdirect the viewers' eyes, conceal items, cheat at cards, run a shell game and the like (REF). When a character uses Sleight of Hand against another, use a simple contested skill roll of the character's Sleight of Hand versus the subject's Awareness. If the subject's Awareness roll beats the Sleight of Hand roll, the other person has caught him in the act, knows which shell the ball is under, or otherwise wins the contest.

SOCIETY (Type)



Universal Skill

Attribute Group: Mind

Tools: Improvised tools allowed

Characters with this skill are familiar with a particular sub-culture, whether through direct interaction or some vicarious experience. This knowledge extends to important or well-known personalities, tastes in music and fashion, language (slang and/or dialects), as well as popular social spots and important businesses, and the like. For example, characters with Society (Frontier) know the finer points of frontier and trail etiquette and the proper behavior for ladies and gents alike, whether it comes to eatin' supper or packin' guns.

A specific sub-culture must be chosen when this skill is purchased. This skill may be bought more than once, each time for a different sub-culture.

Frontier: Characters with this skill understand the ways of frontier life, including basic manners, the "Code of the West," and other social norms among people living on the frontier. Frontier etiquette is necessarily different than city life. Few people in the East have this skill, as it is far less important than Society (Formal).



"A good manner is the best letter of recommendation among strangers. Civility, refinement and gentleness are passports to hearts and homes, while awkwardness, coarseness and gruffness are met with locked doors and closed hearts."

— Our Deportment (1881)

Formal: Characters with this skill are trained in proper manners and etiquette, as is required of any civilized gentleman or lady. Most characters with this skill are either greenhorns or foreigners (such as a character from England). Few people in the Wild West have this skill, as it is far less important than Society (Frontier).

"You turn down this gift, and they'll slit you, me, Caleb and the horses from crotch to eyeball with a dull deer antler!"

— Jeremiah Johnson

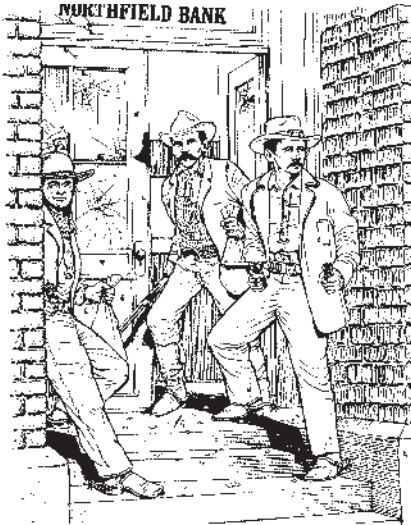
Indian: The character understands Indian culture as well as the subtle differences between tribes. He knows about Indian customs and traditions,



GUNSLINGERS

taboos, common foods and the like. As a rule, characters with this skill can interact with Indians much better than those without the skill.

Outlaw: The character knows the "code of the West" and is familiar with all prominent outlaws. The character also knows which crimes are "hanging crimes" and which result in fines. He also knows which towns have more than one bank, which ones have a reputation for stringin' men up, and which ones have active (or dangerous) posses.



Society may be used as a complementary skill to most, if not all, social skills, including Persuasion, Politics, and Conversation.

Types: Frontier, Formal, Indian, and Outlaw.

STEALTH

Attribute Group: Body

Tools: None required

"My name is Francis Marion. I fought the British Redcoats in 76. Hiding in the Carolina swamps by day, surprising them with swift strikes at night. They called me a tricky swamp fox. So, a Swamp Fox I became..."

— Swamp Fox

This skill is used to hide oneself in shadows and move silently. The total of the Stealth roll is used as the difficulty number for Awareness checks made by anyone who may spot the character (whether actively searching or otherwise, as the situation dictates).

This skill can also be used to hide items, such as guns and trinkets, up to and including large animals, such as horses. A single roll is made by the GM.

The total for the skill roll is used as the difficulty number for Awareness checks made by anyone searching for it.

Stealth is a Universal Skill; all characters receive it at level 2 at no cost.

STRATEGY & TACTICS (SPEC)

Attribute Group: Mind

Tools: None required

Characters with this skill are skilled at managing groups of people in battle, from small units up to large, battalion-sized units. They can assess a battle, locate advantageous routes of advance (or retreat), determine the best place to establish a defense (or ambush), and so on (INT). Successful use of this skill by the leader of an army gives his side an Initiative bonus of +1 for every two points of Effect Number. The bonus lasts for the duration of the battle. GMs may also wish to use this skill as a contested skill roll between commanders.

This skill is common among Indian war chiefs, Army commanders and even some outlaw gang leaders.

SURVIVAL (SPEC)



Attribute Group: Mind

Tools: None required

Characters with this skill are able to survive off the land (INT). They know which plants are edible, how to construct shelter, where to find fresh water, and the like. Anyone who has spent some time on the frontier is a candidate for this skill (e.g., a score of 1 or 2, or even higher for a farmer or rancher is not unusual).

A successful check means the character is able to survive in the wilds for a day, with food, water and shelter. An effect number of 6 or more extends

this time to a week. A failed check means the character's efforts are insufficient for the day; he goes hungry and thirsty, is exposed to the elements, or what have you. A roll that fails by 6 points worse (i.e., an EN of -6 or lower) means the character has suffered some mishap. The mishap could be an accidental poisoning, an injury inflicting 1d6 damage, frostbite, or any other situation at the GM's discretion.

SWIMMING

Attribute Group: Body

Tools: None required

This skill functions the same as in the *Core Rules*.

While it's not uncommon for someone in the West to not know how to swim, it certainly comes in handy from time to time, especially for anyone working on or near the water, such as those serving as crew on a riverboat or ship.

TEAMSTER (SPEC)

Attribute Group: Body

Tools: Improvised tools allowed

The skill of driving teams of domestic beasts, usually to pull a wagon, though it can also be used to manage a team of mules or oxen pulling a plow, and so on. Characters with this skill also know how to manage harness and bridle.

This is a critical skill for stagecoach drivers, as well as others who regularly drive a cart or wagon, such as some traveling merchants, supply train drivers, and some Army artillery soldiers.



WILD WEST ACTION!

THROWING (SPEC)

Universal Skill

Attribute Group: Body

Tools: Improvised tools allowed

This skill functions the same as in the *Core Rules*.

Throwing is a Universal Skill; all characters receive it at level 2 at no cost.

TRACKING

Attribute Group: Mind

Tools: None required

"We followed the trail of our quarry deep into the forest and there, alone I found God and his sanctuary."

— Anthony Wayne

This skill functions the same as in the *Core Rules*.

Note that this skill can be used in contested skill rolls versus Trailblazing when a character is attempting to follow a trained trailblazer that doesn't wish to be followed (see the Trailblaze skill, below). Suggested target numbers for tracking skill rolls are shown below.

TRADING

Attribute Group: Mind

Tools: None required

Characters with this skill are adept at negotiating a mutually agreeable price for a service or goods. Trading is an important skill for merchants, traders, service providers, and business owners of all kinds.

This skill functions the same as in the *Core Rules*.



TRACKING DIFFICULTY TABLE

Terrain	Base TN	Number of targets	TN Mod.
Soft ground (mud, snow)	12	1	+0
Medium ground (dirt, soft clay)	18	2-3	-1
Hard ground (stone, hard clay)	24	4-7	-3
Foliage present		8+	-6
dense (forest)	-6		
light (grass, plains)	-3		
none	+0		
Target size	TN Mod.	Visibility/weather	TN Mod.
Gargantuan	-9	Nighttime/darkness	+3
Huge	-6	Light rain/snow	+1
Very large	-3	Heavy rain/snow	+3
Large (horse, wagon)	-1	Blizzard/sandstorm	+6
Medium (human-sized)	+/-0		
Small (dog, beaver)	+1	Age of tracks	TN Mod.
Very small (snake, racoon)	+3	New (5 min. old or less)	-3
Tiny (mouse)	+6	Fresh (1 hour old)	+0
		Recent (1 day old)	+3
		Cold (1 week old)	+6
		Old (1 month old or older)	+9
		Very old (1 year or older)	+12
Circumstance	TN Modifier		
Target...			
is trying to hide tracks	Use contested Stealth skill roll		
is using Trailblaze to aid tracker	+EN of Trailblaze skill roll		
left concealed trail	+6 (unless Tracker has Trailblaze skill)		

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TRAILBLAZE

Attribute Group: Mind

Tools: None required

Use this skill to mark trails or paths so others can follow you.

The difficulty of marking a trail varies depending upon the type of terrain being traversed. When marking a trail, the effect number of your skill roll acts as a bonus (or penalty) to those trying to follow you.

You may also attempt to conceal a trail so that only a skilled cowpoke following you (i.e., one who also has the Trailblaze skill) can find it; in this case, the GM should adjust the TNs appropriately.

UNARMED COMBAT (TYPE)

Universal Skill

Attribute Group: Body

Tools: None required

The skill of unarmed, hand-to-hand fighting. Although other types or styles of unarmed combat exist in the Wild West period, most characters will only have access to Brawling (the default type for this skill), Boxing or Wrasslin'.

Players wishing their character to have a different type (such as French Savate or Chinese Kung Fu; see the *Core Rules*) must have a very good justification and get special permission from the GM.

Unarmed Combat (Brawling) is a Universal Skill; all characters receive it at level 2 at no cost.

Types: Brawling, Boxing, Wrasslin', Other (at GM's discretion)

TRAILBLAZE DIFFICULTY TABLE

Terrain	Base TN
Soft ground (mud, snow, etc.)	12
Medium ground (dirt, clay, etc.)	15
Hard ground, stone	18
Circumstance	TN Mod.
Foliage present	
Dense (forest)	+3
Light (grass, plains)	+0
None	-3
Weather:	
None	+0
Light rain/snow	-1
Heavy rain/snow	-3
Blizzard/sandstorm	-6
Trailblazer is blazing a concealed trail	+3

MONEY & EQUIPMENT

MONEY

"Two hundred thousand dollars is a lot of money. We're gonna have to earn it."
— *The Good, The Bad, & The Ugly*

What would the Wild West be without equipment and weapons for your hombre to haul around? Deadly, that's what! The following chapter addresses money, equipment, and weapons that can be found on the Western Frontier.

Wealth comes in many different forms in the Old West, from gold dust and paper money (both Union and Confederate) to tried and true metal coins. After the Civil War, Confederate money was worthless. Regardless, most out West preferred metal coins over paper money and tend to charge more if not paid with coins.

COINS

Coin	Val.	Qty. /Kg.
<i>Gold coins</i>		
Double Eagle (Liberty)	\$20	33
Gold Eagle	\$10	30
Half Eagle	\$5	60
Three-Dollar Piece	\$3	165
Quarter Eagle	\$2.50	120
Dollar	\$1	30
<i>Silver coins</i>		
Morgan Silver Dollar	\$1	33
Liberty Dollar (Mexico)	\$1	33
Half Dollar	50¢	81
Quarter Dollar	25¢	162
Dime	10¢	406
Half Dime	5¢	196
<i>Copper/bronze coins</i>		
Two Cents (bronze)	2¢	165
Indian Cent (copper)	1¢	392



TRIVIA

The two-cent coin was unrelated to the saying "put my two cents in" for stating one's opinion. That saying actually has its origin in the game of poker, when the placing of an ante to begin play was known as "putting my two bits in."

CURRENCY

The United States' money and credit problems intensified after the Civil War. In 1863, President Abraham Lincoln, urged by Salmon Chase, the Secretary of the Treasury, signed the National Bank Act to help solve the nation's money problems. The Act established a national banking system and a uniform national currency to be issued by new "national" banks. The banks were required to purchase U.S. government securities as backing for their National Bank notes. In 1865, a 10-percent tax levied against State Bank notes

essentially taxed those notes out of existence.

From 1863 to 1877, National Bank notes were issued privately by the national banks. After 1877, the Bureau of Engraving and Printing, a division of the U.S. Department of the Treasury, assumed responsibility for printing all notes.

For the purposes of the *Gunslingers* setting, currency is accepted from 1880 on. If your game is set pre-1880, then proprietors of fine establishments out west may or may not accept your paper money and even if they do, they'll usually charge an additional 10 to 20 percent on top of the normal price of goods.

MINERALS

Gold and silver in their pure form are also highly valued in the Wild West.

Avg. Mineral Prices (1870-90)

Mineral	Value/Oz.
Silver	65¢
Gold	\$20

STARTING CASH

Characters begin play with the amount of money indicated for their Wealth level (see page 24).



GUNSLINGERS

EQUIPMENT, TRAPPINGS, AND PROVISIONS

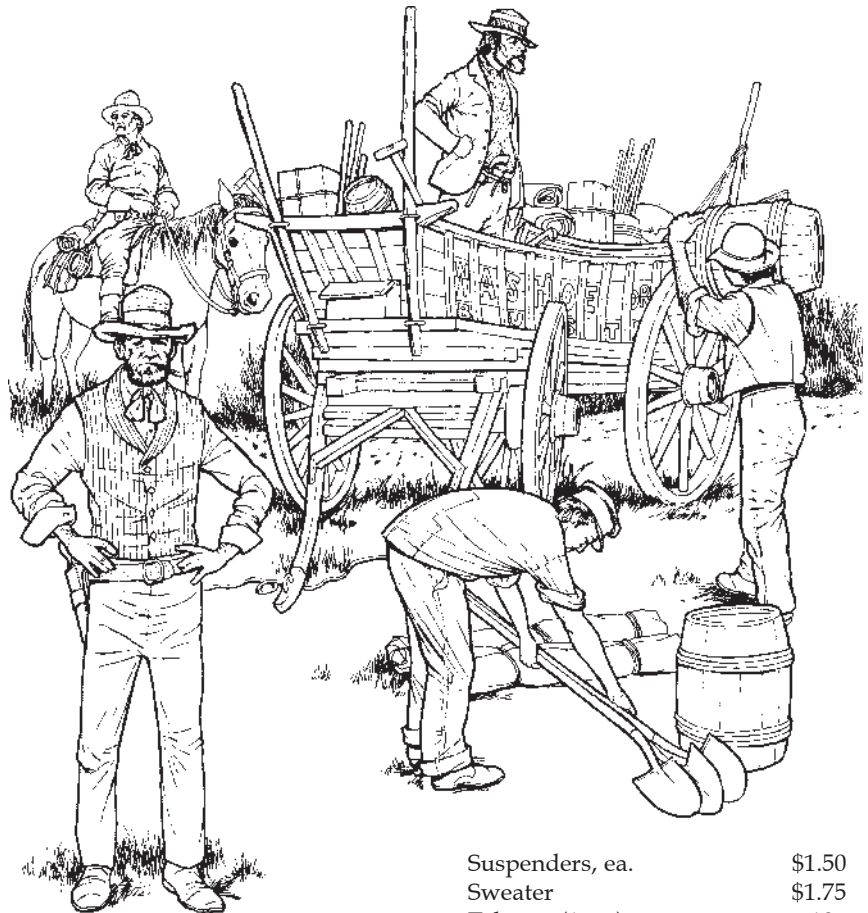
"There are only two things that are better than a gun: a Swiss watch and a woman from anywhere. Ever had a good... Swiss watch?"

—Red River

CLOTHING & PERSONAL ITEMS

FOR THE GENTLEMAN

Item	Cost
Bandana	10¢
Belt, plain	25¢
Belt, w/ silver buckle	\$1
Belt, cartridge (50 rds; 2 lb.)	\$1
Boots, cowboy	\$4.50
Boots, custom (3.5 lb.)	\$25
Boots, cowboy (3.5 lb.)	\$5
Boots, military (3 lb.)	\$5
Bow tie	20¢
Buffalo robe	\$10
Cologne	10¢
Cane	\$1
Chaps, leather/sheepskin	\$4.50
Cigar, cheroot	5¢
Cigar, high quality	2 for 25¢
Coat, summer	\$3
Coat, winter	\$5
Cravat (puff tie)	\$75
Gloves, fine	\$2
Gloves, work	\$1
Mittens, pair	75¢
Handkerchiefs, 1 doz.	\$2
Hat, broadcloth cap	50¢
Hat, cowboy, average	\$1
Hat, cowboy, fancy	\$3.50
Hat, derby	\$2
Hat, sombrero	\$3.50



Hat, Stetson	\$20
Hose, men's, pair	50¢
Jacket, smoking	\$6
Knife, pocket	50¢
Matches, safety (box of 240)	10¢
Mirror, brush, comb set	\$3
Money belt	50¢
Necktie	25¢
Oil slicker/jacket	\$2
Overalls, ea.	\$1.38
Overcoat	\$10
Overcoat, cloth (10 lb.)	\$8
Overcoat, fur (20 lb.)	\$15
Pants, average quality	\$2.50
Pants, good quality	\$3.75
Pants, jean	\$1
Razor, straight	\$1
Shirt, average quality	50¢
Shirt, buckskin	\$2
Shirt, fine quality	\$5
Shirt, good quality	\$1
Shoes	\$3.25
Slicker, rain	\$4
Soap, cake	3¢
Socks, pair	10¢
Spurs, fancy	\$10
Spurs, plain	1.50¢
Suit, boy's (w/knickers)	\$2
Suit, men's plain (w/vest)	\$12
Suit, men's fancy (w/vest)	\$26

Suspenders, ea.	\$1.50
Sweater	\$1.75
Tobacco (1 oz.)	10¢
Travel trunk (Steamer), 25 lb.	\$5
Trousers, boy's	\$1
Trousers, buckskin	\$1.75
Undershirt, long-sleeve	75¢
Undershirt/long pants, set	\$1
Vest, boy's	\$1
Vest, men's average	\$2.50
Vest, men's fine	\$4



WILD WEST ACTION!

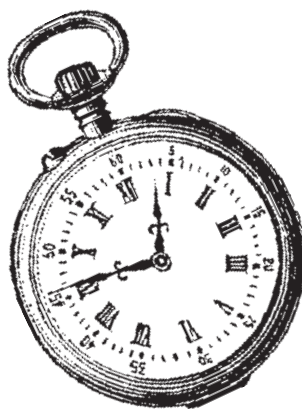
FOR THE LADY



Item	Cost
Belt	25¢
Bust pads, set	25¢
Chemise	50¢
Corset cover	25¢
Corset	\$1.50
Diapers, cotton	60¢
Drawers (undergarment)	50¢
Dress, girls	69¢
Dress, girls fine	\$1.40
Dress, girls luxurious	\$5
Dress, women's average	\$1.50
Dress, women's fine	\$3
Dress, women's luxurious	\$10
Dress skirt, ready made	\$2.75
Fan, folding	50¢
Gloves, average pair	65¢
Gloves, fine pair	\$3
Hand cream, 2.5 oz.	32¢
Handkerchief, ladies'	\$1.25
Hat, common	\$2
Hat, fine	\$3
Hat, feathered	\$5
Hose, ladies'	25¢
Night gown, plain	75¢
Night gown, fancy	\$2.50
Overcoat	\$7.50
Perfume, 2 oz. bottle	\$1.35
Perfume, imported, 2 oz. bottle	75¢
Scarf, silk	40¢
Shirt/blouse, plain	\$1
Shirt, good quality	\$1.50

Shirt/blouse, fine quality	\$3
Shirt waists	50¢
Shoes, average pair	\$2.50
Shoes, fine pair	\$4.75
Skirt, plain	\$3
Skirt, fine	\$5
Suit, ladies'	\$6
Suit, women's	\$12
Parasol	\$2
Tea gown	\$5
Undershirt	25¢
Underskirt	75¢
Veiling	\$1.15
Wallet, ladies'	\$1.30
Wig, average	\$4
Wig, fine	\$10
Wrap, women's	\$15
Wrap/shawl, plain	\$1
Wrap/shawl, fancy	\$8

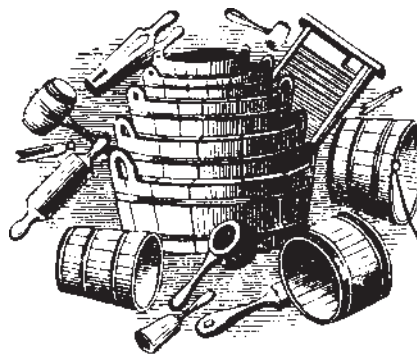
WATCHES AND JEWELRY



Item	Cost
Clock, mantle	\$2
Clock, wall	\$4
Clock, grandfather	\$14
Diamond ear rings, pair	\$10-150
Diamond shirt stud	\$25
Gold cuff/collar link, pair	\$5
Gold lapel pin/emblem	\$3
Gold locket	\$10
Gold necklace w/pendant	\$5
Gold pendant/brooch	\$4-25
Gold ring, plain	\$2
Gold ring, fine	\$6

Gold rings w/gem(s)	\$10
Gold watch charm/locket	\$2
Gold/diamond ring	\$35
Gold/diamond stick pin	50¢
Gold/silver bracelets	\$1-4
Gold/silver brooch pin	\$2.75
Gold/silver fountain pen	\$3
Men's vest chain	\$3
Pocket watch, plain	\$2
Pocket watch, silver	\$5
Pocket watch, gold	\$10
Silver belt buckle	75¢
Silver cake stand/dish	\$3.25

MISCELLANEOUS GOODS



Item	Cost
Basket	25¢
Beauty Drugs, 1 bottle	50¢
Bell	\$1
Bolts, 100	\$1
Broom	20¢
Brush	10¢
Bust developer, set	\$1.46
Candles, wax, 1 doz. (1 lb.)	20¢
Candle, wax (single)	2¢
Cigarettes, 500	\$2
Cigars, average, 100	\$1
Cigars, fine, 10	\$2
Comb	5¢
Compass	\$1
Dog collar	25¢
Eyeglasses	\$1-5
Garden seeds, 1 lb.	25¢
Hair brush	15¢
Hair Restorer, 1 bottle	57¢
Hammock	75¢
Ink, pint	25¢
Knife, pocket	10¢
Lamp, outdoor	\$3
Lamp/lantern	\$1
Lawn mower	\$3
Matches, box of 100	2¢
Nails, 1 keg (144)	\$1.60
Oil (various types), 1 gal.	25¢
Pail/bucket	75¢
Paint brushes, doz.	60¢
Paint, 1 gal.	\$1.55
Paper bags, 100	35¢
Playing cards, deck	15¢



BUFFALO LITHIA WATER

NATURE'S NERVE TONIC.

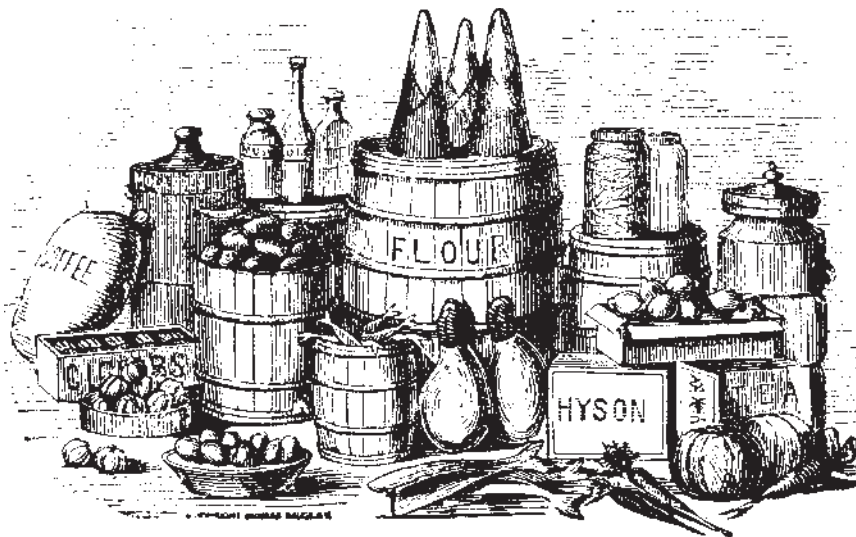
Nature's Specific for Bright's Disease.

A Powerful Nervous Tonic. It is a wonderful restorative in **Nervous** exhaustion, neuralgia, and affections generally of the nervous system. Both a remedy for and preventive of **Mental** and **Physical** exhaustion from **Overwork** or Bright's Disease, Gout, Rheumatic Gout, Rheumatism, Acid Dyspepsia, Malarial Poisoning, &c. It is par excellence a remedy. Endorsed by medical men of the highest distinction.

Water in Cases of one dozen half gallon bottles, \$5 per case, at the Springs.

THOS. F. GOODE, Proprietor, BUFFALO LITHIA SPRINGS, VA.

GUNSLINGERS



Plug tobacco, 1 lb.	25¢
Polish (shoe, metal, etc), can	90¢
Rope/cordage, 1 lb.	10¢
Screws, 1 gross (144)	45¢
Shears/scissors	50¢
Shovel/pitchforks/rake	\$1
Smoking pipe	\$1.25
Soap, bar/cake	4¢
Suitcase	\$2
Tent, refreshment	\$15
Toilet paper, doz. rolls	38¢
Toothbrush	15¢
Trunk	\$4

Herbs, 2-4 oz. package	15¢
Jam/jelly, 20 lb. pail	\$1
Meat, 1 lb.	8¢
Meat, preserved (salted), 1 lb.	15¢
Milk, 1 gal.	35¢
Oatmeal, 50 lb. sack	\$4
Pasta, 1 lb.	10¢
Pickles, 1 pint	12¢
Rations, 1 week (10 lb.)	\$10
Rice, 1 lb.	4¢
Soup, 1 can	30¢
Spices, 1 lb.	\$15
Sugar, 1 lb.	10¢
Syrup/molasses, 1 gal.	45¢
Table sauce, 1 qt.	25¢
Tea, 1 lb.	24¢
Tea, 6 oz. tin	50¢

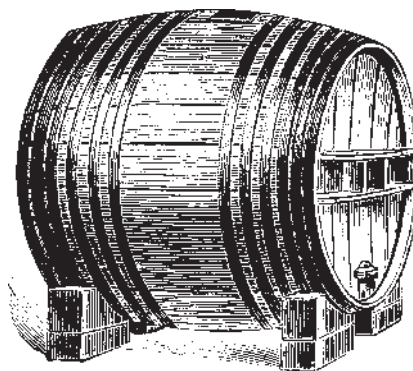
PROVISIONS

"Meat's meat."

— Common mountain man saying

Item	Cost
Bacon, side (40 lb.)	\$6.00
Beef, dried	20¢/lb.
Beef, side (65 lb.)	\$4.55
Beer, glass	5¢
Beer, small keg (10 lb.)	\$2
Candy, 1 lb.	10¢
Canned fruit, 1 can	15¢
Canned vegetables, 1 can	15¢
Cheese, 1 lb.	45¢
Chewing gum, 100 pcs (5 lb.)	25¢
Chocolate, 8 oz. tin	10¢
Cocoa, 1 lb.	40¢
Coffee, 1 lb.	20¢
Coffee, 2 lb. tin	50¢
Corned beef, 100 lb.	\$5.75
Crackers, 25 lbs.	\$1.50
Crackers/Biscuits, 1 lb.	12¢
Dried fruit, 1 lb.	10¢
Extracts, 2 oz. bottle	10¢
Fish, canned, 1 can	20¢
Fish, fresh, 1 lb.	\$0.05
Flour (various types) , 1 lb.	4¢
Flour, 50 lb. sack	\$18

SALOON



Item	Cost
Root Beer, glass	1¢
Root Beer, bottle	15¢
Sarsaparilla, glass	2¢
Sarsaparilla, bottle	25¢
Whiskey, shot	10¢
Whiskey, bottle	\$2
Whiskey, 1 gal.	\$3.50

ENTERTAINMENT

MUSIC

Item	Cost
Accordion	\$5
Banjo	\$3.50
Bugle	\$8
Castanets, pair	40¢
Drum	\$4.60
Guitar	\$8.20
Harmonica	5¢
Harp	\$3.00
Jew's harp	10¢
Music box	\$2.50
Organ	\$38.95
Piano, baby grand	\$170
Piano, upright (800 lb.)	\$125
Sheet music, folio	10¢
String (for violin, etc.)	2¢
Tambourine	25¢
Trombone (5 lb.)	\$8.95
Trumpet (coronet)	\$11
Tuning fork	9¢
Violin (fiddle)	\$2.50



CARDS & INDOOR GAMES

Item	Cost
Cards, bristle board	7¢
Cards, enameled w/ Jokers	25¢
Cards, satin finish w/ Jokers	39¢
Cards, full deck (marked)	\$1.25
Dice	25¢
Poker chips, 1000	\$3

THEATER & DANCING

Item	Cost
Bordello, poor quality	75¢
Bordello, fancy	\$3
Bordello, parlor (luxurious)	\$10
Dance Hall, "quick date"	\$5
Dance Hall, one dance ticket	50¢
Musical Production, ticket	50¢
Stage Play, ticket	\$1
Stereoscope views, ea.	3¢
Stereoscope	75¢

WILD WEST ACTION!

SPORTS & OUTDOOR GAMES

Item	Cost
Baseball bat	75¢
Baseball glove	\$1.20
Baseball	5¢
Bicycle parts/accessories, each	50¢-\$5
Bicycle	\$24.95
Boxing gloves, 2 pair	\$1.25
Catcher's chest protector (AV 4)	\$4.15
Catcher's mask	40¢
Croquet set	\$1.65
Dumb bells, pair	25¢
Foot ball (rugby)	35¢
Ice skates, pair	25¢
Tennis net	90¢
Tennis raquets	75¢
Tennis set (net, raquets, etc)	\$8.40
Tricycle/velocipede	\$1.35

BOOKS & READING

Item	Cost
American Encyclopedia (4 vol.)	\$9.50
Bible	\$5
Care of Children Medical Guide	70¢
Cook Book	\$1
Dictionary	45¢
Family Medical Advisor	50¢
Instrument instruction book	12¢
Newspaper	1¢
Novel, cloth (popular classics)	28¢
Novel, cloth (Red Line edition)	59¢
Novel, paperback (dime novel)	10¢
Woman's Household/Help Book	52¢

SCHOOLIN' & WRITIN'

Item	Cost
Blackboard	54¢
Chalk stick, 1 gross (144)	7¢
Clipboard	27¢
Encyclopedia set	\$18
Envelopes, 250	32¢
Family Bible	\$2.15
Glue/mucilage, 1 bottle	7¢
Inkstand	11¢
Paper clip, ea.	4¢
Pencils, 1 doz.	3¢
Penholders, 1 doz.	3¢
Pens, 1 doz.	5¢

THE STRONGEST GLUE IN THE WORLD.
2 GOLD MEDALS
 AWARDED
 LONDON 1883 NEW ORLEANS 1885.
RUSSIA CEMENT CO.
 Gloucester, Mass.

These glues are used in the Smithsonian Institute at Washington, for all its works of mounting specimens, by the Government Aresnals and Department buildings, by the Pullman Palace Car Co., Mason & Hamlin Organ and Piano Co., and by thousands of first-class manufacturers and woodworkers throughout the world, for all kinds of fine work. Pronounced the **STRONGEST ADHESIVE KNOWN.** No other glues have the record of 1620 pounds to the square inch. The total quantity sold between January 1880 and 1887, in all parts of the world, amounted to over Forty-seven Million bottles. No short measure, no acid, no humbug in Genuine LePage's Glues. Remember that they are unequalled for repairing all kinds of Furniture, Glass, China, Ivory, Books, Leather, Musical Instruments, Statuary, etc., etc.

To avoid the public being deceived by the many glues flooding the market, some with high-sounding names, others imitating our advertisements, trade-marks, and name as near as they dare, we have commenced putting the autograph below on all the Genuine LePage's Glues.

Sample by mail, 20 cents (stamps). Mention this journal.

Russia Cement Co.
CLOUCESTER, MASS.

No Acid in LePage's Glues.

SOMETHING NEW
 THE PATENT
ADJUSTABLE BRUSH.

LIQUID GLUE
 ALWAYS READY FOR USE
 MANUFACTURED BY
RUSSIA CEMENT CO.
 GLOUCESTER, MASS. U.S.A.
 BRITISH DEPOT, 46 HOLBORN VIADUCT, LONDON, EN.

Our latest style Patent Can excludes air. Safe for the pocket. Patent Wiper. Brush adjustable to amount of Glue in the Can.

Rubber bands, box (50)	30¢
Rubber eraser	1¢
School bag	8¢
Stationery, 150 sheets	4¢
World globe	\$5

OUTDOOR EQUIPMENT

Item	Cost
Bed Roll (10 lb.)	\$4
Binoculars, 10x	\$25
Binoculars, 5x	\$15
Canteen	50¢
Coffee pot	40¢
Compass	\$2
Creel/basket	70¢
Fishing flies, 1 doz.	20¢
Fishing hooks, box of 100	5¢
Fishing lines, 1 doz.	3¢
Fishing lure	5¢
Fishing nets (dip/landing)	15¢
Fishing reel	9¢
Fishing rod	9¢
Gun cleaning kit	\$1.50

Lake/river seine (net)	68¢
Oil for lamps, etc. (1 gallon)	10¢
Oil lamp	\$1.50
Tackle boxes	75¢
Telescope (range 14 mi.)	\$15
Tent, miner's (one-man)	\$6
Trail cook kit (pan, coffee pot, etc.)	\$8
Trap w/chain, 16" jaw (bear)	\$11.75
Trap w/chain, 5" jaw (mink)	25¢
Trap w/chain, 6.5" jaw (beaver)	39¢
Trap w/chain, 8" jaw (wolf)	\$1.85

ANIMALS & LIVESTOCK



Item	Cost
Buffalo (hide)	\$5
Bull	\$250
Cattle	
calf	\$5
yearling	\$10
at railhead	\$30
per head	\$15
Coyote (skin/bounty)	75¢
Donkey/Burro	\$10
Feed grain, per bushel	\$15

Remington Standard Typewriter.

OVER 40,000 IN DAILY USE.



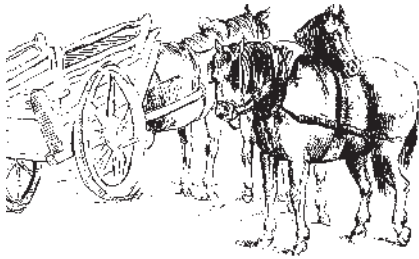
Remington Typewriter No. 2.

ABSOLUTE SATISFACTION GUARANTEED.

WYCKOFF, SEAMANS & BENEDICT, 327 Broadway, N.Y.

Boston, Mass.; Philadelphia, Pa.; Washington, D.C.; Baltimore, Md.; Chicago, Ill.; St. Louis, Mo.; Indianapolis, Ind.; Minneapolis, Minn.; St. Paul, Minn.; Kansas City, Mo.; Denver, Col.; Cleveland and Cincinnati, Ohio; London, England. Send for pamphlet.

GUNSLINGERS



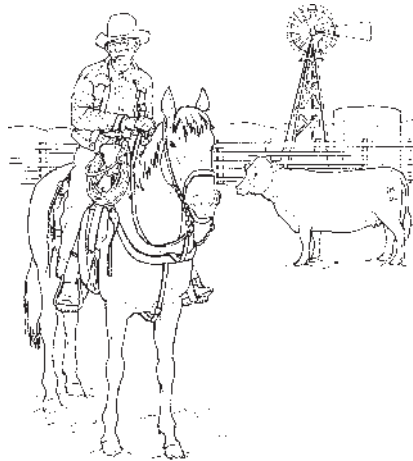
Hog	\$20
Horse, draft	\$40
Horse, riding	
broken-down	\$25
tired	\$37.50
average	\$50
good	\$75
high-spirited	\$100
charger	\$200
Horse, wagon stock	\$30
Mule	\$30
Oxen (yoke of two)	\$150
Pony	\$25
Pelt, beaver	\$2
Pelt, jackrabbit	5¢
Pelt, lynx	\$1
Pelt, puma	\$2
Pelt, raccoon	50¢
Pelt, wolverine	\$1
Seed grain, per acre	\$5
Sheep	\$5

LODGING & SERVICES



Item	Cost
Bath (w/clean & warm water)	\$1
Bath	50¢
Hotel, poor (per night)	50¢
Hotel, average (per night)	\$1
Hotel, good (per night)	\$2
Hotel, luxury (per night)	\$4
Meal, average	25¢
Meal, good	75¢
Room (per week)	\$1
Room and board (per week)	\$2.50
Shave and haircut	25¢
Stable, per night	25¢

LAND



Item	Cost
Homestead (160 acres)*	\$10
* must be worked 5 yrs.	
Townsite (320 acres, to be subdivided)	\$400
Townsite quarter (80 acres)	\$100
Town lot (poor location)	\$50
Town lot (main street location)	\$400
Town lot (choice location)	\$1,000

HOUSES



Item	Cost
Sod house	\$50
10x12' 1-room wood frame	\$175
17x22' 3-room wood frame	\$350
22x45' 2-story wood frame	\$1,850
Big 32x45' wood frame	\$3,500

HOUSEHOLD ITEMS

IN THE PARLOR

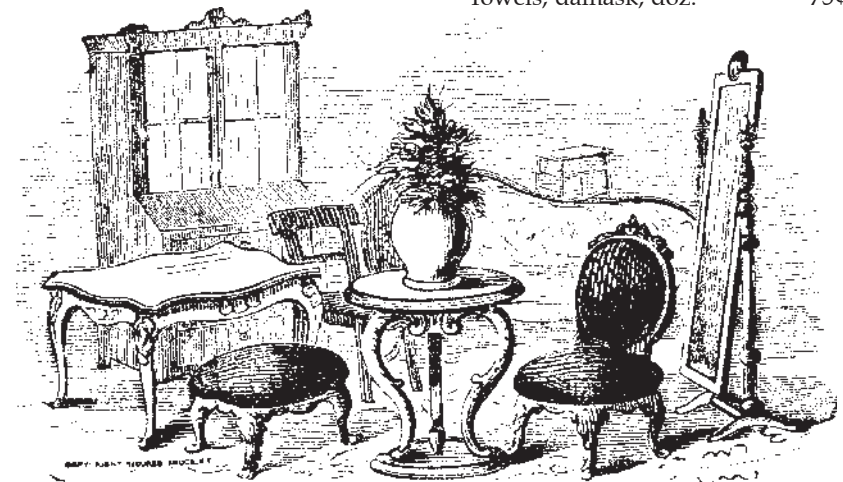
Item	Cost
Book case	\$4.35
Chair, easy	\$12.75
Chair, office	\$3.75
Chair, rocking	85¢
Couche/lounges	\$5.50
Framed picture	\$1.10
Graphophone records	50¢
Graphophone	\$25
Lamp, oil	24¢
Office desk	\$7.50
Parlor chandelier, oil	\$6.90
Parlor lamp, oil (10 lb.)	\$1.50
Parlor suite (couch, 4 chairs)	\$36
Rattan chairs/rockers	\$2.05
Sewing machine (50 lbs.)	\$20.80
Sideboards/buffet/closet	\$8.50
Stool	38¢
Table, kitchen/dining room	\$1.25
Table, parlor	95¢
Wall mirror	30¢

IN THE BEDROOM

Item	Cost
Bedroom set	\$21
Bed, iron	\$2
Bed, wood	\$1.65
Bed blanket, cotton	65¢
Cot	\$1.05
Dresser/bureau/chiffonier	\$5.25
Mattress, filled	\$1.70
Mattress, wire	95¢
Pillow	40¢
Sheets, pair	20¢

MATERIALS/LINENS

Item	Cost
Linen, uncolored, per yard	20¢
Satin, per yard	12¢
Serge, per yard	5¢
Silk, per yard	\$1
Bed sheets, white, per yard	4¢
Towels, damask, doz.	75¢



WILD WEST ACTION!

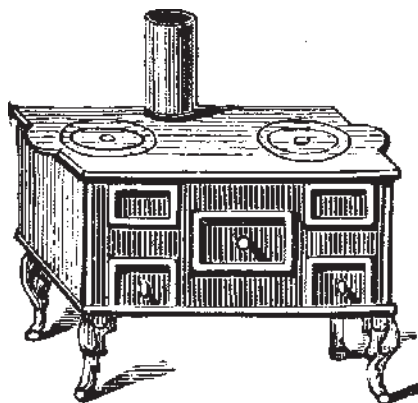
IN THE KITCHEN



Item	Cost
Butter churn	56¢
Cook stove	\$40
Cookware set	\$3
Dining room set	\$50
Dishes, setting for six	\$12.50
Frying pan	58¢
Glass tumblers, doz.	30¢
Glass water jug	28¢
Glassware, setting for six	\$8
Ice cream freezer	\$1.43
Kitchen/dining room chair	34¢
Linen napkins, doz.	28¢
Silverware, setting for six	\$5
Table cutlery set	40¢
Tablecloth, pair	15¢
Tea kettle	89¢
Tea set, 5-piece w/tray	\$24.25
Wine glasses, doz.	38¢

MISCELLANEOUS

Item	Cost
Baby carriage	\$5.60
Bath tub, iron	\$22.50
Borax cleaner	30¢
Carpet sweeper	\$4
Carpet, pair	23¢
Heating iron	75¢
Lace curtains, pair	55¢
Lantern, oil	85¢
Laundry wringer	\$1.75



Linen towel	6¢
Oil heater	\$6
Soap, cake	7¢
Spinning wheel	\$4.80
Stove furnishings, each	3¢
Stove/oven, oil	\$1.85
Stove, wood/coal	\$2.82
Toilet/bath set	\$4.35
Trunk	48¢
Wallpaper, per yard	1¢
Water pump	90¢

BUSINESS SUPPLIES

Item	Cost
Cash box with lock (2 lb.)	60¢
Envelopes, doz.	5¢
Paper, 100 sheets	25¢
Pen, fountain	\$2.50
Pen, quill	5¢
Pencils, doz.	10¢
Postcard	1¢
Printing press, small (50 lb.)	\$45
Steel Safe, large (2000 lb.)	\$80
Steel Safe, small (300 lb.)	\$15
Telegraph Key (5 lb.)	\$25
Tombstone (50 lb.)	\$10
Typewriter (20 lb.)	\$34
Typewriter (900 lb.)	\$11

MEDICAL EQUIPMENT

Item	Cost
Doctor's bag w/instruments	\$25
Ether, per dose	25¢
Eyeglasses	\$1-5
Laudanum, per dose	35¢
Nitrous oxide, per dose	25¢
Quinine, 4 oz.	50¢
Veterinary bag w/instruments	\$22

SNAKE OIL CONCOCTIONS

THIS IS HAY FEVER
A breathing ease; A painless head; This is Relief.
A sparkling eye; A lusty throat;
IT MAY BE FOUND IN

DRS. STARKEY & PALEN'S
TREATMENT
BY
NOT A DRUG. INHALATION.

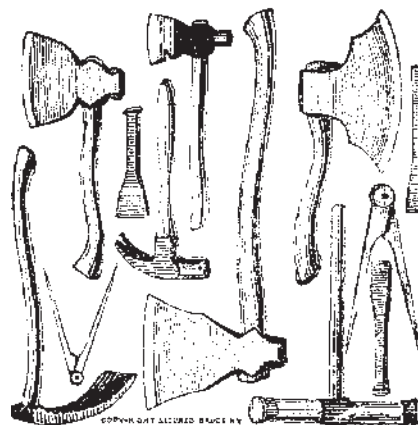
Item	Cost
Castor oil, bottle	\$1
Castor tonic, bottle	\$1.50
Healing unguent, per dose	\$1
Heavy water, bottle	\$4
Oil of Life, bottle	\$1
Restoration elixir, bottle	\$2.50
Revitalizing tonic, bottle	\$3.50
Youth elixir, bottle	\$3

MEDICAL SERVICES

CURE FOR THE DEAF
FICK'S PATENT IMPROVED CURVED EARS PERFECTLY RESTORE THE HEARING, WHETHER DEAFNESS IS CAUSED BY COLDS, FEVERS OR INJURIES TO THE NATURAL DRUMS. INVISIBLE, COMFORTABLE, ALWAYS IN POSITION. MUSIC, CONVERSATION, WHISPERS HEARD DISTINCTLY. WRITE TO F. FICK, 853 BROADWAY, COR. 14TH ST. NEW YORK, FOR ILLUSTRATED BOOK OF PROOFS FREE.

Item	Cost
Amputation	\$5
Bloodletting	\$1
Broken bone set	50¢
Broken bone splinted	75¢
Buckshot removed	\$2
Bullet hole patched	50¢
Bullet removed	25¢
First aid	50¢
Lacerations stitched	50¢
Leeching	25¢
Medically supervised bed rest	\$4
Treat concussion	50¢
Treat disease	\$2
Treat other burns	\$2
Treat poison	\$3
Treat powder burns	\$1

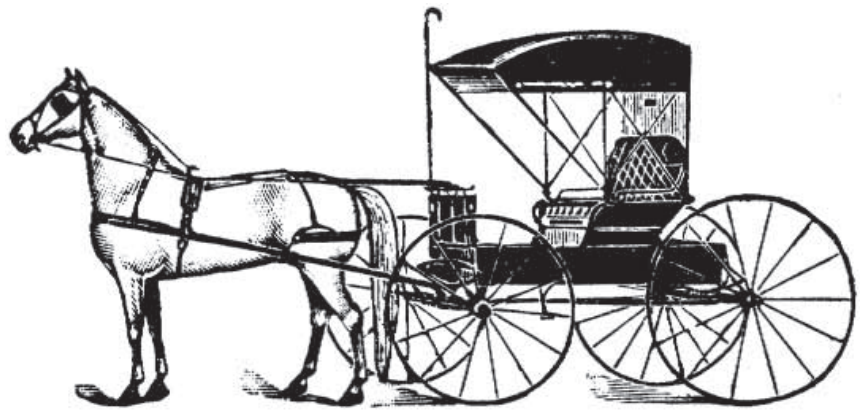
TOOLS



Item	Cost
Anvil (80 lb.)	\$15
Axe (5 lb.)	\$1
Barbed wire, 50 yards (20 lbs.)	\$1
Blacksmith's tool set (bellows, Blacksmith's tools, ea.	\$1
Blasting caps, doz.	50¢
Builder's hardware, ea.	\$4.10
Buttons, 1 gross (144)	5¢
Camera	\$8.50
Carpenter's tool set	\$5
Cloth, pair	5¢
Cobbler/tinker's toolkit	68¢
Compass	\$1.50
Developing fluid, 8 oz. bottle	20¢
Drafting tools, set	22¢
Drugs/medicine, 1 box or bottle	10¢
Dynamite, per stick (8 oz.)	25¢

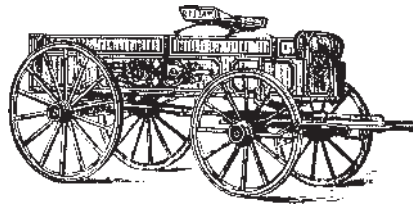
GUNSLINGERS

Electric detonator (1 lb.)	\$5
Folding camp stool/chair	50¢
Folding cot	\$1.50
Fuse, per yard	5¢
Hair clippers	\$1
Hammer (1 lb.)	28¢
Hand saw	35¢
Lace, pair	2¢
Lantern (2 lb.)	80¢
Medical instruments, ea.	50¢
Mining cradle	\$100
Mining pan	\$5
Ore car (150 lb.)	\$15
Paint brushes, 1 doz.	3¢
Paint, 1 gal.	65¢
Pan (0.5 lb.)	10¢
Photographer's tent	\$17.23
Pick (4 lb.)	\$1
Pliers	40¢
Plow, horse drawn (80 lb.)	\$6.50
Pocket Knife	80¢
Pocket Watch	\$3.65
Pull claw (for nails)	25¢
Razor strop	30¢
Razor	60¢
Ribbons, pair	4¢
Rope, per yard	5¢
Safety pins, 1 doz.	2¢
Saw, square (30 lbs.)	\$21
Scales (10 lb.)	\$3
Sewing/crochet needles	4¢
Shears/scissors, ea.	20¢
Shovel (5 lb.)	60¢
Straight pins, 1 package (50)	2¢
Surveyor's instrument, ea.	\$10
Tape measure	4¢
Tent, miner's	\$2.30
Thimble	1¢
Thread, 1 spool	1¢
Veterinary instruments, ea.	20¢
Weighing scales, ea.	\$1.70
Wheelbarrow, steel/miner's	\$6
Wire-cutters (2 lb.)	\$2.50
Yarn, 1 lb.	55¢



TRANSPORTATION & GEAR

VEHICLES

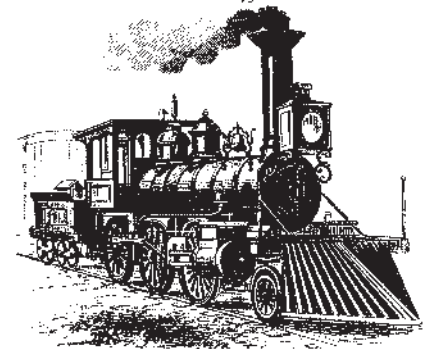


Item	Cost
Buggy (2 pass.; wt. 380 lb.)	\$22.90
Buggy (4 pass.; wt. 500 lb.)	\$78
Canoe (90 lb.)	\$10
Cart	\$8.45
Flatboat (4 tons)	\$1.50/ft
Keelboat (6 tons)	\$3/ft
Phaeton	\$350
Stagecoach (2,500 lb.)	\$1,500
Steam fire engine wagon	\$5,000
Wagon, lg. (cap: 4,500 lb.; wt. 1,085 lb.)	\$40
Wagon, sm. (cap: 1,200 lb.; wt. 500 lb.)	\$30

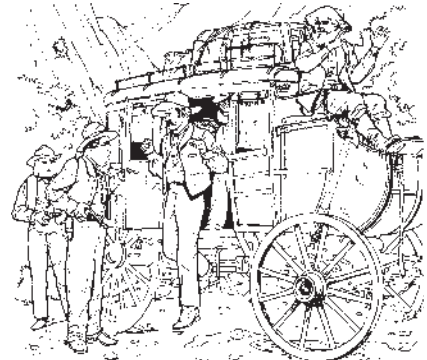
VEHICLE & ANIMAL GEAR

Item	Cost
Bridle	\$1.65
Curry comb	4¢
Halter	24¢
Harness, horse buggy, set	\$3.87
Harness, single (15 lb.)	\$10
Harness, team, per 2 horses	\$25
Horse Collar	\$2.80
Horse hobbles, pair	60¢
Lariat	\$1.50
Quirt (riding whip)	\$1.25
Reins	85¢
Saddle and bridle, fancy	\$60
Saddle and bridle, plain	\$25
Saddle bags, pair	\$2.60
Saddle blanket	80¢
Saddle, average	\$3
Saddle, high quality	\$5
Saddle, military	\$6
Whip/quirt/crop	80¢

TRAVEL FARES



Item	Cost
Stagecoach	
local, per mile	15¢
Express, per 50 miles	\$3
Corpus Christi to Brownsville (5 days)	\$15
St. Joseph to Carson City (20 days)	\$150
St. Joseph to Sacramento (15-17 days)	\$175
St. Louis to San Francisco (20 days)	\$200
Steamboat	
St. Joseph/Sacramento (15 days)	\$300
St. Louis to Fort Benton	\$300
Train	
Omaha to Sacramento, 1 st class, express	\$100
Omaha to Sacramento, 2 nd class, express	\$75
Meal, aboard train	\$1.50



WILD WEST ACTION!

THE PASSENGER TRAINS

Will leave the Depot at the foot of K Street, Sacramento, at 6 1-2 A. M., 1 P. M., and 4 P. M. [Sundays excepted.]
Folsom for Sacramento at 7 1-4 A. M., 12 M. and 5 P. M. [Sundays excepted.]
Auburn Station for Sacramento at 6 and 10 1-2 A. M. Lincoln for Sacramento at 6 and 10 3-4 A. M.

ON SUNDAYS, Will leave Sacramento at 6 1-2 A. M.
Will leave Folsom at 12 M.

Places to and from which Stages run in connection with the Cars:

<i>Stages run to connect with Cars either at Lodi or Auburn Station.</i>	<i>Stages connect at Auburn Station.</i>	<i>Stages connect at Folsom.</i>	<i>Stages connect at Folsom.</i>	<i>Stages connect at Folsom.</i>
Sac. and Nevada Line. Foster's Ranch Cottage, Globe Ranch, Wolf Creek, Bacon Ravine, Grass Valley, Nevada, Orleans Flat, Negro Hill, Passengers for Orleans Flat and Forest City, lay over at Nevada all night. Passengers for Downsville, Monte Cristo, etc., take Mule Trains to Forest City. Stages leave San Juan, daily, for Miner's Flat, Red Dog, Marysville, Rough and Ready, Alpha, Omega, White Cloud, Hot Springs, Camptown, and all parts of Middle Lake.	Sac. and Auburn Line. Forest Hill and Nevada, Rattlesnake Bar, Station and Horsehoe Spa. (Post Office, Whiskey Bar, Franklin House, Mountain House, Station, Auburn, Post Office. Nevada and all connections.	Sac. and Coloma Line. Mormon Island, Rolling Hills, Joe Taylor's or Wilkashaw's, Green Springs, Pleasant Grove, White Oak Flat, Somerset House, (House, Cold Springs, Stop at Somerset Uniontown, Coloma, Spanish Flat, three miles from Coloma.—Ticket to Coloma. Kelley's and American Flat, two miles from Coloma.—Ticket to Coloma.	Sac. and Jackson Line. Michigan Bar, Arkansas Diggins, Forest Home, Willow Springs, Drytown, Anahole, Butte, Fiddletown, Volcano, Jackson, Machanese Hill, Butte City. Stages connect at Folsom.	Sac. and Georgetown Line. Salmon Falls, Centerville, Station, Maine Bar, Pilot Hill, Oak Valley, or Bailey's, Knickerbocker Ranch, Sacramento, Placerville and Overland.

S. V. E. R. Office, Sacramento,
February 20th, 1882.

J. P. ROBINSON, Superintendent.

The 6 1-2 A. M. Train from Sacramento, connects with the Stages for all of the above named Places, and Passengers procuring Tickets at the Ticket Office of the Railroad, under the What Cheer House, will be sent through the same day.
The Stages run from the above named Places, to connect with the 12 M. Train from Folsom, arriving in Sacramento one hour before the San Francisco Boat leaves.

BOUNTIES

Item	Value
Typical bank robber	\$100-\$1000
Typical murderer	\$100-\$500
Typical stagecoach robber	\$50-\$100
Typical train robber	\$100-\$500
Army deserter	\$30
Scalp, male Indian	\$100
Scalp, female Indian	\$50

WAGES

"Crazy bellringer was right, there's money to be made in a place like this."
—A Fistful of Dollars

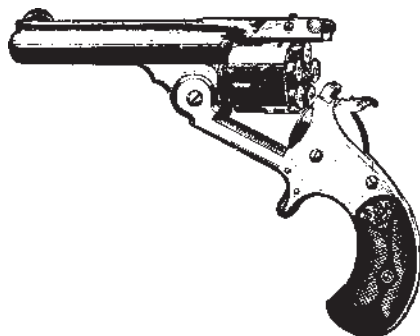
Profession	Wage (mo.)
Hired gun (poor quality)	\$20
Hired gun (average quality)	\$40
Hired gun (gunslinger)	\$100
Houseboy (Chinese)	\$30
Laborer (Indian)	\$20
Nursemaid	\$10
Sherrif	\$120
Marshal	\$200

MAIL

Item	Cost
Letter (postal dispatch), per oz.	2¢
Package (overland), per oz.	10¢
Package, by rail (100 lb. min.), per lb.	8¢
Telegram, per word	50¢

Shell bag	30¢
Sheath, rifle	\$2.50
Shotgun shells, box of 20 (1 lb.)	60¢
Shotgun shells, box of 100 (5 lb.)	\$2.75

WEAPONS & GEAR



See Weapon Tables for weapon prices.

Item	Cost
Cartridge belt	\$1
Cartridges, pistol, box of 100 (3 lb.)	\$1
Cartridges, rifle, box of 100 (6 lb.)	\$2
Gun cleaning kit	\$1.60
Gunpowder, 1 lb. can	50¢
Holster, fastdraw	55¢
Holster, standard	\$1
Holster, fancy	\$5
Holster, shoulder	\$1.50
Holster, swivel	\$3.75
Knife sheath	10¢
Powder flask	50¢



GUNSLINGERS

WEAPONS

MELEE & IMPROVISED WEAPONS

Weapon	Dmg	Type	Size	Init	Acc	STR Min	Wt	Cost	Notes
Ax, hand	2d6	P/L	M	0	0	3	4	\$2	Hatchet
Bat, wood	3d6	B/L	M	-1	0	3	2	50¢	
Bayonet, mounted	3d6	P/L	M	-2	0	4	Var.	\$2	Treat as hunting knife in hand
Bottle	2d6	B/L	M	-1	0	2	.5	—	Whiskey bottle
Brass Knuckles	2d6	P/L	S	0	0	1	.5	\$1	
Butt, pistol	2d6	B/L	S	-1	-1	1	Var.	—	
Butt, rifle/shotgun	3d6	B/L	S	-2	-1	3	Var.	—	
Cane sword	2d6	P/L	M	0	0	3	.5	\$10	
Cane	1d6+2	B/L	M	0	0	2	.5	\$1.50	Metal grip does 2d6 B/L
Chain	3d6	B/L	M/L	-2	-1	3	1	—	
Chair	3d6	B/L	M	-3	0	3	2	—	AV 6, Hits 6; breaks if causes 12+ dmg
Club	3d6	B/L	M	-1	0	3	1	—	Tree limb, table leg, etc.
Fencing foil	2d6	P/L	M	0	0	3	.5	\$12	Rare in the West
Hoe	2d6	P/L	M	-1	-2	2	.5	\$1	
Kick	Spec.	B/S	M	0	0	0	0	—	Does dmg for STR+1 (see STR Table)
Knife, Bowie	2d6	P/L	S	0	0	2	1	\$4	
Knife, hunting	1d6+2	P/L	S	0	0	2	.5	\$1.50	
Knife, kitchen	1d6	P/L	S	0	0	2	.25	10¢	
Knife, pocket	1d6	P/L	S	0	0	1	.25	5¢	
Lasso	2d6	B/S	L	-2	-1	3	2	\$4	Can “Grab” target in lieu of dmg; Uses Roping skill.
Machete	2d6	P/L	S	0	0	3	2	\$2	
Pick	3d6	P/L	S	-1	-1	3	4	\$2	Miner’s tool
Pitchfork	2d6+2	P/L	M	-1	-2	3	.5	\$1	
Punch (bare fist)	Spec.	B/S	S	0	0	0	0	—	Dmg based on STR (see the Core Rules)
Saber	3d6	P/L	M	0	0	3	4	\$8	U.S. Army M-1850
Sap	2d6	B/L	S	0	0	1	3	\$1	
Shovel	3d6	B/L	M	-1	-3	3	.5	\$1	
Sledgehammer	4d6	B/L	M	-1	-1	4	.5	\$2	
Spear	3d6	P/L	L	-1	0	3	5	\$2	Indian weapon
Staff, quarter	3d6	B/L	L	-1	0	3	4	50¢	Walking stick, boat pole, etc.
Straight razor	1d6	P/L	S	0	0	1	.25	\$1	
Tomahawk	2d6	P/L	M	0	0	3	4	\$2	Indian weapon
Whip	1d6	B/L	L	-2	-1	3	.5	\$5	Can “Grab” target in lieu of dmg

WILD WEST ACTION!

SIMPLE MISSILE WEAPONS

Weapon	Dmg	Type	Acc	Rmod	STR	Min	Max	RoF	Amm	Wt	Cost	Notes
Ax	2d6	P/L	0	0	3	x5	1	—	1	\$2		Hatchet
Bola	3d6	B/L	-2	0	3	x5	1	1	.25	\$1		
Boomerang	3d6	B/L	-2	0	3	x10	1	1	.5	\$10		Australian
Bow, Indian	3d6+2	P/L	0	+2	3	x20	1/2	1	2	\$2		
Knife, Bowie	2d6	P/L	0	0	3	x5	1	—	1	\$4		
Knife, hunting	1d6+2	P/L	0	0	3	x5	1	—	.5	\$1		
Knife, kitchen	1d6	P/L	0	0	3	x5	1	—	.25	10¢		
Sling	2d6	B/L	-1	+1	3	100	1/3	1	.1	25¢		
Slingshot	1d6	B/L	0	+2	2	25	1	1	.1	50¢		
Spear, thrown	3d6	P/L	-1	0	3		1	—	3	\$2		Indian weapon
Tomahawk	2d6	P/L	0	0	3		1	—	1	\$2		Indian weapon

PISTOLS OF THE OLD WEST



PISTOLS

Weapon	Cal.	Dmg	Type	Acc	Rmod	STR	Max	RoF	Amm	Wt	Cost	Notes
1836 Paterson	.36	2d6	P/L	0	+1	2	60	1	6	1.2	\$6	SA, CB, 9" barrel
1847 Walker Dragoon	.44	3d6	P/L	0	+1	3	60	1	6	2	\$15	SA, CB, 9" barrel
1850 Colt Pocket Rev.	.31	2d6+2	P/L	-1	0	2	30	1	6	.6	\$8	SA, CB, 4" barrel
1850 Deringer 1-shot	.44	2d6+2	P/L	-2	0	2	20	1	1	.2	\$1	SA, TB, 2-3/8" brl
1851 Colt Navy	.36	2d6	P/L	0	+1	2	50	1	6	1.3	\$10	SA, CB, 7.5" barrel
1851 Colt Navy	.44	3d6	P/L	0	+1	3	50	1	6	1.3	\$10	SA, CB, 7.5" barrel
1851 Navy Buntline	.44	3d6	P/L	0	+2	3	75	1	6	1.1	\$12	SA, CB, 12" barrel
1858 Remington Army	.44	3d6	P/L	0	+1	3	50	1	6	1.3	\$10	SA, CB, 8" barrel
1858 Starr Army	.44	3d6	P/L	0	0	3	50	1	6	1.1	\$10	DA, CB, 6" barrel
1858 Starr Navy	.36	2d6	P/L	0	0	2	50	1	6	1	\$10	SA, CB, 6" barrel
1859 Sharps Pepperbox	.30	1d6+2	P/L	-1	0	1	20	2	4	.2	\$15	SA, TB, 3" barrel
1859 Sharps Pepperbox	.22	1d6	P/L	-1	0	1	20	2	4	.9	\$12	SA, TB, 3" barrel
1860 Army	.44	3d6	P/L	0	+1	3	60	1	6	1.3	\$12	SA, CB, 8" barrel
1860 Army Conversion	.44 C	2d6	P/L	0	+1	2	60	1	6	1.3	\$12	SA, CM, 8" barrel
1860 Army Horse Pistol	.44 W	2d6+2	P/L	+1	+2	2	100	1	6		\$32	SA, CP, 16" barrel
1860 Navy Sheriff	.44	3d6	P/L	0	0	3	50	1	6	.2	\$12	SA, CB, 5.5" barrel
1860 Reb Model	.36	2d6	P/L	0	+1	2	50	1	6	1.3	\$12	SA, CB, 7.5" barrel

GUNSLINGERS

1860 Reb Model	.44	3d6	P/L	0	+1	3	50	1	6	1.3	\$12	SA, CB, 7.5" barrel
1860 Reb Sheriff's Model	.36	2d6	P/L	0	0	2	50	1	6	1.1	\$12	SA, CB, 5" barrel
1861 LeMat Cavalry	.44	3d6	P/L	0	+1	3	70	1	9	1.5	\$10	SA, CB, TB, 7.6" brl
1861 LeMat Cavalry	.65	4d6	P/L	—	—	4	30	1	1	—	—	SA, TB, shotgun shell
1861 Navy	.36	2d6	P/L	0	+1	2	60	1	6	.9	\$11	SA, CB, 8" barrel
1861 Navy Conversion	.38 C	2d6	P/L	0	+2	2	50	1	6	.9	\$22	SA, CP
1862 Colt NYM Police	.36	2d6	P/L	0	0	2	50	1	6	.9	\$14	SA, CB, 5.5" barrel
1862 Colt Police	.36	2d6	P/L	0	0	2	50	1	6	.7	\$10	SA, CB, 5.5" barrel
1862 Pocket	.36	2d6	P/L	-1	0	2	30	1	6	.7	\$10	SA, CB
1863 Pocket Police	.36	2d6	P/L	-1	0	2	30	1	6	.4	\$10	SA, CB, 3.5" barrel
1864 Moore's Teat-fire	.32	1d6+2	P/L	-1	0	1	30	1	7	.3	\$7	SA, CB
1866 Deringer 2-shot	.38 C	2d6	P/L	-2	+1	2	20	1	2	.4	\$3	SA, TB, 2-3/8" barrel
1870 Merwyn & Hulbert	.44	2d6+2	P/L	0	+1	2	50	1	6	1.3	\$21	SA, CM, 7.5" barrel
1870 SW No 3 American	.44 A	4d6	P/L	0	+1	4	50	1	6	1.2	\$20	SA, TB, CM
1873 Colt Frontier	.44 W	2d6+2	P/L	0	+1	2	50	1	6	1.1	\$20	SA, CM
1873 Colt Peacemaker	.45 C	2d6+2	P/L	0	+1	2	50	1	6	1.3	\$26	SA, CM, 7.5" barrel
1873 Colt SAA	.44 W	2d6+2	P/L	0	+1	2	50	1	6	1.3	\$20	SA, CM, 7.5" barrel
1873 Great Western II	.44 A	4d6	P/L	0	+1	4	50	1	6	1.2	\$24	SA, CM
1873 US Artillery Model	.45 C	2d6+2	P/L	0	+1	2	50	1	6	1.2	\$25	SA, CM, 5.5" barrel
1873 US Cavalry Model	.45 C	2d6+2	P/L	0	+1	2	50	1	6	1.3	\$25	SA, CM, 7.5" barrel
1874 UK Pepperbox	.30	1d6+2	P/L	-1	0	2	20	2	4	.9	\$15	SA, TB, 3.5" barrel
1875 Sch. Wells Fargo	.44 W	2d6+2	P/L	0	0	2	50	1	6	1	\$22	SA, TB, CM, 5" brl
1875 Sch. Wells Fargo	.45 C	2d6+2	P/L	0	0	2	50	1	6	1	\$22	SA, TB, CM, 5" brl
1875 Schofield Cavalry	.44 W	2d6+2	P/L	0	+1	2	50	1	6	1.1	\$22	SA, TB, CM, 7" barrel
1875 Schofield Cavalry	.45 C	2d6+2	P/L	0	+1	2	50	1	6	1.1	\$22	SA, TB, CM, 7" barrel
1875 Schofield Hideout	.44 W	2d6+2	P/L	0	0	2	50	1	6	1	\$22	SA, TB, CM, 3.5" brl
1875 Schofield Hideout	.45 C	2d6+2	P/L	0	0	2	50	1	6	1	\$22	SA, TB, CM, 3.5" brl
1887 Colt Thunderer	.41	3d6	P/L	0	+1	3	50	1	1	1.2	\$25	DA, CM, 7.5" barrel
1892 Colt Lightning	.38 C	2d6+2	P/L	0	+2	3	50	2	6	1.2	\$27	DA, CM, 7.5" barrel
1894 Colt Bisley SAA	.44 W	2d6+2	P/L	0	+2	2	50	1	6	1.3	\$26	SA, CM, 7.5" barrel
1894 Colt Bisley SAA	.45 C	2d6+2	P/L	0	+2	2	50	1	6	1.3	\$28	SA, CM, 7.5" barrel
1895 Colt New Navy	.45 C	2d6+2	P/L	0	+1	3	50	2	6	.9	\$29	DA, CM, 6" barrel



WILD WEST ACTION!



1873 Springfield Cavalry



1863 CS Richmond



1861 Springfield rifle



1859 Sharps Berdan



1858 2-Band musket



Stoeger 12-ga. shotgun



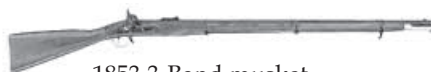
1874 Sharps Sporting rifle



1860 Henry Military



1770 Brown Bess musket



1853 3-Band musket



1841 Mississippi rifle



1803 Harper's Ferry rifle



1859 Sharps carbine



Winchester Mod. 1864



1861 Smith Carbine



Rolling Block Buffalo rifle



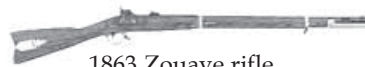
1860 Henry Iron Frame



1859 Sharps Infantry



1861 PH Musketoon



1863 Zouave rifle



1866 Yellowboy carbine



1866 Winch. Yellowboy



Pedersoli 2-barrel shotgun



1862 Pedersoli Quigley



1898 Colt Lightning

RIFLES OF THE OLD WEST

RIFLES

Weapon	Cal.	Dmg	Type	Acc	Rmod	STR	Max	RoF	Amm	Wt	Cost	Notes
1763 Charleville Musket	.69	4d6+2	P/L	0	+1	2	100	1/6	1	3.5	\$15	ML, 44.6" barrel
1770 Brown Bess Carbine	.75	3d6+2	P/L	0	+1	2	100	1/6	1	3.5	\$15	ML, 30" barrel
1770 Brown Bess Musket	.75	4d6	P/L	0	+2	2	150	1/6	1	4.3	\$15	ML, 42" barrel
1803 Harpers Ferry Rifle	.54	5d6	P/L	0	+1	3	200	1/6	1	3.9	\$24	ML, 35" barrel
1805 Harpers Ferry Rifle	.58	5d6	P/L	0	0	3	200	1	1	1.1	\$24	ML, 10" barrel
1820 Kentucky percussion	.451	4d6+2	P/L	+1	+2	2	100	1/6	1	3.1	\$15	ML, 35" barrel
1840 Kentucky flintlock	.50	5d6	P/L	+1	+2	3	100	1/6	1	3	\$15	ML, 35" barrel
1841 Mississippi Rifle	.54	5d6	P/L	0	+1	3	100	1/6	1	4.3	\$24	ML, 33" barrel
1841 Mississippi Rifle	.58	5d6	P/L	0	+1	3	200	1/6	1	4.3	\$24	ML, 33" barrel
1852 Sharps	.52	5d6	P/L	0	+3	3	300	1	1	3.7	\$25	TB, CP
1853 Parker-Hale 3 band	.577	5d6	P/L	0	+2	3	100	1/6	1	4.3	\$15	ML, 39" barrel
1855 Colt Root Repeater	.31	2d6	P/L	0	+1	1	100	1	6	1.8	\$8	SA, CB
1858 Enfield 2-Band	.58	5d6	P/L	0	+2	3	500	1/6	1	3.9	\$15	ML, UK mil.
1858 Parker-Hale 2 band	.577	5d6	P/L	0	+2	3	400	1/6	1	3.9	\$16	ML, 33" barrel
1858 Revolving Car.	.44 C	3d6	P/L	+1	+2	2	300	1	6	1.9	\$20	CP, 18" barrel
1859 Sharps Berdan	.54	5d6	P/L	0	+4	3	300	1	1	3.9	\$24	TB, CP, 30" barrel
1859 Sharps Carbine	.54	4d6+2	P/L	0	+3	3	300	1	1	3.5	\$26	TB, CP, Mil.
1859 Sharps Infantry	.54	5d6	P/L	0	+3	3	300	1	1	3.9	\$28	TB, CP, 30" brl, bayonet
1860 Henry Iron Frame	.44 W	3d6	P/L	+1	+4	2	400	1	13	4.2	\$50	BL, CM
1860 Henry Military	.44 W	3d6	P/L	+1	+4	2	400	1	13	4.2	\$60	BL, CM
1861 Enfield Musketoon	.58	4d6+2	P/L	0	+1	3	100	1/6	1	3.2	\$15	ML, 24" barrel
1861 P-H Musketoon	.577	4d6+2	P/L	0	+1	3	100	1/6	1	3.2	\$15	ML, 24" barrel
1861 Smith Carbine	.50	4d6+2	P/L	0	+2	3	300	1	1	3.5	\$18	BL, CP
1861 Springfield Rifle	.58	5d6	P/L	0	+3	3	400	1	1	4.7	\$24	ML, CP, 40" barrel
1862 Joslyn Carbine	.52	4d6+2	P/L	0	+2	3	300	1/6	1	5	\$15	ML, 24" barrel
1862 Pedersoli Quigley	.45	5d6	P/L	0	+4	3	600	1	1	5.9	\$24	ML, 34" barrel
1863 Carbine	.52	4d6+2	P/L	0	+2	2	300	1/6	1	4	\$15	ML, 24" barrel
1863 CS Richmond musk	.58	5d6	P/L	0	+1	3	400	1/6	1	4.7	\$15	ML, Confed. Mil.

GUNSLINGERS

1863 Springfield Rifle	.58	5d6	P/L	0	+2	3	400	1	1	4.6	\$24	ML, CB, 40" barrel
1863 Zouave Rifle	.58	5d6	P/L	0	+2	3	400	1	1	4.1	\$24	ML, 33" barrel
1865 Spencer Carbine	.52	4d6+2	P/L	0	+2	2	300	1	7	3.7	\$20	BL, CM
1865 Spencer Carbine	.44 H	3d6	P/L	0	+2	2	300	1	6	3.7	\$25	BL, CM
1865 Spencer Carbine	.50 G	4d6	P/L	0	+2	2	300	1	6	3.7	\$15	Repeating; BL, CM
1866 Henry Repeater	.44 H	3d6	P/L	+1	+4	2	600	1	15	4.1	\$55	BL, CM, 24.25" barrel
1866 Winch. Yellow Boy	.44 H	3d6	P/L	0	+3	2	500	1	12	3.9	\$35	LA, BL, CM, 24.5" brl
1869 Spfld. Trapdoor	.50 G	4d6+2	P/L	0	+3	2	800	1	1	3.8	\$15	BL, CM, 30" barrel
1870 Spfld. Trapdoor	.45 G	5d6	P/L	0	+3	2	600	1	1	3.8	\$22	BL, CM, 30" barrel
1871 Buffalo Classic	.45 G	5d6	P/L	0	+3	2	1500	1	1	3.6	\$38	TB, CM, 32" barrel
1871 Rem. Rolling Block	.50 G	4d6+2	P/L	0	+3	2	800	1	1	5.5	\$25	w/brass scope; BL, CM
1871 Sharps No. 3	.45 G	5d6	P/L	0	+4	2	1500	1	1	4.9	\$52	TB, CM, 34" barrel
1872 Rolling Block	.45 G	5d6	P/L	0	+3	2	1500	1	1	5.4	\$45	TB, CM, 30" barrel
1873 Sharps Creedmoor	.45 G	5d6	P/L	0	+4	2	400	1	1	4.5	\$50	BL, CM, 30" barrel
1873 Sharps Quigley	.45 G	5d6	P/L	0	+4	2	800	1	1	5.9	\$50	BL, CM, 34" barrel
1873 Springfield Car.	.45 G	4d6+2	P/L	0	+2	3	600	1	1	3.2	\$18	BL, CM, 22" barrel
1873 Springfield Rifle	.45 G	5d6	P/L	0	+3	2	800	1	1	3.8	\$15	BL, CM, 32.5" brl
1873 Winchester Car.	.44 W	3d6	P/L	0	+2	2	400	1	10	3.2	\$40	LA, BL, CM, 19" brl
1873 Winchester Car.	.32 W	2d6+2	P/L	0	+2	2	300	1	10	3.2	\$20	LA, BL, CM, 19" brl
1873 Winchester Rifle	.44 W	3d6	P/L	0	+3	2	600	1	12	3.7	\$40	LA, BL, CM; w/bayonet
1873 Winchester Rifle	.32 W	2d6+2	P/L	0	+3	2	400	1	12	3.7	\$20	LA, BL, CM, 24.5" brl
1874 Sharps Buffalo	.44 A	6d6	P/L	0	+4	4	1200	1	1	5.2	\$48	TB, CM, 34" barrel
1874 Sharps Cavalry	.45 G	4d6+2	P/L	0	+3	2	600	1	1	3.5	\$32	TB, CM, 22" barrel
1874 Sharps Deluxe	.45 G	5d6	P/L	+1	+4	2	800	1	1	4.9	\$75	TB, CM, 34" barrel
1874 Sharps Plains rifle	.45 G	5d6	P/L	+1	+4	2	600	1	1	4.8	\$50	TB, CM, 32" barrel
1874 Sharps Sporting	.45 G	5d6	P/L	+1	+4	2	600	1	1	4.6	\$29	TB, CM, 32" barrel
1874 Spfld. Cavalry	.45 G	4d6+2	P/L	0	+2	2	400	1	1	3.2	\$30	TB, CM, 22" barrel
1876 Ballard No. 4	.38 B	4d6	P/L	0	+3	3	500	1	1	4.5	\$40	LA, BL, CM, 32" brl
1876 Winchester	.45 W	3d6	P/L	0	+3	2	800	1	10	3.2	\$40	LA, BL, CM, 22" brl
1881 Marlin	.45 G	5d6	P/L	0	+3	2	600	1	9	5	\$32	LA, BL, CM, 28" brl
1881 Marlin	.32 B	3d6	P/L	0	+3	2	400	1	6	3.5	\$32	LA, BL, CM, 28" brl
1884 Colt Burgess	.44 W	3d6	P/L	0	+3	2	800	1	15	4	\$25	LA, CM, 25.5" brl
1885 High Wall	.40 S	5d6+2	P/L	0	+3	3	600	1	1	4.2	\$24	TB, CM, 30" barrel
1885 High Wall	.45 G	5d6	P/L	0	+3	2	800	1	1	4.5	\$28	TB, CM, 32" barrel
1886 Winchester	.45 G	5d6	P/L	0	+3	2	800	1	9	4.3	\$13	BL, CM, 26" barrel
1892 Winchester	.45 C	4d6+2	P/L	0	+3	2	400	1	6	3.2	\$50	LA, BL, CM, 24.5" brl
1892 Winchester	.32 B	3d6	P/L	0	+3	2	400	1	6	3.2	\$50	LA, BL, CM, 24.5" brl
1892 Winchester Car.	.32 B	3d6	P/L	0	+2	2	400	1	10	2.7	\$20	LA, BL, CM, 20" brl
1894 Marlin Carbine	.45 C	4d6	P/L	0	+2	2	300	1	10	3.2	\$40	LA, BL, CM, 20" brl
1894 Marlin Cowboy	.45 C	4d6+2	P/L	0	+2	2	800	1	10	3.2	\$40	LA, BL, CM, 24" brl
1894 Marlin Cowboy	.44 W	3d6	P/L	0	+2	2	800	1	14	3	\$40	LA, BL, CM, 20" brl
1894 Marlin Cowboy	.32 B	3d6	P/L	0	+2	2	400	1	6	3	\$50	LA, BL, CM, 20" brl
1894 Winchester	.38 W	5d6	P/L	0	+3	3	500	1	6	2.8	\$45	LA, BL, CM, 20" brl
1894 Winchester Carb.	.38 W	5d6	P/L	0	+2	3	300	1	10	2.7	\$40	LA, BL, CM
1895 Marlin Cowboy	.45 G	5d6	P/L	0	+3	2	800	1	9	3.6	\$40	LA, BL, CM, 26" brl
1898 Colt Lightning	.44 W	3d6	P/L	0	+2	2	800	1	14	3.2	\$40	PA, BL, CM, 26" brl
Air rifle	.05	1d6	B/L	0	-1	1	50	1	50	1	\$6	Child's BB gun, LA
Buffalo Rifle	.58	5d6	P/L	0	+3	4	1000	1	1	5	\$25	ML
J.P. Murray Carbine	.58	4d6+2	P/L	0	+2	3	400	1/6	1	3.4	\$24	BL, CM, 23.5" barrel
Parker-Hale Volunteer	.451	4d6+2	P/L	0	+1	2	600	1/6	1	4.3	\$15	ML, 32" barrel
Parker-Hale Whitworth	.451	4d6+2	P/L	+1	+1	2	800	1/6	1	4.4	\$15	ML, 36" barrel
Sharps .45-120	.45 SS	6d6+2	P/L	-1	+4	4	1500	1	1	8.6	\$105	TB, CM, 32" barrel
Sharps .45-90	.45 S	6d6	P/L	0	+4	3	1500	1	1	5.5	\$100	TB, CM, 32" barrel

WILD WEST ACTION!

SHOTGUNS

Weapon	Ga.	Dmg	Type	Acc	Rmod	STR	Max	RoF	Amm	Wt	Cost	Notes
Stevens, 1-barrel	10	7d6	P/L	0	0	3	100	1	1	3	\$15	TB, Special*
1871 Loomis, 1-barrel	12	6d6+2	P/L	0	0	3	100	1	1	4	\$12	TB, Special*
1883 Colt, 1-barrel	12	6d6+2	P/L	0	0	3	100	1	1	4	\$12	TB, Special*
1889 Marlin, 1-barrel	12	6d6+2	P/L	0	0	3	100	1	1	4	\$12	TB, Special*
Shotgun, 1-barrel	16	6d6	P/L	0	0	3	100	1	1	4	\$10	TB, Special*
Hartford Cowboy, 2-barrel	12	6d6+2	P/L	0	0	3	100	2	2	5	\$15	TB, Special*
Pedersoli, 2-barrel	12	6d6+2	P/L	0	0	3	100	2	2	3.2	\$15	TB, Special*
Stoeger, short barrel 2-shot	12	6d6+2	P/L	0	0	3	100	2	2	5	\$15	TB, Special*
Winchester 1897, pump	12	6d6+2	P/L	0	0	3	100	1	5	4	\$29	TB; Special*

* See the *Shotguns* section in the *Combat* chapter for detailed rules for handling shotgun damage.

HEAVY WEAPONS & MISCELLANEOUS

Weapon	Cal.	Dmg	Type	Acc	Rmod	STR	Max	RoF	Amm	Wt	Cost	Notes
<i>Machine-guns (by caliber)</i>												
1862 Gatling gun	.40	4d6+2	P/L	0	+1	4	400	5:30	100	38	\$1500	AF
1862 Gatling gun	.58	5d6	P/L	0	+1	4	500	5:30	100	38	\$1500	AF
1879 Gatling gun	1-in.	7d6	P/L	0	+2	4	800	5:30	100	40	\$1600	AF
<i>Cannons</i>												
3-in. Ordnance rifle	—	10d6	B/L	0	+2	Crew	1700	1/6	1	525	—	“Rodman”
6-lb. field gun	—	12d6	B/L	0	+2	Crew	1400	1/10	1	400	—	1841 model
12-lb. siege gun	—	14d6	B/L	0	+3	Crew	1400	1/10	1	550	—	1857 model
12-lb. Mtn. howitz.	—	14d6	B/L	0	+3	Crew	800	1/10	1	200	—	1860 model
20-lb. Parrot	—	16d6	B/L	0	+4	Crew	1800	1/10	1	800	—	1861 model
24-lb. siege gun	—	16d6	B/L	0	+4	Crew	1200	1/10	1	600	—	1845 model
32-lb. Seacoast gun	—	18d6	B/L	0	+4	Crew	8 km	1/10	1	3400	—	1845 model
<i>Explosives</i>												
Dynamite, 1 stick	—	8d6	B/L	0	0	3	STRx10	1	—	.5	\$4	EX
2 sticks	—	10d6	B/L	0	0	3	STRx10	1	—	1	\$8	EX
4 sticks	—	12d6	B/L	0	0	3	STRx5	1	—	2	\$16	EX
8 sticks	—	14d6	B/L	0	0	3	STRx5	1	—	4	\$32	EX
12 sticks	—	15d6	B/L	0	0	3	STRx3	1	—	6	\$48	EX
16 sticks	—	16d6	B/L	0	0	3	STRx3	1	—	8	\$54	EX
Nitroglycerine, vial	—	8d6	B/L	0	0	—	STRx5	1	—	.5	\$3	EX
Powder, canister	—	10d6	B/L	0	0	—	STRx3	1	—	.5	??	EX
Powder, keg	—	14d6	B/L	0	0	—	—	1	—	3.5	??	EX
Powder, barrel	—	18d6	B/L	0	0	—	—	1	—	40	??	EX

GUNSLINGERS



CALIBER/AMMUNITION NOTES

As was the custom of the time, the big bore black powder cartridges were named by their nominal bullet diameter and typical maximum powder charge. Thus the “.45-70” was a black powder cartridge that used a .45 caliber bullet in front of 70 grains of powder.

The various ammunition types and calibers available are described below.

.32/B: The .32-40 Ballard cartridge. It was originally a Ballard development, designed for single shot rifles as a combination hunting and target cartridge.

.32/W: The .32-20 (or .32 WCF) Winchester cartridge. This round has a .312 to .314-inch diameter bullet with a 1.315-inch-long casing. It was developed in 1882 for use in both rifles and handguns, and was advertised as a combination small game, varmint and deer cartridge.

.38/B: The .38-50 Ballard cartridge. A proprietary cartridge developed for the Ballard rifles.

.38/W: The .38-38 WCF Winchester cartridge. Marlin later insisted that manufacturers load the rounds with 40 grains of powder and named their version of the cartridge the .38-40. In game terms, these two cartridges are functionally identical.

.40/S: The .40-90 Sharps cartridge. This round has a .403 bullet with a 2 and 5/8-inch-long casing. It was developed in 1873 and was a popular rifle cartridge. The .40-100 used the same casing but with a different powder load, resulting in a lighter but higher velocity projectile. For game purposes the cartridges are identical.

.44/A: The .44-100 Smith & Wesson American rimmed centerfire cartridge. This round has a .434 bullet with a .91-inch-long casing. It was developed in 1869 and manufactured through the early 1870s.

.44/B: The .44-100 Ballard cartridge. This round has a .434 bullet with a 2.81-

inch-long casing. It was developed in 1876 and discontinued by the end of the decade when it was replaced by the .45-100 cartridge.

.44/C: The .44 Colt centerfire cartridge (not to be confused with the .45 Auto Colt Pistol cartridge, which was introduced decades later). This round has a .434-inch bullet with a 1.10-inch-long casing. It was originally used in conversions of the 1860 Colt Army revolver. Production essentially ended when Colt began producing the .45 Colt cartridge.

.44/H: The .44 Henry Flat rimfire cartridge. This round has a .446 bullet with a .875-inch-long casing. First used in the Henry Repeating rifle (1860), this was one of the first metal cartridge rounds in use in the Old West.

.44/M: The .44 Merwin & Hulbert cartridge. This was a proprietary cartridge developed for Merwin & Hulbert revolvers in the mid-1870s but by the end of the decade was replaced by the .44 Winchester.

.44/R: The .44 Smith & Wesson Russian cartridge. The .44 Russian bullet is .429-inch in diameter with a .97-inch-long case. Developed in 1870 and manufactured for the Imperial Russian government through the 1870s. By 1880, this and the .44 Winchester were the only .44 cartridges in widespread use.

.44/S: The .44-77 Sharps or .44-77 Remington cartridge. The .44-77 bullet is .446-inch in diameter with a 3.05-inch-long case. Developed in 1869 by Sharps for the Model 1869 rifle and later by Remington for use in their No. 3 Rolling Block rifle. The cartridge is used for both hunting and target shooting.

.44/W: The .44-40 Winchester Cartridge. Developed in 1873 for the Winchester rifle. By 1880, this and the .44 Russian were the only .44 cartridges in widespread use.

.45/B: The .45-100 Ballard cartridge. This round has a .434 bullet with a 2.81-inch-long casing. It was developed in 1878 and debuted with the Ballard Sporting No. 4 1/2 rifle. It replaced the older .44-100 cartridge but was itself discontinued about 1889.

.45/C: The .45 Colt cartridge. Originally developed in 1873 for the Colt Single Action Army revolver, otherwise known as the Peacemaker.

.45-60: The .45-60 cartridge. Originally developed in 1876.

.45/G: The .45-70 Government cartridge. Originally developed in 1873, this round has a .458 bullet with a 2.105-inch-long casing. Sharps also produced

WILD WEST ACTION!

the .45-70 Sharps cartridge, which was the same dimensions and load of the .45-70 Government; thus, they are treated in this game as identical rounds.

TRIVIA

In ballistic tests, the .45-70 405 grain bullet penetrated 7.3" of white pine boards at a range of 700 yards. Because of the cartridge's arced trajectory, however, its point blank range was limited to about 150 yards for man-sized targets.

.45/W: The .45-75 Winchester rifle cartridge. Developed in 1876 for the Winchester rifle model of the same year. This round has a 1.89-inch-long case, making it shorter and fatter than the .45-70 Government cartridge. Teddy Roosevelt is said to have favored this cartridge for grizzly bear hunting.

.45/S: Th .45-90 Sharps cartridge. This round has a .458 bullet with a 2.4-inch-long casing. Other Sharps rounds using the same basic casing were the .45-100 and .45-110 Sharps (Straight), which are functionally the same as the .45-90. Note that .45-70 Government cartridges can be safely fired in guns chambered for the .45-90, though the reverse is not true.

.45/SS: Th .45-120 and .45-125 Sharps (Straight) cartridges. Externally the two cartridges are identical, and the same rifle can fire either cartridge. These rounds have a .458 bullet with a 3.25-inch-long case.

.50/G: The .50 Government cartridge is, in fact, a .50-70 musket cartridge. This was the U.S. Army's service cartridge from 1866 until it was replaced by the .45-70 Government cartridge in 1873. This round has a .515 bullet with a 1.75-inch-long casing.

TRIVIA

Not well known is the fact that the Sharps company produced target rifles as well as hunting rifles. The company's rifles were quite successful in match competition and gained a reputation for accuracy. Shooters who used the rifles were known as "Sharps shooters," which was later contracted to "sharpshooter."

WEAPON NOTES

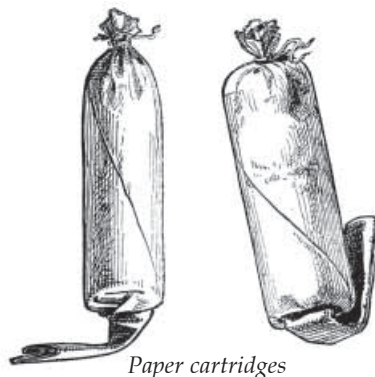
AF – Automatic Fire: This weapon is capable of automatic fire. See the *Core Rules* for information on auto-fire.

BL – Breech Loader: This weapon is loaded via an opening in the weapon's receiver, such as a "port" on one side of the receiver. Examples include the 1866 Winchester "Yellowboy."

CB – Percussion Cap and Ball: These weapons have a small cap containing a priming charge, which is placed over the nipple of a muzzle-loading weapon. When struck by the hammer, flame is directed through the nipple to the propellant powder. Example pistols of this type include the Colt Dragoon .44, Colt Navy .36 and Remington New Model Army.

CM – Metal Cartridge: This weapon fires a metal cartridge round. Examples of metal cartridge guns include the Colt .45 Peacemaker and the 1892 Winchester rifle.

CP – Paper Cartridge: This weapon fires a paper cartridge round. Examples of paper cartridge guns include the 1861 Colt .44-40 Navy revolver and the 1852 Sharps rifle.



Paper cartridges

CSA: Confederate States of America. This weapon was used by Confederate troops during the American Civil War.

DA – Double Action: This revolver's hammer is automatically cocked and the cylinder rotated with the pull of the trigger. Double action revolvers typically required a stronger hand than single action models.

EX – Explosive: This weapon's damage is explosive in nature. See the *Core Rules* for information on explosive damage.

LA – Lever Action: Lever action rifles require the user to use a lever to manually eject a spent cartridge and chamber a fresh one. Examples include

the Henry Repeating Rifle and Winchester Model 1873.

Mil.: This is a military version weapon and may not be legally available to non-military characters (GM's discretion).

ML – Muzzle Loader: This is a black powder weapon that requires reloading by shoving black powder and a lead ball down the muzzle. A small bit of primer powder located near the trigger must be ignited for the weapon to fire. Examples of this pistol include the Wogdon .45 and Kentucky .45.

PA – Pump Action: Pump action rifles and shotguns require the user to use a pump-action slide (located under the barrel) to manually eject a spent cartridge and chamber a fresh one. Examples include the Colt Lightning rifle.

RoF – Rate of Fire: Listed as rounds per Turn. When two or more numbers are separated by a colon—such as "n:n"—the weapon is capable of more than one mode of fire and thus more than one possible RoF (e.g., a Gatling gun with a listed RoF of 5:30 means the weapon may be fired at a "slow" rate of up to 5 rounds per Turn or in "autofire" mode up to 30 rounds per Turn).

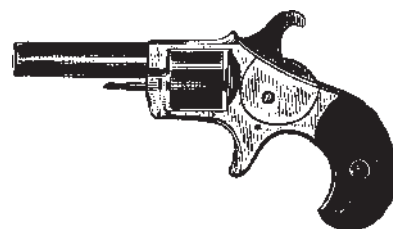
SA – Single Action: This revolver requires the user to manually cock the hammer before firing.

TB – Top Break: Top Break weapons have a hinged receiver, allowing it to be opened so that the receiver (or cylinder) and barrel point downward while holding the grip or stock. The user must manually eject spent cartridges or caps and reload fresh ones. Examples include the 1875 Schofield Wells Fargo, the .52 Sharps Carbine, and most shotguns.

TD – Trap Door: Trap Door rifles ... Examples include the 1869 Springfield Trapdoor rifle.

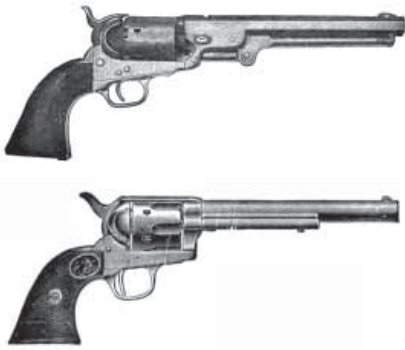
UK: United Kingdom (Great Britain).

Year: When included in the Notes section, this indicates the year that the weapon was first available. Characters cannot acquire these weapons if the campaign is set in an earlier year.



GUNSLINGERS

CUSTOM FIREARMS



The most feared gunslingers don't settle for any standard hogleg right off the store shelf. Most will have some type of modification done to their firearm. All custom firearms require someone with the Craft (Gunsmith) skill to perform modifications to the weapon. If the craftsman fails his skill roll, he has damaged the weapon and it must be repaired before it can be used or further modifications attempted.

PISTOL MODIFICATIONS

CUSTOM GRIP

This hogleg feels as if it was born in your hand. This modification grants a +1 Acc. and +1 INI to any attack made with the weapon. These bonuses are *only* conferred to the hombre that the pistol was made for. It functions as a standard weapon in any other cowpoke's hand.

HAIR TRIGGER

Better not be fiddlin' around with this thing idly, it just may go off by accident. This modification gives your pistol a +1 INI bonus.

LENGTHENED BARREL

This hogleg can gun you down from a few extra paces, but is a tad slower on the draw. This modification gives your pistol a -1 INI penalty for fast draws but increases the maximum effective range of the weapon by 25 meters.

SHORTENED BARREL

You'll shorten the firing distance, but you can whip this puppy out of your holster quicker. This modification gives your pistol a +1 INI bonus for fast draws but reduces the maximum effective range of the weapon by 10 meters.

RIFLE MODIFICATIONS



CUSTOM SIGHTS

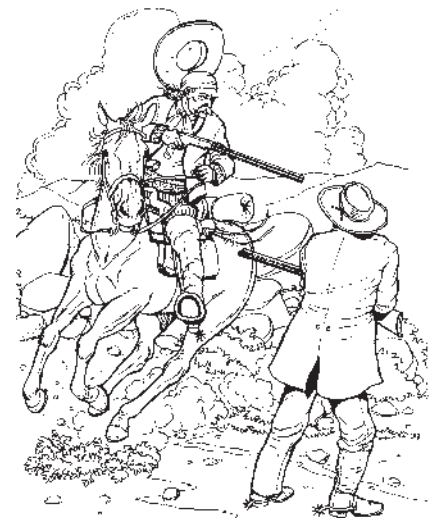
You could shoot a nut out of a squirrel's paws at 50 paces with this longarm. This modification gives your rifle a +1 Accuracy (Acc.) bonus.

LENGTHENED BARREL

This longarm can shoot a mile, but is a bear to use. This modification increases the maximum effective range of the weapon by 25% but also causes a -2 INI penalty while wielding it.

SHORTENED BARREL

This stubby fella can get off a quick shot. This modification causes a -1 Accuracy (Acc.) penalty and a reduction of the maximum effective range of the weapon by 25%, but provides a +1 INI bonus.



FIREARM MODIFICATIONS

Modification	Cost	TN	Notes
Engraving	\$1 to \$5	24	
Plating			
Silver	\$5	21	
Gold	\$10	24	
Grips (pistols)			
Custom	\$10	15	+1 Acc., +1 INI (owner only)
Ivory handle	\$1.50	—	
Pearl handle	\$2.50	—	
Hair trigger (pistol)	\$10	18	+1 INI
Custom sights (rifle)	\$20	21	+1 Acc.
Barrel			
Shortened (pistol)	\$5	18	-10m Max., +1 INI
Shortened (rifle)	\$5	18	+1 INI, -1 Acc., -25% Max.
Lengthened (pistol)	\$10	21	+25m Max., -1 INI
Lengthened (rifle)	\$30	24	+25% Max., -2 INI

WILD WEST ACTION!

COMBAT

"There's always a man faster on the draw than you are, and the more you use a gun, the sooner you're gonna run into that man."

—Gunfight at the O.K. Corral

You're probably itchin' to have your hombre whip out those hoglegs of his and, heck, what would the Wild West be without a good ol' shootout or a barroom brawl? The following rules are additions or clarifications to the *Core Rules*. In some cases (such as Attack Roll Modifiers), some of the basic rules have been reprinted here to avoid having to switch between rulebooks too often.

SHOOTOUTS

Shootouts are a staple of the Wild West genre. The following rules explain how to resolve a shootout between two or more gunmen. Each of the stages of a shootout are explained below.

SHOWDOWN

"Are you gonna pull those pistols or whistle Dixie?"

—The Outlaw Josey Wales

Two steely-eyed hombres staring each other down at 60 paces on Main Street at high noon... The classic Western showdown. A showdown isn't just about drawing your sidearm and firing. The courage of your gunfighter is also taken into account.

No proper showdown starts without a test of wills. The duelists stand and stare at each other, trying to frighten, distract, or otherwise unnerve their opponent. If there are multiple gunmen on either side, have each character involved in the showdown select a primary op-

ponent from the other side. If there are only two gunmen engaged in the showdown then they are automatically "paired up" for the showdown.

Each character makes a contested Persuasion (Intimidate) skill roll. A bonus may be applied to the Persuasion skill roll if a character has the Cool Headed advantage or the Infamous disadvantage based on a fear or awe-inspiring justification (such as "Ruthless killer" or "Expert gunfighter" or "Gun-slinger"). The bonus is +3, +6 or +9 depending on the level of the trait. (see the *Core Rules* for information on Disadvantages).

Compare the totals of each character's Persuasion roll. The character with the higher total is the winner. The loser of the contest suffers a penalty to his Firearms skill roll equal to half the amount by which he lost the opposed roll (rounded down). This penalty lasts through the first turn. If the gunman survives the first turn of combat, he regains his nerve and is no longer subjected to this penalty.

CALLING IT OFF

"Now I don't want to kill you and you don't want to be dead."

—Silverado

The winner of the showdown may call off the fight without being labeled a coward. If the loser insists on continuing the confrontation, then the shootout proceeds as normal.

The loser of the showdown may try to call off the gunfight and "talk things over." If the winner of the showdown

refuses to stop the fight, the shootout commences and the winner of the showdown receives the Infamous: Ruthless disadvantage (at the inconvenience level).

If the winner of the showdown is an NPC and the loser of the showdown trying to back out of the fight is a player character, then the loser must make a contested Persuasion skill roll, with a Target Number equal to the winner's original Persuasion (Intimidation) roll achieved during the showdown. Success indicates that the winner has agreed to call off the fight.

RECORDED GUNFIGHTS IN TEXAS & KANSAS, 1870-1899

Year	Number
1870	6
1871	22
1872	13
1873	27
1874	14
1875	13
1876	22
1877	21
1878	36
1879	22
1880	25
1881	27
1882	15
1883	9
1884	17
1885	7
1886	7
1887	20
1888	10
1889	9

GUNSLINGERS



Once the first turn of combat is concluded, subsequent turns are resolved normally, as described in the *Core Rules*.

COMBAT MODIFIERS

Cabot Young: "You must have missed."

Campbell: "Naw, we just killed the same one twice."

— *Escape from Fort Bravo*

A variety of situations common in a Wild West game can affect a skill roll made to hit a target in combat. We have reprinted the combat modifiers table from the *Core Rules* here, although altered somewhat (e.g., with some new situations, some modifiers changed) for the genre. We recommend using this revised table in place of the one appearing in the *Core Rules*. All listed modifiers are applied to the skill roll for the attack.

"He did it! He missed the barn!"

— *Cat Ballou*

DRAW! (INITIATIVE)

"I'm faster than you'll ever live to be."

— *High Plains Drifter*

This is where all gunfighters involved in the shootout draw their weapons and get to shootin'. Before any actual drawing of weapons occurs, all participants must declare their intended action. (It may be a good idea to have the players secretly write down or tell the GM their action to prevent ganging up on one opponent.)

To determine the order in which the characters act, each player rolls 1d6 and adds it to his character's INI, as described in the *Core Rules*, with the following modifiers.

THE SHOOTIN' STARTS

"The fight's commenced! Get to fightin' or get away!"

— *Tombstone*

Those smoke-wagons are bein' skinned and the lead is startin' to fly!

It's important to remember that any character who performs a Fast Draw action suffers a -3 penalty to his Firearms skill (or appropriate weapon skill if Fast Draw is used with some other weapon) that turn. For other combat skill roll modifiers, see *New Combat Modifiers*, above.

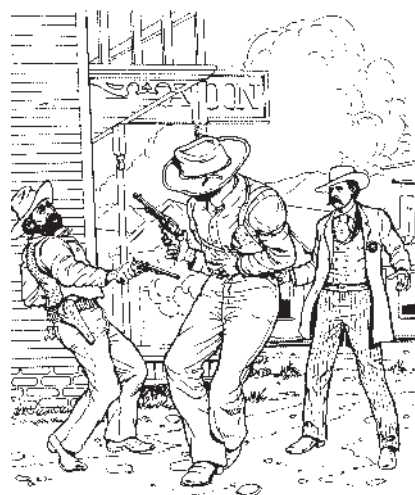
INITIATIVE MODIFIERS

Circumstance	Modifier
<i>Gunman has Fast Reflexes</i>	
Convenience level	+1
Edge level	+2
Gift level	+3
<i>Weapon size</i>	
Pocket pistol (from pocket or holster)	-1
Pocket pistol (spring sleeve)	+2
Small pistol (less than 6" barrel)	+/-0
Large pistol (6" or longer barrel)	-1
Sawed-off shotgun	-2
Carbine (from back holster or saddle sleeve)	-2
Rifle (from back holster or saddle sleeve)	-3
<i>Holster</i>	
Standard (military style)	-2
Fast-draw style (open top, leg tie)	+0
<i>Weapon modifications</i>	
Custom grips (pistols only)	+1
Hair trigger	+1
Shortened barrel	+1
Lengthened barrel (pistol)	-1
Lengthened barrel (rifle)	-2
<i>Miscellaneous</i>	
Fast Draw Action (-3 to Firearms)	+2
Hip shot (-2 to Firearms roll)	+1
Shooting sawed-off shotgun one-handed	-1
Shooting carbine/rifle one-handed	-2
<i>Shooter's position</i>	
Gun in hand (already drawn)	+3
Seated	-1
Prone	-2

WILD WEST ACTION!

COMBAT MODIFIERS TABLE

Target Size	Modifier
Gargantuan, 32m or more (ship, bridge)	+12
Huge, 16m or more (barn, lg. house, steamboat)	+6
Very large, 8m or more (wagon train, sod house)	+4
Large, 4m or more (horse, tree, wagon, outhouse)	+2
Medium, 2m (human)	0
Small, 1m or less (dog, rifle, wooden barrel)	-2
Very small, 1/2m or less (pistol, snake, limb)	-4
Tiny, 1/4m or less (rope, bullseye)	-6
Visibility	Modifier
Very poor (heavy dust storm)	-5
Poor (heavy fog, dust storm)	-3
Fair (light fog, heavy rain)	-1
Good (normal conditions)	0
Target Behind Cover	Modifier
Half body visible	-2
Head and shoulders only visible	-4
Head only visible	-6
Target silhouetted (e.g., in window of lit room)	+2
Performing Comanche Riding action	-3
Elevation	Modifier
Target higher than attacker (e.g., target on horse)	-2
Target lower than attacker (e.g., attacker on horse)	-1
Aiming	Modifier
Aiming	+2 per turn (+6 max)
Braced (stable base, etc.)	+2
Miscellaneous Conditions	Modifier
Fanning (up to [REF] shots)	-1 per shot
Fast Draw (provides +2 INI)	-3
Hip shot (provides +1 INI)	-2
Improvised weapon (rock, bottle)	-2
Lost showdown	- (1/2 difference of Persuasion rolls)
Multiple targets	-2 per target
Shooting from horseback, walking	-1
Shooting from horseback, running	-3
Shooting from horseback, sprinting	-5
Target is behind shooter	-5
Distance (offset by ACC)	Modifier
1 meter	0
2-3 meters	-1
4-5 meters	-2
6-15 meters	-3
16-25 meters	-4
26-35 meters	-5
36-50 meters	-6
51-100 meters	-7
101-150 meters	-8
151-200 meters	-9
201-300 meters	-10
301-400 meters	-11
401-600 meters	-12
601-800 meters	-13
801-1,000 meters	-14
Target Moving	Modifier
3-4 m/turn (walking)	-1
5-8 m/turn (jog)	-2
9-16 m/turn (running)	-4
17-32 m/turn (sprinting)	-6
33-64 m/turn (24-42 mph)	-8
One-/Off-handed shooting	Modifier
Firing rifle/shotgun one-handed	-3
Firing sawed-off shotgun one-handed	-2
Shooting with off-hand	-3
Shotgun modifiers	Modifier
Firing shotgun at 4-5m	+1
Firing shotgun at 6-15m	+2
Firing shotgun at 16-25m	+3
Firing sawed-off shotgun at 2-3m	+1
Firing sawed-off shotgun at 4-5m	+2
Firing sawed-off shotgun at 6-15m	+3



ONE-HANDED SHOOTING

Pistols are designed to be fired with one hand. Rifles and shotguns require a shooter to use both hands to fire them effectively. A character attempting to shoot a rifle or full-sized shotgun one-handed receives a -3 penalty to his attack roll. Sawed-off shotguns and rifles with shortened barrels are a little easier to control with one hand, and so can be fired one-handed at only a -2 penalty.

The complications don't end there. Lever-action rifles usually need two hands to cock as a free action. A cowpoke can attempt to cock the rifle one-handed as a free action with a maneuver known as a "rifle spin" by making a successful Gunplay roll (TN 15). If the roll fails by 3 or more, the cowpoke drops the rifle. If he fails by 6 or more, he shoots himself! Otherwise, cocking a rifle one-handed is a Special action.

If your cowpoke has to load any firearm one-handed, double the normal time listed to reload that gun.

BACKSHOOTING

Shooting a man in the back is despicable and unmanly. Any character who attempts to shoot someone in the back will automatically gain the Infamous: Backshooter disadvantage or, if they already have the disadvantage, it increases one level in severity.

The gentlemanly way to approach an unsuspecting opponent from behind is to announce one's presence. The situation is then resolved exactly like a normal Fast Draw, except of course that the formerly unsuspecting target suffers a penalty for having his back to his opponent.

GUNSLINGERS

If a character is challenged from behind, he has the option of throwing down his weapon and surrendering or engaging in a showdown with the aforementioned penalty.

MISFIRES

A misfire occurs when firearm ammunition (powder, cartridge, or shell) fails to fire properly. Any ammunition that misfires is ruined and cannot be reused. A firearm misfires when a natural 3 is rolled on the dice when making an attack roll. When a misfire occurs, roll on the table below.

ACCIDENTAL DISCHARGES

An accidental discharge is the unintentional firing of a weapon. For the most part, accidental discharges are the result of user error, but there are some situations which can result in the accidental discharge of a firearm.

When loading a revolver, it was common practice to leave the chamber on which the hammer rests unloaded. Loading a live cartridge or cap in the chamber beneath the hammer could result in an accidental discharge in the event the gun was dropped or struck. Any time a character's revolver is dropped, struck or otherwise jarred, the GM should ask the player if the gun is "fully loaded." If the player answers yes, then the GM should roll on the following table. Players may spend an Action Point to adjust this roll, adding 5 from the roll (or subtracting 5 to the another character's roll – such as an enemy's roll – if they so choose).

The GM may adjust the results based on the specific circumstances surrounding the accidental discharge. For example, if a character is aiming a gun at another character to "cover" them and then suffers an accidental discharge, the GM could rule that the shot automatically strikes the covered character.

MISFIRE RESULTS TABLE

3d6 Misfire Result

- 3-10 **Clear manually:** Clearing the barrel of a firearm involves removing the ammunition that failed to fire properly before the barrel or chamber can be fired again. The other five chambers of a revolver or the other barrel of a shotgun or a derringer may be fired normally, but rifles must be cleared before they can be fired at all. Clearing the barrel is a Special action.
- 11 **Jam:** The ammunition is jammed into the firing chamber and must be cleared manually. Clearing jammed ammunition takes one minute (20 full-turn actions). The jam must be cleared from revolvers and rifles before the firearm can be used again, but the other barrel of a derringer or a shotgun can be fired normally.
- 12-14 **Fouled barrel:** The ammunition misfire has added debris to the barrel and chamber of the firearm. The misfire range of the firearm is now doubled (i.e., a natural 3, 4, 5, or 6 rolled on the dice will result in another misfire). A fouled barrel affects all shots fired from a revolver or rifle. In the case of multi-barreled weapons such as shotguns and derringers, a fouled barrel affects only the barrel that misfired; the other barrel remains unaffected. This penalty persists until the firearm has been cleaned thoroughly, which requires a firearm cleaning kit and 5 minutes. The effects of fouling the barrel stack multiple times.
- 15-16 **Damaged barrel:** The ammunition misfire has damaged the barrel. All subsequent shots fired from that barrel are five times as likely to result in a misfire, and all subsequent misfires roll at +6 on the Misfire table. The damaged barrel can be repaired by a Craft (Gunsmith) roll (TN 18). If a barrel is damaged by misfire a second time, all subsequent attempts to use the firearm result in misfires.
- 17-18 **Explosion:** The ammunition explodes in the barrel. The weapon is damaged severely, and the wielder suffers normal damage as if he had been hit by the attack. A firearm that has had an explosive misfire cannot be fired again until repaired, requiring a Craft (Gunsmith) skill roll (TN 24). In the case of a misfired shotgun, only the wielder is affected; the explosion is localized and does not duplicate the area of effect. An explosive misfire renders both barrels of a shotgun unusable, but it does not set off the ammunition in the other barrel.

ACCIDENTAL DISCHARGE TABLE

3d6 Result

- 3-5 Weapon discharges and strikes the character, doing full damage.
- 6-8 Weapon discharges and strikes a random person in the area (either directly, by a ricocheted shot, and so on), doing full damage.
- 9-12 Weapon discharges and strikes the ground or some inanimate object (either directly, by a ricocheted shot, and so on).
- 13-14 Weapon discharges but strikes the ground or otherwise misses all potential targets.
- 15 Weapon misfires (see *Misfires*, above).
- 16-18 No discharge

Mod. Condition

- 1 Gun has hair trigger
- 2 Gun has notched hammer
- 1 Character has the Unlucky disadvantage at the Inconv. [-2 pts.] level
- 3 Character has the Unlucky disadvantage Hardship. [-5 pts.] level
- 5 Character has the Unlucky disadvantage Peril. [-10 pts.] level
- +/-5 Each Action Point spent



WILD WEST ACTION!

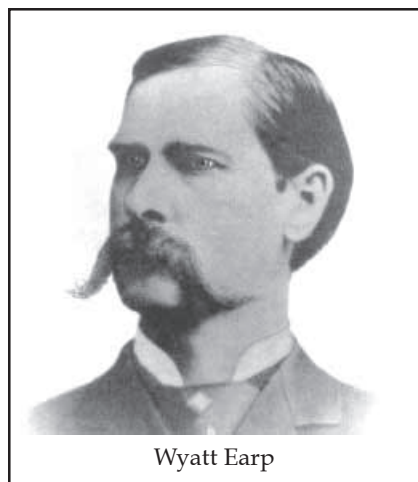
PARTING SHOTS

It is possible for a character who is knocked unconscious during a shootout to still get off one desperate shot. If the character makes a successful WIL + Concentration roll (TN 21), he gets off one shot at his declared target with the appropriate penalty for wounding (see *Damage* in the *Core Rules*).



SHOOTOUT AT THE O.K. CORRAL

This famous gunfight took place in Tombstone, Arizona, October 26, 1881. The Clantons and McLaurys were cowboys and cattle rustlers and held a grudge against the Earps after Wyatt's intervention in a prior incident resulting in the death of the town sheriff. After months of antagonism, the Earp brothers (recently deputized as Marshals) and their friend "Doc" Holliday faced down the Clantons and McLaurys. Sheriff John Behan and Billy Claibourne, friends and associates of the cowboys, managed to watch most of the shootout from safely behind Fly's Photograph Gallery. Although Wyatt refused to allow Behan to arrest him and his brothers that day, the sheriff eventually did jail Wyatt and Doc Holliday, although they were later acquitted by the judge.



Wyatt Earp



FIREARMS

SHOTGUNS

Shotguns fire a shell that contains a dozen or so .32 caliber metal pellets or "shot" (it's like hitting a target with ten .32 caliber pistol rounds at once). The shot spreads rapidly, however, as it leaves the barrel, covering a larger area the farther from the barrel that it travels.

As one might guess, this makes it easier for even a fairly unskilled character armed with one of these weapons to hit a target than a regular firearm that unleashes only a single bullet with each shot. On the other hand, it also means that the further from the target the shot is, the less of the shot hits it (and thus, less damage is dealt).

In game terms, any character firing a shotgun gets a Range Modifier (or Rmod) bonus to his Firearms skill roll

at certain range increments, up to a maximum bonus of +3. Beyond this range, the spread of the shot becomes wide enough that it is unlikely that many of the pellets will strike the same target (thus eliminating the Rmod bonus).

In addition, a shotgun has a spread effect beyond the first range increment as shown on the following table. On the other hand, the shotgun's damage is reduced the further target is from the barrel.

SHOT SPREAD

The spread of a shotgun is centered on the intended target and fans out from that point. Where it cannot spread out equally to either side, the GM should randomly determine the direction (left or right) that the shot spreads. The attacker must make attack rolls to hit the secondary targets, taking into account normal modifiers for distance plus the Rmod bonus (if applicable).

GUNSLINGERS

SHOTGUN DAMAGE AND SPREAD TABLE

Target Range (m)	Standard shotgun		Damage (by gauge)		
	Spread	Rmod	10 ga	12 ga	16 ga
1	—	+/-0	7d6	6d6+2	6d6
2-3	—	+/-0	6d6+2	6d6	5d6+2
4-5	—	+1	6d6	5d6+2	5d6
6-15	1 meter	+2	5d6+2	5d6	4d6
16-25	2 meters	+3	4d6+2	4d6	3d6
26-35	3 meters	+/-0	3d6+2	3d6	2d6
36-50	4 meters	+/-0	2d6+2	2d6	1d6
51-100	5 meters	+/-0	1d6+2	1d6	1 point

Target Range (m)	Sawed-off shotgun	
	Spread	RMod
1	—	+/-0
2-3	—	+1
4-5	1 meter	+2
6-15	2 meters	+3
16-25	3 meters	+/-0
26-35	4 meters	+/-0
36-50	5 meters	+/-0
51-100	—	—

* Sawed off shotguns reduce the damage by 1 step (i.e., 7d6 becomes 6d6+2, 6d6+2 becomes 6d6, and so on).

SHOTGUN DAMAGE V. ARMOR

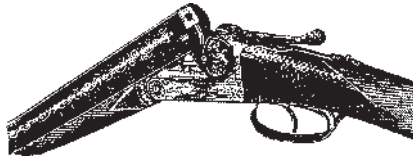
To simulate the effect of multiple projectiles comprising a single attack, any AV is doubled for purposes of reducing the damage from the shotgun blast. After subtracting points for armor, the damage is applied to the targets LIF (or Hits, if an inanimate object) as normal.

For example, Mack fires a sawed-off shotgun against a bank robber. The damage listed for the target's range is 5d6. Mack's player rolls the damage and gets a total of 17. He then rolls the hit location and determines that he's hit the target in the foot. The target is wearing cowboy boots, which have an AV of 4. Mack's player subtracts 2x the AV (8) from the damage rolled for the shotgun blast. The shotgun blast inflicts a total of 9 points of damage on the unlucky robber.

DOUBLE-BARREL SHOTGUNS

Double-barrel shotguns have two barrels, and most shotguns in the Wild West are of this type. Each barrel is loaded with a single shell, and there is a trigger and hammer for each barrel.

A character may fire both barrels in one attack, even if the character only gets one attack per turn. In this instance, both barrels must be fired at the same target, but only one attack roll is re-



quired. The damage listed in the Shotgun Damage Tables is for the firing of one barrel; if two barrels are fired at the same time, add 2d6 to the damage. So for example, a character firing both barrels of a standard length shotgun at a target 20 meters away would do 6d6 points of damage instead of 4d6 on a successful hit.

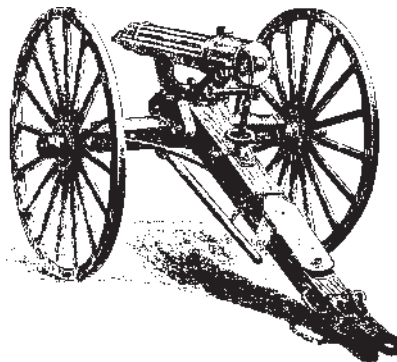
A character may fire at two separate targets (or both shots at the same target) by firing one barrel at a time, with a -2 penalty on both shots (see *New Combat Modifiers*).

LEMAT SMOOTHBORE PISTOL

Similar to a standard shotgun, the smoothbore portion of a LeMat Pistol has damage reduced by range due to spread. Reduce damage by 1d6 for every 10 meters of distance to the target.

GATLING GUNS

Gatling guns are fearsome weapons indeed, but fortunately for most cowpokes, they are only available to the military; by legal means anyway. Early Gatling guns ripped off approximately



12 bullets in a 3 second combat turn; later models spit out 32 bullets in 3 seconds (quite deadly to say the least).

Use the autofire rules in the *Core Rules* to handle the effects of firing a Gatling gun. Firing a controlled burst with a Gatling gun is not as easy as with modern autofire weapons. Therefore, when a character attempts to fire a "burst" with a Gatling gun, roll 1d6 to determine how many rounds are fired in the burst.

TWO FISTED FIGHTING

If a combatant wields a second weapon in his off hand, that combatant is allowed one extra attack per turn with that weapon (including Multiple Shots with the second weapon, if so desired). Fighting in this way is more difficult than fighting with one weapon, however, resulting in -3 penalty to all skill rolls for attacks using the character's off hand. If a character has the Ambidexterity advantage the off-hand penalty is reduced (see the *Core Rules*). Other modifiers for Multiple Shots apply (see *Combat Actions*).

EXPLOSIVES

DYNAMITE

Nitroglycerin is downright accommodating to being chucked at targets as it explodes on impact. Dynamite, on the other hand, usually has to be touched-off with a fuse of some sort. A cowpoke with the Demolitions skill can attempt to guess the length of the fuse needed to detonate the dynamite within a reasonable time.

A skilled cowpoke, after making a successful Demolitions skill roll, can cut a fuse to detonate on the following combat turn during his Initiative (TN 18) or cut the fuse so that the dynamite explodes at a desired time (between 1 to 10 turns) after being thrown (TN 21).

If the hombre fails to judge the length of the fuse correctly, the GM rolls 1d6 and checks the table below to determine when the dynamite actually detonates.

Roll (1d6)	Explosion goes off...
1	Two turns prior
2	One turn prior
3-4	During flight
5	One turn after
6	Two turns after

WILD WEST ACTION!

NEW ACTIONS

Gunslingers introduces a few new combat actions (and rules):

OFFENSIVE ACTIONS

FIRE MULTIPLE SHOTS

Characters may fire multiple shots with a firearm, up to the base Rate of Fire (RoF) for the weapon if it is a single shot weapon (such as a revolver or repeating rifle). The penalty is a cumulative -2 penalty for every shot beyond the first. This penalty is applied to *all* of the shots in that turn.

For purposes of the order of initiative, assume a -2 INI for each additional shot fired after the first. Any character that has an INI score higher than the adjusted INI score for the subsequent shots acts before the shooter fires those shots.

For example, Emmet has an INI score of 6 this turn. Clem has a REF of 5, a Firearms score of 4, and his INI score this turn is 7. Clem has a revolver and is going to fire three shots with it this turn. He will suffer a penalty of -4 to each of his three Firearms skill rolls, and his shots will go off on INI segments 7, 5 and 3, respectively. Clem's first shot is resolved on INI segment 7. Then on INI 6, Emmet acts. On INI segment 5, Clem's second shot is resolved, then on INI 3 his third shot is resolved.

SHOOTING YOUR ENEMY'S GUN OUT OF HIS HAND

A staple of many Westerns is the gunslinger who shoots the gun out of his foe's hand.

Shooting something as small as a weapon is relatively difficult. The weapon's base Defense (DEF) is equal to 10 plus its user's REF bonus. Next, there's the weapon's size to consider, which effectively adds to its DEF. Most guns fall into the "Very Small" range (+4 DEF), though some long rifles and shotguns could be considered "Small" (+2) and some tiny pistols (such as Derringers) would be considered "Tiny" (+6).

For example, to shoot a pistol out of the hand of Leonard "Two Toes" Johnson (a maverick), who has REF 7 and who is standing a little over 30 feet away, using a small pistol, your character needs to make an attack against a DEF 10 + 7 (REF Bonus) + 6



Anytime a character suffers damage from a bullet, hand-to-hand weapon, or other violent physical force, on a location that a cowpoke is carrying dynamite, the dynamite is struck and detonates. Most characters would be killed outright or severely maimed by the blast.

The player may expend an Action Point in order to have his or her character "avoid" this unfortunate event (see *Action Points* in the *Core Rules*).

NITROGLYCERIN

Nitroglycerin is a particularly volatile liquid used for demolitions. For cowpokes who like a little bang in their gunfights, it also explodes on impact if tossed at a target. A thrown vial of nitroglycerin is a grenade-like weapon. The Burst Radius (BR) of an exploding vial of nitro is 9 meters.

Unfortunately, it may also explode while carried if violently jarred or struck by a wayward bullet. While it might

seem that explosives are right handy to have around, as the saying goes, if you play with nitroglycerin, you're going to get blown up... or something like that.

Nitroglycerin is a very unstable liquid, and the slightest impact can set it off. While this makes it ideal for throwing at raiding outlaws and payroll trains, it also makes it very dangerous to carry. Nitro can be set off by an unlucky hit just like dynamite.

In addition, anytime an hombre carrying nitro tumbles, falls (even a short distance), takes a jolt, or fails a REF roll of any kind, roll 1d6. On a 1-3, the nitro detonates. If the poor fool ever fails a REF-based roll by 6 or more, or takes a big fall, the nitro automatically explodes.

The player may expend an Action Point in order to have his or her character "avoid" this unfortunate event (see *Action Points* in the *Core Rules*).

GUNSLINGERS

(Size bonus) or DEF 23! He also gets a -3 penalty for range on top of that. In effect, your character is trying to hit at least a DEF 26 if nothing else is working against your cowpoke!

If your crack shot hits the weapon, it might break outright. The AV and Hits of firearms are listed on the table below.

FIREARMS DEF, AV & HITS

Weapon	DEF	AV	Hits
Tiny pistol	+6	12	6
Pistol	+4	12	12
Rifle	+2	12	15
Shotgun	+2	12	18

Even if the weapon doesn't break when hit by the bullet, there's a good chance the shock of the bullet hitting it may knock it out of your opponent's hand. To retain a grip on his weapon, your foe must make a successful STR + 3d6 roll versus a TN equal to 10 + the amount of damage rolled for your shot (before applying any AV). If he fails, the weapon is knocked from his hand, traveling 1 meter in a random direction.

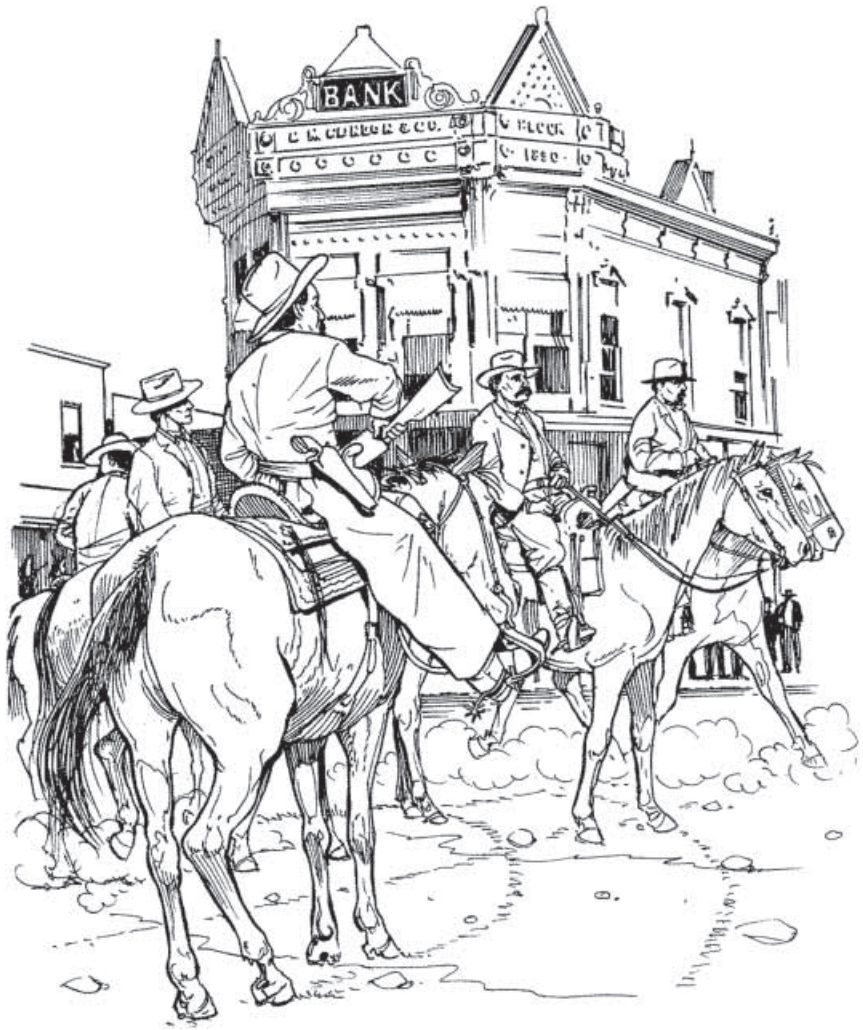
For example, Marty shoots his pistol at Bart's pistol. The Target Number for the shot is 20. Marty's player makes a Firearms skill roll and gets a total of 23. He hit his opponent's pistol! Next the player rolls the damage; the shot does 17 points of damage. The pistol has an AV of 12, so 5 points of damage are applied to the gun's Hits, which is 12. Not enough damage was done to break the pistol outright. Next the GM makes a STR (4) + 3d6 roll for Bart against TN 17 (the total amount of damage rolled). The GM rolls a 12, plus Bart's STR of 4, for a total of 16. Bart drops his pistol!

Note: You cannot use a shotgun to disable a firearm.

DEFENSIVE ACTIONS

SOFT FALL FROM MOUNT

The character reacts instantly to try to take no damage when he falls off a mount, such as when it is killed, or when it falls, by making an Athletics skill roll (TN 18). If the character fails the skill roll, he takes 1d6 B/L damage. If the cowpoke succeeds at this skill roll by 6 or more, he lands on his feet. Note that this skill only applies to falls that occur from the saddle to the ground that the mount is treadin' on and cannot be used to protect a character from a long fall off a cliff from the mount's saddle or something similar.



SPECIAL ACTIONS

BORDER SHIFT

This maneuver is a favorite among cowpokes who carry two guns but who don't fight two-fisted. To use this maneuver, your character must have both guns drawn, one in each hand. When his primary weapon runs out of ammunition, he can as a free action attempt a Gunplay skill roll (TN 18) to make a border shift by tossing the two guns from hand to hand so as to move the fully loaded pistol to his shooting hand and the empty one to his off hand (Juggling may be used as a complementary skill for this roll). The character can continue firing without pause. If the roll fails, the swap takes place, but the character's turn ends. If the roll fails by more than 6 (i.e., the effect number is -6 or lower), the gunslinger drops both weapons.

FREE HOLSTER

By making a Gunplay roll (TN 15), a character can holster his weapon as a free action (i.e., the character may still perform one action in the same turn at no penalty).

RIFLE SPIN

Cocking a lever-action rifle requires two hands. With this action, the shooter attempts to cock the rifle with only one hand. The shooter makes a Gunplay skill roll (TN 15). If successful, the rifle is cocked as a free action and may be fired that turn, just as though he'd used two hands. If the roll fails, the weapon is not cocked. If the roll fails by 3, the weapon is dropped, and if the roll fails by 6 or more, the shooter has shot himself!

WILD WEST ACTION!



RELOAD

Reloading a firearm during combat is no easy task. With lead flying everywhere and people running here and there, reloading during a firefight causes characters to lose their REF bonus to their DEF (see the Core Rules for more information about Defense). The character still receives DEF bonuses for range and cover, if any. The advantage of reloading while behind cover should be obvious.

To reload a firearm during combat, the character must make a WIL + Concentration roll (TN 18) once each turn spent trying to reload. Bonuses for the Cool Headed advantage are added to this roll. Success means the character is able to accomplish a number of steps equal to his or her Firearms skill level, including any Specialty levels, if applicable. A failed roll means the character is able complete only one step that turn.

The steps to loading a firearm are listed below. Not that loading a muzzle-loaded black powder rifle requires the

completion of all steps one time, whereas loading a black powder revolver requires the completion of all steps for each chamber in the cylinder!

For example, Sam Drake is in a shootout and his Colt Peacemaker has just gone dry. Sam needs to reload and fast! Normally it would take him 14 turns (42 seconds) to reload his pistol, but he'd rather not wait that long to start shootin' again. Sam attempts a Concentration skill roll and succeeds. Sam has a Firearms skill level of 5, so he can accomplish 5 steps this turn (Sam has opened the cylinder and removed the spent cartridges from four of the chambers). The next turn he attempts another Concentration roll, and again he succeeds. He now has 10 steps completed (he clears the last two chambers and loads three fresh cartridges). On the third turn he attempts another Concentration roll, but this time he fails. He can only accomplish one step this turn and two bad guys are rushing his position, so Sam decides to use that last step to close the cylinder so that he will be ready to use his pistol on the next turn, even though he has only managed to load three fresh rounds in his gun.

The time it takes to reload a weapon can be reduced considerably in several ways, depending on the type of weapon used.

For cap and ball (CB) or paper cartridge (CP) revolvers, carrying an extra, pre-loaded cylinder reduces the total steps required to just three (open cylinder, replace cylinder, and ready weapon).

Sealing each chamber with grease or wax is necessary for the weapon to function in dampness or rain, but is optional and can be omitted during a battle. This reduces the time to fully reload a cap and ball or paper cartridge revolver by 6 steps.

Another common technique was to load only five chambers instead of the full six. This was actually more a safety consideration than anything, because having the hammer rest on a live cap could result in the gun going off unintentionally if it was subjected to a sudden jolt or blow. Loading only five of the six chambers of a standard revolver reduces the time to reload by 6 steps. Of course, if reloading a revolver in combat, a character might well prefer to load all six chambers before getting back into the fray.

Reloading a firearm outside of combat is a simple task and does not require a skill check.

ROAD AGENT SPIN

This is a favorite maneuver among the black-hat-wearing crowd. Your cowboy holds his pistol or pistols out butt-first, as if to surrender to his opponent. The maneuver requires the character to make a successful Gunplay skill roll (TN 18; TN 21 if attempting the move with two pistols). If the skill roll is successful, he quickly spins and flips the smokewagons, turning them on his opponent as a free action. If the opponent fails an Awareness roll versus surprise, he is surprised and does not get his REF bonus to his DEF that turn. Of course, if the character fails the initial Gunplay roll, he's left with his guns tangled up in his fingers and looking really foolish. If the roll fails by more than 6 (i.e., the effect number is -6 or lower), he drops his gun (or guns, if he was holding two).

TRICK SHOT

This covers shooting a shot glass off a friend's head, putting a bullet hole through a silver dollar tossed in the air, and so on. While it looks fancy and is sure to impress the ladies (or tinhorns), it really doesn't have all that much use in a combat situation. In effect, your cowboy can substitute his Gunplay skill roll (TN 18) for a standard attack roll when making showy trick shots outside of combat.

"Combat" is defined as a situation in which one or more adversaries have a weapon in hand, are aware of the character's presence, and are actively seeking to do the character harm. A character may not, however, attempt a Trick Shot during a showdown. Any shots fired during a showdown or actual shootout use the Firearms skill.

LOADING STEPS

Step	ML	CB	CP	CM
Open chamber/cylinder		X	X	X
Clear chamber (spent cap or cartridge), each*		X	X	X
Replace fresh cap, each**	X	X	X	
Pour powder in barrel/chamber, each	X	X		
Insert ball/cartridge, each	X	X	X	X
Seat ball (with rod or lever), each	X	X	X	
Seal chamber with grease/wax (optional), each		X	X	
Close chamber/cylinder		X	X	X
Ready weapon to fire	X			
Time to fully reload, in turns (no rushing)	5	38	26	14
Time to fully reload, in seconds (no rushing)	15	114	78	42

* Does not apply to lever- or pump-action rifles; ** Does not apply to flintlocks.

ML = Muzzle-loading weapon; CB = Cap and ball; CP = Paper cartridge; CM = Metal cartridge

GUNSLINGERS



Examples include: quick-drawing and shooting out a candle-flame from across the room, shooting a cigarette out of someone's mouth without hitting them, or blowing someone's hat off without hurting them.

This use of the skill requires a full turn action for each trick shot attempted. Only one Trick Shot action is allowed per turn, although characters may fire multiple shots (such as if using the Fanning action), with the appropriate penalties (see the Combat Modifiers table). When used to impress others in this manner, Gunplay may be used as complementary to Persuasion.

RIDING ACTIONS

Riding actions may be performed by characters in accordance with the Core Rules. Treat Riding Actions as Movement actions for the purposes of determining any penalties imposed for characters performing multiple actions in a single turn. Use the horse's Movement when determining any modifiers for the

rider's actions due to movement. For example, if the horse is Running, then the riding is considered to be Running as well.

COMANCHE RIDING

Comanche Riding is an advanced version of the Cover Riding action (see below). If the character makes a successful Riding skill roll (TN 24), he gains the +3 DEF bonus and can perform another action (including an attack) that turn. A failed roll indicates that the character gains only a +1 bonus to his DEF, but may not make any other actions that turn.

CONTROL UNTRAINED MOUNT IN BATTLE

The character can attempt to control an untrained horse while in combat by making a successful Riding skill roll (TN 18). If the character fails, he can do nothing else that turn. A character must attempt to control his horse anytime he

shoots a gun from horseback, when a gun is fired nearby (within 3 meters of the horse), and any time the mount is struck and suffers greater than a Light Wound (see the Core Rules).

Horses that are trained for combat (including most military horses) do not require the rider to make a Riding roll to control the animal in combat.

COVER RIDING

The character can react instantly to drop down and hang alongside the mount, using it as cover. This provides a +3 to the character's DEF. This maneuver requires a successful Riding skill roll (TN 21). The character cannot attack while using his mount as cover. If the character fails the skill roll, he doesn't get the cover Benefit.

FAST MOUNT OR DISMOUNT

The character can mount or dismount and perform a basic Movement action with the mount in the same turn as a free action (i.e., the action does not count when determining any penalties for performing multiple actions in a turn). Performing a fast mount with a successful Riding skill roll (TN 18). If the character fails the roll, mounting or dismounting counts as a Special action and the character cannot perform a Movement action with the mount until the following turn.

FIGHT WITH TRAINED HORSE

If the character directs a trained mount to attack in battle, he can still make his own attack or attacks but at -3. Directing a trained mount to attack requires a Riding skill roll (TN 18).



WILD WEST ACTION!

GUIDE WITH KNEES



The character can react instantly to guide his mount with his knees so that he can use both hands in combat. This requires a successful Riding skill roll (TN 18), which is made at the start of the character's turn. If the character fails, he can only use one hand this turn because he needs to use his other hand to control his mount. Alternately, the GM may allow the rider to perform an action using both hands but the rider automatically falls off of the horse at the end of the turn.

LEAP

The character can get a mount to leap obstacles as part of its movement. ASTR + Riding + 3d6 roll is made, using the horse's STR, not the rider's. The TN of the skill roll is based on the difficulty of

the jump being attempted (see the table below). A failed roll indicates that the rider falls from his mount.

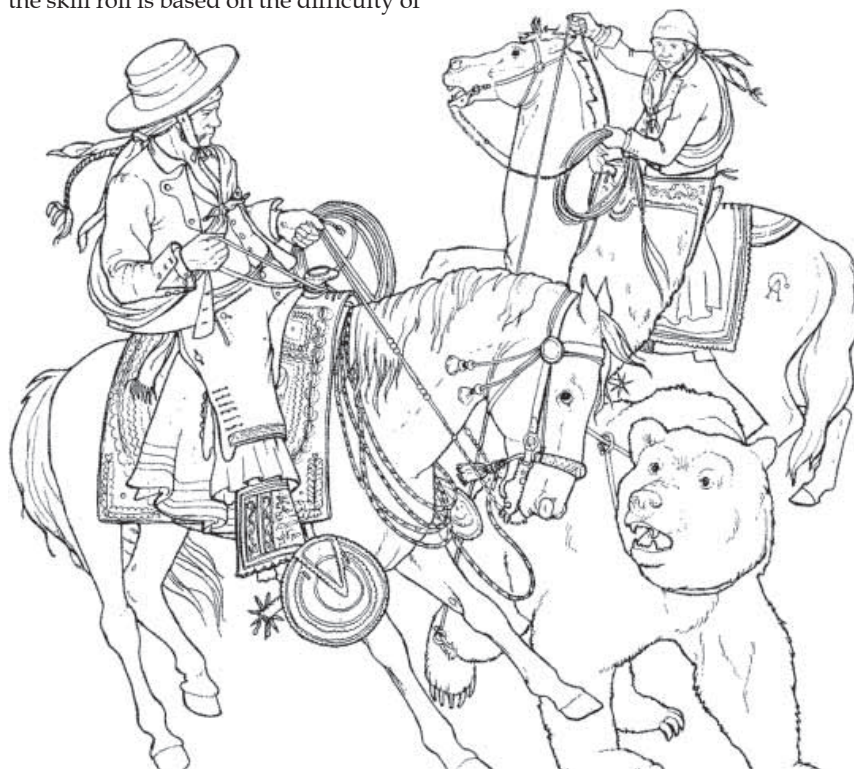
JUMPING WHILE MOUNTED

TN	Situation (example)
12	Jump a short barrier (e.g., fallen log)
15	Jump a medium barrier (.5-1 m. wall, hedge row)
18	Jump a small crevasse or pit (up to 2 m. distance)
21	Jump a tall barrier (1-1.5 m. wall, person)
24	Jump off a short cliff (up to 7 m.)
27	Jump a wide crevasse or pit (3-6 m. distance)
30	Jump off a tall cliff (more than 7 m.)

It is up to the GM whether the rider falls before, during or after the jump. For example, after a player fails a Riding roll to execute a jump, the GM decides that the horse stops short, refusing to jump, and the rider falls to the ground in front of the horse.

STAY IN SADDLE

The character can react instantly to try to avoid falling when his mount rears or bolts unexpectedly, or when the rider takes damage, by making a Riding roll (TN 15).



Capt. Roper: "When you're in the grave, Beecher, it doesn't matter too much how you got there."

Lt. Beecher: "Well, I think it matters. I think it does."

Capt. Roper: "Write the War Department."

— *Escape from Fort Bravo*

Let's face it, in the Wild West there are plenty of ways for a cowpoke to get hurt, not the least of which is an ornery fella with a six-gun trying to build himself a reputation by climbing up on your tombstone. To cover these situations, the following rules apply to healing and medical attention in *Gunslingers*.

MEDICAL AID

"Don't die, I'll get you water. Stay there. Don't move, I'll get you water. Don't die until later."

— *The Good, The Bad, & The Ugly*

In extreme conditions (beyond the natural ability of the body to heal injuries) more drastic measures are called for, as some injuries require a more active approach if they are to heal properly, or at all. An injured cowpoke can be tended to through the use of the Doctoring skill. Often such characters will seek out professional medical attention, such as a doctor or sawbones.

The medical procedures listed on the Medical Aid table are meant to serve as examples of the sorts of medical care that were commonly given during the hey-day of the Wild West. No specific guidelines for these treatments, or the game-related effects of the injuries they are meant to treat, are provided here. Instead, it is recommended that the GM use these procedures on a case-by-case basis to help build background or atmosphere, and that he assign whatever game-related effects for them that he sees fit. (See the Doctoring skill in this book and Healing in the *Core Rules* for more information.)

Prices for the listed procedures (if required) are also listed below for convenience.

GUNSLINGERS

MEDICAL AID TABLE

Procedure (applicable Doctoring specialty)	TN	Fee
Amputation (Surgery)	21	\$5
Bloodletting (Physician)	12	\$1
Broken bone set (Physician)	18	75¢
Broken bone splinted (Physician)	15	50¢
Buckshot removed (Surgery)	21	\$2
Bullet hole patched (Surgery)	15	50¢
Bullet removed (Surgery)	By location	Var.
...from stomach	24	\$2
...from chest	21	\$1
...from limb/extremity	15	75¢
...from back	18	50¢
...from neck/head	24	\$2
...removing buckshot	+3	+\$1
Cap tooth (Dentistry)	15	\$1
Deliver baby, mother lives (Physician)	15	\$1
Extract tooth (Dentistry)	12	25¢
First aid (Physician)	12	50¢
Lacerations stitched (Physician)	15	50¢
Leeching (Physician)	12	25¢
Medically supervised bed rest (Physician)	12	\$4
Treat concussion (Physician)	15	50¢
Treat disease (Physician)	disease's TN	\$2
Treat poison (Physician)	poison's TN	\$3
Treat powder burns (Physician)	15	\$1
Treat other burns (Physician)	18	\$2

HOME REMEDIES

*"Get three coffins ready."
— A Fistful of Dollars*

Below are some common home remedies used during the Wild West days of the mid- to late-1800s. (Note: They are presented as historical reference only. We do not advocate the actual use of any of these remedies; always consult a physician.)

HOME REMEDIES OF THE WEST

Mosquitoes: Vinegar and salt blended into a paste and rubbed on the body.
Toothpaste: Salt could be used as a toothpaste.
Warts: Gunpowder applied to the affected area.
Liniments: Goose grease, skunk oil or lard.
Rattlesnake bite: Drink a teaspoon of ammonia diluted in water.
Sore throat: Take a teaspoonful of sugar dampened with turpentine.



DISEASES

*"My mistake. Four coffins..."
— A Fistful of Dollars*

Below are some common diseases and ailments recorded during the 1800s, as well as the required HLT attribute roll required to avoid infection if exposed.

BAD BLOOD

Syphilis. Sometimes called "French Pox." (TN 21)

BARREL FEVER

Vomiting or illness due to excessive drinking (of alcohol; see *Drinking*).

BLACK DIPHTHERIA

A disease that causes one's throat to become so inflamed that the victim dies of suffocation (TN18)

BRAIN FEVER

Inflammation of the brain. Symptoms include fever, accelerated heart rate, thirst and loss of appetite. (TN 15)

CHOLERA

An acute, often fatal, infectious disease caused by bacterial infection of the

intestine. Symptoms include severe diarrhea, vomiting, and cramps. The rapid loss of body fluids leads to dehydration and shock. Without treatment, death can occur within hours. Cholera spreads by water and food contaminated by feces, especially in overcrowded conditions (such as camps and crowded cow towns). (TN 15)

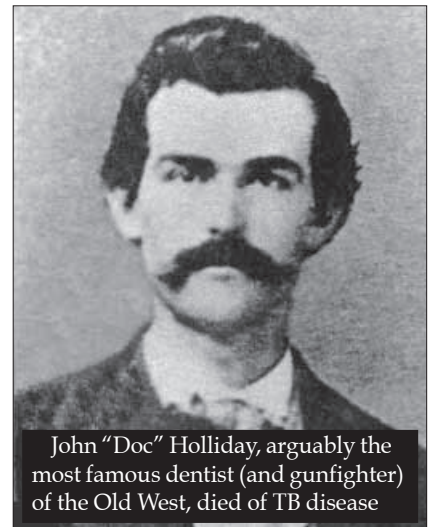
COLIC

Severe abdominal pain caused by spasm, obstruction, or distention of the intestines. Often a condition of early infancy, symptoms include chronic irritability and crying among babies. (TN 12)

CONSUMPTION

Pulmonary tuberculosis. Also called "lung fever" or "lung disease." Spread when someone with the disease coughs or sneezes. When a person inhales air that contains TB germs, he or she may become infected.

Infected people do not feel sick and do not have any symptoms but they may develop TB disease at some time in the future. General symptoms of TB disease include feeling sick or weak, weight loss, fever, and night sweats, coughing, chest pain, and coughing up blood. (TN 15)



John "Doc" Holliday, arguably the most famous dentist (and gunfighter) of the Old West, died of TB disease

CORRUPTION

Generic term for an infection. (TN 12)

FALLING SICKNESS

Epilepsy. (Not contagious)

GOUT

Painful inflammation of the joints and arthritis, especially of the feet and

WILD WEST ACTION!

hands, caused by elevated levels of uric acid in the blood resulting in deposits of urate crystals around the joints. The condition can become chronic and result in deformity. Occurs mostly in males. (Not contagious)

INFLUENZA

The flu. A very dangerous ailment in the Old West. With no medicines yet concocted to treat it, influenza spreads rapidly and is sometimes fatal due to complications that set in on patients (such as pneumonia). (TN 18)

MALARIA

Not as common as other ailments, Malaria still occurs in the West from time to time, especially when spread from someone returning from travels to more tropical climates. Symptoms include fever and flu-like illness, including shaking chills, headache, muscle aches, and tiredness. Nausea, vomiting, and diarrhea may also occur. If not promptly treated, may cause kidney failure, seizures, mental confusion, coma, and death. (TN 15)

MEASLES

Measles is an acute, highly contagious viral disease. Symptoms include fever, cough, and may also include an ear infection or diarrhea. A red blotchy rash appears around the third day of illness, beginning on the face and spreading to other parts of the body. (TN 15)

MUMPS

A viral illness. Symptoms include fever, swelling and tenderness of the salivary glands. It mostly affects children and young adults. (TN 15)

PLAGUE

Spread by infected fleas carried by rodents. Initial symptoms of plague include fever, chills, malaise, myalgia, nausea, weakness, sore throat, and headache. A tell-tale sign of the most common form, Bubonic plague, is painful, swollen lymph nodes (buboes). (TN 18)

RABIES

Any mammal can get rabies. Wild animals that contract it most often include raccoons, skunks, bats, foxes, and coyotes. Domestic mammals, such as cats, cattle, and dogs, can also get rabies.

Rabies virus inoculated into a muscle travels from the site of the inoculation to the brain by moving within nerves over the course of 2d6 weeks. The animal does not appear ill during this time. Late in the disease, after the virus has reached the brain and caused an inflammation of the brain, does the virus move from the brain to the salivary glands and saliva. At this time, animals show obvious signs of the disease (foaming at the mouth, severe aggression, and so on). (TN 21)

RHEUMATISM

General condition of discomfort or disability involving muscles, tendons, joints, bones, or nerves. (Not contagious)

RUBELLA

An viral disease that can affect people of any age. Although generally a mild rash illness, if it is contracted in the early months of pregnancy, rubella is associated with a high rate of miscarriage or birth defects. (TN 15)

SCARLET FEVER

An acute contagious disease characterized by a scarlet skin eruption and high fever. The disease occurs predominantly among children. Also called scarlatina. (TN 15; TN 18 for children)

SMALLPOX

A highly infectious (and often fatal) disease. After 2d6+5 days, symptoms develop including high fever and aches followed by a break out of pimple-like bumps. By the fourth day, the bumps fill with fluid and often have a depression in the center that looks like a bellybutton (this is a major distinguishing characteristic of smallpox). By the end of the second week, the sores scab over and eventually leave pockmarks on the skin.

Smallpox is most infectious during the first 7 to 10 days following rash onset. (TN 18)

SPOTTED FEVER

Spread by a virus carried in ticks and transmitted by their bite. Symptoms develop 1d6+4 days after a tick bite (subtract 2 from this roll if the victim is a Minor). Initial symptoms can include a rash, fever, nausea, vomiting, severe headache, muscle pain, and lack of ap-

petite. Later symptoms include rash, abdominal pain, joint pain, and diarrhea.

Long-term health problems following fever infection include partial paralysis of the lower extremities, gangrene requiring amputation of fingers, toes, or arms or legs, hearing loss, loss of bowel or bladder control, movement disorders, and language disorders. (TN 21)

TYPHOID FEVER

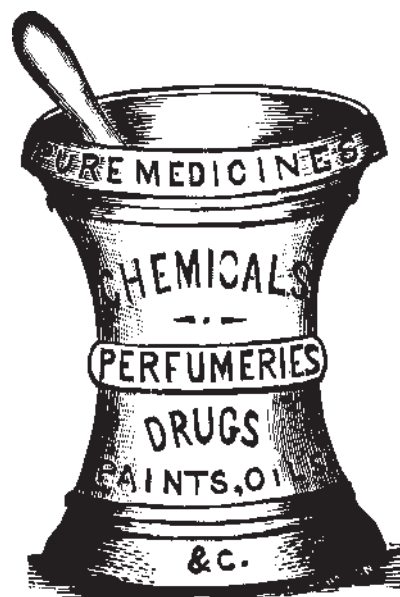
A disease often confused with typhus, but essentially different. It is characterized by fever, lasting three weeks or longer, diarrhea, extreme weakness, headache and loss of appetite. Victims develop small spots, resembling flea bites, on the belly, enlargement of the spleen, and ulceration of the intestines. (TN 15)

TYPHUS FEVER

It's name comes from the smell of the discharges and diseased tissue on the victim. Symptoms include a contagious fever lasting 2-3 weeks, accompanied by extreme weakness and fatigue, and marked by numerous eruptions of red spots on the body. Also called "camp fever," "famine fever," "putrid fever," and "spotted fever." (TN 15)

WHOOPI' COUGH

A highly contagious disease of the respiratory system, usually affecting children. In its advanced stage the patient experiences periods of coughing and deep, noisy inspirations. (TN 18)



GUNSLINGERS

MEDICINE, DRUGS & POISON

Dangers faced by those living in the Wild West include poisons, such as snake venom and plant-based poisons.

The following rules detail how to handle poisons, drugs and liquor in a Gunslingers game. Note that while most drugs and even alcohol are not technically “poisons,” the game mechanics for them is the same as for poisons, thus they are included in this chapter.

SUBSTANCE ATTRIBUTES

Poisons are described by their Mode of delivery, their Effect (Eff) in game terms, Speed (Spd), Damage Rating (DR), and Duration (Dur).

MODE

The mode is the manner in which a poison or drug is introduced to the victim. Whenever a poison is introduced to a person, the victim must make a HLT + 3d6 roll using a target number based on the substance’s mode. This roll is made immediately upon successful introduction of the poison. If the roll is successful, then the poison’s effects are halved. A failed roll means the poison is at full effect. This roll is made for poisons and drugs alike, including beneficial drugs; some substances just don’t “take.”

Mode	TN
Topical	15
Ingested	24
Inhaled	21
Blood	18

Topical: Topical poisons and drugs are introduced by contact with the victim’s skin. They usually take the form of a cream or ointment. The poison is then absorbed into the victim’s skin. Topical poisons are near useless in combat. Topical poisons can be mixed with makeup, perfume and even medicinal herbs. Topical poisons are generally the slowest type of poison.

Ingested: Ingested poisons must be eaten or drunk. They usually are in powder or liquid form. Ingested substances are usually mixed with food or drink, but may be introduced directly to the victim’s mouth via water dropper, spit, blowpipe or any of a number of ingenious means. Ingested drugs and poisons are generally slow, though

faster acting than topical ointments as a rule.

Inhaled: Inhaled poisons and drugs must be introduced to the lungs of the victim. This can be accomplished by use of a powder, vapors or smoke. Inhaled substances are generally faster acting than ingested ones, though not as fast as those introduced directly to the bloodstream.

Blood: Blood poisons and drugs must be introduced directly into the victim’s bloodstream, through a cut or abrasion. Blood poisons may be put on a blade or needle, but such applications are only effective for one strike and the strike must penetrate any armor and deliver penetrating damage to the victim. Whether or not the strike delivers the poison, the dose of poison is “used up.” Blood poisons are the fastest type of poison, as a rule.

SPEED

Speed (abbreviated “Spd”) measures how often the poison or drug’s effects are applied. When a poison is introduced, it first takes affect as soon as an amount of time has passed, based on the poison’s Speed. The poison’s effect occurs again after each passing of this time. The length of this time segment should be taken from the Time Chart in the *Core Rules* (e.g., 1 turn, 30 seconds, 5 minutes, 1 hour, 1 day, 1 week, and so on).

A poison with a Speed rating of 10 minutes is introduced to a victim. After 10 minutes the victim will suffer the effects of the poison, and again after another 10 minutes have passed, and so on.

As a general rule of thumb, ingested poisons are faster than topical poisons, inhaled poisons are faster than ingested ones, and blood poisons are faster than inhaled poisons.

EFFECT

The Effect (abbreviated “Eff”) represents the amount of damage or other effect caused by the substance. The effect is rolled once each time period (based on the Spd of the substance) for each dose that affects the victim. Being exposed to two doses of a substance doubles the Effect of that substance. All dice rolls for Effect are cumulative.

For harmful substances, this damage may be subtracted from a character’s LIF or from an attribute, depending on the type of poison. A drug or poison

need not be fatal; knock-out drugs also work by accumulation, with “damage” subtracted from different point pools depending on the type of effect.

For example, a sleeping drug rated at DR3 will cause 3d6 of stunning damage. Once the victim’s LIF reaches zero, they are asleep.

Beneficial and medicinal drugs work by adding to an attribute or LIF.

For example, a stimulant rated at DR2 will add 2d6 to REF and LIF.

DURATION

Duration (abbreviated “Dur”) is the total amount of time that a poison can affect someone after it is introduced to the victim. The effect is applied to the victim (or patient, as the case may be) once each time period listed based on the drug or toxin’s Spd, until the poison has either dissipated or “run its course,” or (in extreme cases) until the affected person dies.

TREATING POISON VICTIMS

Characters suffering the effects of any poison may not heal, nor recover any lost LIF or attribute points, until the poison has run its course. They may recover LIF lost to stunning damage, unless the poison itself causes stunning damage, in which case the character doesn’t recover any LIF points at all.

Once the poison has exceeded its duration, the character may begin to heal normally. Characters recover LIF and primary attribute points per the *Core Rules*.

Example: Torando was bitten by a sea snake and failed his HLT roll. Torando suffers 18 points of Sp/L damage and loses 3 points from REF. Luckily, Torando was quickly treated by a physician and survived the bite. Torando has a HLT of 7, and begins the healing process. Torando is in a Cinematic level campaign, so the recovery period is one day for lethal damage and one week for attribute points. Torando will recover 7 LIF per day and 1 point of REF per week.

Characters making a successful Doctoring (TN 18) skill roll can determine that a person has been poisoned. If the Doctoring skill roll succeeds by 3 or more, they also know which specific poison was used and how to counter it.

To stop a poison’s progress, the victim must be given one dose of antivenin or medicine, as prescribed by the attending doctor. This dose will immediately halt the progress of the poison;

WILD WEST ACTION!

the person will suffer no additional damage. Any damage already suffered remains, but it may be healed normally, as the victim will begin the healing (i.e., Recovery) process.

SAMPLE DRUGS & POISONS

PEYOTE

A hallucinogenic drug from the buds of certain desert cacti. It is used as a poison for rodents and other pests. Also used topically in medicine as a stimulant for the central nervous system (+1 REF and INT).

Mode: Ingested, **Spd:** 30 min., **Eff:** Hallucinations & euphoria, **DR** 0, **Dur:** 2 hours.

RATTLESNAKE (WESTERN DIAMONDBACK) VENOM

The victim suffers swelling at the site of the bite and severe pain (that causes a -3 penalty to all skill rolls). The victim suffers 1d6 Sp/L damage every hour as the poison makes its way through the body (the Hard to Kill advantage does protect against this damage). The victim may also experience a rubbery taste in the mouth, tingling of the tongue or numbness, nausea, weakness and temperature changes. Within 1d6 hours, the area around the bite will show black and blue discoloration.

Mode: Blood, **Spd:** 1 hour, **Eff:** -3 REF and INT, **DR** 1, **Dur:** 4 hours.

RATTLESNAKE (MOJAVE) VENOM

The symptoms and effects are very similar to Diamondback rattlesnake venom, but the Duration is longer (effectively increasing the overall damage caused by the venom).

Mode: Blood, **Spd:** 1 hour, **Eff:** -3 REF and INT, **DR** 1, **Dur:** 6 hours.

SCORPION VENOM

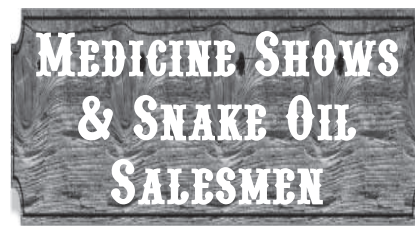
The symptoms and effects are very similar to rattlesnake venom.

Mode: Blood, **Spd:** 1 hour, **Eff:** -1 REF and INT, **DR** 1, **Dur:** 6 hours.

STRYCHNINE

An extremely poisonous, plant-based white crystalline alkaloid. It is used as a poison for rodents and other pests. Also used topically in medicine as a stimulant for the central nervous system (+1 REF and INT).

Mode: Ingested, **Spd:** 5 min., **Eff:** +1 REF and INT, **DR** 1, **Dur:** 20 min.



In the early days of the Western Frontier there were so-called Medicine Men that traveled from town to town putting on their medicine shows, trying to sell their 'Snake Oil' medicine, which they claimed was good for anything that ailed you, from a fever to rheumatism or the gout. In any case, though these cure-all elixirs might not deliver what they promised to, the shows which got the townspeople to gather together were certainly interesting.

"Selling snake oil" was the term used to describe these old-time medicine shows, where men and woman would put on performances before trying to sell "medicines" to the townspeople. The

snake oil salesmen of the American West were a marvel to behold. Tell them your symptoms and they always had the cure. Gout? They prescribed the "Oil of Life." Headaches? The "Oil of Life." Bad back? The "Oil of Life."

"Step right up, young feller. Just one bottle of Dr. Kincaid's Secret Elixir, and you can rid yourself of gout, rheumatism, whoopin' cough, smallpox – why, even the common cold has been cured by it. You can even use it on your horse, mule, cow or dog for whatever ails 'em, with the same miraculous success. All this can be yours, and all for a mere one dollar!"

Here is a sample list of common tonics, elixirs, and oils sold by the snake oil salesmen of the Wild West (though their effects, if any, are left to the whims of the GM):

Oil of Life: Cures headache, backache, gout.

Castor Oil: Cures constipation, heartburn, labor induction.

Castor Tonic: hair loss prevention.

Healing Unguent: applied to gun shot or knife wounds.

Restoration Elixir: whoopin' cough, smallpox.

Revitalizing Tonic: consumption, rheumatism, brain fever.

Youth Elixir: colic, congestive fever, corruption, bad blood.

Heavy Water: falling sickness, putrid fever, scarlet fever.



SAMPLE DRUGS & POISONS

Substance	Mode	Spd	DR	Dur	Effect
Peyote	Ingested	30 min	1	2 hours	Hallucinations, euphoria
Rattlesnake, Diamondback venom	Blood	1 hour	1	4 hours	-3 REF & INT (from pain)
Rattlesnake, Mojave venom	Blood	1 hour	1	6 hours	-3 REF & INT (from pain)
Scorpion venom	Blood	1 hour	1	4 hours	-1 REF & INT (from pain)
Strychnine	Ingested	5 min	1	20 min	+1 REF & INT

THE ROUNDUP

"Take 'em to Missouri, Matt!"
—Red River



ALCOHOL

Coy LaHood: "Do you imbibe?"
The Preacher: "Only after nine in the morning."
—Pale Rider

Not all the action in the Wild West involved gunplay. Drinking, carousing, and good ol' horse chases are great scenes to liven up a game. Washing down the trail dust in the local saloon is a favorite pastime of many cowboys. Swilling down the local rotgut is not without its consequences, however.

For every drink consumed, there is a chance that the character's abilities are impaired. For purposes of impairment, treat alcohol as having the following attributes: *Mode*: Ingested (TN Special; see below); *Spd*: 30 min.; *Eff*: -1 REF, INT and WIL; *DR* Special; *Dur*: 1 hour

TRIVIA

Because alcohol was often watered down (in order to increase profits), suspicious drinkers in the Old West would shake the bottles to watch the "bead" (bubbles forming on the surface). By examining the bubbles, alcohol experts could how strong the liquor was. Weak booze, however, could be given a false head by adding soap.

EFFECTS OF DRINKING

Kid Sheleen: "What's wrong with my eyes?"
Two-Bears: "Well they're red, bloodshot."
Sheleen: "You ought to see 'em from my side."
—Cat Ballou

When drinking alcohol, a character must make a Health + 3d6 roll for each drink consumed within the last hour,

with a Target Number based on the number of drinks the character has consumed, as shown on the table below. For every failed roll, the character's REF, INT and WIL are temporarily reduced by 1. These lost attribute points return at a rate of 1 point per hour. If the character's INT or WIL is reduced to zero, the character has passed out and will awaken in 3d6 hours.

Example: E'sevoto (Broken Feather) the Cheyenne scout has ridden into town and made the local saloon her first stop. She quickly throws down two shots of whiskey and a beer. She makes her first Health attribute roll (TN 12), but misses her second (TN 15) and third (TN 18) rolls. She suffers a -2 reduction to her REF, INT and WIL for one hour and a -1 for one hour, after which the effects wear off.

ALCOHOL EFFECTS

Drinks	HLT Roll TN
1	12
2	15
3	18
4	21
5	24
6	27
7+	30

HANGOVERS (OPTIONAL)

If a character passes out from drinking, there is a chance that he or she will awaken with a hangover. The character must make a HLT + 3d6 roll, with a Target Number equal to 10 plus the total number of drinks consumed in the previous 24 hours (+3 TN if drank mixed drinks). If the roll succeeds, the character may feel a bit run down but suffers no deleterious effects in game terms. A failed roll, however, means the character is hung over and suffers a continued -3 penalty to his REF, INT and WIL. This penalty lasts for 12-HLT hours.

WILD WEST ACTION!

POPULAR DRINKS IN THE WEST

Apache Tears: Makes the roughest customer weep. (Brewed in Tombstone, Arizona).

Base Burner: Hot as a she-mink!

Block and Tackle: Makes a man walk a block and tackle anything.

Blue Ruin: (aka Torchlight Whiskey) Brewed in Leadville; main element is cheap gin.

Brave-Maker: It'll make a hummingbird spit in a rattlesnake's eyes!

Brigham Young Whiskey: One jolt and a man becomes a polygamist seeing double.

Bumblebee Whiskey: A drink with a sting that makes your ears buzz.

Corpse Reviver: Makes the dead rise!

Creepin' Whiskey: Creeps up behind you and knocks you down.

Dust-Cutter: For those dry enough to spit cotton.

Forty Rods: Brings a man down at exactly that distance.

Green Whiskey: A drink in Little Rock, Arkansas. So hot that after Davy Crocket drank a horn of it in one swig he remarked "The grub was cooked afore it got settled in my innards."

Jig Juice: (aka Jig Water) The freighter's favorite.

Joy Juice: A single nip will tempt a man to steal his own clothes, two will make him bite off his own ears, and three instills in him a desire to save his drowning mother-in-law!

Lamp Oil: Keeps a man well lit.

Miner's Friend: Outblasts any other explosive!

Mormon Whiskey: (aka Valley Tan) "Mighty as the hand of an avenging god." Brewed by Mormons in the Utah territory.

Nockum Stiff: A fearful rotgut brought West by Civil War veterans.

Panther Piss: A brew of 32 different ingredients.

Pass Brandy: (aka Pass Whiskey) A murderous fluid made in El Paso, Texas, and drunk on both sides of the border.

Red Disturbance: It'll raise a blood blister on a rawhide boot.

Red Dog Whiskey: Powerfully malignant concoction from Tuscon, Arizona.

Red Dynamite: Guaranteed to blow your head off.

Roockus Juice: Makes a mule grow horns!



Scorpion Bible: A powerful poison.

Shelby Lemonade: A Montana drink made from alkali water, alcohol, tobacco juice an' a dash of strychnine "to keep the heart going."

Skullbender: Gets a gent floored and frenzied. (Served only at McHugh's in Custer City)

Snakehead Whiskey: Has a rattler's head nailed to the inside of the barrel "for flavor!"

Tangle Leg: Ties the drinker's feet up in knots! (Made from tobacco, molasses, red peppers, and raw alcohol.)

Taos Lightning: (aka Taos Dynamite) Strikes a man on the spot. Also known as Old Towse or Touse among mountain men. Made in San Fernando de Taos, New Mexico.

Tarantula Juice: A powerful poison.

Tiger Spit: Makes the keelboatman row.

Tongue Oil: Induces a man to talk his head off.

Wedding Whiskey: Makes the bridegroom go! Made from 120 proof Everclear Grain alcohol, burned sugar, crushed peaches, and aphrodisiac herbs.

White Mare's Milk: The fightingest liquor ever to come out of a bottle.

White Mule: The logger's corn whiskey with a mighty kick.

Who Shot John: Fells a man instantly.

OTHER POPULAR BREWS

Coffin Varnish
Diddle Liquor
Fool Water
Gas Remover
Gut Warmer
Kickapoo Jubilee Juice
McKinley's Delight
Moral 'Suasion
Neck Oil
Nose Paint
Phlegm Cutter
Pine-Top
Popskull
Red Eye
Scamper Juice
Shepherd's Delight
Snakebite Medicine
Stagger Soup
Stump-Puller
Tonsil Varnish
Tornado Juice
Widow-Maker
Wolf Whiskey

GUNSLINGERS

STRING 'EM UP



Emmett: "Blind Pete always said you'd hang. I guess tomorrow at dawn he'll be proved right."

Sheriff Langston: "Ten A.M."

Emmett: "Oh, right, I always thought they did it at dawn."

—Silverado

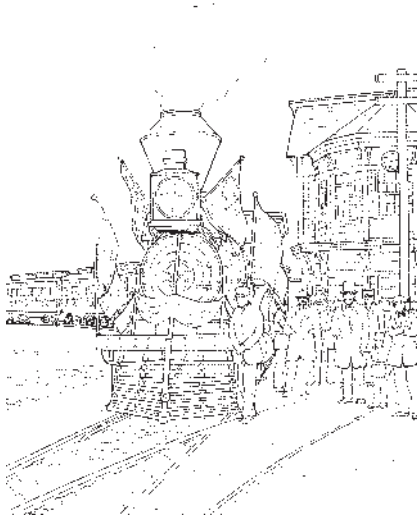
So you say some hombre got caught rustlin' some cattle and you wanna string that fella up? Well, this here is the place to do it. The following rules should be used for hanging someone.

When the cowpoke suffers the initial drop from a proper gallows (or similar device), he takes 5d6 points of P/L damage (If using the Hit Location rules, adjust the damage to 3d6+2 P/L, then apply the x1½ damage modifier). If the character's LIF is reduced to zero or below from this damage, he or she dies immediately from a broken neck.

If the varmint is lucky enough to survive the initial drop, he will suffer from strangulation if not cut down pretty quickly. Refer to the rules for asphyxiation in the *Core Rules*.

If a character is strung up to a tree (while seated atop his horse, hauled up by the neck, and so on) or otherwise subjected to hanging without a proper "drop," then the character does not suffer the initial damage but suffers only damage as per the asphyxiation rules.

TRAINS & WAGONS



Not every conveyance in the Wild West requires you to sit tall in the saddle. Some folks prefer to travel in wagons, stagecoaches, or the trusty locomotive.

Those who are driving horse-drawn vehicles must use their Teamster skill instead of their Riding skill to do so. Operating a train requires the Profession (Railroad engineer) skill.

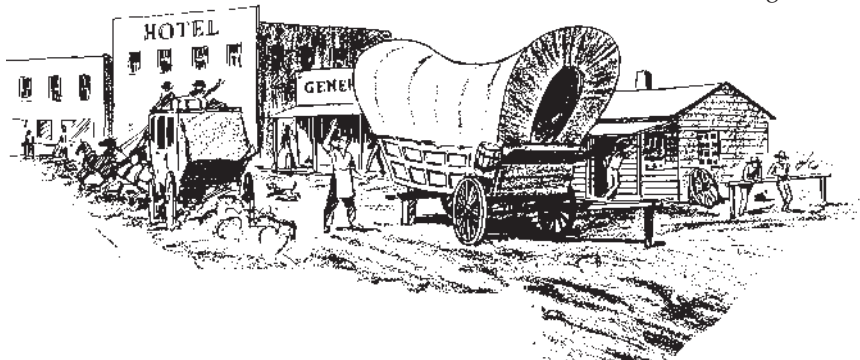
All vehicles have the statistics listed below:

DEF: A vehicle's Defense reflects its size, maneuverability, and the general difficulty to hit in combat.

Hits: Vehicles have Hits much like people have LIF. Attacks against the vehicle cause normal damage, and when a vehicle runs out of Hits, it is effectively destroyed (see the *Core Rules* for more information).

AV: In addition to Hits, vehicles also have an Armor Value rating.

MOV: The listed Movement is the vehicle's slow speed in meters per turn (see *Movement* below).



MOVEMENT

For the purposes of combat, vehicles move on their driver's Initiative (INI). Any passengers act on their own Initiative.

The listed MOV of each vehicle is its base Movement score. Cruising speed is up to twice the vehicle's MOV (the equivalent of a Run movement action; see the *Core Rules*), as chosen by the driver, and counts as a Run action by the driver for a turn of combat. High speed is up to three times the vehicle's MOV, and counts as a Sprint action by the driver for a turn of combat.

Once a vehicle starts moving, it moves at the same speed each turn (on its driver's Initiative) unless the driver changes the speed. The driver can increase or decrease a horse-drawn vehicle's speed by one step (for example, from Run to Sprint) per turn, up to the maximum MOV of the *slowest* pulling animal in the team. The driver can increase a mechanical vehicle's speed by 10 meters per turn, up to the vehicle's maximum MOV.

TURNING

Unless otherwise stated, a vehicle may only be turned up to a total of 60 degrees (e.g., a single hex facing if using a hex map) in a single turn without performing a maneuver (see below). The GM must decide just how cantankerous he wants to be about turning. Going down a windy road with multiple turns requires a skill roll in itself, so don't get picky about turning.

BOGGING

Certain types of terrain (as noted on the *Driving Conditions* table below) may cause a vehicle to bog down and become stuck. Whenever a driver fails a Skill roll when driving on any of these surfaces, he must make a second roll (TN 15). If this roll is failed, the vehicle bogs down.

WILD WEST ACTION!

The driver can attempt to free the vehicle on subsequent actions by making another skill roll against the same TN. Should a roll fail by 6 or more, the vehicle is stuck and cannot be freed without the help of another vehicle or some serious coaxing.

SKILL ROLLS

A driver usually doesn't have to make a Teamster or Professional (Railroad engineer) skill roll unless something happens that might cause an accident. The exception is if the driver has no levels at all in the required skill. For example, the operator must make a skill roll when he suffers damage or performs a repeated or extreme maneuver.

Whenever an attack damages the vehicle, the driver, or (in the case of wagons and stagecoaches) the horses pulling it, the driver must attempt a skill roll (TN 18). Zipping over rough ground or through a forest is called a "repeated maneuver." If this must be done in a stressful situation (such as being shot at), the driver must make a skill roll (TN 15, or more if the obstacles are really tricky), plus or minus any relevant modifiers.

EXTREME MANEUVERS

Attempting any of the following maneuvers requires a skill roll. See the *Extreme Maneuvers Table*, below, for the TN of each maneuver.

BRAKE HARD

Braking hard increases the TN of the maneuver by 6. By using the Brake Hard action, a driver may decelerate a team of pulling animals by more two steps per turn (for example, decelerating from a Sprint to a Walk or base MOV), or decelerate a train by 20 meters (20 MOV) per turn.

EXTREME TURN

The vehicle moves at High speed and turns up to 120 degrees (i.e., up to 2 hex facings on a hex map. This maneuver may not be attempted by trains.

MOVE AND ACT

If the driver wishes to make an action of his own (such as firing a weapon) while driving at Cruising or High speed, he may attempt a skill roll (TN 15 at high speed and 18 at top speed). Failure

indicates the action cannot be taken, while failure by 6 points or more causes a loss of control as a failed maneuver (see below).

REGAIN CONTROL

Whenever a driver loses control of his vehicle, he must perform this maneuver on his next action if he wishes to regain control of the vehicle. The driver may not perform any other vehicle maneuver until he has succeeded at regaining control (though he or she could jump off of the vehicle, taking damage as per the Falling/Velocity rules in the *Core Rules*). The vehicle continues to move at its current speed and direction until control is regained.

FAILED MANEUVERS

Failing a skill roll while maneuvering can be a bad thing. At the very least, it means that the attempted maneuver failed. If the driver failed by more than 6 points, it can also mean that his vehicle goes out of control.

Whenever a skill roll to perform a maneuver fails, consult the *Failed Maneuver Table* to see what ill consequences may occur, if any. (Note that some of the maneuver descriptions specify the effects of a failed roll. In these cases, these effects supersede effects from the table.) The effects from the table are:

Minor Slip: The vehicle goes slightly out of control and moves erratically. The driver suffers a -3 penalty to Teamster rolls related to operating the vehicle until he regains control.

Slip: The vehicle slides, moving 1 meter to the right or left (determined by the GM) for every 10 meters it traveled this turn (round down). If this brings it into contact with another object, a wreck occurs (see *Wrecks*, below). This continues each turn until the driver regains control.

Skid: The vehicle goes into a skid, moving 2 meters right or left for every 10 meters it moved this turn. If this brings it into contact with another object, a wreck occurs (see *Wrecks*, below). This continues until the driver regains control. If the driver does not regain control within two turns, the vehicle flips over at the end of the second turn (see *Flip*, below).

Flip: The vehicle turns to the right or left and flips over. It tumbles 1 meter for every 10 meters it moved this turn before coming to a stop. Consult the table

below to determine on which side the vehicle finally comes to a rest.

FLIP TABLE

MOV	Vehicle...
1-10	Lands on side
11-30	Rolls 1d3 times, landing on the last side
21-60	Rolls 1d6 times, landing on the last side
31-120	Rolls 2d6 times, landing on the last side
121+	Rolls 3d6 times, landing on the last side

WRECKS

When a vehicle hits something, both it and whatever it hits take 1d6 B/L damage for every 6 meters of velocity it was travelling when the impact occurs (as per the *Core Rules*). Subtract the vehicle's AV from damage before subtracting the damage from the vehicle's Hits.

All passengers on or in the vehicle suffer an amount of B/L damage equal to one half of the damage caused by the collision.

For example, a vehicle that last moved at 40 feet per turn would inflict/take 2d6 of damage.

Speed is relative, so a vehicle that hits a wall causes damage as above. If the vehicle hits a moving target coming directly at it, combine both vehicles' speeds to determine the relative velocity (as per the *Core Rules*).

SPEED MODIFIERS

Speed	Skill	DEF
Slow speed	+3	6
Cruising speed	+/-0	8
High speed	-3	10
Maximum speed	-6	12

MANEUVERS

Maneuver	TN
Battle Damage	21
Extreme Turn	18
Move and Act	18
Regain Control	15
Brake Hard	+6

GUNSLINGERS

CONDITION MODIFIERS (WAGONS)

Obstruction	Skill	MOV
Moderate undergrowth	-1	x3/4
Thick undergrowth	-3	x1/2
Narrow streets	-3	x1/2
Surface	Skill	MOV
Mud*	-3	x1/2
Ice	-6	x1/2
Light Snow*	-1	x3/4
Heavy Snow*	-3	x1/2
Paved Road	+/-0	+1/4
Rutted Road	-1	x1/2
Steep Slope	-3	x1/2
Plowed Field*	-1	x3/4
Cratered Field	-3	x3/4
Rocky	-3	x1/2
Visibility	Skill	MOV
Darkness	-3	x1
Fog	-3	Full

*The vehicle may become bogged down.

FAILED MANEUVERS

Failed By	Effect	Penalty
1-2	Minor Slip	-1
3-4	Slip	-3
5	Skid	-6
6+	Flip	-9

SAMPLE VEHICLES

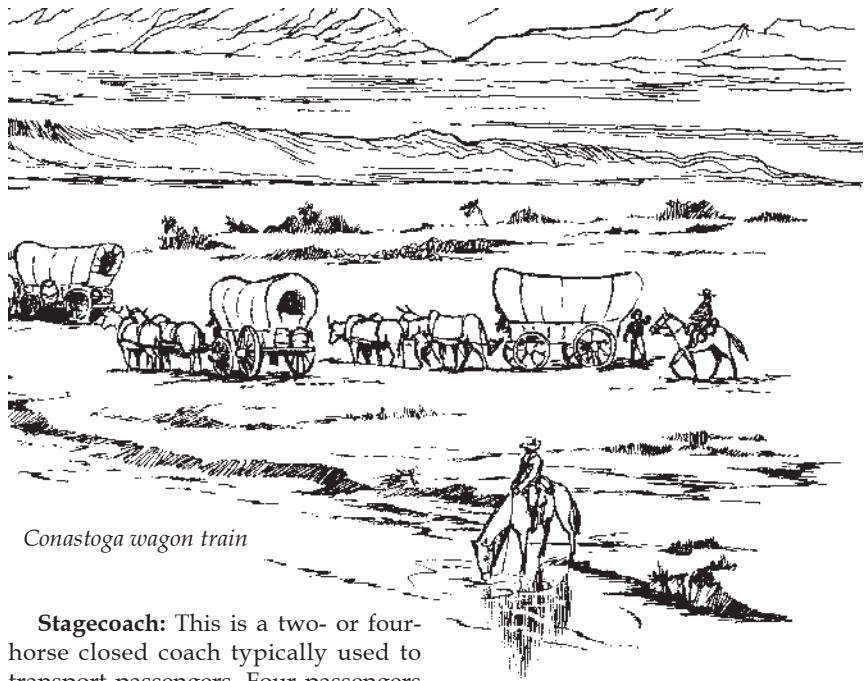
The DEF listed is the vehicle's base DEF while at rest. Modifiers for Movement should be applied when it is in motion (see the *Core Rules* for DEF modifiers for Movement).

WAGONS

Buggy/Cab: This can either represent a small one- or two-horse private buggy or a horse-drawn cab commonly found in larger cities. It carries a driver plus one to three passengers. (DEF: 8; AV: 6; Hits: 24; MOV: 10)

Buckboard: This is a small one- or two-horse wagon with a single seat for a driver and one passenger. The back is open and it can carry 600 lbs. of cargo. (DEF: 8; AV: 8; Hits: 32; MOV: 8)

Conestoga Wagon: This is the famous "prairie schooner" of the pioneers. It has a curved bed to help offset the effects of steep slopes on its cargo. A Bench in the front seats two, and the cargo area is often covered with a canvas tarp. The Conestoga can carry up to 4,500 lbs. of cargo and requires four to six horses or oxen to pull it. (DEF: 14; AV: 9; Hits: 42; MOV: 6)



Conastoga wagon train

Stagecoach: This is a two- or four-horse closed coach typically used to transport passengers. Four passengers can fit "comfrotably" but up to six can ride in cramped conditions. There is a single seat up front for a driver and one

passenger (often taken by a "Shotgun" rider for protection). (DEF: 8; AV: 12; Hits: 36; MOV: 8)

HINTS FOR PLAINS TRAVELERS

(Originally printed in the *Omaha Herald*, 1877)

1. The best seat inside a stagecoach is the one next to the driver... you will get less than half the bumps and jars than on any other seat. When any old "sly Eph," who traveled thousands of miles on coaches, offers through sympathy to exchange his back or middle seat with you, don't do it.
2. Never ride in cold weather with tight boots or shoes, nor close-fitting gloves. Bathe your feet before starting in cold water, and wear loose overshoes and gloves two or three sizes too large.
3. When the driver asks you to get off and walk, do it without grumbling. He will not request it unless absolutely necessary. If a team runs away, sit still and take your chances; if you jump, nine times out of ten you will be hurt.
4. In very cold weather, abstain entirely from liquor while on the road; a man will freeze twice as quick while under its influence.
5. Don't growl at food stations; stage companies generally provide the best they can get. Don't keep the stage waiting; many a virtuous man has lost his character by so doing.
6. Don't smoke a strong pipe inside especially early in the morning. Spit on the leeward side of the coach. If you have anything to take in a bottle, pass it around; a man who drinks by himself in such a case is lost to all human feeling. Provide stimulants before starting; ranch whisky is not always nectar.
7. Don't swear, nor lop over on your neighbor when sleeping. Don't ask how far it is to the next station until you get there.
8. Never attempt to fire a gun or pistol while on the road, it may frighten the team; and the careless handling and cocking of the weapon makes nervous people nervous. Don't discuss politics or religion, nor point out places on the road where horrible murders have been committed.
9. Don't linger too long at the pewter wash basin at the station. Don't grease your hair before starting or dust will stick there in sufficient quantities to make a respectable 'tater' patch. Tie a silk handkerchief around your neck to keep out dust and prevent sunburns. A little glycerin is good in case of chapped hands.
10. Don't imagine for a moment you are going on a pic-nic; expect annoyance, discomfort and some hardships. If you are disappointed, thank heaven.

WILD WEST ACTION!



TRAINS

Locomotive: A steam-engine locomotive designed to pull freight or passenger rail cars. There is a cab with room for up to three people where the engineer and fireman (the person who feeds coal into the furnace) ride. (DEF: 6; AV: 36; Hits: 60; MOV: 16; Base MOV is reduced by 1 for every three cars being pulled, including the required coal tender)

Coal Tender: The second car, pulled behind the engine, that stores the coal for the engine. (DEF: 8; AV: 18; Hits: 42; MOV: —)

Box Car: An enclosed freight car, suitable for hauling boxes, livestock, and the like. (DEF: 6; AV: 12; Hits: 48; MOV: —)

Mail Car: Similar to a box car but sturdier and with reinforced locking side doors. Used to carry mail and other valuables, which can be stored within a free-standing safe inside the car. There is always a railroad employee within the car while the train is in transit. (DEF: 6; AV: 18; Hits: 48; MOV: —)

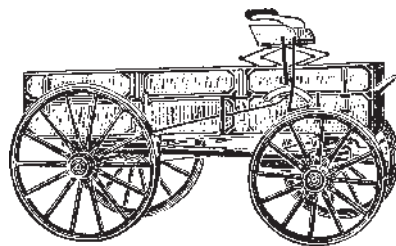
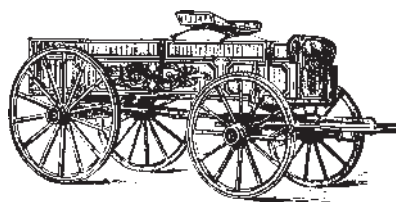
Passenger Car: An enclosed car designed to carry passengers. Seats, sliding windows are installed for passengers' comfort, with a center aisle for those who want to stretch their legs or travel to other cars. Very wealthy individuals sometimes chartered private cars for long journeys. (DEF: 6; AV: 15; Hits: 48; MOV: —)

Sleeper Car: An enclosed car with small, cramped rooms with wall-mounted bunk beds. Sleeper cars are typically used only by individuals on long journeys and the extra money to spend. Most people travel in a passenger car, regardless of the distance. (DEF: 6; AV: 15; Hits: 50; MOV: —)

Armored Car: A specially reinforced and armored freight car. These can be used to transport large, exceptionally valuable items but are most commonly used to transport military equipment. Some armored cars were built with a cannon or Gatling gun mounted on the side or top to defend against attack. (DEF: 6; AV: 32; Hits: 45; MOV: —)

VEHICLE ATTRIBUTES TABLE

Vehicle	DEF	AV	Hits	MOV
<i>Wagons</i>				
Buggy/Cab	12	6	24	10
Buckboard	12	8	32	8
Conestoga Wagon	14	9	42	6
Stagecoach	14	12	36	8
<i>Railroad</i>				
Locomotive	14	36	60	16
Coal Tender	14	18	42	—
Box Car	14	12	48	—
Mail Car	14	18	48	—
Passenger Car	14	15	48	—
Sleeper Car	14	15	50	—
Armored Car	14	32	45	—



Buckboard wagons



Buggy

RAILROAD POSITIONS

Baggage Clerk: Responsible for tagging baggage, loading, unloading and routing baggage en route between destinations.

Brakeman: Freight or passenger crew member who inspects the train, assists the conductor, operates the brakes and assists in switching.

Car Attendant: One whose duties combine those of the porter and steward on modern passenger trains.

Conductor: In charge of train in its entirety, and of the train crew at large.

Cook: One who prepares main entrees on passenger trains.

Engineer: Person responsible for operating the locomotive.

Fireman: Member of the steam locomotive crew who feeds the firebox with fuel. On diesel locomotives, the firemen would monitor controls and assist the engineer.

Pantry Chef: One who assists the cook, responsible mainly for side dishes, breads, and deserts.

Passenger Director: Directs and manages passenger traffic, provides information relating to passenger travel.

Porter: One employed to carry baggage for and assist patrons at rail terminals; a car attendant who waits on passengers and makes up berths.

RPO Clerk: Railroad postal clerk.

Station Master/Depot Agent: Oversees operations connected with railroad building adjacent to tracks, where passengers and freight may be located.

Steward: One who manages the provisioning of food and attends passengers.

Ticket Clerk: Stationed at the ticket window, this person provides tickets and tour information to passengers.



GUNSLINGERS



HORSES

A trusty mount is the lifeblood of any cowpoke riding the ranges of the West.

The difference between an unshakable horse and a tired old nag could mean the difference between life and death. Although it is usually easy to tell the difference between a worn-out old mare and a high-spirited charger, it is not always obvious to everyone. Putting your life in the trust of a horse is something that should be approached cautiously, or some low-down horse merchant may pull the wool over your eyes.

To determine the attribute modifiers for horses of different quality, consult the table below. The GM can determine the quality of the horse to suit the needs of the story or determine it randomly by rolling 3d6.

For game stats for horses, see the *Critters* section.

MOV: This adjustment is applied to the base MOV score for that type of horse. For example, a high-spirited draft horse would have a Movement score of 12. The modified score does affect derived attributes, as well (these will need to be recalculated).

STR: This adjustment is applied to the animal's base Strength score to determine how much weight the horse can carry (or pull). For example, a charger saddle horse would have a STR score of 11. The modified score does affect derived attributes, as well (these will need to be recalculated).

REF: This adjustment is applied to the animal's base Reflexes score. For example, a broken-down medium horse would have a REF of 2. The modified score does affect derived attributes, as well (these will need to be recalculated).

WIL: This adjustment is applied to the animal's base Will. For example, a nag saddle horse would have a WIL score of 4. The modified score does affect derived attributes, as well (these will need to be recalculated).

Cost: This adjustment gives a general indication of what price markup should be applied to a given steed. This is not written in stone and merchants always attempt to get as much as they can.

COLORS & MARKINGS

Horses come in many colors, although they're all variations of some shade of brown, black, grey, or white. Many horses also have white markings

on their faces and legs. These markings, in conjunction with the horse's coat color, play an important part in identifying an individual horse.

BAY

A reddish brown or dark brown horse with black "points" (mane, tail, and legs). Body color ranges from light sandy brown (*sandy bay*) through a medium brown to a deep red *bright bay* or *blood bay* to the *mahogany bay* with sooty black extending down from its back to bay shoulders and underside. A *buckskin* has a golden coat with black points. A *sooty buckskin* has black hairs mixed in along its back. Rarely, one finds a "red silver" horse with a bay-colored coat but white or cream mane and tail.

BLACK

A true black has black skin and no brown or red tint whatsoever in the coat. A mealy black horse has tan or brown hairs on the muzzle or flank is referred to as a *seal brown*. Rare *chocolate silver* horses are black with silvery dapples and white manes and tails.

BLAZE

A wide white stripe starting at the horse's forehead and extending down the face. A very wide blaze that extends over one or both eyes is known as a "bald face." Eyes affected by blazes are often blue; such horses are called "glass-eyed" or "wall-eyed." A lopsided blaze may result in one blue eye and one brown eye. (Most horses have brown eyes.)

CHESTNUT (RED)

Also known as "red." A reddish-brown body with reddish-brown "points" (mane, tail, and legs). *Light chestnuts* seem to have very light manes and tails, although the hairs are the same color as the coat at the base and lighten toward the tips. A *flaxen chestnut* has a chestnut coat with a yellowish or cream mane and tail. *Liver chestnuts* are dark chestnuts with sooty black hairs in the body coat. Mealy chestnuts with lighter underbellies and flanks are called *sorrels*. (In some places, the terms "chestnut," "sorrel," and "red" are interchangeable.) Palominos have golden coats with silver or cream-colored manes and tails. The rare *cremello* is a cream or white color all over, with blue eyes and pink skin.

HORSE QUALITY

3d6	Quality	MOV	STR	REF	WIL	Cost
3	Nag	-5	-3	-2	+1	x.25
4-5	Broken-down	-3	-2	-1	0	x.5
6-8	Tired	-1	-1	0	0	x.75
9-12	Normal	0	0	0	0	x1
13-15	Good	+1	0	0	0	x1.5
16-17	High-spirited	+2	0	+1	+1	x2
18	Charger	+3	+1	+1	+2	x4

WILD WEST ACTION!

DUN

A horse with a lightened coat color and “dun factors”—dorsal stripe, face mask (dark muzzle and ears), leg bars (also known as tiger striping or zebra striping), and sometimes shoulder bars or dark “webbing” along the shoulder or “cobwebbing” across the forehead. A *grullo* (*grulla* for mares—pronounced “gru-ya”) has a slate grey or bluish gray coat with a black mane, tail, and legs. A “lobo dun” is a grullo with black hairs mixed into the coat, especially along the topline (see also *mahogany bay* and *liver chestnut*). A *zebra dun* or *yellow dun* is similar to a buckskin (see *Bay*) with a golden or tan coat but has the “dun factors” and a frosted mane (almost black at the base lightening to yellow at the tips). A *red dun* has a light chestnut coat, mane, and tail with dorsal stripe, leg bars, and dark red webbing on the shoulders.

GRAY

A gray horse is born a black, bay, or chestnut; its coat turns white as it ages. Within a few weeks of birth white or gray hairs appear around the foal’s eyes and flanks. Some horses gray quickly, turning dappled gray and then almost white by the time they’re five years old. Others gray more slowly, and will maintain a darker body, mane, tail, and knees well into adulthood. They develop dappling when they’re 8 or 9 years old, with true white not appearing until much later. Slow-graying horses may be mistaken for blue roans, although grays have lighter faces. *Rose grays* have reddish body coats. *Flea-bitten* grays have reddish, brown, or black hairs (“freckles”) mixed into their coats; these are quite prominent when the horse has turned white. *Porcelain grays* are grays that have gone completely white, including mane and tail and legs. Gray horses are subject to melanomas (small black lumps on the skin), although these rarely cause serious problems. Melanomas under the saddle or girth areas may cause sores.

MEALY

A horse of almost any color whose coat lightens to a light or white underside, with light or white hairs around the eyes and the muzzle.

MEDICINE HAT

A white horse with colored ears (a “war bonnet”) was highly prized by Indians, who believed they had supernatural powers. Some Medicine Hats have eye rings, making their faces quite striking. “Medicine Hat” can also refer to colored ears on a horse with a white face and neck that has other spots of color on its body. Most “medicine hat” horses are *overos* (see *Pinto*).

PALOUSE (“APPALOOSA”)

The Neemepoo (Nez Perce) tribes of Washington, Oregon, and Idaho were famous for their spotted horses, which they called “Maumin.” Whites called them Palouse horses, because they came from the Palouse river region. Roughly a third of the Palouse horses bore distinctive patterns of a white “blanket” over the rump, usually with colored spots amid the white. Those without “blankets” were often heavily roaned or had the “sabino” pattern of pinto markings. Other characteristics of a Palouse horse include white sclera (all of the eye around the iris) and striped hooves. The Neemepoo selectively bred their horses for good temperaments and hardiness as well as for their distinctive color patterns. Neighboring tribes, including the Cayuse and Palouse, bred spotted horses as well. In the 1870s, whites began calling any horse with a blanket-and-spots pattern an “appaloosa,” a slurring of the “Palouse horse” term. After Chief Joseph surrendered to the U.S. Army in 1877, the Nez Perce’s horses were systematically slaughtered (driven over cliffs or used for target practice)—a not uncommon tactic for demoralizing native tribes. Some Palouse horses survived and were dispersed among whites. The wild-west shows, beginning in 1883, were responsible for the continued survival of some of these magnificent spotted animals.

PIED

The general term for spotted horses, regardless of pattern. These include pintos and “Palouse horses” (appaloosas).

PINTO

A horse with large patches of white and color on its body. The English terms are *piebald* for a black-and-white horse, and *skewbald* for a pinto with any color other than black. Other terms for pin-

tos include “pied,” “calico,” “overo,” “spotted,” and “old paint.” Indians prize these colorful horses, especially those with “medicine hats” or “war shields” (large spots of color on their chests, thought to protect them in battle). In the southwest, Spanish terms were used to describe pinto patterns more precisely. *Overo* refers to a horse with irregular white patches on a colored coat, especially on the belly. One or more legs are usually dark. The horse’s back will be colored, with now white patches. The head is usually strikingly marked with white; bald-faced and bonnet-faced horses are common. *Overo* horses often have blue eyes. *Tobiano* refers to a horse with oval or round spots of color extending down the neck and chest. Their heads are usually colored, although they may have the usual white markings (blaze, strip, etc.). White spots will often spread over the horse’s back. The legs are usually white (certainly below the knees and hocks). “Sabino” refers to a horse with white hairs mixed in among the coat, much like a roan, although the sabino’s face is often white (as with overos) and the roaning follows the same patterns an overo’s white patches may show.

ROAN

A roan’s coat is dusted with white hairs, giving the coat a “salt & pepper” or “cinnamon & sugar” appearance over its body. A roan’s mane and tail may be a solid color or mixed with streaks of white or grey. A *red roan* is essentially a roaned bay. Some red roans appear almost orange. *Strawberry roans* have a chestnut coat dusted with white. A roaned black is called a *blue roan*, as the intermixed white hairs give the black coat a bluish color. Roaning does not extend onto the face or down the legs below the knees, which remain dark (although they may have white markings). As with gray horses, a roan is born bay, black, or chestnut. The roaning appears after the foal sheds its first coat. Unlike grays, roans maintain the same mixture of white and colored hairs throughout their lives; they don’t get lighter as they age. Roans do change color with the change of seasons, though. Their winter coats show far fewer white hairs, making them appear to be solid-colored in winter while they’re obviously roan when they shed their winter coat.

GUNSLINGERS

WHITE

Most white horses are actually grays that have turned white. True white horses are rare. They are white from birth, with pink skin, blue eyes, and white hooves. They are sometimes called "albino" horses, although they are not much more sensitive to sunlight than other horses and don't have the vision problems often associated with albinism. All-white foals born of *overo* parents (see *Pinto*) die within hours of birth.

OTHER HORSE TERMS

Bell Mare: An older mare wearing a bell that leads a pack string or is turned out with a remuda to help the cowboys locate the herd.

Blowing Rollers: a rattling snort often made by a horse when spooked.

Breaking: training a horse for work.

Broom-tail: a low-quality range horse.

Bronc, bronco: an unbroke horse (not trained to saddle).

Caballo: Spanish for horse.

Canter: a three-beat gait (the familiar ba-da-dum drumming of hooves) that's faster than a trot.

Cavvy: a ranch's group of saddle horses (mostly used in the Northwest; see also "remuda").

Cavvy marks: a way of trimming the mane near the withers to mark the horse's level of training, making it easier for cowboys new to the ranch to choose a suitable horse for a given task.

Cayuse: The Cayuse tribes predominantly bred roans, which influenced the appaloosas (see "Palouse Horse") and pintos bred by neighboring tribes (the Neemepoo or Nez Perce, and the Palouse). Cowboys called any pony bred by Indians a "cayuse" or "cayuse pony."

Colt: a male foal.

Cow horse: a horse trained to work cows (roping, cutting, and general cow work). It may take several years to fully train a good cow horse.

Cow sense: a horse with "cow sense" has a natural talent for anticipating cows' actions and reactions, which is invaluable in a cow horse.

Cutting horse: a cow horse used specifically for "cutting" cows from the herd for branding.

Dam: a horse's mother.

Fillie: a female foal.

Foal: a young horse (less than a year) of either sex.

Frog: a rubbery pad on the underside of a hoof that acts as a shock absorber.

Gallop: a horse's all-out run. A gallop is similar to a fast canter, but the rhythm degrades into a slightly uneven four-beat gait.

Gelding: a castrated male horse. Colts were often allowed to run free on the range until they were two years old, when they would be castrated and "broke" to saddle (trained to be ridden). Geldings are often more docile than stallions.

Hand: a standard of measurement equal to 4 inches, approximated by the width of a man's hand. Horses are measured in "hands" from the top of the withers to the ground. A horse standing "15 hands" stands 60" (5 feet) at the withers. "Hands" are further broken down into fourths (one inch each). Thus a horse standing at 14.2 would be 58" at the shoulder (14 times 4 plus 2).

Jog: a slow trot that minimizes jarring.

Locoed: a term used when a horse is addicted to loco weed, which causes abnormal hair growth of the mane and tail, weight loss, vision problems, and loss of muscular control.

Lope: a slow canter.

Mare: a female horse.

Mustang: a horse running wild on the range.

Outlaw: A wild horse that refuses to be tamed or trained.

Owl-headed: a horse that looks around a lot, and may be "spooky."

Remuda: a round-up's collection of saddle horses that serve as remounts for the cowboys (mostly used in the Southwest; see also "cavvy").

Rim-Fire: when the cowboys gets his rope caught up under his horse's tail, usually while roping cattle. Rim-fire often ends in a wreck as horses may react violently to the pain or discomfort of a rope in that position.

Snip: A white patch on the nose or lip (may appear pink on a sparsely haired muzzle with pink skin).

Sock: a white marking near the hoof, similar to a human's "ankle socks." A leg with a sock will usually have a white hoof rather than a black one.

Spooky: a horse that shies or "spooks" at unfamiliar sights, or sometimes seemingly at nothing at all.

Stallion: an intact (not gelded) adult male horse. Also called a "stoneyhorse."

Star: a patch of white on the forehead, often in a diamond shape and usually centered above and between the eyes.

Stocking: a white "sock" that runs up to the knee or hock.

Strip: A white mark running partway down the face.

Stripe: a narrow blaze.

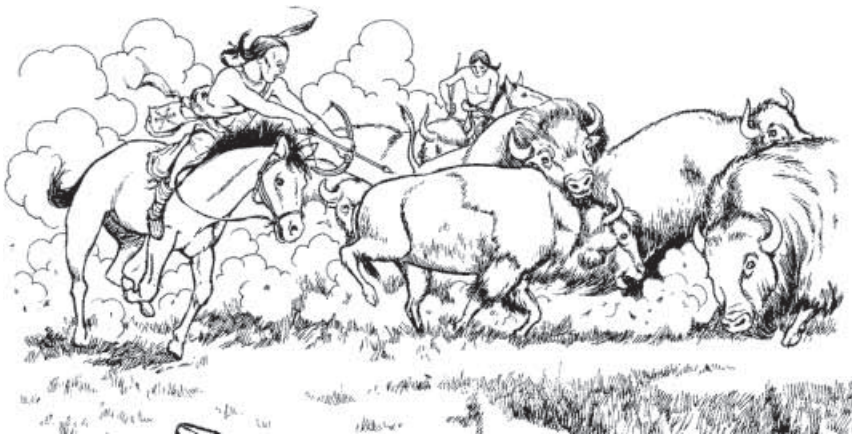
Trot: a two-beated gait where the horse's legs move in diagonal pairs. It can be used to cover a lot of ground without tiring the horse too much.

Walleyed: A term used for a horse with blue eyes, or for a horse whose eyes are wide in terror (and hence showing the whites). In some areas, the term "walleyed" is reserved for horses with white sclera, where all of the eye surrounding the iris is white (most horses have a ring of brown around the iris, minimizing the white of the eye). *Palouse* horses (see also "pied") are known for white sclera.

Weedy: a term used when a horse eats too much black sage or other non-nutritious plants instead of a normal diet, causing thinness and sometimes affecting the horse's brain.

Withers: the highest part of the horse's back, at the base of the neck.

Yearling: a young horse of either sex between a year and two years old.



WILD WEST ACTION!

CRITTERS

"...from buffalo down to rattlesnake, including quadruped that runs, every fowl that flies and every reptile that creeps, nothing comes amiss to the mountaineer."

—George F. Ruxton

The Wild West may not have fantastical creatures, but there are still many that posed threats to the settler and any hombres poking around in their environment.

ANIMAL ATTRIBUTES

In general, animals use the same scale for attribute scores as human characters, although a few comments need to be made about animal attributes.

STRENGTH

STR represents "raw physical prowess, including the ability to lift, push and otherwise exert force." While normal humans have a maximum STR of 10, animals can have scores above this level. A maximum score of 20 is used in combination with skill checks, although an animal's actual STR score may be much higher.

Conversely, some animals (very small creatures in particular) will have a STR score less than 1. To represent very low and fractional STR scores, use the Micro Scale, as described in the *Scaling Rules*. A Micro Scale STR score is represented as a decimal score from .1 to 1.

To determine an animal's STR, one need simply determine how much weight it is able to carry (lift and move) or how much weight it can drag or pull, then compare this amount to the Basic STR Table in the *Core Rules*.

REFLEXES

REF represents "agility, coordination, reaction, and overall speed." The REF score for most animals will fall well within the human range (1-10), although some rare creatures may have scores in the supernatural range (11+).

The key to determining an animal's REF score is to consider not just a single ability, but the creature's over all agility and speed. Snakes, for example, can strike very quickly but their movement and climbing ability would suggest a REF of about 3 to 5. To represent an animal's accuracy with an attack one can use extra skill levels for the attack and/or the Fast Reflexes advantage.

Defense: An animal's base DEF is adjusted for size if it is larger or smaller than a person. The adjustment is based on the target size modifiers listed in the *Core Rules*. This adjusted DEF represents the DEF of the animal against human attackers. If two animals of the same size are fighting each other, the modifier is not used, relying instead on the creatures' base DEF (i.e., 10 + REF). The DEF modifier is -4 for Very Large creatures (whales and other huge animals), -2 for Large creatures (horses, mules, cattle, large bears, and the like), no change for medium creatures (donkeys, etc.), +2 for Small creatures (dogs, goats, etc.), +4 for Very Small creatures (cats, large birds), and +6 for Tiny creatures (rats, small birds, and the like). DEF scores for animals in this section are already adjusted for the creature's size.

Movement: Some animals have higher MOV scores than would normally be derived from their attribute scores. In these cases, the animal's MOV score has been adjusted to reflect the creature's real world movement speeds.

HEALTH

HLT represents "overall constitution, general health, resistance to disease, and overall fitness." Animal HLT scores should fall within the 1 to 10 range, as for human characters.

Life Points: HLT is used to determine a character's LIF score. For animals, especially larger animals, this base derived score will not sufficiently reflect an accurate score (a whale may have a HLT of 4 and a WIL of 2, but you can bet that it will have a LIF score higher than the derived score of 16!). To represent size and bulk or particular tenacity, consider adding additional LIF points, an Armor Value score (that can represent hide, or a shell or chitinous exoskeletal structure) or even the Hard to Kill advantage.

Suggested LIF values based on the mass of the animal. A good rule of thumb is to assume 5 LIF points for each point of STR required to lift the creature.

For example, a camel (600 kg) that requires a STR of 11 to lift would have 55 Life Points, and a Tyrannosaurus Rex (6,400 kg) that requires a STR of 18 to lift would have 90 Life Points!

INTELLECT

INT represents "the sharpness of the character's mind, clarity of thought and overall alertness." Animals, unlike humans, do not have the ability to reason. Therefore, animal INT focuses on the animal's alertness. To represent this limitation, animals have the special Physical Disadvantage: Animal Intellect. This represents the animal's inability to reason and to "learn" in the way that humans do, as well as the inability to use skills that require

GUNSLINGERS

BEARS



technical training and comprehension (such as Engineering).

This doesn't mean that an animal cannot have a moderate or even high INT score. An animal with a high INT score can represent an animal that is exceptionally alert. Even so, the highest INT that an animal should be given is 3. To reflect exceptional ability with a particular skill, the animal should receive an increased skill score and/or appropriate Advantages to increase the overall ability.

PRESENCE

PRE represents the animal's "general personality, charm, charisma, and innate persuasiveness" as perceived by humans. Thus, an animal with a high PRE score would be considered an exceptionally attractive or, alternatively, fearsome specimen.

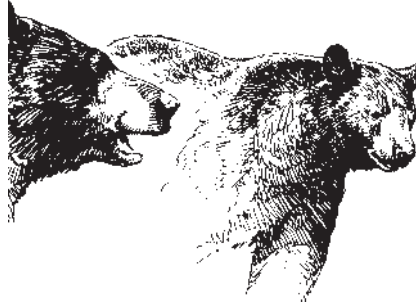
Most animals will have a PRE score of 3 or less (few animals are more influential or fearsome to people than attractive or fear-inspiring humans).

WILL

PRE represents the animal's "mental strength, ego, and force of conviction." Animals survive and interact largely by instinct rather than force of will, so most animals should never have a WIL score higher than 3. Some animals may have slightly higher scores, however, especially particularly stubborn critters.

Bears are plenty common in the wild and untamed mountain regions of the Old West. Black and Brown bears are the two types encountered most often and each is detailed below.

BLACK BEAR



Size: Large

STR	8	REF	4	HLT	6
PRE	3	INT	2	WIL	5
DEF	12	INI	4	MOV	13
TGH	5	LIF	19	Stun	10
Crit	12	Run	26	Sprt	39

Disadvantages: Physical Disad.: Animal intellect

Advantages: Light Sleeper (+3; not in winter), Night Vision (starlight/moonlight)

Skills: Area Knowledge (home area) +2, Athletics (Climbing +4) +4, Awareness +4, Fish and Game +3, Persuasion (Intimidation +4) +2, Stealth +3, Swimming +2, Tracking +8, Unarmed Combat (Brawling) +2

Notes: Bite (1d6 P/L), Claws (1d6+2 B/L), Hug/squeeze (4d6 B/L)

Description: Black bears (*ursus americanus*) are primarily found in the Rocky Mountains and nearby hilly country and Canada.

Despite their name, Black Bears can range in color from black, to brown, cinnamon and even blond. Black bears weigh 100-150 kg.

Black bears are loners that wander their territory looking for sufficient food to survive. Although black bears prefer fruits, berries, vegetables, roots and honey, they will also eat ants, grubs, other insects and small mammals and carrion (meat from dead animals), but are not predators, *per se*. They are able to climb trees, using their strength and powerful claws.

Black bears can be distinguished by the lack of a shoulder hump (a Knowledge (Wilderness Lore) skill roll, TN 15, will reveal this to a character).

BROWN (GRIZZLY) BEAR



Size: Large

STR	18	REF	5	HLT	8
PRE	3	INT	2	WIL	5
DEF	13	INI	4	MOV	16
TGH	12	LIF	34	Stun	17
Crit	32	Run	32	Sprt	54

Disadvantages: Physical Disad.: Animal intellect

Advantages: High Pain Threshold (+3), Light Sleeper (+3; not in winter), Night Vision (starlight/moonlight)

Skills: Area Knowledge (home area) +4, Athletics (Climbing +2) +2, Awareness +4, Fish and Game +4, Persuasion (Intimidation +6) +2, Stealth +2, Swimming +4, Tracking +8, Unarmed Combat (Bite) +3, Unarmed Combat (Claws) +5, Unarmed Combat (Grab) +5

Notes: Bite (1d6+2 P/L), Claws (2d6+2 B/L), Hug/squeeze (8d6 B/L)

Description: Brown bears (*ursus arctos*), also known as Grizzly Bears, can be found throughout North America, from the mid-plains westward to California and from central Mexico north throughout Alaska and Canada. They are frequently encountered in the Rocky Mountains.

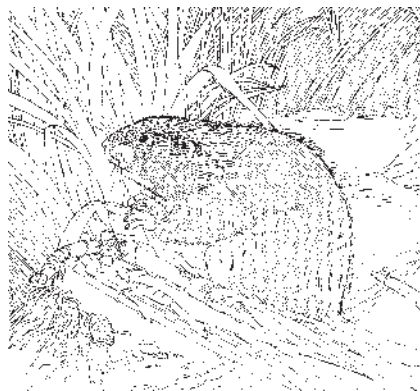
Grizzly bears weigh an average of 200-300 kg., although some specimens can be as large as 350 kg.! They can be encountered from late March or April (when they emerge from hibernation) through December.

Grizzly bears can be identified by the distinctive shoulder hump (a Knowledge (Wilderness Lore) skill roll, TN 15, will reveal this to a character).

Grizzly bears eat berries, green vegetation, flowers, insects (ants, beetles, bees, and the like), animals, and even garbage. They are able to climb trees, though not as well as Black Bears.

WILD WEST ACTION!

BEAVER



Size: Small

STR	2	REF	4	HLT	4
PRE	2	INT	1	WIL	4
DEF	16	INI	3	MOV	5
TGH	4	LIF	20	Stun	10
Crit	16	Run	10	Sprt	15

Disadvantages: Physical Disad.: Animal intellect

Advantages: None.

Skills: Athletics +3, Awareness +4, Persuasion +2, Stealth +1, Swimming +8, Tracking +2, Unarmed Combat (Bite) +3

Notes: Bite (1d6 P/L)

Description: A beaver (*Castor canadensis*) look like large, stocky rodents with bright yellow teeth and an enormous, distinctive flat tail. They average 105 cm (3.5 feet) in length and 20 kg (10 lbs.) in weight. Their rear webbed feet and rudder-like tail aid them in swimming. Beavers can move in water as well as they can on land (use the same MOV score for both, and allow beavers to Run or Sprint in water, unlike humans). They are herbivores, eating the mainly leaves and bark of aspen trees.

Beavers are found throughout Canada and the northern United States and Rocky Mountains. Beavers build dams from sticks and packed mud to rise the level of the local watercourse and build their main lodge (home) in the center of the pond. An underwater entrance protects them from predators, such as otters, cougars, wolves and bears. Beaver lodges also make good hiding places for knowledgeable characters, as depicted in at least one Western movie about mountain men. (Beaver lodge: AV 8, Hits: 24)

Beaver hides were quite valuable in the early 1800s, and beaver fur was used to make popular hats, muffs, and other clothing items. By the late 1830s, however, the demand for beaver pelts de-

clined after the introduction of silk to American fashion.

BEAVER PELT VALUE (1825)

Values of trade goods in "made beaver" (one good quality adult beaver pelt, weighing approximately 8 oz. or 1.1 kg.). "Made beaver" (or MB) was the standard unit established by the Hudson Bay Company for use in the fur trade with Native American Indians. It represented the estimated value of a prime beaver pelt on the London market.

MB Trade goods

1	1 1/2 pounds of gun-powder
1	1 blanket
1	1 brass kettle
1	1 gal. of brandy
1	1 pair of breeches
1	1 pair of shoes
1	12 dozen buttons
1	2 hatchets
1	2 pair looking glasses
1	2 lbs. of sugar
1	2 shirts
1	2 yards of flannel
1	20 fish hooks
1	20 flints
1	3/4 lb. of colored beads
1	8 knives
4	1 pistol
11	1 musket

BISON

Size: Large

STR	10	REF	3	HLT	7
PRE	2	INT	1	WIL	4
DEF	11	INI	2	MOV	14
TGH	7	LIF	29	Stun	15
Crit	28	Run	28	Sprt	42

Disadvantages: Physical Disad.: Animal intellect

Advantages: Hard to kill (AV 4 hide)

Skills: Athletics +2, Awareness +3, Persuasion +2, Stealth +1, Swimming

+1, Tracking +4, Unarmed Combat (Butt) +4

Notes: Butt (5d6 B/L), Trample (6d6 B/L)

Description: Bison are range roaming animals of the *bovidae* family (related to cattle).

An average size female bison weighs about 400 kg. (900 lbs.) and stands 1.5 meters tall at the shoulder. An average male weighs 725 kg. (1,600 lbs.) and stands 2 meters high at the shoulder. Very large males can weigh as much as 900 kg. (2,000 lbs.), and rare cases of huge bison weighing 1,350 kg. (3,000 lbs.) have even been recorded!

An interesting fact is that the once countless American Bison was reduced to fewer than 600 total animals by 1887.

If a herd of bison are startled (such as by nearby gunfire), it may stampede. The GM rolls 3d6+4 against a Target Number of 18; failure indicates the herd stampedes. A frightened herd of bison flees as a group in a random direction away from the perceived source of danger. They literally run over anything smaller than themselves that gets in their way (including horses, fences, dogs, crates, and yes, people).

If a character is caught in a stampede, they will be trampled by 1d3 animals per turn, suffering a base 6d6 B/L damage for the first animal plus 1d6 damage for each additional one. For example, Mike McClarey is caught in a stampede. the GM rolls 1d3 resulting in 3. The GM then rolls 6d6 plus 2d6 for the additional two animals that turn, for a total of 8d6 B/L damage to poor McClarey.

BUFFALO OR BISON?

Although "buffalo" is the name often used to describe North American bison, this is a misnomer. True buffalo are very different from bison and true "buffalo" are native only to Africa and Asia.



GUNSLINGERS

CATTLE

A one year old female calf is called a heifer. A male cow is called a bull. Some cows were bred for milking while others were bred for slaughter, providing beef for the consumer market.

While cows are not a naturally aggressive animal, they can attack if provoked (usually out of fear), by kicking or, if so equipped, with horns. If a herd of cattle are startled (such as by nearby gunfire), it may stampede. The GM rolls 3d6+4 against a Target Number of 18; failure indicates the herd stampedes. A frightened herd of cattle flees as a group in a random direction away from the perceived source of danger. They literally run over anything smaller than themselves that gets in their way (including horses, fences, dogs, crates, and yes, people).

If a character is caught in a stampede, they will be trampled by 1d6 animals per turn, suffering the base Trample damage listed for the first animal plus 1d6 damage for each additional animal that tramples him.

For example, Mike McClarey is caught in a stampede. the GM rolls 1d3 resulting in 3. The GM then rolls 6d6 plus 2d6 for the additional two animals that turn, for a total of 8d6 B/L damage to poor McClarey.

Several breeds of cattle are detailed below.

ANGUS

Size: Large

STR	9	REF	2	HLT	7
PRE	2	INT	1	WIL	2
DEF	10	INI	2	MOV	12
TGH	6	LIF	30	Stun	15
Crit	28	Run	24	Sprt	36

Disadvantages: Heavy Sleeper (TN 24), Physical Disad.: Animal intellect

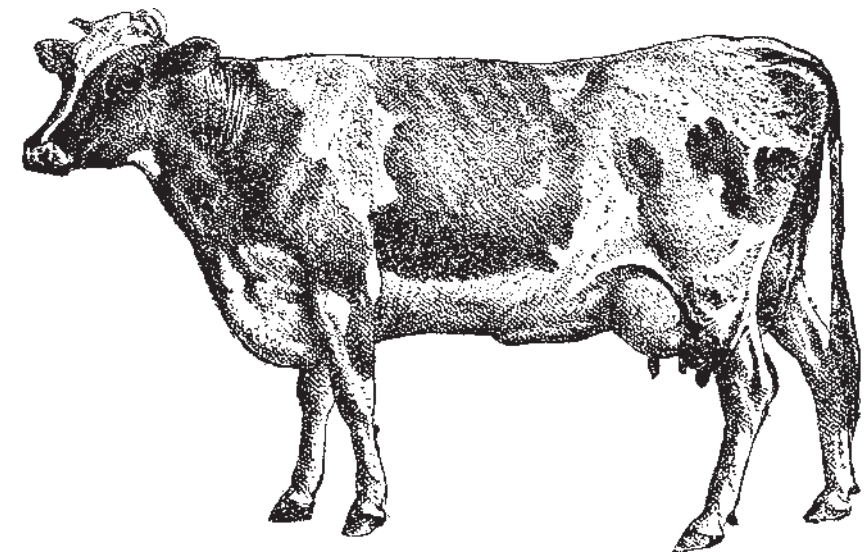
Advantages: Physical Adv.: +1 HLT to resist harsh weather (Conv.)

Skills: Area Knowledge (home area) +2, Athletics +2, Awareness +3, Persuasion +2, Swimming +1, Tracking +1, Unarmed Combat (Kick) +3

Notes: Kick (4d6+2 B/L), Trample (4d6 B/L)

Description: Angus are cows with a solid black coat, though they may have white on the udder. An average adult cow weighs 625 kg. (1,400 lbs.).

Angus are a hearty breed, resistant to harsh weather, adaptable, and good natured. Angus were first imported to



the United States in 1878. They quickly became popular with ranchers (and markets) because they mature extremely early and have a high carcass yield with nicely marbled meat.

An Angus cow can drag/pull up to 700 kg. and can carry up to 175 kg.

HOLSTEIN

Size: Large

STR	10	REF	2	HLT	6
PRE	2	INT	1	WIL	2
DEF	10	INI	2	MOV	12
TGH	6	LIF	27	Stun	14
Crit	24	Run	24	Sprt	36

Disadvantages: Heavy Sleeper (TN 24), Physical Disad.: Animal intellect

Advantages: None

Skills: Area Knowledge (home area) +2, Athletics +2, Awareness +3, Persuasion +2, Swimming +1, Tracking +1, Unarmed Combat (Kick) +3

Notes: Kick (5d6 B/L), Trample (5d6 B/L)

Description: Holsteins are large animals with black and white or red and white coats. An average adult Holstein cow weighs 680 kg. (1,600 lbs.) and stands 1.5 m. (58") tall at the shoulder. They are used primarily as milking cows.

The Holstein originated in Europe. In 1852 Winthrop Chenery, a Massachusetts breeder, purchased a cow from a Dutch sailing master who landed cargo at Boston. The cow proved to be such a good milk producer that Chenery imported additional Holsteins in 1857, 1859 and 1861. Soon other breeders were doing the same.

A Holstein cow can drag/pull up to 800 kg. and can carry up to 200 kg.

TEXAS LONGHORN

Size: Large

STR	10	REF	3	HLT	7
PRE	2	INT	1	WIL	3
DEF	11	INI	2	MOV	14
TGH	7	LIF	32	Stun	16
Crit	28	Run	28	Sprt	42

Disadvantages: Heavy Sleeper (TN 24), Physical Disad.: Animal intellect

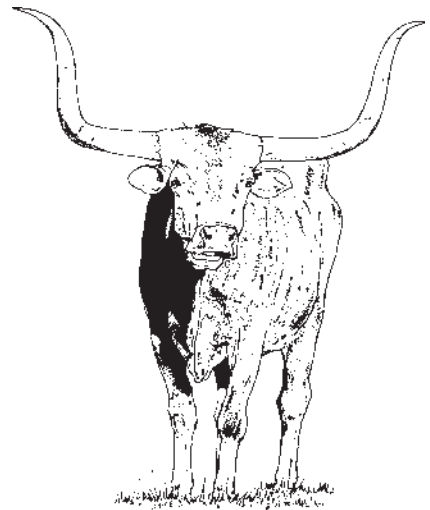
Advantages: None

Skills: Area Knowledge (home area) +3, Athletics +2, Awareness +4, Persuasion (Intimidation) +3, Stealth +1, Swimming +2, Tracking +1, Unarmed Combat (Horns) +3, Unarmed Combat (Kick) +3

Notes: Horn (3d6 P/L), Kick (5d6 B/L), Trample (6d6 B/L)

Description: Texas longhorns are bred primarily for slaughter. They are often seen as part of a huge cattle drive in Western films.

Longhorns were brought by the Spanish via Mexico into Texas in the 16th century. The population of this



WILD WEST ACTION!

popular breed exploded following the end of the Civil War (1865). But in the hard winter of 1885-86, as many as 85% of the longhorns died in many areas. After the following dry summer and an unusually severe blizzard in January, 1887, this breed all but disappeared.

Females average 450 kg. (1,000 lbs.) and males tip the scales at an average weight of 680 kg. (1,500 lbs.), with long horns measuring about 45" from tip to tip!

A Texas Longhorn can drag/pull up to 800 kg. and can carry up to 200 kg.

CROW

Size: Very small



STR	.4	REF	4	HLT	3
PRE	2	INT	2	WIL	2
DEF	18	INI	3	MOV	3
TGH	2	LIF	6	Stun	3
Crit	4	Run	6	Sprt	9

Disadvantages: Acute Sense: Vision (+6), Light Sleeper (+3; not in winter), Physical Disad.: Animal intellect, Psych. Disad.: Curious/mischievous (CS 10)

Advantages: Flight (MOV 18, Run 26, Sprint 54), Well Rested (Conv.)

Skills: Area Knowledge (home area) +3, Athletics +4, Awareness (Vision +6) +4, Persuasion (Intimidation +2) +2, Stealth +3, Swimming +2, Tracking +2, Unarmed Combat (Claw) +3, Unarmed Combat (Peck) +3

Notes: Claw (2 pts. B/L), Peck (2 pts. P/L)

Description: The American Common Crow (*Corvus brachyrhynchos*) are black feathered birds, similar to ravens in appearance (both are in the same family). The crow is a migratory species with a somewhat "playful" or mischievous disposition. They nest in pairs. In Autumn and Winter crows live in large flocks, usually roosting in the same sites year after year. Crows are omnivorous, eating plants and seeds, insects and even carrion.

AS THE CROW FLIES

Crows do not always actually fly in straight lines. The term "as the crow flies" purportedly originated with birdwatchers who confused the crow with the similar-looking rook, which does indeed fly in a straight line.

EATING CROW

As one tale has it, the phrase originating during a wartime exchange between a trespassing hunter and an enemy army officer. The hunter shot a crow on enemy lands and, after tricking the hunter into handing over his weapon, the soldier forced the hunter at gunpoint to take a bite of his own crow to teach him a lesson.

COYOTE



Size: Small

STR	2	REF	5	HLT	3
PRE	2	INT	2	WIL	2
DEF	17	INI	4	MOV	18
TGH	2	LIF	13	Stun	7
Crit	12	Run	36	Sprt	54

Disadvantages: Physical Disad.: Animal intellect

Advantages: Light Sleeper (+9), Night Vision (starlight/moonlight), Well Rested (Conv.)

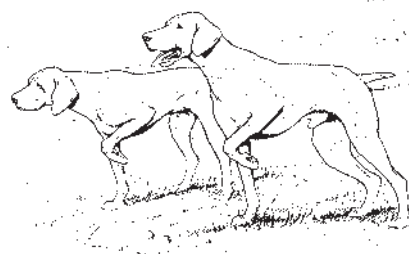
Skills: Area Knowledge (home area) +3, Athletics +4, Awareness (Smell +8) +4, Persuasion (Intimidation) +2, Stealth +1, Swimming +2, Tracking +14, Unarmed Combat (Bite) +5, Unarmed Combat (Claws) +3

Notes: Bite (1d6 P/L)

Description: Coyotes (*Canis latrans*) are small, wild canines with grayish-brown to yellowish-gray fur and pointed, erect ears. Coyotes are 3 to 4.5 feet (1 to 1.4 m) long and weigh 33 to 44 pounds (15 to 20 kg). Coyotes' diet consists of small mammals, birds, snakes, carrion, fruits and vegetables.

DOGS

HUNTING DOG



Size: Small

STR	3	REF	5	HLT	3
PRE	2	INT	2	WIL	2
DEF	17	INI	4	MOV	10
TGH	3	LIF	13	Stun	7
Crit	12	Run	20	Sprt	30

Disadvantages: Physical Disad.: Animal intellect

Advantages: Light Sleeper (+6), Well Rested (Conv.)

Skills: Area Knowledge (home area) +6, Athletics +2, Awareness (Smell +12) +4, Persuasion (Intimidation +4) +2, Stealth +1, Swimming +2, Tracking (by smell) +16, Unarmed Combat (Bite) +3, Unarmed Combat (Grab/Tackle) +2

Notes: Bite (1d6 P/L), Tackle (1d6 B/L)

Description: The hunting dog represents the various hunting, bird and tracking dogs (generally 28-32 kg. or 60-70 lbs.). Examples include the Labrador Retriever, Bloodhound, and some Terrier breeds.

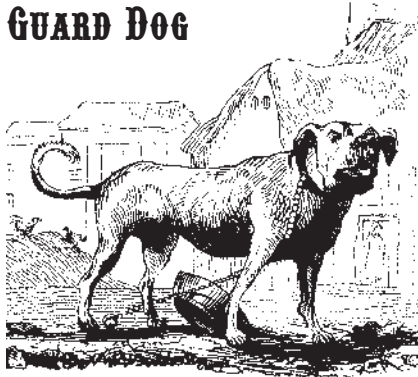
A hunting dog can drag/pull up to 100 kg. and can carry up to 25 kg.

Hunting dogs can also be trained as guard dogs, although their game stats remain the same.



GUNSLINGERS

GUARD DOG



Size: Small

STR	3	REF	6	HLT	4
PRE	2	INT	2	WIL	2
DEF	18	INI	4	MOV	14
TGH	3	LIF	16	Stun	8
Crit	12	Run	28	Sprt	42

Disadvantages: Physical Disad.: Animal intellect

Advantages: Light Sleeper (+9), Well Rested (Conv.)

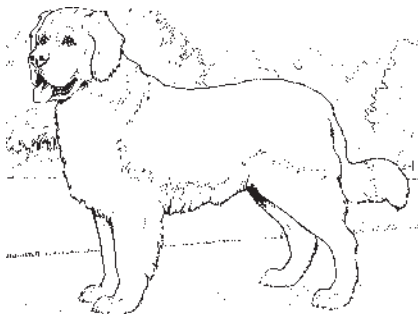
Skills: Area Knowledge (home area) +5, Athletics +3, Awareness (Smell +6) +6, Persuasion (Intimidation +6) +2, Stealth +2, Swimming +1, Tracking (by smell) +12, Unarmed Combat (Bite) +5, Unarmed Combat (Grab/Tackle) +3

Notes: Bite (1d6+2 P/L), Tackle (1d6+2 B/L)

Description: The guard dog represents the guard and larger herding dogs (generally 32-40 kg. or 70-90 lbs.) used primarily as guard dogs, such as the German Shepherd and Sheep Dog.

A guard dog can drag/pull up to 100 kg. and can carry up to 25 kg.

WORKING DOG



Size: Small

STR	4	REF	6	HLT	4
PRE	2	INT	2	WIL	3
DEF	18	INI	4	MOV	14
TGH	4	LIF	18	Stun	9
Crit	16	Run	28	Sprt	42

Disadvantages: Physical Disad.: Animal intellect

Advantages: Light Sleeper (+6), Well Rested (Conv.)

Skills: Area Knowledge (home area) +5, Athletics +3, Awareness (Smell +8) +4, Knowledge (Herding) +8, Persuasion (Intimidation +6) +2, Stealth +2, Swimming +1, Tracking (by smell) +12, Unarmed Combat (Bite) +5, Unarmed Combat (Grab/Tackle) +3

Notes: Bite (1d6+2 P/L), Tackle (1d6+2 B/L)

Description: The working dog represents the various herding and guard dogs (generally 40-55 kg. or 88-120 lbs.). Examples include the Alaskan Malamute and Australian Shepherd.

A working dog can drag/pull up to 200 kg. and can carry up to 50 kg.

LAP DOG



Size: Very small

STR	.7	REF	4	HLT	2
PRE	2	INT	2	WIL	2
DEF	18	INI	3	MOV	14
TGH	2	LIF	8	Stun	4
Crit	6	Run	28	Sprt	42

Disadvantages: Physical Disad.: Animal intellect

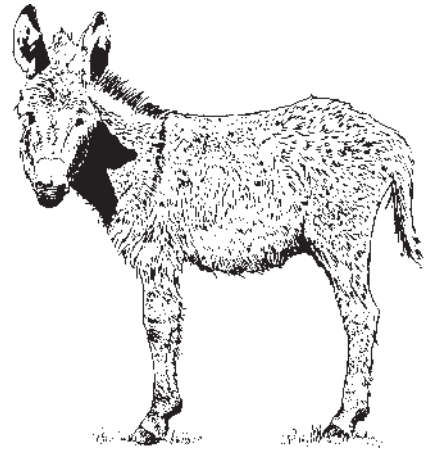
Advantages: Light Sleeper (+6), Well Rested (Conv.)

Skills: Area Knowledge (home area) +4, Athletics +2, Awareness (Smell +8) +4, Persuasion (Intimidation +2) +2, Stealth +1, Swimming +1, Tracking (by smell) +12, Unarmed Combat (Bite) +3, Unarmed Combat (Grab/Tackle) +2

Notes: Bite (2 points P/L), Tackle (2 points B/L)

Description: The lap dog represents the various small breed dogs (generally under 4.5 kg. or 10 lbs.) that are kept as pets (primarily by Easterners), such as the Pekinese, Maltese and Pomeranian.

DONKEY



Size: Medium

STR	5	REF	4	HLT	4
PRE	2	INT	1	WIL	4
DEF	14	INI	3	MOV	8
TGH	4	LIF	20	Stun	10
Crit	16	Run	16	Sprt	24

Disadvantages: Physical Disad.: Animal intellect, Psych. Disad.: Stubborn (CS 15)

Advantages: None.

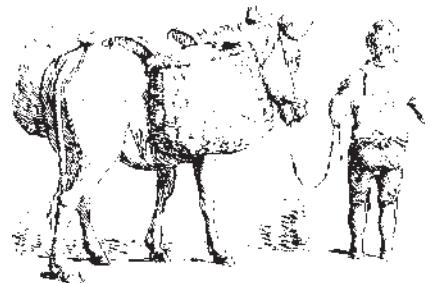
Skills: Area Knowledge (home area) +2, Athletics (Balance +2) +3, Awareness +4, Persuasion +1, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Bite) +2, Unarmed Combat (Kick) +3

Notes: Bite (1d6 B/L), Kick (2d6+2 B/L)

Description: Donkeys (called *burros* in Spanish) are small frame pack animals. They are used primarily for hauling goods and extra equipment although they can be ridden like horses. All Animal Handling and Riding skill rolls are at a -1 penalty due to their stubborn nature.

Donkeys are more often used as pack animals than they are used as a riding animal.

A donkey can drag/pull up to 300 kg. and can carry up to 75 kg.

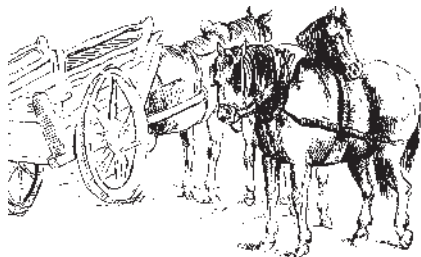


WILD WEST ACTION!

HORSES

Horses are categorized as either light (saddle horses), medium (heavy harness horses) or heavy (draft horses). Each is described below.

DRAFT HORSE



Size: Large

STR	11	REF	4	HLT	7
PRE	2	INT	2	WIL	3
DEF	12	INI	3	MOV	10
TGH	7	LIF	27	Stun	14
Crit	28	Run	20	Sprt	30

Disadvantages: Physical Disad.: Animal intellect

Advantages: None.

Skills: Area Knowledge (home area) +2, Athletics +2, Awareness +2, Persuasion (Intimidation) +2, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Hooves) +2, Unarmed Combat (Kick) +2

Notes: Bite (1d6 B/L), Kick (5d6+2 B/L)

Description: Draft horses are the largest and heaviest (Heavy) type of horse. The average height is 17-18 hands (68-72") and the average weight is more than 1500 lbs. Draught breeds include the Percheron, Clydesdale, Suffolk, Belgian, and Shire.

A draft horse can drag/pull up to 1,000 kg. and can carry up to 270 kg.

HEAVY HARNESS HORSE

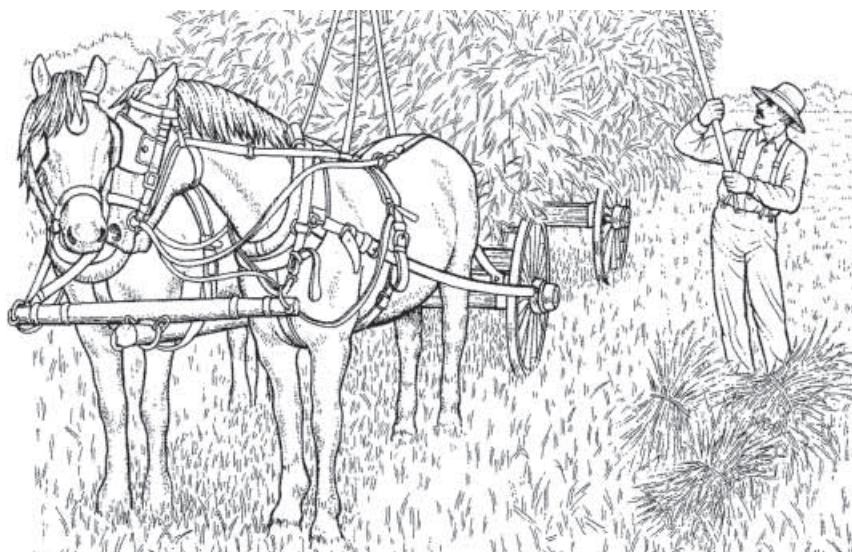
Size: Large

STR	11	REF	3	HLT	6
PRE	3	INT	2	WIL	3
DEF	11	INI	3	MOV	15
TGH	7	LIF	24	Stun	12
Crit	18	Run	30	Sprt	45

Disadvantages: Physical Disad.: Animal intellect

Advantages: None.

Skills: Area Knowledge (home area) +2, Athletics +2, Awareness +3, Persuasion (Intimidation) +2, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Hooves) +2, Unarmed Combat (Kick) +3

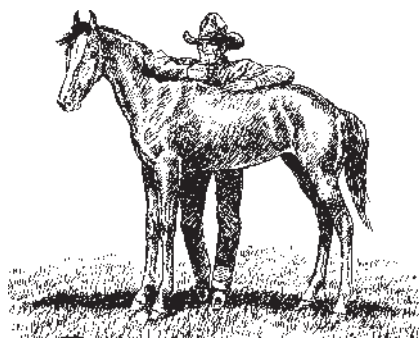


Notes: Bite (1d6 B/L), Kick (5d6+2 B/L)

Description: The medium horse is part draft and part light horse, and it is sometimes called a "heavy harness" horse. Medium horses are primarily used to pull coaches. The average height is 16-17 hands (64-68"). Breeds include the Hackney, Russian Orloff, and Cleveland Bay.

A heavy harness horse can drag/pull up to 900 kg. and can carry up to 240 kg.

PONY



Size: Large

STR	7	REF	4	HLT	5
PRE	2	INT	2	WIL	3
DEF	12	INI	3	MOV	16
TGH	5	LIF	21	Stun	11
Crit	20	Run	32	Sprt	48

Disadvantages: Physical Disad.: Animal intellect

Advantages: None

Skills: Area Knowledge (home area) +2, Athletics +3, Awareness +4, Persuasion +1, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Bite) +2, Unarmed Combat (Kick) +3

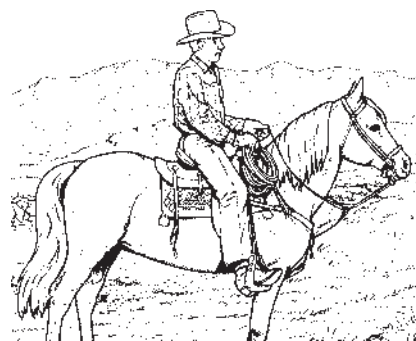
Notes: Bite (1d6 B/L), Kick (3d6+2 B/L)

Description: A pony is any horses that is less than 14.2 hands tall. Aver-

age pony height is 12 hands, though the height can range from 10 hands (e.g., Shetlands) to 14 hands (e.g., Irish Connemara, largest of the pony breeds). Ponies weigh between 160-410 kg. (350-900 lbs.), averaging 270 kg. (600 lbs.).

A pony can drag/pull up to 500 kg. and can carry up to 135 kg.

SADDLE HORSE



Size: Large

STR	10	REF	5	HLT	5
PRE	3	INT	2	WIL	3
DEF	13	INI	4	MOV	20
TGH	7	LIF	21	Stun	11
Crit	15	Run	40	Sprt	60

Disadvantages: Physical Disad.: Animal intellect

Advantages: None

Skills: Area Knowledge (home area) +3, Athletics +4, Awareness +4, Persuasion (Intimidation) +2, Stealth +1, Swimming +2, Tracking +1, Unarmed Combat (Hooves) +2, Unarmed Combat (Kick) +4

Notes: Bite (1d6 B/L), Kick (5d6 B/L)

Description: The riding horse (also called a "light harness" or "saddle horse") is the most common type of horse.

GUNSLINGERS



Riding horses average 15-16 hands (60-64"), and weigh between 900-1400 lbs. They are good, general utility horses. They can pull carriages, herd cattle, jump fences and run races.

Breeds include Appaloosas, Morgans, Mustangs, Tennessee Walking Horses, and the color breeds (Paints and Palominos).

A saddle horse can drag/pull up to 800 kg. and can carry up to 210 kg.

HORSEPOWER

One horsepower equals 330 feet per minute times 100 lbs., or 33,000 foot pounds. This translates to a STR of 11, not coincidentally the STR of a typical draft horse.

For every doubling of "horsepower" simply add +2 to the STR score for a reasonable approximation of STR (see the table below).

For example, a 48-Hp. engine would have an effective STR of 22.

HP	STR
1	11
1.5	12
2	13
3	14
4	15
6	16
8	17
12	18
16	19
24	20
32	21
48	22
64	23
96	24
128	25
192	26
256	27
384	28
512	29

MOUNTAIN LION



Size: Medium

STR	4	REF	7	HLT	6
PRE	2	INT	2	WIL	3
DEF	17	INI	5	MOV	25
TGH	4	LIF	24	Stun	12
Crit	20	Run	50	Sprt	75

Disadvantages: Physical Disad.: Animal intellect, Psych. Disad.: Chases prey that runs (CS 15)

Advantages: Light Sleeper (+3), Night Vision (starlight/moonlight), Well Rested (Conv.)

Skills: Area Knowledge (home area) +6, Athletics +6, Awareness (Smell) +6, Persuasion (Intimidation) +6, +2, Stealth +8, Swimming +1, Tracking (by smell) +12, Unarmed Combat (Bite) +6, Unarmed Combat (Claws) +4

Notes: Bite (2d6 P/L), Claws (1d6+2 P/L)

Description: Mountain lions (*Felis concolor*) are also sometimes called cougars or pumas. They are found primarily in the hills and mountain regions of the West. A typical mountain lion stands two feet tall at the shoulder, is five to eight feet long from nose to tail (their tails are long and heavy, making up nearly two-thirds of their body length!). They have tan or light brown fur with dark brown or black on the sides of the muzzle, back of the ears, and the tip of the tail. Adult males weigh 110-180 lbs. on average, with females weighing in at 80-130 lbs.

Mountain lions hunt and eat deer, antelope, beaver, porcupine, squirrels, rabbits, mice, skunks, and fish.

A mountain lion can make vertical leaps of 5 meters and horizontal leaps of 15 meters.

Mountain lions are always encountered alone unless close to mating season, in which case a pair of mated mountain lions (and possibly 1d6 cubs) may be encountered. If a mountain lion leaps upon a foe during the first turn of combat, it can make a full attack even if

it has already taken a move action. In addition, a mountain lion that successfully pounces or Grabs a target can make two rake attacks at no penalty with its hind legs, for 1d6+2 P/L damage each.

MULE



Size: Large

STR	11	REF	4	HLT	6
PRE	1	INT	1	WIL	4
DEF	12	INI	3	MOV	9
TGH	6	LIF	26	Stun	13
Crit	24	Run	18	Sprt	27

Disadvantages: Physical Disad.: Animal intellect, Psych. Disad.: Stubborn (CS 10)

Advantages: None.

Skills: Area Knowledge (home area) +2, Athletics (Balance +2) +3, Awareness +5, Persuasion +1, Stealth +1, Swimming +1, Tracking +1, Unarmed Combat (Bite) +2, Unarmed Combat (Kick) +4

Notes: Bite (1d6 B/L), Kick (5d6+2 B/L)

Description: A mule is a cross between a horse and a donkey. They are used as pack animals and draft animals, sometimes even pulling wagons and carts, plows, or anything that a more expensive draft horse might be used for. Mules receive +2 Balance specialty levels to Athletics skill checks to avoid slipping or falling.

All mules are born sterile and cannot themselves sire offspring.

A mule can drag/pull up to 1,200 kg. and can carry up to 300 kg.

WILD WEST ACTION!

Ox



Size: Large

STR	11	REF	2	HLT	6
PRE	2	INT	1	WIL	3
DEF	10	INI	2	MOV	14
TGH	7	LIF	32	Stun	16
Crit	16	Run	28	Sprt	42

Disadvantages: Physical Disad.: Animal intellect

Advantages: Heavy Sleeper (TN 24)

Skills: Area Knowledge (home area) +3, Athletics +4, Awareness +4, Persuasion (Intimidation) +2, Stealth +1, Swimming +2, Tracking +1, Unarmed Combat (Hooves) +2, Unarmed Combat (Kick) +4

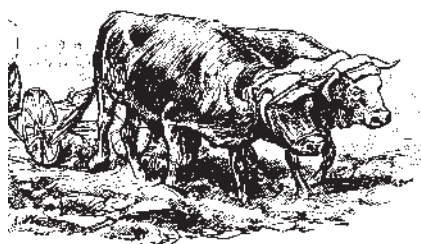
Notes: Butt (5d6+2 B/L), Kick (5d6 B/L)

Description: The Musk ox (*Ovibos moschatus*) is a large stocky animal with dark brown or black fur and long, curving horns. An ox is 6 to 7 1/2 feet long, standing 4-5 feet tall at the shoulder and weighing 300-590 kg. (660-1,300 lbs.). Males are generally larger than females.

Surprisingly agile, musk oxen also have impressive vision and hearing, and are capable of pulling up to their own weight. They are often used as draft animals in the west due to their strength, resilience and mild temperament.

Oxen eat grasses and other plants. In the wild, he groups average 10 to 12 in number, with some herds as large as 100. When threatened (by wolves or humans, for example), group members surround the young and face the threat, heads down. The larger adults will then chase off the intruders, if necessary.

Oxen can drag/pull up to 1,400 kg. and can carry up to 350 kg.

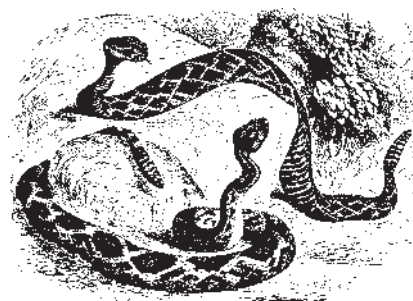


SNAKES

Snakes are found in every part of the country, though they are most prevalent in warmer climates. They can be encountered any time, but most often just after the sun goes down in the spring, fall and summer. Three kinds of snakes are detailed below: the Western Diamondback rattlesnake, the Mojave rattlesnake and a generic non-venomous snake.

It requires a Knowledge (Wilderness lore) skill roll, TN 15, to identify a snake as being venomous or non-venomous.

WESTERN DIAMONDBACK



Size: Very small

STR	.6	REF	6	HLT	3
PRE	1	INT	1	WIL	1
DEF	20	INI	4	MOV	8
TGH	2	LIF	8	Stun	4
Crit	6	Run	16	Sprt	24

Disadvantages: Impaired Sense: Vision (-6), Physical Disad.: Animal intellect

Advantages: Night Vision: Thermal (bought as thermal sense, not sight-based)

Skills: Athletics (Climbing +8) +2, Awareness (Vibration/sound +6) +4, Persuasion (Intimidation +6) +2, Stealth +8, Swimming +1, Unarmed Combat (Bite) +8, Unarmed Combat (Grab/constrict) +4

Notes: Bite (2 points P/L, plus poison), Venom (*Mode:* Blood, *Spd:* 1 hour, *Eff:* -3 to all skill rolls, *DR* 1, *Dur:* 4 hours.)

Description: The Western Diamondback Rattlesnake (*Crotalus atrox*) has been a symbol of the American Southwest for centuries. It can grow to more than seven feet in length, with brown, gray or even pinkish coloring (depending on its habitat). The Western Diamondback can be found in areas ranging from desert flats to rocky hillsides, grassy plains, forests, river bottoms and prairies from Arkansas and Oklahoma

to California and Mexico.

It hunts from late evening to early morning, looking for food, and often takes up residence in areas with high populations of prairie dogs, rabbits, gophers, chipmunks, ground squirrels, mice or rats. The Western Diamondback is very aggressive, and will coil up, rattle menacingly, and stand its ground if threatened. It has its own troubles, however, as it is sometimes preyed upon by large birds (eagles, hawks), other snakes, coyotes, badgers and the like. Regarded as a threat, it may be trampled to death by a deer, cow, horse or even a sheep.

Its rattle grows segment by segment with each shedding of its skin, adding two or three rattles each year. It has reserve fangs to replace any that might break off in a victim, and its venom causes extensive tissue damage, bleeding and swelling.

In the autumn, Western Diamondbacks head community dens, located in caves or rocky recesses, where they hibernate for the winter. In warmer areas a den can contain dozens of Diamondbacks, and in colder areas hundreds! In the spring the snakes emerge, eager to mate, hungry and mean.

MOJAVE RATTLESNAKE

Size: Very small

STR	.7	REF	6	HLT	3
PRE	1	INT	1	WIL	1
DEF	20	INI	4	MOV	8
TGH	2	LIF	8	Stun	4
Crit	6	Run	16	Sprt	24

Disadvantages: Impaired Sense: Vision (-6), Physical Disad.: Animal intellect

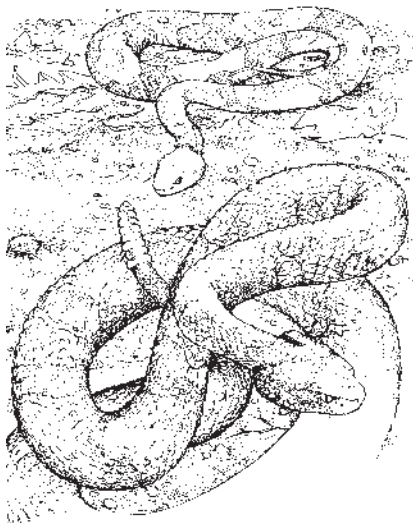
Advantages: Night Vision: Thermal (bought as thermal sense, not sight-based)

Skills: Athletics (Climbing +8) +2, Awareness (Vibration/sound +4) +4, Persuasion (Intimidation +6) +2, Stealth +8, Swimming +1, Unarmed Combat (Bite) +8, Unarmed Combat (Grab/constrict) +4

Notes: Bite (1d6 P/L, plus poison), Venom (*Mode:* Blood, *Spd:* 1 hour, *Eff:* -3 to all skill rolls, *DR* 1, *Dur:* 6 hours.)

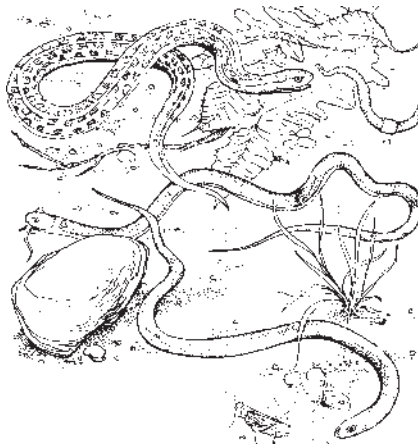
Description: The Mojave Rattlesnake (*Crotalus scutulatus*) is similar to the western diamondback in color and markings, though a Knowledge (Wilderness Lore) skill roll, TN 18, will allow a character to tell them apart. They are found throughout the deserts, desert grasslands, juniper woodlands and scrublands of the Southwest (from Cali-

GUNSLINGERS



fornia to western Texas and northern Mexico). Adults average 100 cm. (40 in.) in length. Like most large rattlesnakes, the Mojave feeds primarily on small mammals, such as mice, rats, squirrels, and rabbits, but will also consume other reptiles.

Non-venomous Snake



Size: Very small

STR	.8	REF	6	HLT	3
PRE	1	INT	1	WIL	1
DEF	20	INI	4	MOV	8
TGH	2	LIF	10	Stun	5
Crit	9	Run	16	Sprt	24

Disadvantages: Impaired Sense: Vision (-6), Physical Disad.: Animal intellect

Advantages: None

Skills: Athletics (Climbing +8) +2, Awareness (Vibration/sound +4) +4, Persuasion (Intimidation +4) +2, Stealth +8, Swimming +1, Unarmed Combat (Bite) +8, Unarmed Combat (Grab/constrict) +6

Notes: Constrict (1d6 B/L)

Description: These stats can be used for any typical non-venomous snake, such as garden snakes and corn snakes.

VULTURE (BUZZARD)



"To hell with those fellas. Buzzards have to eat, same as worms."

— *The Outlaw Josey Wales*

Size: Small

STR	1	REF	3	HLT	3
PRE	1	INT	2	WIL	2
DEF	15	INI	3	MOV	4
TGH	2	LIF	8	Stun	4
Crit	6	Run	8	Sprt	12

Disadvantages: Physical Disad.: Animal intellect

Advantages: Flight (MOV 20, Run 40, Sprint 60), Light Sleeper (+3), Well Rested (Conv.)

Skills: Area Knowledge (home area) +5, Athletics +3, Awareness (Vision & smell +16) +6, Persuasion +2, Stealth +1, Tracking (by smell) +8, Unarmed Combat (Bite) +3, Unarmed Combat (Claws) +3

Notes: Bite (1d6 P/L)

Description: The Turkey Vulture (*Cathartes aura*) are large birds with sleek, black feathers and a naked red head. Their wingspan stretches nearly 2 meters (6'). They can be found in open country, woods, foothills, and deserts. Vultures are omnivores. They eat carrion, rotting plants, insects, and even fish. Turkey Vultures are diurnal (day fliers) and are not accustomed to flying at night. They have acute senses of sight, smell and hearing, which they use to find food.

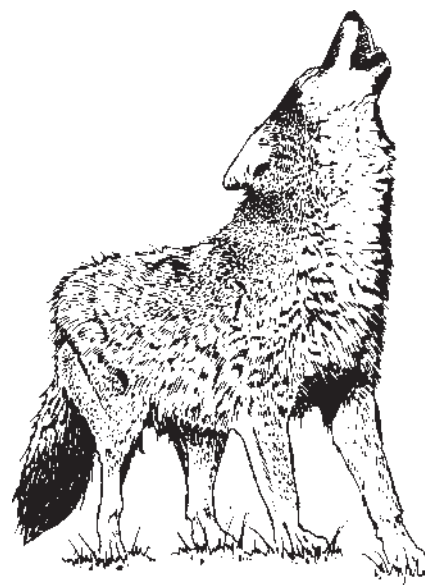
Vultures do not kill their prey (the Cherokee Indians gave the vulture the honorific "peace eagle" for this reason). Instead they roam their home area in

search of food, circling likely sources. For this reason we often see vultures in the deserts circling dying animals and people in many Western films.

Vultures do not build a nest, per se, but lay their eggs (usually just two) on the bare ground. Nests are generally located on a rock ledge on the face of a cliff, in a cave, a hollow tree, or even in an abandoned shed or barn. It is not uncommon for vultures to nest near human populations. In fact, some vultures even take to people, following them to their homes. Unfortunately for vultures, this social behavior is often misinterpreted as an ill omen or hunting behavior.

Vultures are also called "buzzards" by many settlers in the West. The word «buzzard» was first applied to a common buteo hawk in Europe. American vultures are a distinct family, however, and differ from those in Europe, Asia and Africa, which are more closely related to hawks and eagles.

WOLF



Size: Small

STR	4	REF	5	HLT	4
PRE	2	INT	2	WIL	2
DEF	17	INI	4	MOV	14
TGH	3	LIF	16	Stun	8
Crit	12	Run	28	Sprt	42

Disadvantages: Physical Disad.: Animal intellect

Advantages: Light Sleeper (+9), Night Vision (starlight/moonlight), Well Rested (Conv.)

WILD WEST ACTION!

Skills: Area Knowledge (home area) +6, Athletics +3, Awareness (Smell +10) +4, Persuasion (Intimidation +8) +2, Stealth +6, Swimming +2, Tracking (by smell) +14, Unarmed Combat (Bite) +6, Unarmed Combat (Grab/Tackle) +4

Notes: Bite (2d6 P/L), Tackle (2d6 B/L)

Description: Wolves (*Canis lupus*) average just under 2 meters in length (including the tail), and weigh 45 kg. (100 lbs.) when mature. Wolves can be found in all Arctic habitats south through all temperate non-tropical habitats, including mountainous regions such as the Rocky and Sierra Mountains. Coloration of their coat varies depending on their habitat. Colors range from white (for Arctic tundra wolves) to a mix of black to white (Boreal forest wolves) to shades of brown and grey (temperate climate wolves).

Wolves are omnivores, eating both meat and plants, including berries and grasses. The wolf is the major predator of all hoofed animals, especially in the winter months. In the summer, wolves tend to favor rabbits, squirrels, mice, and even birds and fish. Despite belief to the contrary, wolves seldom attack humans and they prefer to prey on wild animals rather than domesticated ones, although more than a few head of livestock have been lost to wolves.

An average pack numbers 3d6 wolves.



Size: Small

STR	2	REF	5	HLT	6
PRE	2	INT	2	WIL	5
DEF	17	INI	6	MOV	12
TGH	6	LIF	28	Stun	14
Crit	24	Run	24	Sprt	36

Disadvantages: Bad Tempered: CS 15 (Peril), Physical Disad.: Animal intellect

Advantages: Fast Reflexes (+2 INI and +3 Awareness vs. surprise), Hard to Kill (AV 2), High Pain Threshold (+6 to Concentration skill rolls and to offset pain penalties), Tunneling (MOV 1 underground; cannot Run or Sprint), Well Rested (Conv.)

Skills: Area Knowledge (home area) +4, Athletics (Climbing +6) +2, Awareness (vs. surprise +3; smell +8) +4, Persuasion (Intimidation) +4, Stealth +4, Swimming +3, Tracking (using smell) +6, Unarmed Combat (Bite) +5, Unarmed Combat (Claws) +4

Notes: Bite (1d6 P/L), Claws (1d6 P/L)

Description: Wolverines (*Gulo gulo*) are the largest members of the weasel family. Wolverines generally live in colder forested habitats but can also live in mountainous areas and lowlands. They can be found as far south as Colorado and as far east as Indiana.

They have stout bodies and long legs, somewhat resembling small bears. They measure 1 to 1.5 meters in length and average 15 kg (maximum weight is 23 kg.). Their fur is dark to golden brown with two beige-white to light brown stripes that run the length of its back. Its feet are rather large for its body and they have webbed toes, which aid in swimming. Wolverines have powerful jaws and teeth and they are vicious fighters, capable of driving away even mountain lions and bears! They are adequate climbers and can also burrow underground. Their sense of smell is exceptional; the smell of a meal can attract a wolverine from up to two miles away.

The wolverine will eat almost anything, from eggs to carrion. They are primarily scavengers. If carrion is hard to find, the wolverine will prey on squirrels, snowshoe hares, marmots and, occasionally, moose, deer, mountain goats and caribou. Because food can be scarce, wolverines often eat huge amounts of food at a time, when possible, and then they spray any leftovers with a foul-smelling musk and hide it for future consumption.

Wolverines are known to follow trap lines, steal the bait or prey, destroy the traps, and hide the pieces. They will sometimes break into cabins, as well, stealing plates, pots, knives, and kettles and hiding the goods in the forest. Needless to say, most mountain men have an extreme dislike of wolverines.

A wolverine that takes damage in combat flies into a berserk rage on the following turn, clawing and biting madly until either it or its opponent is dead.

DODGE CITY

*"I'm lookin' at a tin star... with a drunk pinned on it."
— El Dorado*

DODGE CITY IN THE WILD WEST

John Bender, a conductor on the Santa Fe railroad, walked down the aisle of the train taking tickets when he came upon two toughs. Bender looked down and asked for the tickets.

"Ain't got no tickets," one of the toughs said.

"Where are you goin'?" Bender responded.

"Goin' to hell," came the insolent reply.

Unfazed, Bender [said] "give me a dollar, cash, and get off at Dodge."

— Casey Terfertiller, Wyatt Earp:
The Man Behind the Legend

RUNNING A DODGE CITY CAMPAIGN

In many ways, Dodge City (or simply "Dodge" as it was often called) is an ideal location for a campaign set in the Wild West. Located on the western edge of settled territories, Dodge City was close to several important cross-country trails, such as the Cimarron, the Chisholm and the Santa Fe; the Santa Fe railroad connecting to points east, and later to Pueblo and Santa Fe to the West. While the population of the town itself probably never numbered more than 2,500 during its days as a cowtown, thousands passed through Dodge, many of them cowboys, but also foot soldiers and cavalymen, army scouts, gamblers, settlers and wagon trains headed West, railway workers, buffalo

hunters, and assorted tin horns. Men and women came to Dodge on a regular basis, some staying, some moving on to seek their fortunes elsewhere in the Wild West. Along with some of the landmark locations in the infamous little cowtown, places such as the Great Western Hotel, the Long Branch and the Alhambra, and more notorious locales like the Green Front and the Lady Gay, there were numerous less known saloons and dance halls—all just waiting for a GM to make his own.

THE MAKING OF A LEGEND

"Yeah, well, I always heard there were three kinds of suns in Kansas, sunshine, sunflowers, and sons-of-bitches."

— The Outlaw Josey Wales

The phenomenon that was Dodge City in the 1870s and 1880s was almost inevitable. The future site of Dodge City started at the convergence of the Arkansas River, the vast herds of buffalo, the Atchison, Topeka & Santa Fe railroad, the Santa Fe Trail, the Cimarron Crossing, and the cattle drives from Texas to points north and east. The needs of so many different groups dictated the establishment of a town on the site that would one day be remembered as the "Queen of the Cowtowns."



HUMBLE BEGINNINGS, HUMBLE ENDINGS

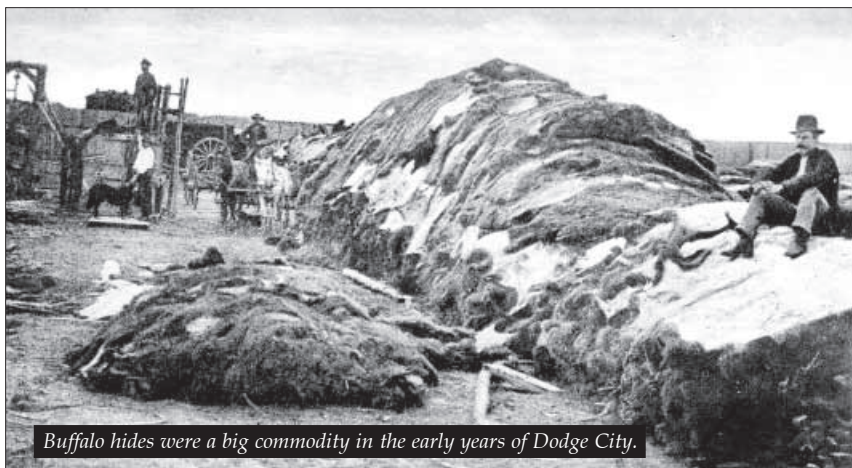
"They say it was the biggest funeral in the history of Dodge. Of course, the town ain't that old."

— Wyatt Earp

Dodge City, Kansas, developed from a small settlement on the Arkansas River originally established to service the soldiers of Fort Dodge, some eight miles to the east along the Arkansas River. Although it might seem a bit distant, Major Richard Irving Dodge apparently was concerned that the burgeoning shanty town might contain "rum shops and houses of ill repute," and insisted that its limits be kept at some distance from the fort itself.

George Hoover, one of Dodge City's longtime residents, built the first sod structure on the site that was to develop first into Buffalo City, and which would later be renamed Dodge City, after the nearby Fort Dodge. Hoover's business was wholesale liquor, dealing with buffalo hunters, traders, and soldiers, and his business set a tone that would carry the town forward for two decades. Buffalo City very quickly became an important staging ground for buffalo hunters stalking the vast herds which spread across the High Plains. In 1871, the name Dodge City was officially adopted at the promptings of the U.S. Postmaster General, who complained that there were already too many towns in Kansas with "buffalo" in their name. Although Dodge City was the formal name of the town, for most, Dodge was enough to identify the little town which would eventually achieve the status of "Queen of the Cowtowns."

WILD WEST ACTION!



Buffalo hides were a big commodity in the early years of Dodge City.

Dodge developed and continued to exist primarily to serve several different groups. First there were the soldiers of Fort Dodge, then Indians and Indian traders, buffalo hunters, and railway workers, and finally the cowpokes and cowpunchers that arrived with the herds of Texas longhorns. For a few years, Dodge City would be one of the most important boomtowns of the Wild West, before sinking into relative obscurity like so many of the other cowtowns. By the end of the 1880s, it was clear that Dodge was no longer the Wild West cowtown that it once was, serving now wheat and pig farmers rather than cowboys, gamblers, and cattle barons. Like the cowboy himself, Dodge drifted off into the sunset of memory and myth.

THE GROWTH OF DODGE

The U.S. Government awarded vast allotments of land to the railroads along the proposed routes on the condition that they meet certain goals. In the early 1870s, both the Kansas Pacific ("Katy") and the Atchison, Topeka & Santa Fe ("the Deadline") were pushing towards the Colorado border through Kansas. The Katy was positioned further north along the line that would host the towns of Ellsworth, Abilene, and Hays City, while the Deadline was further south along the Arkansas River through the towns of Wichita, Newton, Kinsley, and Dodge. The railroad lines of Kansas would fuel both the buffalo and cattle trades, as well as providing a convenient means of transportation for many settlers and others fleeing depression conditions in the east during the 1870s.

In 1871, Albert Robinson, AT&SF engineer, surveyed and plotted the site of Dodge City with the typical blocky character of rail towns throughout the south-

west. Apparently either Robinson or his tools were not up to snuff, and many citizens, to their dismay, would later be forced to purchase expensive easements and rights of way to work around sloppy boundaries. It wouldn't take long, however, for Dodge to begin to fill in the plots—hotels, saloons, billiards, gambling and dance halls all soon began to spring up, along with smithies, stables, groceries, barber shops, pharmacies, and general suppliers. In the same year that Dodge was surveyed, two Philadelphia tanners discovered a process for converting buffalo hides into leather which generated a huge demand for the seemingly inexhaustible supply of buffalo hides, and in turn, a new rush of hunters and merchants to the High Plains.

In 1872, the Atchison, Topeka & Santa Fe finally reached Dodge, much to the delight of her citizens, the first train rolling in on September 19th. In the next few years, hundreds of thousands of buffalo hides would be shipped eastward on the Deadline. In addition to hides, vast quantities of buffalo meat were transported out of Dodge to feed the hungry citizens of the East. In 1873, folks started realizing the value of the buffalo bones which littered the landscape of the High Plains, and mountains of bones were shipped out on the Deadline to be processed into fertilizer and fine bone china.

CATTLEMEN AND COWBOYS

Kansas was critical to the cattle trade of this period. Originally Louisiana and Missouri were the major markets for Texas cattle prior to the Civil War, but in the post-war years, there was precious little cash anywhere in those territories. With the rails stretching ever

further westward, and thus shortening the distance the cowpokes would have to drive their herds, Kansas became the new destination of choice for the cattle barons and their teams of cowpokes. Initially, it was the more northerly towns along the Kansas Pacific railway that received the cattle business, but the fear of Spanish Fever (a disease carried by ticks and lethal to northern breeds of cattle) caused the state governments to create a quarantine which banned Texas longhorns and which pushed ever westward as the size of the cattle drives increased, changing the routes the cattlemen were forced to choose to bring their herds to market. With the quarantine of Texas cattle extending westward in 1872, and with the Santa Fe railroad reaching more distant western Kansas towns, Dodge City rapidly became the most important depot for transporting cattle north and east.

In 1872, D. Wilburn "Doc" Barton brought to Dodge the first herd of Texas longhorns, numbering some 2,000 head. This was only the beginning—it wasn't long before thousands upon thousands of head of cattle would pass through Dodge before being shipped east on the Santa Fe. By 1875, Dodge was primary recognized as a cattletown as the herds of buffalo dwindled on the plains, and moved further away from the U.S. territories and into unsettled areas or into Indian Territory.

Although cowboys had quite a reputation for rowdiness in the southwestern cowtowns, a reputation not entirely undeserved, their "hurrahing" of the cowtowns is somewhat understandable. Cowboys often spent a hundred days or more in the saddle while on the trail bringing their herds to the shipping pens. Facing the ever-present danger of stampede, hostile Indians, storm, flood, and hunger, cowboys arrived in town with three or four months pay in their pocket and a burning itch to spend it. With gambling tables, dance hall girls, and plenty of whiskey, it rarely took longer than a day or two for towns like Dodge to part these cowboys from their cash.

Incidentally, the term "cowboy" as a description for the men who drove the cattle in the Southwest did not come into fashion until a much later period. In the days of the Wild West, "cowpoke" or "cowpunch" was much more common. These terms were derived from the long poles the cowboys used to drive the cattle into the cars from the corrals and holding pens of the stockyards.

GUNSLINGERS



DODGE CITY AND THE LAW

The hey-day of Dodge was the 1870s. By the 1880s, many of the most famous (and infamous) characters and figures of Dodge City had moved on to other locales and new adventures—or were dead. Wyatt Earp and his brothers, Doc Holliday, and Bat Masterson and his brothers had moved further west into Colorado and Arizona, while others were killed either in the line of duty, like Ed Masterson, or in petty squabbles, like Tom Nixon (ironically enough, by another lawman of Dodge). But during the 1870s, with hundreds of cowboys passing through Dodge with money burning holes in their pockets, the lawmen of Dodge had their hands full trying to keep the peace.

THE LAWMEN OF DODGE

In the early days, Dodge City was a lawless town, and folks defended themselves as best they could, whether from hostile Indians, wandering tramps, or carousing cowboys. For many years, the nearest law was 75

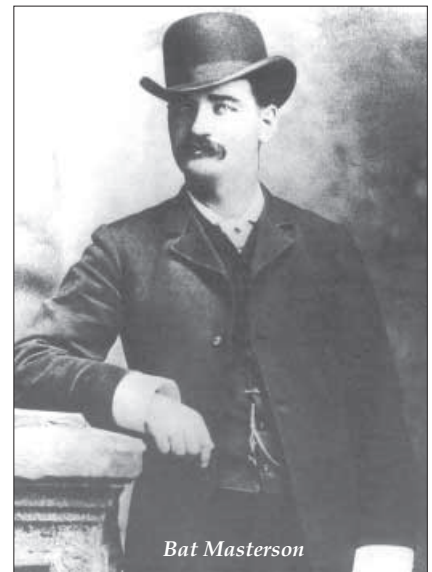
miles north in Hays City, but eventually, the citizens of burgeoning Dodge began to feel the need for a more immediate law enforcement presence. In 1873, Tom Nixon formed a “vigilance committee,” referred to as the secret Society of Vigilantes, to try and curtail the worst of the outlawry. As with so many other vigilante efforts of the southwest, however, the ranks of the group were filled with some of the very ruffians the group was formed to protect against, inevitably leading to further problems. Before long, the cure proved worse than the disease, as in Dodge, when a servant of Major Dodge was killed by members of the vigilance committee while purchasing goods in town. In 1874, the secret Society of Vigilantes was disbanded, ultimately a failure to bring law to the wild and wooly Dodge City.

In 1873, Ford County was organized and Charlie Bassett was appointed its first sheriff. But Ford County was a large territory, and the duties of the sheriffs and deputies often kept them away from Dodge City (the County seat) pursuing rustlers, horse thieves, and other assorted outlaws.

The lawmen of Dodge, like most other citizens, were morally neither entirely black nor white, but some shade of gray. A man might be an outlaw in one territory and an upstanding law enforcement officer in the next. Many of the men who served Dodge City and Ford County as lawmen, also served in other cowtowns such as Ellsworth, Hays, Wichita, and Abilene before migrating to Dodge to make their name. Although Wyatt Earp might have been the most notorious lawman of Dodge, many other sheriffs and marshals were well-known in the Southwest.

Most of the men that served as law officers in Dodge only served a season or two, and then moved on. Some, such as Jack Allen, served only a few weeks before giving up the tin star and moving on to safer, if not greener pastures. Others, like Billy Brooks, hanged as a horse thief 10 years after his days as marshal of Dodge, found their careers terminated by the business end of a noose. Most of the men that were successful in their roles as lawmen, served in many different capacities and it wasn't unusual to find a man that had been sheriff or deputy of Ford County the year before to be serving as deputy or even city marshal in Dodge.

Some of the marshals kept the law with a heavy hand and a fast gun. Billy Brooks is reputed to have shot upwards of 25 men in his first month in office. Others, like Wyatt Earp, perhaps the most infamous of Dodge's gunfighter-marshals, is recorded as having shot only one man while on duty. Some later marshals served for years without having to draw on another hombre. Wyatt Earp was well-known for staring



Bat Masterson

WILD WEST ACTION!

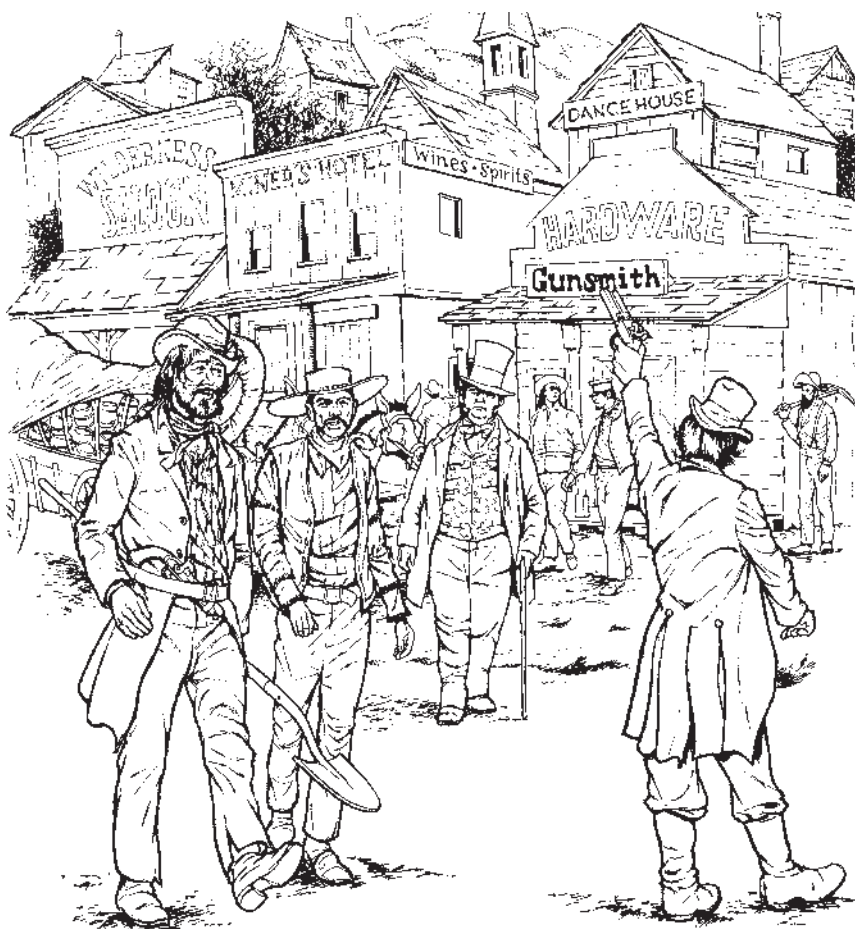
down many of his notorious opponents and could be quite diplomatic when the need arose, which it often did—something for aspiring cowtown marshals to keep in mind.

The life of a marshal or sheriff in the Wild West was not a lucrative one, at least when compared with the danger they faced on a regular basis. Most marshals took home a salary of between \$175 and \$250 a month. Wyatt Earp reputedly made \$275 per month during his first tenure as assistant city marshal, while Larry Deger, the current city marshal at that time, was making only \$250. Constables and policemen made somewhat less, earning in the range of \$75 per month. Marshals and constables received an additional commission based on the number of arrests they made. This amounted to roughly \$2.50 per arrest. They also received a \$10 bounty for wanted outlaws. It was possible for the police force to earn considerable amounts of money in this manner: Wyatt Earp reported that it wasn't unusual for the marshals and constables to divide as much as \$1,000 in bounties in a month. In 1878, Texas posted a wanted list comprising 4,000 names with rewards totaling \$90,000. It wasn't unusual for a marshal or sheriff to take a temporary leave of absence to pursue a particular villain if the price was right.

The salaries of the police force of Dodge City were funded through the creative application of monthly fines. Many of the business owners objected to an outright tax on their activities, believing this to be an infringement of their rights. So, as a compromise, the city fined those individuals and businesses which catered to the kinds of customers that were likely to require the occasional intervention of the constabulary. Gamblers and prostitutes were fined \$5 and \$10, respectively; gambling operators were fined \$10, while wholesale liquor dealers received a \$50 monthly fine.

HIGH JINKS AND SHENANIGANS

Dodge City wasn't just about gunslinging and cowpunching. Life in the Wild West was often hard and unforgiving, and almost everybody liked a good joke or prank, except perhaps the recipient. Dodge City was the site of many such, a few of the best



or more interesting are recorded below. Many of them are typical of the sort of hazing or initiation that might be visited upon a tinhorn or other stranger by the "friendly" citizens of Dodge.

INDIAN ACT

One group invites the greenhorn to go hunting with them (unknown to this dupe the equipped guns are loaded with blanks), while another party dresses up as Indian braves in war paint and waits to ambush the hunters out on the Plains. When the greenhorn bolts into town, he quickly discovers he's been had, as most of the citizenry of Dodge turn out to see the spectacle, and he is expected to buy the drinks for the pranksters to atone for his gullibility.

DRUNKS

A lawyer who drank himself into oblivion once too often at the Alhambra, woke to discover himself laid out in a pine coffin, decked-out in his best funeral finery and powdered to resemble one of the dead. His epitaph was inscribed nearby, "Gone but we don't know where."

Another drunk was put to bed smeared in honey and woke to discover a large bear in his room (borrowed from a traveling organ grinder). The woozy man awoke to find the bear hovering over him licking his chops with great relish. Flying from his bed, the drunk fled down Front Street with the bear in pursuit, much to the hilarity of onlookers.

HOKEY POKEY

The Hokey Pokey was a liniment concocted from alcohol, Mexican hot peppers, and other irritants. Promoted as a cure for every ill from baldness to aching feet, the unwitting recipient was in for an unpleasant surprise when the Hokey Pokey solution took effect, often dunking the affected body part into any available water supply to cool the stinging.

THE CASANOVAS

Self-styled ladies' men were often the recipients of proposals from out-of-town women. If it was learned that any of the men accepted one of these offers, an old squaw was hired to appear at the

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rail depot to claim her new husband. Townsfolk turned out by the dozen to observe, and when the unwilling groom tried to back out, a shotgun wedding was quickly arranged to take place on the town plaza. Once the groom was suitably chastised for his wild habits, he was informed of the prank.

LUKE MCGLUE

A mythical figure to which all manner of pranks and jests that went sour or exceeded the limits of the law were attributed. Luke was born one day when a greenhorn peddler of cigars arrived in Dodge City, tied up his team, and bellied up to the bar at the Alhambra. While the peddler refreshed himself, the loitering cowboys examined his cargo and helped themselves to his choice cigars.

When the peddler returned, he discovered the wagon empty of several cases of cigars and reported it to the constable. When the constable inquired of the smoking cowboys where they came by their cigars, "Luke McGlue gave it to me," was the inevitable reply. Since Luke McGlue could not be found, there was little to be done to appease the peddler.

Luke McGlue came to be attributed in local tales and in the papers for many a canny misdemeanor that the local law enforcement could not solve.

ALAS, POOR YORICK!

While putting in a road near Boot Hill, the skeleton of a buffalo hunter killed by Indians in 1873 was uncovered by graders, the skull with a hole over the left eye and with the Indian arrowhead still embedded in its base. The skull was given to a local doctor who kept it in his office. A former acquaintance of the dead fellow would stop by to visit the skull and mock the silent bones. One day, a traveling showman, a ventriloquist, arrived in town and was persuaded to help pull a prank on the old joker. When the old timer began to regale his fellows with his wit, the ventriloquist threw his voice into the skull and threatened the gent with a haunting if he didn't leave off and not come back. The frightened old timer was lead back to the saloon to set 'em up. Needless to say, he gave up his comedic ways.

FANCY BOYS

Failure to dress in the accepted mode of the Wild West was cause for much rough play among the cowboys and buffalo hunters of Dodge. Top hats were considered legitimate targets for six-gun practice, and fancy dress was liable to get one dunked in one of the nearby watering troughs. When Eddie Foy arrived in town (1878), he was unwise enough to make a number jests at the cowboys' expense. Annoyed by his comments and his "Fifth Avenue swaggering strut," they seized Eddie, tied him up, and led him to a hangman's noose with the idea of putting a proper scare into him. When asked if he had any last words, Eddie replied, "Lots of 'em. But I could say 'em better over a bar, if you all would join me at the Long Branch for my last chance to buy drinks." Eddie later slipped out while the mollified cowboys enjoyed his generosity.

WILLIAM TELL

Ed Prather, with the help of gunslinger Grant Wells, an assistant city marshal at the time, concocted a stunt to attract a crowd to his saloon. Prather put a can on top of his head and challenged Wells to shoot it off—which he did. Wells then grabbed a top hat from the crowd and challenged Prather to shoot it, which he did. Prather then asked the crowd if they wanted him to try and put another bullet through the same hole, which they didn't believe could be done. So Prather fired again,

this time hitting Wells in the forehead and instantly killing him. Prather was out the door and on his way out of town before anyone figured out what had happened.

HEAVEN CAN WAIT

A traveling revivalist, a man calling himself Brother Johnson, persuaded Rowdy Kate Lowe to let him hold a revival in her Green Front Saloon. The revivalist's tricks, such as pulling live snakes from whiskey bottles to demonstrate the evil of drink, held little interest for the patrons of the Green Front, who apparently slowed down their drinking not one whit. Some associates of Kate's suggested the preacher perform some other spiritual feat, such as converting a sinner. It was settled upon that Prairie Dog Dave Morrow was the orneriest sinner in Dodge and he was summoned to the Green Front by a crowd of "well wishers." The preacher let loose with a torrent of words, extolling the virtues of an abstemious life, claiming not to drink, smoke, blaspheme, nor fornicate, and that he looked forward to meeting his maker in the afterlife. Dave jumped up and shouted, "I've got your message, friends, and I reckon it's time to start for Heaven. First the preacher, then the deacons, and me last." He then proceeded to shoot up the place with his six-gun, driving the deacons to cover and the preacher right through a plate glass window and into the street. Holstering his weapon, Dave observed, "That old son-of-a-bitch ain't no more ready to die than I am!"

THE SNUFF MINES

It was a common prank to send strangers arriving in town looking for work on a 50-mile hike to the Cimarron River to look for work in the local "snuff mines."

ANTELOPE HERDER

Another common prank was to suggest that the new arrival seek work as an antelope herder. If they protested they had no horse, they were told a man on a horse spooked the antelope, so it was always done on foot. Then they were directed towards a well-known ranch some 10 miles outside of Dodge.

WILD WEST ACTION!



KEY TO DODGE CITY

Where possible, historical facts are applied to the Dodge City described below, but this chapter only represents a possible Dodge City in the Wild West of the *Gunslingers* setting, albeit one very similar to the “real” Dodge City of the past. While a historic verisimilitude is desirable, there are many gaps in the records, and things which might be assumed by a citizen of Dodge City circa 1875 are not recorded in the various accounts and reports. In those cases where a firm context cannot be established, or where there is conflicting information, for example, the locations and existence of particular buildings and businesses at a give point, the authors have made either a “best guess” or exercised artistic license. The key to Dodge City is not exhaustive, so there is plenty of room for a GM to add or change the town to suit their particular campaign. Feel free to change the names or locations

around, or to insert a different shop, hotel, saloon, or tavern as necessary. Dodge City was an exciting, dynamic town—make it your own!

FRONT STREET

The central street of Dodge City was Front Street, also known as the Plaza. Front Street is described as being 100 yards across and was divided down the center by the raised tracks of the Atchison, Topeka & Santa Fe. Most of the structures were wooden buildings of the false front style, having facades that gave the illusion of prosperity or grandeur. The buildings were fronted by eight-foot-wide plank sidewalks shielded by wooden awnings. Repairing broken or missing planks in the sidewalks was not an uncommon assignment for constables during the quieter seasons. Many of the buildings had old whiskey barrels filled with water on their roofs in an early—and ineffective—attempt at fire control. It was

hoped that that if the roofs collapsed in a fire, the water would help put out the flames.

At both ends of Front Street signs were prominently displayed indicating that firearms were forbidden and were to be surrendered to appropriate law enforcement or another designated authority, nor would they be returned to the obviously drunk. The regulation was only rarely acknowledged south of the railroad tracks, but was rigorously enforced on the north.

There was definitely a distinction between the two sides of town, with the more respectable businesses operating on the northern side of Front Street and the more wild and woolly operations encouraged to keep to the south side. One citizen observed, “It was only a few steps from the Long Branch to the Lady Gay, but every step was paved with bad intentions.”

During cattle runs, it was not unusual for large herds to be driven along Front

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Street to the holding and shipping pens at the north end of the town. On other days, it would not be uncommon to find folks betting on horse races held along the Plaza, or to find a number of the shady "showcase" gambling games on display along the street.

THE NORTH SIDE

The north side of Front Street was definitely considered the more refined side of town. The better hotels, shops, and saloons were all located here, along with most of the residences of the more respectable folk of Dodge, although at least one senior citizen kept a shack on the south side—the very place the notorious murder of Dora Hand occurred. Even on the north side, most of the businesses operated 24-hours a day, though the cowboys and gamblers were lucky to see high noon, much less the morning hours.

1. Blacksmith: Large and prosperous blacksmith's shop. Tom O'Keefe proprietor. Tom has several assistants, all capable of dealing with the daily needs of clients such as shoeing horses or sharpening tools.

2. Drover's Store: Providing for the needs of drovers, bull whackers, mule skinner, and their ilk.

3. J. Mueller's Boot Shop: Distinguished by a large boot on its sign.

4. The Dodge House: A large two-story building located at the corner of Front Street and First Street. The Dodge House was one of the most popular hotels among the upper class visitors to Dodge. Doc Holliday had his "office" at this hotel, in room #24. (His advertisements stated "Money refunded if not satisfied.")

5. Delmonico's Restaurant: Restaurant catering to the elite. Dodge City's finest eating establishment.

6. Saddle Maker: Obvious wares.

7-8. Clothiers: Shops catering to both men and women.

9. Dieter's Barber Shop: Corner of First and Front Streets. Stop in for a close shave.



10. Opera House Saloon: Jim "Dog" Kelley proprietor. Tom Nixon was shot by "Mysterious" Dave Mather outside this establishment.

11. The Alhambra Saloon: One of the more popular of the north side establishments.

12. Zimmermann's Hardware Store: Guns, Pistols, and Ammunition—Hardware and Tinware—Guns, Pistols Re-paired. A 12-foot, red-painted rifle stands on a pole outside the shop. Fred C. Zimmermann proprietor.

13. The Alamo: Many of the saloons and dance halls chose names intended to appeal to the visiting Texas cowboys.

14. The Long Branch Saloon: Probably the single-most popular saloon in Dodge. Many of the town's famous characters tarried here over glasses of whiskey or at the poker and faro tables. Opened by Charlie Bassett and A. J. Peacock. Later owned by Chalky Beeson and W. H. Harris, and then Harris and Luke Short.

15. Rath & Wright's Supply House (circa 1871-1878): (Wright, Beverly & Co. Supply House after 1878). Charlie Rath and Bob Wright established the first supply house in Dodge City supplying the needs of buffalo hunters. The supply house was often frequented by visitors to Dodge and it was almost as popular as a saloon. The building was later rebuilt with brick instead of wood. Wright & Beverly handled many of the town's financial transactions until the bank was established.

16. Wright House: Bob Wright's house was located adjacent to the supply house off of Bridge Street.

17. Pharmacy: Herman Fringer, proprietor. Dr. McCarty operates out of the shop as well, keeping offices and a surgery in the building.

18. Drum's Cigar and Pipe Shop: All your tobacco needs catered to. [Fictional]

19. Unknown Shop: (GM: Feel free to populate this location with a shop of your own creation.)

20. Unknown Shop: (GM: Feel free to populate this location with a shop of your own creation.)

21. Washington's Guns & Ammo: Pistols & Rifles, Modifications & Custom Ammunition. Shop formerly owned by Mark Washington. Although the Washingtons no longer own the place, the name has stuck and Shannon (see the adventure in Chapter 8) still works in the store. [Fictional]

22. Unknown Shop: (GM: Feel free to populate this location with a shop of your own creation.)

23. Iowa House: Another north side hotel. Beebe proprietor.

24. Sidewinder Saloon: Located off Bridge Street, behind the pharmacy. The Sidewinder has been struggling for the last year-and-a-half, but popularity has increased recently, especially since it was learned that they were serving Thompson's "snakehead" whiskey (six heads to the barrel!). Cowboys consider it a badge of honor to down a few rounds of the stuff after coming off the cow trails. [saloon Fictional, but the "snakehead" whiskey was real!]

25. Lee & Reynolds Supply House: This establishment provided supplies to the Army and Fort Dodge.

26. Anderson's Livery Stable: Large, spacious stabling.

27. Wholesale Liquor: Henry Sturm, proprietor.

28. Green Front Saloon: One of Dodge's more notorious establishments. Rowdy Kate Lowe owned and operated the joint. Conveniently near the toll bridge that cowpokes used to drive their herds over the Arkansas River.



WILD WEST ACTION!

29. The Lady Gay Dance Hall and Saloon: Perhaps the most infamous location in Dodge. The Lady Gay epitomized the activities that occurred across the tracks.

30. Comique Theater: A popular destination, and not just for the rowdies. Eddie Foy would be a popular and recurrent performer here following his arrival in 1878. The place was known as the "Kommi-que" among the Texas patrons.

31. Unknown shop: (GM: Feel free to populate this location with a shop of your own creation.)

32. Lone Star Saloon: With a name like the Lone Star, this saloon definitely counted the Texas cowpokes among its patrons.

33. The Great Western Hotel: A large establishment on the south side located at the corner of Front and First Streets.

34. Unknown Shop: (GM: Feel free to populate this location with a shop of your own creation.)

35. First Union Church (circa June, 1878): Dodge City's first church, the Reverend O. W. Wright (no relation to Bob Wright), presiding. Wright funded the church by collecting money in the saloons and gambling halls and installed Wyatt Earp and Bat Masterson as deacons.

BOOT HILL

The Boot Hill of Dodge City was the first and deservedly the most famous of the cowtown cemeteries. Other Wild West towns would have their own, but it was the infamous Dodge City Boot Hill that first laid claim to the title.



Boot Hill was a broad, treeless bluff about one-half mile north of the Arkansas River, and not far from the northwest end of town. Higher than the surrounding territory, the hill provided an excellent vantage to observe the herds of buffalo, cattle, or to watch for hostile Indian raiding parties. It was also not an uncommon meeting place for an undisturbed gunfight.

According to M.W. Sutton, Boot Hill was dedicated after an unknown man was killed in a gunfight on the hill. His body lay all day until, that evening, some town citizens finally dug a grave and laid the man to rest right where he lay — with his boots on, of course, hence the name. Almost all the men who wound up buried on Boot Hill were laid down in a similar state, just as they were found, for it would be some years before Dodge City would have a true undertaker. A lot of men would end up buried on Boot Hill in the end — some 25 the first year alone while Dodge was still a shanty town, few with more than the clothes on their backs. It was said that if a man was laid to rest on Boot

Hill with a saddle blanket for a burial shroud, he was well provided for. Eventually, all those interred on the famous landmark were removed to be buried elsewhere, most to the new Prairie Grove cemetery established in 1878, to make room for the expanding town.

A few of the early graves were marked, though not well. Scraps of packing cases or old boards were the best of the occasional markers. A few epitaphs are remembered, "Killed by Lightning," "Died of Lead Poisoning," or "Too Many Irons in the Fire." Ironically enough, the first man buried in Prairie Grove was a cowboy killed by lightning.



SHOOTOUT IN DODGE CITY

INTRODUCTION

The player characters (PCs) will have the opportunity to settle a feud between two rival families and deal with the murder of the city marshal. Characters that perform well may be offered the opportunity to take up the tin star of the law for Dodge City and become marshals themselves. Unscrupulous characters may find themselves outlaws and could make enemies of one or both families during the adventure.

RUNNING THE ADVENTURE

Shootout in Dodge City is an event-based adventure set in Dodge City, circa

1875, and is suitable for 3-4 player characters. Fewer PCs may have a tough time completing the adventure, while more PCs, or characters with significant experience (and thus more CP allocated to skills and/or traits), will have a commensurately easier time of things. While it is possible for a few inexperienced characters to survive this adventure, it is probably best if the characters have an adventure or two under their belts before the GM introduces them to Dodge City (see Chapter 9 for one such possible adventure). When dealing with inexperienced characters, the GM should consider giving Experience Points to the players and permitting them to spend them on improving their characters during breaks in the adventure.

PREPARATION

To properly run this adventure, you will need only three six-sided dice (3d6), the *Core Rules* and the rules provided in this *Gunslingers* rulebook. Information on Dodge City and many of the shops, saloons, and hotels can be found in Chapter 7.

INSPIRATIONS

The story in this adventure draws from a number of sources. GMs looking for further inspiration on how to run the adventure presented here with an appropriate cinematic style might benefit from watching any of the following Western films: *El Dorado*, *Rio Bravo*, *High Noon*, *Shootout at the OK Corral* or *Silverado*.

MIND 'YER BUSINESS!

If you intend to play this adventure as a player, *stop reading now!* Reading any further will give away the plot of the story and reduce the suspense and mystery of adventure.

ADVENTURE SYNOPSIS

Roped In: The PCs find themselves temporarily stranded in Dodge City.

A Shot in the Night: The marshal is gunned down.

The Weeping Widow: The PCs are drawn into events surrounding the murder of the city marshal, Tom MacSween.

Cowtown Justice: The PCs interact with some of the local authorities and perhaps join with them.

On the Trail: The PCs pursue the marshal's killer in hopes of bringing him to justice.

Bring 'em Back Alive – or Dead: The PCs confront Billy and his boys out on the Kansas plains.

Buffalo Camp (Optional): If Billy evades the PCs, the characters pursue Billy to his father's buffalo camp and may confront him there.

Return to Dodge: The PCs return with Billy to collect their reward and discover there may be complications.

Last Stand in Dodge: The PCs face off against Charlie Reed and his gang of hired guns to determine the fate of both Billy Reed and Dodge City.



WILD WEST ACTION!

FOR THE GM

Players being players (i.e., getting into trouble) it's not uncommon for some PC to say or do something that doesn't consider all the factors during a game session. Each GM has a different way of handling these sorts of issues, from the "subtle" question ("Do you really want to throw iron up against Wyatt Earp with Doc Holliday aimin' a scatter gun at you?") to just letting it play out ("You try to pull leather as you watch Earp's gun aim at your chest and fire. You don't know if that killed you or if it was the buckshot that hit you from behind from Holliday's shotgun. Either way, please pull out a new character sheet").

In any case, there may be times during the adventure where you are left scratching your head and wondering whether to just bury the bodies and move on... or leave the written adventure and wing it from there on. On the one hand, this adventure tries to cover some of the possible angles for handling potential plot branchings and general advice in double-boxed sections labeled *GM's Notes*. These are short ideas to allow you to keep the game going even if the players have made a shambles of what is written, to discuss possible options, or to provide further explanation of events. On the other hand, there's always Boot Hill.

Summaries of the various non-player characters (NPCs) appearing in the adventure can be found in the section in which they first appear.



AWARDING EXPERIENCE

Although *Shootout in Dodge City* offers some opportunity for combat, it is primarily an event-based adventure, encouraging interaction between the PCs and the NPCs described in the adventure.

SCALING THE ADVENTURE

Additional NPCs can be added as needed by the GM to provide an appropriate challenge for the Player Characters. There are plenty of unsavory fellows to be found among the ranks of buffalo hunters and cowboys to fill out the ranks of the Reed gang if necessary.

If the PCs seem too weak to take on Charlie Reed and his gang, the adventure can be scaled down as well. Reduce the REF score and Firearms skill score of the minor NPCs by 1 or even 2 to make the encounters a little easier.

BACKGROUND STORY

GMs should read this section before running the adventure, and may read it aloud to the players at the appropriate time.

"Eh, what's that? Need to speak a little louder... I lost most of my hearin' at Bull Run. Oh, you want to know about the feud between the MacSweens and the Reeds? Give me a bit of that chaw, and sit a spell... it's quite a tale."

"Well, most people think it started when Thomas MacSween married the old gunwright's daughter, Shannon — a girl that Charlie Reed was courtin'... but it really goes much further back. All the way back to the Old Country, it does. It seems that the Reeds were some big English family that got land in Ireland after the Revolution for bein' generals or some such. The problem was that the land was owned by the MacSweens... but it didn't really stop the Red Coats from takin' it and sendin' the rightful owners packin' across the sea."

"Well, the MacSweens came over about as penniless as the next, and found themselves movin' West to the Ohio and doin' a bit of explorin' for the settlers. The family grew, and like so many others, had brothers and cousins fightin' each other in the Civil War. The latest bunch have set up shop in Kansas and Texas lookin' to herd cattle back east. Sounds crazy if ya ask me, what with

all these buffalo out here, but who knows..."

"The Reeds? Oh yeah... Well it would seem that the land they got in Ireland was a bit too much for them. Sometime in the '50s, they found their land given to someone else and were purty much run out too. Word has it, that the locals were none too unhappy to them goin' either. Somehow when they got over here, they got into shippin'... and made a bit of money runnin' guns during the war. A couple of them ran into some MacSweens in Charleston in 1864... and, well, they say that it was the one of the first quickdraws ever."

"What's that? Oh, what about Charlie and his crew? I'm gettin' to it... just hold on. It's awfully dry out here ya know, what with that dust an all... why, thanks, some beer does cut the dust a bit."

"Well Charlie Reed, his son Billy, and his older brother Edward came out to start some sort of 'land-shippin' company. I'm guessin' probably to sell guns and ammo to all the hunters, mebbe sell some to the Injuns on the side, an' take the hides they git in return back east. The trains helped a bit, the wagon groups a bit more... but I think it wasn't movin' as fast as they hoped. Edward lit out towards California, and Charlie and Billy started runnin' a bunch of "hunters" out for hides and whatever else they could get a hold of."

"Every time they came into town, Billy and his boys would hurrah up the town, but Charlie would be over at the Ammo store spendin' time with Shannon Washington. Things looked pretty good for Charlie and his boys until the MacSweens run some cattle up here in late '72 after Doc Barton. Tom and his brother Arthur ran a couple hundred head to see if it could be done. Well, Tom and Shannon take one look at each other and the next thing you know, he's married to Shannon and Art's headin' south one cow-hand short. I hear Art and Tom didn't say much to each other after that neither."

"Let's just say that Charlie didn't take it much better. He didn't come to town that much, mostly lettin' his boy come in while he worked some camp off to the north."

"Now the townfolk, they hit it off with Tom about as well as Shannon did. They made him marshal, and he did a fair job of keepin' the peace for a bit. Things looked pretty good that winter and spring...but summer was a whole different matter. It was a hot one, and it didn't look like rain was ever goin' to come. Tempers was gettin' short, and people were sayin' that the Reeds weren't goin' to let no MacSween run things in their town no more. Rumor had it they may be bringin' in some extra guns to run him out of town."

GUNSLINGERS

SCENE 0: ROPED IN

Stuck in Dodge City, the PCs discover that they may soon be caught in the middle of a feud.

The PCs should have the opportunity to check out the layout of the town, pick up any supplies they might need, and discover that they may be stuck in town for a night or two as a big storm looks to be brewing out on the High Plains. They'll find that most folks are sitting tight waiting for the storm to blow over, and there are not too many friendly faces right now due to the previous hot weather and rumors of gunslingers riding into town to run Tom MacSween out. Any particularly tough or rough-looking PCs may receive the cold shoulder from folks until they establish they aren't hired gunslingers looking to hire up with the Reeds.

DODGE CITY (CIRCA 1875)

Mayor: Lawrence Ahlen

Max bounty/reward: \$800 limit

Assets: \$46,000

Population: 1,150 (Mixed: American 95%, Indian 5%).

Authority Figure: Tom MacSween, city marshal.

Important Characters: Constable Chaw Washington, Shannon MacSween, "Sir" Phillip, "Doc" McCarty, and Judge John Chaney.

Notes: Dodge City is a typical Kansas cowtown—a little rough around the edges, but full of excitement and action for those looking for it. Gamblers, horse thieves, lawmen, cow punches, and tin horns all cross paths here. Whether looking to buy or sell cattle, claim a stake at the card table, or catch the rails further west, Dodge City is the place to be. Characters spending time north of the Deadline (Santa Fe Railroad tracks) are expected to surrender their firearms to a local official (marshal, constable, or at a hotel) and can't claim them if drunk.

Local Hotels, Restaurants, and Saloons: Delmonico's (restaurant only, good); The Long Branch (saloon and gambling, music, good); The Alhambra (saloon and gambling, music, good); The Lady Gay (saloon, dance hall, gambling, poor); The Green Front (saloon and gambling, music, poor); The Sidewinder Saloon (saloon and gambling, average); The Dodge House (good); The Great Western Hotel (hotel only, good); Iowa House (hotel only, good).

GIVE UP YER GUNS

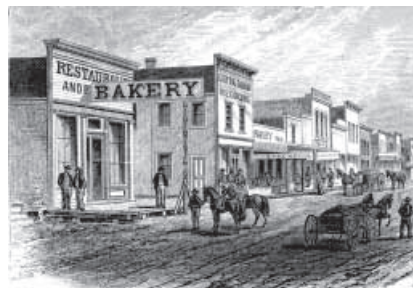
Note that Dodge City requires anyone not a member of the local police force to surrender their pistols, rifles, and shotguns shortly after arriving in town. All of the local hotels (The Dodge House [Location 4], Rath and Wright's [15], Iowa House [23], or the Great Western [33]) all have lockups intended to store weapons for visitors. Each gives a receipt noting the type and number of guns deposited, which can be reclaimed when the owner is departing Dodge. Anyone claiming not to have a firearm may be hand searched.

Those who wish to retain a weapon should make a contested Stealth roll (with penalties based on the size of the weapon being secreted; Small knife -1, Large knife -2, Pocket pistol -1, Small pistol -2, Large pistol -3, Carbine or sawed-off shotgun -6, Rifle -9) versus the clerk's Awareness skill roll.

Firearms are not turned over to those who are obviously drunk. Although this rule may be loosely enforced with regard to well-known and respected local citizens (a successful Persuasion roll, TN 21, can convince a constable to let a well-respected citizen keep his firearm while intoxicated), strangers spending much time north of the "Deadline" (the Santa Fe Railroad tracks running through the middle of town) and carrying a firearm will merit a prompt visit from the local constables, and possibly a trip to the calaboose, along with a fine of \$10 from a local magistrate. The magistrates and constables won't tolerate excuses, as the policy is clearly posted at each end of town (see the key to Dodge City).

It is easiest to setup this adventure if the PCs aren't locals and the GM may have to adjust encounters and descriptions slightly if the PCs are Dodge City residents or are well-known to her citizens.

Some ideas for getting the PCs into Dodge City:



- They are part of a buffalo shoot getting together to head out to the High Plains.
- They may be part of another small cattle drive having arrived dead broke with no cows, or they may have already spent their meager pay in the dance halls and at the card tables.
- The train broke down on the way to Santa Fe, and they are waiting for it to be repaired, or the train is stuck in Dodge after the storm because of tracks being washed-out from the rains.
- Dust storms have whipped up, leaving noon as black as night. It's impossible to ride far without getting hopelessly lost in the choking clouds. Everyone is hunkering down to wait out the blow. The tracks could be blocked by drifts piled up by the blowing winds or by mud flows caused by the sudden heavy rainstorms which follow.

GETTING' THE LOW DOWN

Once arrived in Dodge, and after having established that they aren't going far for a while, let the PCs nose around town a bit. Characters can garner the following rumors by questioning people around town and hanging out in the local shops and saloons, by making a successful Social (Frontier) or Persuasion skill roll (TN are given in the Rumor table). GMs can add additional rumors to customize their campaign, perhaps dropping a hint or two foreshadowing future adventures. Exceptionally high rolls on successful skill rolls garner the user all of the preceding information in the list.

TN Rumor

- 12 Mayor Ahlen left town three days ago for St. Joseph (a large town in eastern Kansas) earlier and isn't expected back for another 2 weeks.
- 15 There's trouble brewing between the marshal and a local gang of rustlers.
- 18 A notorious cattleman (Charlie Reed) is hiring fast guns for a showdown with the city marshal. Charlie's son, Billy, a real hot-head, was seen drinking in the Green Front (see Dodge City, area 28, in Chapter 7) earlier that day.

WILD WEST ACTION!

- 21 Charlie Reed has a grudge against Marshal MacSween, who married a girl that Charlie was sweet on, and he is out for revenge. He's camped outside of Dodge with a gang of hired guns waiting for the right opportunity to strike.
- 24 Charlie Reed is offering \$50 a head to men who will sign on with him, no questions asked. His man Tibideaux can be found at the Green Front (see Dodge City, area 28, in Chapter 7) or the Lady Gay (see Dodge City, area 29, in Chapter 7) and his camp his about 20 miles northwest of Dodge. Charlie runs his men with an iron hand, is known to hold a grudge, and won't tolerate disloyalty, but he rewards those who serve him well.

Cowpokes with the Knowledge (Trail lore) skill may attempt to supplement the rumors above. Use the following table to determine what kind of information the PCs might have picked up on the trail prior to their arrival in Dodge. Where there is more than one entry in the list, the GM may choose to pass on whatever he chooses to the PC employing the skill. Different cowpokes might learn different tidbits depending on where they picked up their information.

TN Information

- 12 The MacSweens ran cattle from Texas before Tom MacSween settled down in Dodge City.
- 15 The MacSweens and the Reeds have an ongoing feud that goes back many years. Billy Reed has a reputation for getting mean when he's been drinking and is well known as a hot-head. Dutch Henry, a well-known horse-thief in the area, hasn't been seen around Ford County in a while. Folks reckon he's lying low until the recent business between the Reeds and MacSween blows over.
- 18 The MacSweens and Reeds have crossed paths before and not everyone walked away alive. Charlie Reed has a shady reputation on the trail and is known to be a ruthless gunman "who always pays his debts."

- 21 The Reeds hate the MacSweens for displacing them from their ancestral home in Ireland.

On a truly spectacular successful skill roll, the GM may choose to have some old timer relate some or all of the tale from the *Background Story* presented earlier.

Once the PCs have settled in, move on to Scene 1 to get the adventure rolling.

SCENE 1: A SHOT IN THE NIGHT

Read or paraphrase the following boxed text to the players. Note that all such boxed text appearing in this adventure is meant to be used in the same way (read aloud or paraphrased for the players).

It's been a long hot day with thunderheads growing to the west. As the sky gets blacker and the winds pick up, you head for the nearest watering hole to be anywhere but outside. The Sidewinder Saloon seems filled with locals who are playing cards and drinking whatever the 'tender passes for whiskey or beer around here. As you get inside, the sky splits open with rain, thunder, and lightning like the second coming.

The opening scene is based in the Sidewinder saloon (see Dodge City, area 24, in Chapter 7) with the PCs cutting their thirsts and waiting out the storm. The saloon keeper is Joe Callahan, a big burly man who looks like he keeps things from getting too wild (and in case things do get too wild he has a double-barrel shotgun and Colt Navy .36 (percussion cap pistol) under the counter to slow things down). The saloon is filled with the normal assortment of drifters, a few sullen cowpokes, and a couple of buffalo crewmen, in case the PCs are looking for work (i.e., their next adventure). The faro table is being run by Pete Wingras, a thin weedy-looking man with a cruel scar running down his cheek. For all his ill looks, he plays a clean game and calls anyone who doesn't.

JOE CALLAHAN

Bartender, 35 years old



STR	6	REF	4	HLT	4
PRE	3	INT	3	WIL	5
DEF	14	INI	4	MOV	9
TGH	6	LIF	22	Stun	11
Crit	16	Run	18	Sprt	27

Disadvantages: None

Advantages: Hard to Kill (1 AV) [2 Pts], High Pain Threshold [5 Pts]

Skills: Acting +1, Animal Handling +3, Appraisal +1, Area Knowledge (Dodge) +4, Athletics +3, Awareness +2, Business +2, Concentration +2, Craft (Brewing) +4, Firearms +2, Gambling +1, Intuition +3, Knowledge (Saloon patrons) +2, Language (Cheyenne) +2, Melee Weapons +2, Performance (Harmonica) +1, Persuasion (Intimidation +2) +3, Professional (Bartender) +3, Riding +2, Roping +3, Society (Frontier) +2, Stealth +2, Swimming +1, Teamster +2, Throwing +2, Unarmed Combat (Boxing) +6, Unarmed Combat (Brawling) +2

Total Points: AP: 25, CP: 43 (Advantages: 7, Disadvantages: -0, Skills: 36)

Equipment: Double-barrel 12-ga. shotgun* (4 rounds), Colt Navy .36 pistol (5 rounds), and \$300 in mixed coins and script (in the till). * See Chapter 5: Combat for shotgun rules.

Background: Joe Callahan was a well-known pugilist in his youth and still has the physique to show for it. Joe has worked most of the bars in town at one time or another, but dreams of establishing his own brewery someday. He's willing to let the paying customers carouse and blow-off some steam now and again, but he keeps a double-barrel shotgun and a Colt Navy .36 under the bar in case things get too far out of hand.

GUNSLINGERS

PETE WINGRAS

Gambler, 27 years old



STR	3	REF	5	HLT	3
PRE	4	INT	5	WIL	4
DEF	15	INI	5	MOV	8
TGH	4	LIF	17	Stun	9
Crit	12	Run	16	Sprt	24

Disadvantages: Dist. Features: Scar over left eye (Concealable) [-5 Pts], Social Disad.: Whiney voice (-3) [-2 Pts]

Advantages: Con Artist (+3) [2 Pts], Card Sharp (+6 Gambling and Sleight of Hand) [5 Pts].

Skills: Acting +2, Animal Handling +2, Area Knowledge (Ford County) +2, Athletics +2, Awareness (Sight +2) +3, Concentration +2, Firearms (Pistols +2) +2, Gambling (Card games +2) +5, Intuition +3, Knowledge (Card games) +6, Knowledge (Trail lore) +3, Lockpicking +2, Melee Weapons +2, Performance (Card tricks) +5, Persuasion (Fast talk/bluff +4) +3, Professional (Gambler) +5, Riding +2, Sleight of Hand +3, Society (Frontier) +2, Stealth +4, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 24, CP: 50 (Advantages: 7, Disadvantages: -7, Skills: 50)

Equipment: 1873 Colt Frontier pistol (5 rounds), 1866 Deringer 2-shot pistol (2 rounds), spare deck of cards, pen knife, and \$200 in Union script.

Background: Pete Wingras looks like the type who would cheat his mother for two bits. His hair is greasy and slicked back; he has a large scar over his left eye from a time he called out someone who tried to stack the deck on a river boat back east. He even has that kind of whiney, reedy voice that can really grate on the nerves. Folks new to the Sidewinder saloon often wonder why he hasn't been run out of town already.

While Pete gambles, drinks, and consorts with loose women, those who take the time, find out he is probably one of the nicest guys around town. He has a phenomenal memory inside and outside the cards. Pete runs a clean game, but he knows all the tricks and doesn't care for them.

He keeps his Derringer concealed in his boot for emergencies.

As the PCs get comfortable and the storm grows in the distance, Marshal MacSween and his deputy, Constable Chaw Washington, come in to check things out. Marshal MacSween and Chaw Washington are expecting trouble from the Reeds and are making sure that any strangers aren't hired guns for the fight that's brewing between MacSween and Charlie Reed. The marshal asks strangers who they are, what their business is, and how long they are planning to stay in Dodge City.

You start to get settled into a routine of cards and whiskey when two men walk in draped with rain slickers.

The younger of the men is a tall, strong looking fellow who has that determined look of one who can handle a stampede without fear. The older fellow looks as grizzled as they come, with a large wad of chaw in his left cheek.

Both have badges, and you are pretty sure as they look around the room that they are sizing each of you up. The older of the two carries a double-barreled shotgun and walks over to the bar. He casually covers the room as the younger man approaches your table.

None of the other patrons seem to be reacting as if anything unusual were occurring.

If he doesn't have any problems with the PCs, Marshal MacSween still takes the time to outline the rules of Dodge City to them as follows:



"Here are my rules around here: No guns this side of the tracks. Don't start any trouble, and we'll get along fine. If you're looking for company, stay with the brothels over the tracks. Mess with any of the girls outside the brothels, and after we've dragged you around town, we'll make sure the rope's too short to break your necks. Don't cheat at cards and you'll keep your fingers. The Judge here's a hangin' one, so don't expect much mercy. That's about it."

The GM can play out this scenario simply as written, or if desired, can introduce a character hook to get the PCs more firmly involved in the adventure. See below for some possible options:

1. MacSween thinks one of the PCs is one of the hired guns working for the Reeds. MacSween badgers the PC, eventually accusing him or her. If the PC denies it all, then Chaw intercedes and tells MacSween that he thinks Shannon (Tom's wife, who might also be encountered as a storekeeper in Dodge City; see Location 17 in Chapter 7) was bringin' some supper over to the saloon. If the PCs are overtly hostile or act as if they have something to hide, Marshal MacSween "asks" them to leave town by dawn. People in the bar become suspicious of the mistaken PC for the rest of the adventure or until he or she can prove otherwise. If the PC ends up running from Dodge during the adventure, the GM might want to have the false story dog his reputation from then on.

2. Just general questions, unless the PCs have bad reputations that MacSween might have heard of—requires a successful Knowledge (Trail Lore) roll, TN 15. In this case, MacSween is even more inclined to ask them to leave town as soon as possible.

3. MacSween recognizes one of the characters as an old friend of the family. Maybe the PC's father and MacSween's father had business dealings back east. Or, more likely, the PC met one of Tom's older brothers during the Civil War and was saved by the elder MacSween or vice versa. In this case, there is a potential bond between the two and the PC may feel more inclined to avenge MacSween's imminent death.

WILD WEST ACTION!

TOM MACSWEEN

Sheriff, 26 years old



STR 5	REF 6	HLT 5
PRE 6	INT 3	WIL 4
DEF 16	INI 5	MOV 11
TGH 5	LIF 23	Stun 12
Crit 20	Run 22	Sprt 33

Disadvantages: Distinctive Features: Wears "fine clothes" [-2 Pts]

Advantages: None

Skills: Area Knowledge (Alabama) +3, Area Knowledge (Dodge) +2, Athletics +2, Awareness +4, Concentration +2, Firearms +4, Fish and Game +3, Gambling +1, Gunplay +3, Knowledge (Trail lore) +3, Knowledge (Wilderness lore) +2, Melee Weapons +2, Navigation +3, Persuasion (Intimidation +2) +3, Professional (Farmer) +3, Riding +4, Roping +2, Society (Frontier) +2, Stealth +3, Swimming +3, Teamster +2, Throwing +2, Trailblaze +3, Unarmed Combat (Brawling) +3

Total Points: AP: 29, CP: 38 (Advantages: 0, Disadvantages: -2, Skills: 40)

Equipment: Colt .45 pistol (18 rounds), silver marshal's badge (\$5), cowboy hat, rain slicker, and \$25 in Union script.

Quote: "I'm here to keep the peace, and I aim to do so anyway I can."

Background: From the top of his head down to the spurs on his boots, Tom MacSween looks like a no-nonsense lawman straight out of a dime store magazine. A little over 6 foot in his boots, he has short brown hair that he keeps under an old cowpoke hat he started wearing a few years back. He is usually well-groomed, as Shannon makes sure he washes before coming to the dinner table. His clothes are well-mended, and some of the cowpokes have thought he was a 'dandy' sheriff until they realized he can rough around with the best of them. He speaks with a slight Texas drawl.

Born the youngest of six brothers on a farm in Alabama, Tom was always having to keep up with bigger and

stronger guys. While his older brothers went off to the various wars, Tom stayed on the farm until he learned his oldest brothers had been killed by some sailors in Charleston. He headed off to meet his remaining brothers to bring them home. On arriving back at the family farm, he found it burned to the ground. Wanting a fresh start and to put the unpleasant memories in the past, he and his brothers headed west to find new homes.

CHARLIE "CHAW" WASHINGTON

Constable, 52 years old



STR 4	REF 4	HLT 5
PRE 4	INT 3	WIL 5
DEF 14	INI 4	MOV 9
TGH 5	LIF 25	Stun 13
Crit 20	Run 18	Sprt 27

Disadvantages: Impaired Sense: Vision (Inconv.) [-2 Pts.], Psych. Disad.: Fiercely protective of Shannon MacSween (Peril) [-10 Pts.], Senior (52 years old) [-2 Pts.]

Advantages: Membership: City Police (MR 5/Constable) [10 Pts.]

Skills: Animal Handling +3, Area Knowledge (Dodge) +5, Athletics +2, Awareness +3, Concentration +4, Firearms +3, Fish and Game +3, Gambling +2, Melee Weapons +2, Persuasion (Intimidation +2) +2, Professional (Buffalo hunter) +4, Riding +4, Society (Frontier) +2, Stealth +2, Teamster +1, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 25, CP: 24 (Advantages: 10, Disadvantages: -14, Skills: 28)

Equipment: Pedersoli double-barrel shotgun* (8 rounds), silver constable's badge (\$5), rain slicker, Stetson hat, and \$5 in silver coins. (* See Chapter 5 for shotgun rules.)

Quote: "If Danny had listened to me, that nasty affair wouldn't have happened... but that darn fool won't listen to reason."

Background: About five-foot-six in his boots, Chaw (no one calls him "Charlie") looks as weathered as the

lands he has lived in. With long stringy white hair, kept tucked under an old Stetson, he usually has a wad of tobacco in his left cheek. When he talks, it is usually a string of mumbled obscenities and old sayings about youngsters not respecting their elders anymore. His eyesight isn't what it used to be, so he keeps an old sawed off 12 gauge shotgun with a pistol grip, and usually has a 12 gauge double-barrel loaded with buffalo shot as his rifle these days.

Chaw was born somewhere west of the Appalachians, sometime during the Jackson presidency. His family traveled from trail to trail looking for new things to do. When he was old enough to decide what he wanted, he headed towards Texas where he heard the land was large and the Spanish friendly.

He fought in the Texas rebellion and the Mexican-American war (when he gets into story-telling, he goes into the tale of how he survived the Alamo by getting pneumonia a week before, so he never made it there, but how things would have been different if he had!) He joined up with the Texas regulars during the Civil War and fought at some disastrous battles in New Mexico. After that he decided to just fight Indians on the Texas frontier.

In 1869 he got word from his younger brother, Mark, that the boy was planning to set up some stores selling guns in Kansas and that he needed some help desperate. It really wasn't the type of work that Chaw was into, but he decided that he would head up for a short time to help blood out. He got into Kansas around the time the Santa Fe was breaking ground and watched as the town of Buffalo was built. In 1871, Mark was shot by some buffalo hunters haggling over the cost of shells and Chaw decided to stay (after dealing with the hunters) to watch after his niece.

He didn't like it much when Charlie Reed would come around, so he kept an eye out for someone better to help things along. When the MacSweens came along, he figured Tom would be the right fellow instead of someone near his own age. He asked Tom and Art over for dinner and things worked out just as he'd planned. The wedding was a festive occasion without sign of hide nor hair of the Reeds. Most folk believe it was the MacSween's cowpokes and a bunch of old frontiersmen that Chaw had invited up for the occasion.

Chaw considers Tom to be the son he never had, and is fiercely protective of Shannon.

GUNSLINGERS

Seemingly satisfied with your answers to his questions, the marshal nods and turns to the burly tough who runs the bar, whom you've learned is Joe Callahan. The marshal asks the bartender if he has seen anyone in town he should know about. Joe says he saw Charlie Reed's boy, Billy, earlier, but he thinks he rode out before the storm. With a final survey of the room, the marshal and his deputy head back out to the street and split up.

A couple of minutes after the marshal and his constable depart, there is a flash of lightning outside, and a rolling series of thunderclaps. As the last of the booms echoes away, a shrill scream is heard from outside.

SCENE 2: THE WEEPING WIDOW

If any of the PCs head out of the saloon to see what's going on, they have a chance to see a small group of riders (Billy Reed, plus two of his "drinking buddies") come tearing down the street, shouting and spurring their horses on, guns flashing in the light streaming from the saloon's doors. As the riders plunge down the street, the leader, Billy Reed, turns his head and briefly locks eyes with one of the PCs (GM's choice). Any PC that succeeds in a sight-based Awareness roll (TN 18) may notice a distinctive star pattern on the brow of

the horse Billy Reed is riding. This pattern is well-known to many of the locals, identifying the horse as Billy's if there is any question about the identity of the riders.

A short distance up the street, the PCs can see a young woman kneeling over the body of Tom MacSween. A few folks come out to the sidewalk or peer from shop windows, but it is raining pretty hard, and with the thunder, it's likely that the shots weren't heard very far away. Chaw isn't anywhere to be seen initially, but shortly comes staggering up the street from the direction the riders went, covered in mud, his rain slicker torn. If no one else is taking action, then Chaw, after helping Shannon up, gets some of the people on the street to take Tom into the nearest saloon, which happens to be the Sidewinder, and sends someone to fetch Doc McCarty from his office (see *Dodge City*, Location 17, Chapter 7). If the PCs want to take charge of the scene, the GM should let them, and perhaps play Chaw as a bit shaky from a blow to the head from a horse's hoof.

GM's NOTES

If the PCs are too ornery to cooperate with the marshal's questioning or are hell-bent on becoming outlaws, let the chips fall where they may. Tom MacSween isn't looking for trouble, but he has a job to do, though he would prefer to see a group of troublemakers spend the night in the calaboose and receive a small fine (\$10-\$20 for public nuisance or disturbing the peace) than to actually resort to shooting them. Tom prefers to resolve confrontations with diplomacy, or, failing that, with intimidation. As the PCs should be unarmed unless they managed to retain a holdout weapon or have knives, they probably aren't a match for the two armed and alert marshals (which the GM may want to point out to players).

If forced into a confrontation, have the players generate Initiative scores for their characters, and proceed with the combat. (Chaw already has a weapon leveled at them, and a modified INI total of 11 at the start of any combat.) Tom draws on the person with the most notorious reputation, the most suspicious character, the character who gave him the most trouble during his questioning, or the nearest character, in that order. Chaw lets go with the first barrel in the first turn and the second barrel in the next, selecting whichever target has the best chance of hitting bystanders. He then ducks behind the bar to reload.

If the PCs find themselves on the wrong side of the law, the adventure can still be salvaged by turning the tables, although this will require some quick work by the GM. Instead of being part of the posse sent to bring in the marshal's killer, they have become the killers themselves, hunted by a posse (use the statistics for the rustlers in Scene 5), or might be seen as potential allies for the Reeds after Billy shoots Marshal MacSween (see *Scene 1*, below) if the PCs didn't kill him themselves, that is. The PCs could hook-up with one of the Reed gang in the calaboose and conspire to break out and make a run for the Reed camp (see *Billy Gets Away* in Scene 5). Charlie Reed might be willing to help the PCs escape justice if they are persuasive—requires a successful Persuasion skill roll, TN 25 (specialty levels for Negotiation apply), vs. Charlie's Unfriendly attitude.

If the PCs get onto Charlie Reed's good side, he is willing to provide mounts, food, and some spare ammo for those of them who wish to make for another territory. He does not provide PCs with shelter or risk his life for them, even if they did relieve him of a nuisance.

Even if the PCs escape the justice of Dodge City, they may still find themselves hunted by bounty hunters or other scoundrels hired by one of the remaining MacSween brothers, who offer a \$500 reward for the murderers.

GM's NOTES

If the PCs don't go to investigate, a dripping cowpoke runs in a short while later shouting that the marshal's been shot. This really gets folks in the saloon hopping, especially after Tom's body is brought in with the sobbing, newly widowed Shannon MacSween. If the PCs still don't get a move on... the town of Dodge City is going to get real suspicious... and real unwelcoming.

Once in the saloon, Joe Callahan brings Shannon a shot of the "good stuff" while Chaw comforts her. After a few minutes of tears, she manages to calm herself enough to tell her story between sobs. The GM can tell the story as plainly or with as much drama as desired, but the gist is as follows:

Shannon was bringing dinner to the Alhambra when Tom met her outside Dieter's barber shop (see *Dodge City*, Location 9, in Chapter 7). They had just started walking towards Front Street, when a shot was fired and the marshal lurched forward. Tom spun around, trying to shield her and then another shot was fired. He then collapsed. At this point another cowpoke chimes in, saying he saw horses riding hell-Bent-for-leather out of town a few minutes ago.

WILD WEST ACTION!



A well-dressed man is escorted into the saloon by another man you recognize from the street outside. The new man carries a bulky black leather bag initialed in gold with "TLM," and immediately proceeds to the marshal's body. When he opens the bag, you can see that it is lined with the typical implements of a frontier doctor. After a brief examination of the body, he shakes his head and gently speaks to the tearful girl still clutching Chaw's arm, "I'm sorry, my dear, but Tom's dead," eliciting a new turn of tears and sobs from Shannon. After consoling the girl for a few moments, he indicates to the man who brought him that he should take the body to his surgery where he can examine it in more detail. The men in the saloon wrap Tom MacSween's body in a blanket provided by the bartender, Joe Callahan, and carry the corpse outside.

The man with the doctor's bag tries to get Chaw to let him roll his injuries, but Chaw waves him off, "Doc, I been hurt worsen before. This ain't no time fer dilly-dallyin'." The doctor nods sadly, and after a few more words to Shannon, dons his hat and departs. "You know where to find me, Chaw. And if Shannon needs anything at all, don't hesitate to let me know."

If any of the PCs cares to, they can follow the men carrying the body (or Dr. McCarty, the dapper man with the black bag, for that matter). The men carry the corpse to the rear entrance of Herman Fringer's pharmacy (see *Dodge City*, Location 17, in Chapter 7) and lay the body on the table in the surgery. They then return to the Sidewinder saloon. Dr. McCarty returns to the pharmacy and after covering the body with a sheet and locking the rear door, begins to make some notes on his initial observations regarding the death of Tom MacSween in a journal.

A PC may question Dr. McCarty if they wish. He avoids committing himself regarding the death of MacSween, indicating that he is waiting for further direction from the magistrate before proceeding with a full examination of the body. If the PCs ask about the magistrate, Dr. McCarty can direct them towards Judge John Chaney who lives off Broadway Street. McCarty remains in his office for several hours, barring some other emergency, expecting to be contacted by Chaw or Chaney.

SHANNON WASHINGTON

MACSWEEN

Storekeeper, 19 years old

STR	3	REF	4	HLT	3
PRE	6	INT	4	WIL	5
DEF	14	INI	4	MOV	7
TGH	4	LIF	19	Stun	10
Crit	12	Run	14	Sprt	21

Disadvantages: None

Advantages: None

Skills: Appraisal +4, Area Knowledge (Dodge) +2, Athletics +2, Awareness +3, Business +5, Concentration +3, Craft (Baking) +5, Intuition +3, Knowledge (Accounting) +3, Melee Weapons +1, Performance (Piano) +4, Persuasion (Fast talk +2) +3, Professional (Storekeeper) +6, Riding +2, Society (Frontier) +4, Stealth +2, Swimming +1, Teamster +2, Throwing +2, Trading +6, Unarmed Combat (Brawling) +2

Total Points: AP: 25, CP: 50 (Advantages: 0, Disadvantages: -0, Skills: 45)

Equipment: Nice dress and \$50 in various coins and script (hidden in her home).

Quote: "Oh, Tom! Don't be silly! Now sir, about that rifle of yours. While in most places it would be useful, out here you are not going to do anything but make a buffalo mad."

Background: Shannon Washington is a striking lass with green eyes and long, brown tresses. She grew up in the Wild West, but it seems to have failed to leave its mark on her—that is until she is pressed. She might seem to be soft and uneducated in the ways of the cowtowns, but she has a sharp eye and a keen mercantile talent. Many a buffalo hunter, thinking he had found an easy mark in the winsome girl behind the counter, has been unpleasantly surprised by her shrewd bargaining skills when it came time to pony up. She is not easily cowed by blustering frontiersmen and keeps an ear out for useful gossip dropped around the shops and taverns, making her a valuable ally for her husband, Marshal Tom MacSween.

After their wedding, Tom and Shannon MacSween purchased a piano for her in St. Joseph. On Sundays, many of the upright ladies of Dodge City drop by her place to hear her play or to chat and perhaps sing a few hymns. She often entertains Tom and Chaw in the parlor in the evenings and many a cowboy has passed by the MacSween residence at night thinking that an angel or siren dwelt within the house.

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GM's Notes

How the ambush went down: Billy Reed followed Shannon as she walked from her house to meet Tom. With the rain and the thunder, neither Shannon nor Tom MacSween saw the band lurking in the darkness, and so Billy caught Tom MacSween by surprise. He shot the marshal in the back with the first shot from his center/rim pistol, inflicting a total of 12 points of L/P damage (adjusted for the Hit Location). When Tom turned around, Billy shot Tom again, having won the initiative, inflicting another 9 points of damage. This left Tom MacSween with only 2 LIF remaining and unconscious. It takes a minimum of 1 minute for anyone to reach MacSween in the street, and another minute to get him inside so that anyone who desires to do so can examine him. By the time anyone has the chance to apply their medical skills, Tom MacSween reaches 0 LIF and dies.

Chaw Washington was run down by Billy and his boys as they galloped for the outskirts of Dodge City, but fortunately escaped with only a blow from a hoof (5 points of damage) and having the wind knocked out of him.

Read the following to the players.

The townspeople clustered together in the Sidewinder saloon soon begin to murmur to each other, a few whisper about this being a "damned convenient time" for the mayor to leave for St. Joseph, others speculating on who should be deputized to pursue the marshal's killers. Someone suggests "Prairie Dog" Dave until another points out he's in Abilene. Another suggests W. B. Masterson, but someone reminds everyone he's in Texas. A few other local names are suggested, but the enthusiasm begins to wane among the locals when a voice from the back of the crowd says, "Yeah, but I heard it was the Reed boy. I ain't putting my neck out 'gainst Charlie's bunch."

The townsfolk seem divided between fear and anger, and soon enough, there are cries of, "Chaw! Call for a posse! Someone's gotta git them Reeds!" As you listen to the angry growl of the crowd, which has been growing as word spread of Tom MacSween's murder, you see Chaw's eyes fixed on you from across

THOMAS L. "Doc" McCARTY

Doctor, 31 years old



STR	3	REF	5	HLT	4
PRE	5	INT	7	WIL	6
DEF	15	INI	6	MOV	9
TGH	5	LIF	24	Stun	12
Crit	16	Run	18	Sprt	27

Disadvantages: Distinctive Features: always dresses in classy suits (Hardship) [-5 Pts.], Psych. Disad.: Sense of duty to patients (Hardship) [-5 Pts.]

Advantages: Famous: well-liked local doctor (+3) [2 Pts.]

Skills: Appraisal +3, Area Knowledge (Dodge) +2, Athletics +2, Awareness +3, Bureaucracy +2, Concentration +4, Craft (Prepare medication) +4, Doctoring (Spec) +6, Firearms +2, Fish and Game +2, Intuition +3, Knowledge (Medicine) +7, Language (Greek) +1, Language (Latin) +2, Melee Weapons

+2, Persuasion (Negotiation) +2) +4, Professional (Doctor) +7, Professional (Pharmacist) +6, Riding +2, Science (Biology) +5, Society (Frontier) +2, Stealth +2, Swimming +2, Teamster +2, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 30, CP: 51 (Advantages: 2, Disadvantages: -10, Skills: 59)

Equipment: Doctor's kit, horse and buggy, 1851 Colt Navy .36 pistol (5 rounds), and \$250 in Union script.

Background: Thomas "Doc" McCarty is Dodge City's first and most respected doctor. A graduate of Rush Medical College (Philadelphia, PA), he moved to Dodge in 1871. McCarty operates out of Herman Fringer's Pharmacy (see **Dodge City**, Location 17, in Chapter 7). "Doc" McCarty always dresses with impeccable eastern style, although the respect he garners from the citizens of Dodge shields him from the usual treatment "fancy boys" receive from the local cowboys (see Chapter 7). McCarty is a compassionate man, and can always be relied upon to do his best regardless of the pay or time of day he is called upon to perform. McCarty frequently acts as coroner for Dodge City and may be called on to testify at an inquest into any murders which occur in Dodge.

"Doc" McCarty doesn't normally carry a gun, being a man of peace, but if he is making a house call outside of Dodge City, especially at night, he carries a Colt Navy .36 for self-defense.

the room where he sits with the forlorn girl.

Chaw crosses the room towards where you stand near the bar, his face resolute. "You boys told the marshal ya wasn't here for no trouble, but it looks like trouble's done gone and found ya just the same. Tom MacSween's dead, and like as not, it was murder – don't see no other way about it. These folk ain't got the stomach for what's got to be done, but somebody's got to bring back the men what did Tom in. Tom was good man. He deserved better. I can't promise much, but if you're willin', I can promise this: \$75 dollars each – that's a month's pay for a deputy – and likely there'll be a reward, come the inquest. I'll be taking Tom's wife back home now, but you boys be thinkin' 'bout what I said. When I come back, you can give me yer answer."

With that he turns and half carries Shannon outside into the rain, followed by a half-dozen locals. Chaw glares at them, but though they look sheepish, they follow along anyway.

Chaw escorts Shannon to the house that she and Tom shared. He spends about 15 minutes with her and then leaves, headed east, for Judge Chaney's house. After about a half hour, the two of them exit Chaney's house and head for the Sidewinder saloon. The men who followed Chaw and Shannon return about 20 minutes after they left and take a table, waiting to see what happens.



WILD WEST ACTION!

SCENE 3: COWTOWN JUSTICE

The PCs are free to take any action they desire, even including saddling up and heading out of town if they have horses. They may want to question some of the locals, and if they haven't heard any of the rumors outlined in Scene 0, the GM can provide them with any information that seems appropriate or which might help to provide some direction for any uncertain PCs. If the PCs are still in the Sidewinder when Chaw returns with Judge Chaney, read the following to them:

About an hour has passed since the constable departed with the wife of the murdered marshal. The grizzled old veteran finally returns, along with a scowling man, dressed in a black suit, wearing a broad-brimmed hat, and carrying two books under his arm. Looking around at the patrons of the saloon, the man snorts in disgust, and at a gesture from Chaw, proceeds over to where you wait.

He looks you up and down, and still frowning says in a Texas drawl, "Boys, I'm Judge Chaney, magistrate around here. I hear you might be lookin' for work, eh? Chaw here's given me the lowdown, though I ain't none to pleased to hear it. Tom MacSween was a good friend of mine. I reckon you boys might just do if you've got the intestinal fortitude to take the job. It won't be easy, but a great many folks 'round hear are likely to be real grateful to see this trouble laid to rest once and for all. I'll see you get the pay that Chaw promised, and any reward Kansas or Dodge offers once we've settled things 'round here. Well, you game?"

The PCs can ask any questions they like of Chaw or Chaney, though if they drag things out for too long, or the PCs appear hesitant, Chaney calls on them with a sharp, "Well, boys? Time's awastin'!" If the PCs agree to the arrangement, Chaney pulls up a stool at the bar and execute a warrant for the arrest of Billy Reed. Then he swears the PCs in on the Bible he brought and give each one a deputy marshal's tin star, once they've made their mark in the ledger indicating they've been entered into the rolls of the police force of Dodge City.

Once he's made everything official, Chaney slams the ledger closed and calls for a round for "you all" and for himself, even Chaw as well. Raising his shot glass he toasts the deceased marshal, "Here's to Tom MacSween, a damned good man. God rest his soul. And may the devil take Billy Reed and the bastard that get him."

"Well, boys, you be needin' anything else? You best take some extra rounds, as like as not, you'll be needin' 'em. I don't reckon Billy to come quietly or without a fight. If you need any other gear, why don't ya go see Fred Zimmerman or Charlie or Bob down at Rath and Wright's on the corner. I'm sure they'll do ya fair."

Once the PCs get their tin stars, they can reclaim any firearms they checked when they arrived in Dodge City. If they need gear, Zimmerman's Hardware (see **Dodge City**, Location 12, in Chapter 7) or Rath & Wright's Supply House (Location 15) will indeed offer the newly deputized PCs their choice of equipment at a cost of 75% to 90% off the listed prices Chapter 4.

As it is still raining, the PCs have some time to make plans or gather additional information. Chaw can tell them that though Billy and his boys left town headed towards Horse-thief Canyon (northeast), they'll probably swing around west and make for Billy's father's camp (northwest, see **Scene 4**). But with the rain, they won't make good time, so a posse might be able to catch them if they head that direction and begin looking for signs. If the PCs don't have any tracking skills among their talents, Chaw and Chaney can arrange for the services of "Sir" Phillip, an Indian tracker, for \$5 a day, "though it'll come out of your salaries" Judge Chaney warns the PCs.



JUDGE JOHN CHANEY

Magistrate, 62 years old



STR 2	REF 3	HLT 4
PRE 6	INT 5	WIL 6
DEF 13	INI 4	MOV 6
TGH 4	LIF 24	Stun 12
Crit 16	Run 12	Sprt 18

Disadvantages: None

Advantages: None

Skills: Animal Handling +3, Appraisal +2, Area Knowledge (Ford County) +3, Area Knowledge (Texas) +2, Athletics +1, Awareness +4, Bureaucracy +4, Composition (Writing) +4, Concentration +3, Deduction +4, Firearms +2, Gambling +3, Intuition +4, Knowledge (Law) +4, Language (Comanche) +2, Language (Spanish) +2, Melee Weapons +1, Persuasion (Orate and Intimidation) +4 +4, Professional (Lawyer) +6, Riding +2, Roping +2, Society (Formal) +2, Society (Frontier) +4, Stealth +2, Swimming +2, Teamster +2, Throwing +1, Unarmed Combat (Brawling) +1

Total Points: AP: 26, CP: 55 (Advantages: 0, Disadvantages: -0, Skills: 55)

Equipment: Cowboy hat, 1850 Deringer 1-shot pistol (4 rounds), ledger, Bible, and \$25 in Union script.

Background: John Chaney is another Texan who has settled in Kansas and his accent betrays his origins. While seeming the epitome of the cowtown hanging judge, Chaney is surprisingly well-read and thoughtful, but he would rather others didn't know it. Chaney has seen a number of cowtowns go to hell-in-hand-basket and he's willing to try and put a stop to it here in Kansas. What the town needs, however, is a city marshal willing to draw the line. He's keeping his eye out for a likely candidate and has been very pleased with Tom MacSween.

One thing Chaney has learned while traveling through the Wild West, people love a good show, and along with the law, John Chaney has learned how to work a crowd—or a jury.

GUNSLINGERS

"SIR" PHILLIP

Cherokee scout, 50 years old



STR 3	REF 3	HLT 4
PRE 3	INT 5	WIL 7
DEF 13	INI 4	MOV 7
TGH 5	LIF 26	Stun 12
Crit 16	Run 14	Sprt 21

Disadvantages: Age: 40+ [-2]

Advantages: Danger Sense (TN 18) [2]

Skills: Animal Handling +1, Area Knowledge (Kansas) +2, Athletics +2, Awareness (Hearing +2) +4, Bows +3, Concentration +2, Doctoring +1, Firearms (Rifles +2) +1, Fish and Game +2, Intuition +3, Knowledge (Signaling) +2, Knowledge (Wilderness lore) +6, Language (English) +2, Melee Weapons +2, Navigation +3, Persuasion +2, Professional (Buffalo hunter) +6, Riding +2, Society (Frontier) +2, Society (Indian) +3, Stealth +2, Survival +4, Swimming +1, Throwing +2, Tracking +6, Trailblaze +2, Unarmed Combat (Brawling) +2

Total Points: AP: 25, CP: 47 (Advantages: 2, Disadvantages: -2, Skills: 47)

Equipment: Hunting knife, leather top hat, 1866 Winchester Yellow Boy .44 (36 rounds), pony, and \$2 in silver coins.

Background: "Sir" Phillip is an old Cherokee scout who walked the "Trail of Tears" as a kid. He stands 5' 8", has long white hair held in a ponytail. He normally wears a leather top hat and what were dressed up duds 10 years ago.

"Sir" Phillip spent the last decade in the territories until he heard that some MacSweens were traveling north with cattle. He stayed with Tom in Dodge for the last couple of years just to see what trouble he could get into. "Sir" Phillip considers Tom to be a brother and takes his death personally. He has found that for most white folk that he can get a lot more information by playing the "dumb" Indian.

In addition to the PCs, and "Sir" Phillip, should they decide to retain his services, Chaw Washington insists on accompanying them, and no amount of argument from his friends convinces him otherwise despite his injuries. He insists that he "needs to see things done right by Tom and Shannon, and sittin' 'round town ain't no way to get that done." Should the PCs try and convince Chaw to stay behind, they can attempt to use Negotiation or Persuasion to persuade him, but he should be considered Hostile for these purposes, though he would normally be considered Friendly towards them.

Once the PCs feel they are prepared, move on to the next scene.

SCENE 4: ON THE TRAIL

Billy is riding with two fewer riders than the posse (whatever number this comes to, including Chaw and "Sir" Phillip, if they are with the PCs), although he has a minimum of two companions—the two riders with him in Dodge City in *Scene 1*. The other riders with Billy are local toughs. The tracks show that he joined up with any riders who weren't with him in town outside of Dodge City before heading north and west from Dodge. Billy doesn't fear any posse, figuring most of the townsfolk are too cowed to come after him or risk his father's wrath, so he does not make any attempts to conceal his trail. The riders head north for a couple of hours and then settle into a camp near an old washout.

To track Billy and his men, the PCs must first locate his trail. The PCs can accomplish this by simply spreading out and riding in the likely direction of the Reed camp (northwest of Dodge City). A successful sight-based Awareness roll (TN 21), permits the posse to discover some likely tracks about 10 miles northwest of town. (The players can receive a bonus for taking Extra Time, as per the *Core Rules*.)

A cowpoke with the Tracking skill needs to make a successful skill roll versus TN 11 to continue following the trail left by Billy and his cohorts. (The TN is based on tracking Billy and his companions across soft ground (TN 12), the number of creatures (-1), horses are

Large-sized creatures (-1), and it has rained (+1) for 2 hours since the tracks were made (+/-0). If the PCs are tracking Billy at night, the TN becomes 14.

Once on the trail, a further successful Tracking skill roll, TN 15, by a cowpoke allows the tracker to notice that one of the horses seems to have developed a limp which is slowing the group down (GM's note: this is due to a bruise caused by colliding with Chaw Washington back in *Scene 1*) and that a rider has split off from the main group and is heading southwest, while the others continue in a more northerly direction at a slower pace. A successful Knowledge (Trail lore) skill roll, TN 18, allows the PCs to know that the riders are headed toward a farm not too far away. "Sir" Phillip can confirm this (or simply reveal the information if none of the players make their skill roll) that there is indeed a farm not too far away. The riders are likely looking to get new horses.

The PCs can choose to ride on after the larger group, hoping to catch them off guard while their numbers are reduced and can't ride as fast with the lame horse, or they can follow the trail of the lone rider to gather more information. If the PCs choose to pursue Billy, go on to *Scene 5*. If they choose to follow the lone rider, go to **The Farm**, below.

If the PCs lost Billy's trail, or never found it, the encounter at Osvik's farm (see **The Farm**, below) can serve to put them back on the right path to catch up to Billy and his boys. Or, if they have been successfully following Billy, the encounter can confirm that they are closing in on him and should be able to catch up to him if they press on.

THE FARM

About 12 miles west and north of Dodge, the posse encounters the farm of Osvik Sweeney, an emigrant farmer who has settled in Kansas. Read or paraphrase the following description as the party approaches the farm:

As you splash along through the muddy puddles left by the recent rainstorm, you see about a half mile away to the west a sod farmhouse and barn surrounded by a wooden corral. A thin stream of smoke rises from the chimney indicating that someone is home, or was home very recently. You cut over towards the farm at a nod from Chaw. As

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the posse rides up to the fence, a man's voice calls from the house in a thick accent.

"You there. Best to be stopping right at the fence. Rascals have taken one of Osvik's horses today, not to be letting you steal another."

Osvik has a breech loader rifle leveled at the party, and due to the previous horse theft by Billy Reed and his boys, he is quite ready to shoot at anyone who doesn't make real friendly, real fast, and convince him they are the good guys. Note that Osvik has good cover (+3 to his effective DEF) as he is aiming from a narrow window in the sod walls of his home.

OSVIK SWEENEY

Settler, 31 years old

STR 5	REF 4	HLT 5
PRE 3	INT 3	WIL 5
DEF 14*	INI 4	MOV 9
TGH 5	LIF 25	Stun 13
Crit 20	Run 18	Sprt 27

* Treat his DEF as 17 while he is behind cover.

Disadvantages: Dist. Feat.: Swedish accent [-2]

Advantages: None

Skills: Animal Handling +3, Area Knowledge (Ford county) +2, Area Knowledge (Sweden) +2, Athletics +2, Awareness +3, Composition (Poetry) +2, Concentration +2, Craft (Distilling alcohol) +3, Doctoring +1, Firearms (Rifles +2) +2, Fish and Game +1, Knowledge (Swedish history) +1, Language (English; native is Swedish) +2, Melee Weapons +2, Persuasion (Orate/poetry +2) +2, Professional (Farmer) +6, Riding +2, Roping +3, Society (Frontier) +1, Stealth +2, Swimming +3, Teamster +2, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 25, CP: 31 (Advantages: 0, Disadvantages: -2, Skills: 33)

Equipment: Homestead, 2 fair horses (one stolen by Billy Reed), 4 cows, club, and 1852 Sharps.52 rifle (100 rounds).

Background: Osvik is a Swedish emigrant who has settled in Kansas and is struggling to make his farm successful. His wife, Kathryn, is very pregnant with their first child, and both are looking forward to the birth with much excitement.



If the PCs parlay with Osvik and persuade him that they are on the trail of the horse thief and intend to bring him to justice, Osvik is much friendlier and can provide them with some additional information.

Osvik was approached by a young man (probably one of Billy's henchmen from the description) on a horse. Osvik was working in the barn about an hour earlier when the other man hailed him in a friendly way. After he got close enough to the barn to see there were horses stabled there, the man pulled a pistol on Osvik and demanded that he turn over one of the horses.

Fearing for his wife's safety, Osvik let the man take the horse and, once the man departed to the north, went into

the house to get his rifle to make sure that if the thieves came back, they wouldn't find the picking so easy this time.

When Osvik saw the posse, he thought they were the horse thief and his gang come to finish him and his wife off. If a PC can make friends with Osvik, he offers them a cup of coffee and some food before seeing them off.

The trail of the horse thief can be located with a successful sight-based Awareness roll, TN 12, and he can be tracked towards Billy's temporary camp at the washout (see **Scene 5**) with a successful Tracking skill roll, TN 15. The horse thief proceeds north at a moderate pace and arrives at Billy's current camp about an hour later.



GUNSLINGERS

SCENE 5: BRING 'EM BACK ALIVE - OR DEAD

The PCs catch up to Billy as he and his band camp near an old washout in a group of low hills (fairly rare in this part of Kansas). The area is occasionally used by buffalo hunters, scouts, and outlaws as a temporary camp. The low hills shield the interior from view, including discreet campfires. A few trees provide some shade during the day as well as serving as a supply of firewood. The hills provide a good view of the plains, especially during the day. A successful Trail Lore roll (TN 20) permits a PC to recall having heard of the location prior to their arrival and may provide some advantage for the PCs as they can get some idea of the layout of the camp before they arrive. Billy has set a lookout on one of the hills (see map below), but the guard is not paying a lot of attention to his duties, being more absorbed in pitching his knife at a nearby stump (Requires a successful contested Stealth skill roll, TN 14).

The challenge of this scene depends on how the PCs have caught up with Billy and his men. If they chose to ignore the horse thief (see **The Farm in Scene 4**), and continue pursuit of Billy Reed, the outlaw has three fewer men in his group than the PCs (minimum of Billy, plus one other at the washout), making the capture of Billy potentially easier. If the PCs followed the horse thief to the camp, then Billy has his full complement of men, but the lookout is distracted by the arrival of the horse thief and may even leave his post to go into the camp to hear of the encounter at the Osvik's farm (GM's option).

As it is likely getting on towards evening, the PCs can use the encroaching darkness to their advantage to approach the low hills. There is one guard on the hilltop to the west. If they wish to sneak up on the lookout, it shouldn't be too difficult (contested hearing-based Awareness roll, TN 15).

The PCs can approach capturing Billy in a couple of ways:

GETTING THE DRAW ON THEM

The PCs can try to set up an ambush by sneaking up on the camp or into the hills around the camp and getting the

drop on the rustlers. The watch around the camp is half-hearted at best, as the men feel it unlikely that anyone will follow them with Marshal MacSween dead. If Chaw is with the PCs, he is just beside himself with how easy it all seems.

"These boys are greener than old copper pots. I tell you, they's lucky they ain't in Injun country."

If the PCs can demonstrate that they have the outlaws outnumbered and surrounded, Billy's boys most likely surrender. If shooting does start, go to **OK Corral Style** below.

OK CORRAL STYLE

If the PCs ride in with guns blazing or their negotiations don't work, they find that most of the rustlers are willing to shoot it out, at least for a spell.

If the PCs start going down, the rustlers press their advantage. If two or more rustlers get too wounded to fight, the rest begin to break and think about surrendering or fleeing — Billy quickly finds himself alone. Most of the rustlers aren't looking for a fight as much as the gold promised them by Billy (and which they have yet to receive).

Billy fights until reduced below half his LIF and then tries to negotiate with the posse or intimidate them with threats of how his father (Charlie Reed) might react when he finds out what's happened to him.

If the PCs did not pursue the lone rider to Osvik's farm (*The Farm*, Scene 4) and caught up to Billy before the horse thief arrives, they may still wish to capture the remaining rustler. Unless the confrontation with Billy at the washout drags out for an unusually long time, the PCs should have ample opportunity to set up an ambush before he arrives. If the PCs ignore the horse thief, or forget about him, he heads to the Reed camp (see *Scene 6*) and warns Charlie that Billy has likely been captured.

BILLY GETS AWAY

In the unlikely event that Billy completely escapes the PCs (perhaps they are too wounded to pursue him immediately if he flees the camp at the washout), they will need to locate him again in order to succeed in their mission. Billy heads for his father's camp, taking a round about approach, if he can, in order to foil pursuers (Tracking skill roll,

BILLY REED

Ranch hand/gunslinger, 19 yrs old



STR 3	REF 7	HLT 4
PRE 5	INT 3	WIL 3
DEF 17	INI* 7	MOV 11
TGH 3	LIF 18	Stun 9
Crit 16	Run 22	Sprt 33

Disadvantages: None

Advantages: Fast Reflexes: +2 INI* and +3 Awareness vs. surprise (Conv.) [2] * Bonus already added in.

Skills: Area Knowledge (Ford county) +2, Athletics +5, Awareness +2, Concentration +3, Craft (Mechanic) +1, Demolitions +2, Firearms (Pistols +2) +4, Gambling +3, Gunplay +7, Knowledge (Trail lore) +2, Melee Weapons +4, Persuasion (Fast talk +2) +4, Professional (Gunslinger) +3, Professional (Ranch hand) +2, Riding +7, Roping +3, Society (Frontier) +2, Society (Outlaw) +2, Stealth +5, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 25, CP: 44 (Advantages: 2, Disadvantages: -2, Skills: 44)

Equipment: Good horse, 1860 Colt Army .44 pistol (18 rounds), knife, poncho, cowboy hat, bedroll, \$18 in Union script.

Background: Billy Reed was born in England in the mid 1850s. His mother and father moved back to Boston soon afterwards. While his father ran guns, cotton, and sugar from the South and the West Indies, he grew up with a nanny, butler, and private school. When his father's ship was finally caught during the Civil War, his mother decided that she preferred living in England than a northern city with a 'traitor' husband. On the day that his mother headed back, Billy slipped away and ran to his grandfather's home in the slums of Boston. There he spent the

WILD WEST ACTION!

next year until his father made good on a deal to double-cross his Johnny Reb clients.

Soon afterwards, father and son began moving west, finding jobs here and there until they made it into Kansas. There his father pursued his dream to make an estate like what his grandfather had always talked about. Billy, on the other hand, finds himself reveling in the stories of gunfighters, gunfights, and matters dealt with in a blink of an eye. He started playing with a six-gun, and impressed his dad's workhands with little stunts of shooting cans and coins in the air. While his dad was out trying to impress a girl barely Billy's age, Billy was out drinking and carousing with the girls at the dance halls. He didn't think much of the girl his father fancied, as she had slapped him hard when he had made some moves on her of his own. His father wants Billy to become a cattle baron and set up a large ranch somewhere; what Billy wants is to go West and become the gunfighter he "knows" he is.

BILLY'S MEN

Horse rustlers, 25-35 years old

STR 5	REF 5	HLT 4
PRE 3	INT 3	WIL 4
DEF 15	INI 4	MOV 10
TGH5	LIF 20	Stun 10
Crit 16	Run 20	Sprt 30

Disadvantages: None

Advantages: None

Skills: Animal Handling +1, Area Knowledge (Ford county) +2, Athletics +3, Awareness +2, Concentration +3, Firearms +4, Gambling +2, Gunplay +4, Knowledge (Horses) +2, Melee Weapons +2, Persuasion (Intimidation +2) +2, Professional (Cowboy) +3, Riding +4, Roping +3, Society (Frontier) +2, Society (Outlaw) +1, Stealth +3, Swimming +1, Teamster +1, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 24, CP: 50 (Advantages: 0, Disadvantages: -0, Skills: 28)

Equipment: Fair horse, cowboy hat, bedroll, knife, 1860 Colt Army .44 pistol (12 rounds), 1873 Winchester .44 rifle (18 rounds), and 3d6 dollars in Union script.

Background: These are stats for a typical horse rustler. Use these stats for the members of Billy's "gang."

TN 15, to track; requires two rolls, as Billy crosses streams and uses other techniques to conceal his trail).

If the PCs are hot on his trail and he notices, he heads directly for the camp, hoping the threat of a dozen rowdy buffalo hunters and hired guns will deter anyone from pursuing him right into the camp.



If the PCs can't follow Billy directly, they can patrol the plains hoping to locate some sign of him, or use some other means to locate the outlaw. A successful Knowledge (Trail Lore) skill roll, TN 18, reveals that Charlie Reed is supposed to have established a buffalo hunter's camp northwest of Dodge. The PCs should eventually discover that Billy made it back to the Reed camp. Charlie Reed has made a small camp and put up a few sod walls and pickets for what looks like cattle and horses someday. He also seems to have an awful lot of boys ready to go out "buffalo hunting."

CAMP DESCRIPTION

Bunkhouse: The bunkhouse contains a number of bedrolls and blankets as

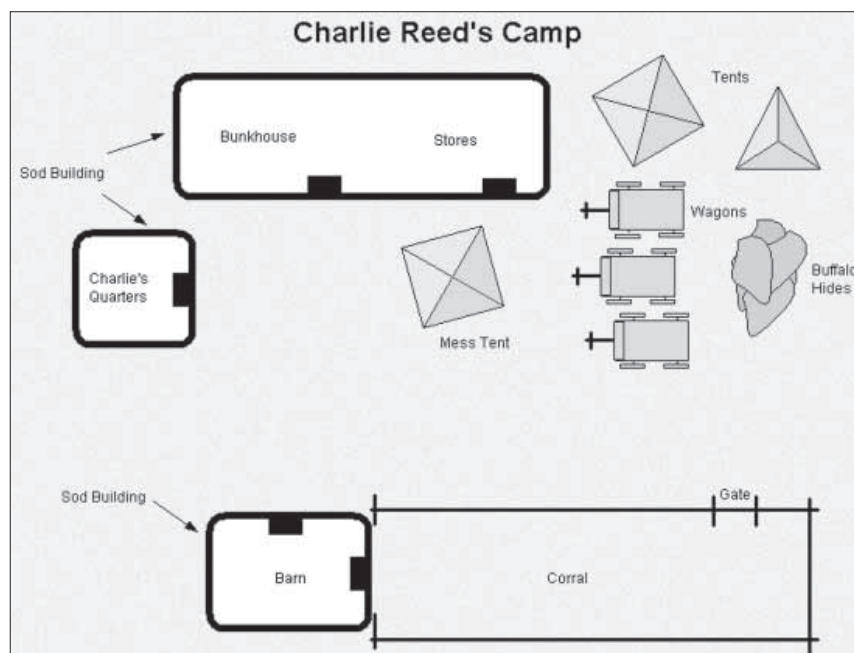
well as the gear belonging to Charlie's hunters, mule skinner, and hired guns. Because of the recent heat wave, many of the men have been sleeping in the open air outside the bunkhouse or under the wagons.

Stores: The stores for the camp are separated from the bunkhouse by a partition of board-like buffalo hides (hides dried in the sun become stiff and hard as wood). Ammunition, beans, coffee, bacon, flour, sugar, salt, water, whiskey, tobacco, and other "necessities" of life in the field are stored in this section of the sod building.

Charlie's Quarters: The smallest of the sod buildings has a floor lined with buffalo hides and contains a conformable bedroll, a camp stool, and a table made from a dried buffalo hide laid across two empty water barrels. Charlie's payroll is stored in a lockbox buried under the bed (Awareness skill roll, TN 18, to locate; Lockpicking skill roll, TN 24, to open without the key). The lockbox contains \$1,000 in gold coins and another \$400 in Union script. Charlie keeps the key with him at all times. If Billy was wounded in *Scene 5*, he is recuperating here as well.

Barn: Some grain for the horses, tack and harness for the wagons, and equipment for caring for the horses and mules in the corral (curry combs, spare shoes, nails, etc.).

Corral: The horses belonging to Charlie and his men are corralled here. There are also mules for pulling the wagons. The corral has no other features



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except for a water trough and a gate at one end. There are six more horses here than the number of men in the camp, the extras belonging to the Reeds, and 8 mules. All horses in the camp are fair in quality.

Wagons: Three wagons are normally left here when not in use by the buffalo hunters. At night, several of the men can usually be found sleeping under or in the wagons to escape the heat indoors.

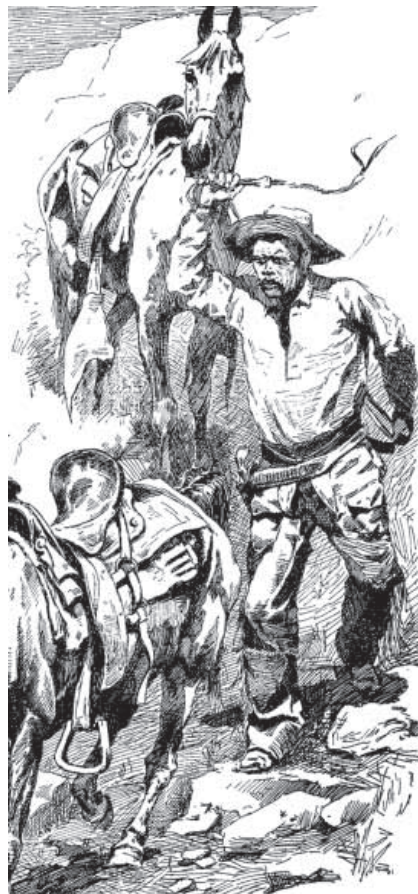
Buffalo Hides: A tall pile of buffalo hides awaiting transport into town for sale. There are more than 500 hides here which can be sold for as much as \$2.50 per hide.

Mess Tent: The camp cook prepares food for the hunters and gunmen here.

Tents: Some extra tents used by the buffalo hunters.

GETTING IT DONE

At this point, the PCs can handle the situation in a couple of ways. Factors in their favor are that few people should know them at the camp, and no one will know that they are a part of the posse. With the open call for guns still around, one or two characters might be able to



get into the camp by saying they are "lookin' to join up." PCs must beware of Billy Reed though, as he may recognize the PC he locked eyes with in *Scene 1* unless the characters make some effort to disguise themselves.

The PCs can deal with Billy and the buffalo camp in a couple of ways, depending on their inclinations:

DESPERADO STYLE

In this case, the PCs wait until Billy is alone and bushwhack him. Chaw won't be too worried if Billy is killed, as he figures he deserves it. Charlie Reed, however, is enraged by the cowardly assassination and is soon headed into Dodge to exact his revenge (see *Scene 8* for details).

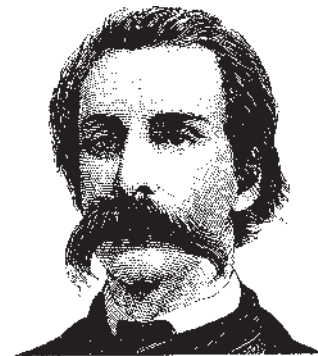
PG RATED

The PCs may try to kidnap Billy from the camp and bring him back to Dodge to face justice. If they are able to kidnap him without setting off the alarm, they will have a day's lead on Charlie Reed and the rest of his boys. The PCs should be able to get back to Dodge without incident if they don't stop and don't make any detours. If they don't get away cleanly, the PCs may have Charlie's boys hot on their trail. In this case, the GM should run the scene as a chase with PCs trying to shake Charlie and his men off their trail, with Billy constantly trying to get away, and the comparative safety of the town looking just a little too far for them to make it in time.

Charlie Reed does not voluntarily give his son up to the authorities, even if the PCs do have a warrant for Billy's arrest. Directly confronting Charlie and his hired guns is likely to be hazardous for any PCs who might try this, although Charlie Reed and his boys will be satisfied with driving off the posse rather than killing them outright. A few rounds of gunfire from the well-armed camp should sufficiently discourage any over-zealous lawmen. PCs charging into camp or attempting to bully their way in with their badges and warrant will almost certainly fail (and are likely to get killed, to boot). At best, this only serves to alert the Reeds that something is afoot, making further attempts to sneak in or join up that much more difficult.

CHARLIE REED

Ranch owner, 40 years old



STR 5	REF 5	HLT 4
PRE 3	INT 4	WIL 4
DEF 15	INI 5	MOV 10
TGH 5	LIF 20	Stun 10
Crit 16	Run 20	Sprt 30

Disadvantages: Psych. Disad.: Hates Irish Catholics [-5], Psych. Disad.: Resents son's desire to be a gunfighter [-5]

Advantages: High Pain Threshold [2]

Skills: Animal Handling +4, Appraisal +1, Area Knowledge (Ford county) +2, Athletics +4, Awareness +3, Concentration +2, Craft (Carpentry) +3, Doctoring +1, Firearms +5, Forgery +2, Gambling +7, Gunplay +5, Intuition +2, Knowledge (Horses) +4, Knowledge (Trail lore) +4, Language (Algonquin and Comanche) +2, Melee Weapons (Knives +2) +3, Performance (Banjo) +2, Persuasion (Fast talk and Intimidation +2) +3, Professional (Rancher) +5, Riding +5, Roping +5, Sleight of Hand +3, Society (Frontier) +4, Stealth +3, Swimming +1, Teamster +2, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 25, CP: 64 (Advantages: 2, Disadvantages: -10, Skills: 72)

Equipment: Fair horse, 1865 Spencer .44 carbine (44 rounds), 1873 Colt Peacemaker pistol (18 rounds), black Stetson, and see **Buffalo Camp** (*Scene 6*, above) for other possessions.

Quote: "Give me my boy back, or by God I'll burn this God-forsaken town to the ground."

Background: Charlie Reed was born the middle son of a poor upper-class family in the city of Boston. As a boy, he was told how they were driven from their large estate in Ireland because of a bunch of Catholic locals had told a tale of woe and torture to an English general. Brought up in squalor, his hatred of Irish Catholics was pushed daily by fam-

WILD WEST ACTION!

ily and friends. Marrying into an English ship-running family, he found himself the first mate on a trading ship. There he got his brothers hired on as various hands, and he looked to have found a steady career.

When the War Between the States broke out, he helped run guns to the South, until one fateful day they arrived in Charleston and met a group MacSweens who were to unload the boat. Of the three brothers, he was the only one to walk away from the gun-fight that occurred on the docks. Finding himself on the losing side of the war, he switched sides to turn over intelligence to the North about where Southerners were looking for weapons to be delivered. After the war, his wife left him to return to England and he took over raising their only son. He decided that the East Coast was getting too slow for him (and he had made too many enemies), and so he headed West. There he found the vast tracks of land just waiting to become the family estate he'd always wanted.

Charlie figured an area northwest of Dodge would be perfect, and started collecting hunters to clear the buffalo from his land. With a sod house, and some horses, he figured he would be able to re-invent himself and raise Billy to someday take over. He even fell in love with a Dodge gunsmith's daughter, and thought he might court her to be his wife someday (that he was still legally married to his first wife really didn't matter to him). Everything looked to be going his way until the day the MacSweens rode cattle up from Texas. He lost his love to Tom MacSween and then watched the townsfolk fall in love with Tom and make him the city marshal.

Charlie resents his son, Billy, who doesn't want to be a ranch-owner, and who wants to head to Arizona to be a gunfighter for the railroads. And now, his wife has sent men looking for him to find out where her money and son have gone. Charlie has recently decided to move west to Wyoming, and this time change his name, but before he goes he is going to clean Dodge of the MacSweens once and for all. He has recently put out a call for gunfighters to help clear some unwanted people from his lands.

REED'S MEN

Hired guns, 25-35 years old



STR 5	REF 5	HLT 4
PRE 3	INT 3	WIL 4
DEF 15	INI 4	MOV 10
TGH 5	LIF 20	Stun 10
Crit 16	Run 20	Sprt 30

Disadvantages: None

Advantages: None

Skills: Area Knowledge (Reed's land) +3, Athletics +2, Awareness +2, Concentration +2, Firearms +3, Gambling +2, Gunplay +3, Melee Weapons +3, Persuasion (Fast talk and Intimidation +2) +2, Professional (Cowboy/ranch hand) +3, Riding +4, Roping +3, Society (Frontier) +2, Stealth +3, Swimming +1, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 24, CP: 20 (Advantages: 0, Disadvantages: -0, Skills: 20)

Equipment: Fair horse, cowboy hat, bedroll, knife, 1860 Colt Army .44 (12 rounds), 1873 Winchester .32 rifle (18 rounds), and \$3d6 in Union script.



SCENE 7:

RETURN TO DODGE

Once the PCs have Billy, whether alive or dead, the next logical step is to head back to Dodge to collect their pay, and figure out where to go from there. If Billy is a prisoner of the posse when they arrive, then folks stop to stare and perhaps offer an opinion as to Billy's fate ("It'll be the rope for you, murderer!") or make a slur concerning the nature of his ancestry ("You son of a—!"). If the posse comes back with Billy's corpse, then it won't take long for word to spread and the streets to begin to clear, something which cowpokes familiar with the night-life of the Kansas cattletown may find a bit disconcerting.

If Billy is a prisoner, then the obvious destination for the posse is the calaboose (see *Dodge City*, Location 39) where Billy can be safely locked up for the time being (Chaw has a key and meets the posse shortly if he isn't with them). Once Billy has been deposited, the PCs can meet up with Judge Chaney to collect their pay and make their plans.

"Well boys, I'll be honest, I wasn't sure you would make it back. Here's the pay for your deputizing, just make your mark there, and the town set a reward for Billy of \$500. How you want to split it is your business, but you had best spend it quick. I don't expect Dodge to be around in a day or so when Charlie finds out about Billy."

If queried further, Chaw and Judge Chaney explain that they expect Charlie Reed and his hired guns will likely head into Dodge to collect Billy (or take revenge for his son's death if Billy was killed), and he won't care about the consequences. It should also be clear that the town is stuck in a quandary. The trains are stopped because of washouts from the storm, there looks to be another storm on the way, and even if there were enough horses and wagons, there's no place to go.

These fears are overblown to some extent. Charlie Reed has a lot of hard men working for him at his buffalo camp, but most balk at slaughtering a whole town just for some kid who likely got just what he deserved (Billy wasn't too popular among the men working for Charlie Reed). At most, Charlie is able

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to get together a party of hired guns equal to the size of the PC party plus any allies they might have. These men with Charlie Reed are true cutthroat outlaws worthy of their bad reputations.

If the PCs indicate that they might be willing to help out, Chaney is grateful.

"Boys, it's do or don't time 'round here. I reckon it's about time that this feud 'tween the Reeds and the MacSweens be put down for once and for all, and I reckon Dodge is where the line is going to be drawn. I can't make you stay, but if you'll decide to, I think you'll be worthy of those tin stars you been wearing, and that makes me right proud."

If the PCs need a bit more incentive, Charlie Reed is, after all, a dangerous man and a serious challenge for a group of low-level characters. Judge Chaney can sweeten the deal with the news that a reward has been posted for Charlie Reed in Texas (or Missouri, or whatever location is convenient for the GM's campaign) for \$1,500—dead or alive. The GM can adjust this reward so that it is suitable for the party's experience and to provide sufficient incentive for them to stay, perhaps \$5,000 for a very experienced party.

If the news of the reward doesn't convince the PCs that they should stick around and see things through to the end, then the GM can point out that even if they avoid Charlie Reed in Dodge, he has a reputation for "paying his debts" and this probably means that his grudge against MacSween will extend to the PCs, since they're responsible for capturing Billy (and maybe even getting him killed). In addition, it won't take long for the story of their cowardly retreat to spread around the cow trails and the cowtowns of the Wild West and, before long, everywhere they go in Kansas, they'll be recognized as the men (or women) that "couldn't take the heat" in Dodge. In game terms, each PC receives the following disadvantage—Infamous: Coward (Inconv.).

If the PCs agree to help Dodge, they have a day or so to make their plans and get ready for the inevitable confrontation with Charlie Reed and his gang. The PCs can scout out the town with an eye towards cover and defense. If the PCs need additional equipment, rifles will almost be a necessity. Dodge provides lever action rifles for their acting marshals, along with plenty of ammo for rifles and pistols.

It is up to the PCs to determine how they want to confront Charlie Reed when he comes into town. Meeting him inside Dodge is their best bet, as the Kansas Plains don't provide enough cover for a small group to face off against a larger group with any advantage. The buildings of Dodge City at least provide some measure of cover. The PCs can try and draw Charlie into a straight gunfight if they think their gunslinging skills are up to it (unlikely), try to ambush Charlie and his hired guns as they ride into town, some combination of the two, or execute a plan of their own invention. Charlie and his boys ride into town down Front Street, coming in from the west end of town, as this gives them the widest view of the surrounding buildings, the best freedom of movement. This also avoids the chances of being ambushed in the narrower streets of Dodge.

Looking around Dodge, the PCs can identify a number of locations which provide good cover and a view of the street in order to set up a crossfire. There is a livery stable (Anderson's Livery, Dodge City Location 26) on the north end of town where a sharpshooter can sit pretty well protected in the loft and cover Front Street. The calaboose provides excellent cover and defense with its strong walls and narrow windows, although any PC who takes up a position inside will have to put up with endless taunts from Billy (if he is still alive) about the fate in store for them when his father gets into town. The railroad depot also offers a good view of the Plaza area of Front Street, especially from one of the second floor balconies. The tracks of the Santa Fe are on a raised berm (about three feet high) and may offer some protection to those in the street. In addition, many of the buildings have barrels filled with water on the roofs (part of the fire control plan) which can provide decent cover for a man and will stop a bullet from a rifle or pistol. The false front buildings can conceal a shooter on the roof as well.

Another possibility is to have one PC try and draw Charlie out, perhaps "heroically" standing outside the calaboose while the rest take up positions in surrounding buildings or inside the calaboose. The GM may want to award a PC additional experience points at the end of the adventure for taking such a big risk.

Once the PCs have made their plans, move on to **Scene 8**.

SCENE 8: LAST STAND

Read the following to the players.

The day is growing hot as the sun beats down on the streets of Dodge City. The rains of yesterday are a memory as the parched dirt of Kansas slowly bakes in the sun—along with yourselves. The streets are empty of their usual bustle; unnervingly silent, and even the rowdies over the south side of the tracks are quiet today as everyone awaits the outcome of the coming gunfight. The minutes and hours of the morning slowly tick away, measured by the drip of sweat down your faces as you await the arrival of Charlie Reed and his hired guns.

As you begin to wonder if Reed is even going to show, you see one of the local cowboys race down the Plaza and into the Lady Gay. You can't hear what he says to those inside, but you know that this is a sign that Reed and his gang are almost upon you. The next minutes are nearly unbearable as you suddenly realize how thirsty you are, how bright the sun is, and how your eyes are burning from the sweat that has been running into them all morning. The tension is so thick you think you could cut it with a knife and, even worse, a muscle in your leg has begun to twitch in time with the beating of your heart.

Just when you think you aren't going to be able to take it any longer, you finally see it—a flash of sunlight off metal. A group of riders slowly ride into view, and as they reach the Plaza, they begin to spread out. The man in the lead you figure must be Charlie Reed. Older than the rest, his face is set in a look of grim determination. The men with him fan out and begin eyeballing the surrounding buildings looking for an ambush.

Depending on how the PCs have prepared for this encounter, the scene can play out in several different ways. If one or more characters are obviously visible, Charlie Reed rides to within earshot (about 100 feet) and make his demands.

"Well, Marshal," he sneers at the title, "you've got something that belongs to me, and I aim to be gettin' it back. You've got one minute to cut my boy loose before I start taking this town apart piece by piece... starting with you."

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Any PCs in the street are free to try and negotiate with Charlie Reed, but he is extremely hostile to anyone he suspects of harming his son (Persuasion skill roll, TN 21, to convince Charlie to listen at all). Charlie's mind is made up, however. If Charlie doesn't believe the PCs are going to release Billy within five minutes, he draws on them and begins firing—if the PCs haven't started first, that is. If any of the PCs admits, or worse, brags, that they killed Billy, then Charlie goes for his guns. The GM should run a Showdown and then play the gunfight out to its end.

If there is no one visible to attract their attention, Charlie and his men immediately spread out, looking for cover. If shooting doesn't break out, Charlie sends one of his men forward to roll on the calaboose and determine if Billy is in there (assuming Billy is alive). Once Billy learns that Charlie has arrived, he begins shouting warnings and calling for his father to bust him out. Charlie and his boys begin shooting at anyone who appears on the street, unless they make it very clear that they are there to negotiate before showing their face.

Once the shooting starts, it's every one for themselves among Charlie's gang. The outlaws spread out and look for targets, seeking cover where they can (water troughs, barrels, the railroad berm, etc.). Even though they won't really have the opportunity to coordinate their defense against the PCs and any townsfolk allied with them, they are somewhat experienced cowpokes and they use common sense to deal with shooters. One or two of them might split off to try and get the drop on a particularly troublesome shooter, but for the most part, they simply pick the targets that are the closest or prove to be the most dangerous.

If three-quarters of their number are killed or knocked unconscious during the shootout, the morale of the hired guns breaks and they begin to look for a way out. Charlie won't take this very well, and is liable to shoot anyone he perceives as a traitor (such as one of his men calling for a surrender). Outlaws separated from the main group can be captured or may surrender, if outnumbered or injured.

Charlie Reed sees things out to the bitter end, regardless of whether Billy is dead or alive. He knows the noose is in store for Billy if he stays in custody,

and if Billy is dead, then, as he sees it, he has nothing left to lose.

If the gun fight drags on and ammo runs low, the outlaws make for Zimmerman's hardware store (*Dodge City* Location 12), Rath & Wright's supply house (*Dodge City* Location 15), or Washington's gunsmithy (*Dodge City* Location 21) for additional rounds for their weapons. If the fight is going badly for the Reed gang, the GM can have one of the hired guns emerge from the store with a Sharps .45-120 buffalo rifle (6d6+2, Acc: -1, Rmod: +4, STR Min: 4, Max: 1500, RoF: 1, Amm: 1, Wt: 8.6), and begin taking shots at PCs. If the GM really wants to spice things up for the PCs and add an additional element of danger, the outlaws have brought several sticks of dynamite (8d6 B/L EX, STR Min: 2, Max: STRx10, Wt: .5; see the *Explosives* rules in Chapter 5) into town with them, and might use them against the PCs if things get desperate.

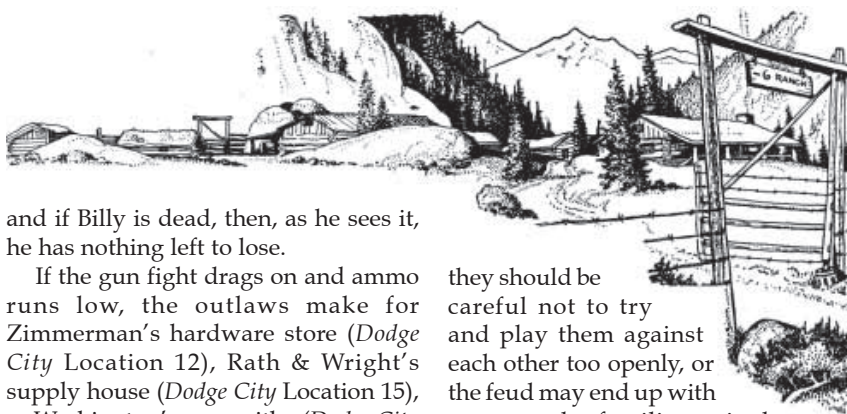
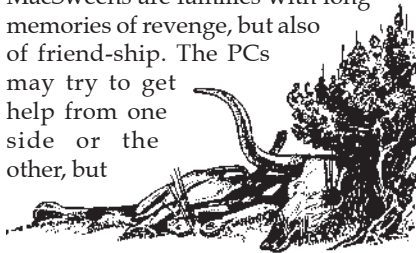
Charlie Reed: DEF 15, INI 5, TGH 4, LIF 18 (see **Scene 6** for full write up)

Hired Guns: DEF 15, INI 4, TGH 5, LIF 20 (see **Scene 6** for full write up)

If the GM feels that rustlers present too much of a challenge for a beginning party of PCs, then he can substitute 1st level hunters or soldiers for the rustlers described above.

OFF THE MAP

If the PCs have decided to deviate from the written adventure completely and run for it, the GM can put Charlie Reed or Art MacSween on their trail. If Charlie Reed is dead, his older brother Edward should fill in (he can have similar statistics). The Reeds and MacSweens are families with long memories of revenge, but also of friend-ship. The PCs may try to get help from one side or the other, but



they should be careful not to try and play them against each other too openly, or the feud may end up with a truce—the families united against the troublemakers in the form of the PCs.

CONCLUDING THE ADVENTURE

After the shooting is all over, and the PCs triumphant over the Reed gang, there may still be a number of loose ends to resolve.

For Experience Point award guidelines, see the *Core Rules*.

EPILOGUE

MACSWEEN'S DEATH

An inquest into the death of Marshal MacSween will meet, quite possibly with testimony from the PCs regarding what they saw that fateful night, and will find that the death of Tom MacSween to be unlawful. A brief trial is held and Billy Reed is found guilty, sentenced to death by hanging. The sentence is to be carried out only two days after.

REWARDS

The PCs also have a chance to get themselves together, heal up, collect their rewards (for Charlie and Billy Reed) and see where the next adventure begins. If the GM feels the PCs are entitled to additional financial reward, some of the hired guns who rode into town with Charlie can have rewards for their capture or death as well (\$250-\$300 each).

If the party saved the town, they find a grateful Dodge (at least for a month or two). The townsfolk are looking for a new marshal and deputies to keep the

GUNSLINGERS



peace. Historically, most lawmen of Dodge only stayed for a few months, so it could be a good place for PCs to build a reputation to take elsewhere and to develop skills they will need on the cattle trails and in the other woolly towns of the Wild West.

IF CHARLIE REED SURVIVES

If Charlie Reed survives the final shootout in Dodge, he is also found guilty of numerous crimes, enough to send him to prison for many years. Unless someone breaks him out, Charlie dies in 1881, an angry, bitter man, cursing the men (or women) who put him in prison, killed his boy, and crushed his dreams.

THE WIDOW MACSWEEN

For more romantically inclined PCs, there is now the widow MacSween who will need help getting her affairs in order. Chaw Washington heads back to

Texas with an open invitation to Shannon, but the death of Tom is still too painful for her to leave. A future campaign hook could have Shannon being taken advantage by some four-flusher, with the PCs being asked by Chaw to help out.

BECOMING SCOUNDRELS

If the PCs ran from Dodge, broke their word, or just made themselves scarce when things came down to the wire, they find that it is a long time before they can come back to the state of Kansas and be welcome. Word of their deeds and misdeeds will likely dog them on the trails and in the cowtowns, and unless they change their handles, they will find themselves unpopular in a lot of towns. The PCs may also have to deal with the Reeds, MacSweens, or the Washingtons 'hunting 'em down like the dogs they are.'

A DUSTY TRAIL

INTRODUCTION

THE SETUP

The characters learn that local rancher Brent Morden in Coon Creek, Colorado, is looking for a few good hands to drive a herd of cattle to a slaughterhouse in Denver. If the characters are interested in the job, their contact tells them to meet Mr. Morden at the Lazy Dog Saloon in Coon Creek.

At the saloon, Mr. Morden offers to pay the characters \$100 up front plus 50¢ a head to drive 500 cattle to the Jessup Slaughterhouse on the north side of Denver. He tells them that his agent, Pete Brown, will meet them at the slaughterhouse to give them the remainder of their payment.

Note: If you intend to play this adventure as a player, *stop reading now!* Reading any further will give away the plot of the story and reduce the suspense and mystery of adventure.

THE SKINNY

Brent Morden is actually a cattle rustler, and he has “appropriated” the cattle that he wants moved from Richard Hannock’s ranch, located 15 miles northeast of Coon Creek. Shortly after leaving the area, some of Hannock’s men set upon the characters’ trail to retrieve the stolen cattle.

RUNNIN’ THE SCENARIO

A Dusty Trail is an adventure set in the Wild West near Denver, circa 1875. While the characters’ goal is to get the herd of cattle from point A to point B without loss, such a plain-vanilla scenario would not be much fun for players.

What follows, therefore, is a set of encounters that serve both as fun side-treks and introductions to *Gunslingers*’s new character templates and rules. Each encounter is listed under a different leg of the trek, and the adventure culminates with a possible showdown with the law!

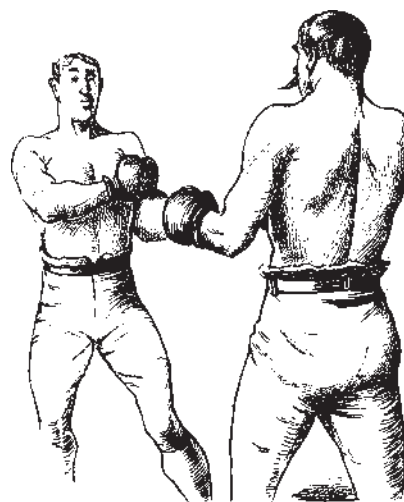
Of course, the GM must not forget that driving the cattle won’t be easy; the critters tend to wander, and any shootin’ in their presence could cause them to stampede.

As the PCs later encounter a bounty hunter, it is recommended that at least one of them have a sordid past.

COON CREEK

Before the characters meet up with Brent Morden, they encounter Woody “Big Wood” Tucker, a journeyman boxer from back East, and Nathan Hanstrom, his manager, in a makeshift boxing ring outside the Lazy Dog Saloon.

Currently, the pair has been in Coon Creek for a few days while their stagecoach gets repaired, but they are ultimately headed for San Francisco, where



Nathan hopes to showcase Big Wood’s boxing talent, gain some exposure, and earn some real money.

BIG WOOD

Hanstrom, hoping to take advantage of the layover, plays the part of a “carnival” barker, coaxing people to step into a makeshift ring with “Big Wood.” Hanstrom offers \$50 to anyone who can put the large boxer down, with only a modest fee of \$2 required to earn the attempt. Hanstrom collects the fee and wishes “Big Wood’s” opponent luck while handing over the leather straps to wrap his knuckles before the fight.

If no one seems interested in taking the pair up on the offer, the boxer goes out into the crowd and tries to enrage someone (preferably a PC) through name-calling and light physical contact, like pushing and shoving. The unscrupulous duo prefers to hit on drunks (this being the reason they set up outside the saloon).

Early the next morning, the pair’s stagecoach is fixed, and they leave town. The PCs may later encounter them again when they head toward Beaver Creek.

TIME / TRAVEL TABLE

	Miles	Hours	Scenario
In Coon Creek...	—	—	<i>Big Wood</i>
Coon Creek to Beaver Creek	60	12	<i>Stagecoach</i>
In Beaver Creek...	—	—	<i>The Kid; Shotgun Wedding</i>
Beaver Creek to Box Elder	25	4	<i>Rustlers</i>
In Box Elder...	—	—	<i>The Greenhorn</i>
Box Elder to Denver	40	8	<i>The Law</i>
Rustlers Ranch...	—	—	<i>Showdown</i>

GUNSLINGERS

NATHAN HANSTROM

Con man, 30 years old

STR	4	REF	5	HLT	4
PRE	7	INT	6	WIL	5
DEF	15	INI	6	MOV	9
TGH	5	LIF	22	Stun	11
Crit	16	Run	18	Sprt	27

Disadvantages: Distinctive Feat.: Flashy clothes [-2]

Advantages: Con Artist * (+3; already figured in skill scores, below) [2]

Skills: Acting +2, Appraisal (Livestock +2) +2, Area Knowledge (Colorado) +2, Athletics (Jumping/Tumbling +4) +3, Awareness +2, Concentration +2, Disguise +5, Firearms +4, Intuition +7, Knowledge (Cattle) +2, Melee Weapons +3, Persuasion (Fast Talk +3) +7, Professional (Confidence man) +2, Riding +4, Society (Frontier) +2, Stealth +4, Teamster +2, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 31, CP: 50 (Advantages: 2, Disadvantages: -2, Skills: 37)

Equipment: Showy eastern-style suit (including a tall gray top hat), two sets of leather straps for wrapping the knuckles of fighters, a wooden cane with a carved ivory grip (\$15), a knife, an 1866 Deringer 2-shot .38 (8 rounds), and \$60 in Union script.

WOODY "BIG WOOD" TUCKER

Pugilist, 28 years old

STR	7	REF	5	HLT	5
PRE	4	INT	3	WIL	4
DEF	15	INI*	6	MOV	11
TGH	10	LIF	23	Stun	12
Crit	20	Run	22	Sprt	33

Disadvantages: None

Advantages: Fast Reflexes: +2 INI* (figured in; Conv.), +4 TGH [2]

Skills: Area Knowledge (Colorado) +2, Athletics +4, Awareness +2, Concentration +4, Craft (Carpenter) +5, Firearms +1, Melee Weapons +2, Persuasion (Intimidation +6) +2, Professional (Carpenter) +4, Riding +3, Roping +3, Society (Formal) +2, Stealth +2, Swimming +4, Teamster +2, Throwing +2, Unarmed Combat (Boxing) +6, Unarmed Combat (Brawling) +2

Total Points: AP: 28, CP: 32 (Advantages: 2, Disadvantages: -0, Skills: 32)

Equipment: Showy boxing outfit, a blue fighter's robe (including the words 'Big Wood' stitched across the back), a set of brass knuckles, and \$13 in Union script.

Background: "Big Wood" Tucker stands 6'1" tall.

LOOKIN' FOR MR. MORDEN

When the characters enter the Lazy Dog Saloon and inquire after Brent Morden, they are nodded toward a back room. Entering the room, they see a group of four men engaged in a poker game. Three of the men are dressed as common cowboys, and they wear pistols at their sides. The fourth man looks like a rich banker in his fancy suit and expensive boots; he has no visible weapons.

The men all look up at the characters when they enter, and at least two of the cowboys edge their hands toward their weapons. When the characters ask for Mr. Morden and explain they are here for the cattle job, the others settle down and Morden explains the deal: \$100 up front and 50¢ a head for every cow that makes it to the Jessup Slaughterhouse. Mr. Morden can be talked up to 55¢ a head if a character joins his poker game and wins a hand or two; otherwise, his offer is final.

BRENT MORDEN

Maverick, 32 years old

STR	3	REF	7	HLT	6
PRE	6	INT	5	WIL	5
DEF	17	INI*	10	MOV	12
TGH	4	LIF	28	Stun	14
Crit	24	Run	24	Sprt	36

Disadvantages: None

Advantages: Famous: Local figure (+3) [2], Fast Reflexes: +4 INI, +6 Awareness vs. surprise (*bonuses already added in) [5]

Skills: Appraisal +5, Area Knowledge (Coon Creek) +3, Athletics (Jumping/Tumbling +4) +3, Awareness (vs. surprise +6) +3, Bureaucracy +3, Business +3, Concentration +2, Craft (Mechanic) +5, Disguise +5, Firearms (Pistols +2) +3, Forgery +8, Gambling +2, Gunplay +7, Intuition +4, Knowledge (Law) +4, Melee Weapons +2, Persuasion (Fast talk/bluff +4) +4, Professional (Banker) +4, Riding +2, Sleight of Hand +8, Society (Formal) +5, Society (Outlaw) +1, Stealth +4, Swimming +1, Teamster +2, Throwing +2, Trading +6, Unarmed Combat (Brawling) +4

Total Points: AP: 32, CP: 94 (Advantages: 7, Disadvantages: -0, Skills: 87)

Equipment: Fine Western-style suit (including black cowboy hat with silver buckle—\$10), gold pocket watch (\$20), 4 high quality cigars, 1864 Deringer 1-shot (use stats for 1850 Deringer 1-shot; 6 rounds), and \$60 in gold and silver Union coins.

Background: 5'9"

MORDEN'S BODYGUARDS

Hired gunmen, 25-35 years old

STR	5	REF	6	HLT	5
PRE	4	INT	4	WIL	4
DEF	16	INI*	7	MOV	11
TGH	5	LIF	23	Stun	12
Crit	20	Run	22	Sprt	33

Disadvantages: None

Advantages: Fast Reflexes: +2 INI, +6 Awareness vs. surprise (*bonuses already added in) [2]

Skills: Animal Handling +3, Area Knowledge (Coon Creek) +2, Athletics +2, Awareness +2, Concentration +3, Firearms +5, Gambling +3, Gunplay +4, Knowledge (Wilderness lore) +3, Melee Weapons +3, Persuasion (Intimidation +2) +2, Professional (Cattleman) +4, Riding +4, Roping +3, Society (Frontier) +2, Stealth +4, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 28, CP: 35 (Advantages: 2, Disadvantages: -0, Skills: 33)

Equipment: Rough cowboy outfits (including well-worn brown cowboy hats), Winchester Model 1866 rifle (30 rounds), 1861 Navy .36 pistol (15 rounds), and \$20 in gold and silver Union coins.

DUSTY TRAIL

After talking with Brent Morden, the characters can begin their trek. They are told that some local men are staging the herd 5 miles west of town, and they are to meet them there at dawn to begin the drive to Denver. From there, they head toward Beaver Creek.

HIT THE TRAIL

THE CATTLE DRIVE

Moving 100 head of cattle should not be too much of a problem for an experienced hand, as most cattle drives include moving several hundred to over a thousand cattle.

At least every two hours, the GM should have the main driver roll a Animal Handling roll (TN 15) to keep the herd moving along. Assisting characters should also attempt a skill roll; successful helpers add a +1 bonus to the main driver's roll. (The GM should not allow characters without the Animal Han-

WILD WEST ACTION!

dling skill to assist in the drive.) The following situational modifiers apply to the Animal Handling roll and require a new roll to be made when encountered:

Circumstance	TN
Herd encounters plentiful grazing land	15
Crossing Water	18
Spooked by another animal or loud noise	21
Gunfight	24

If a roll fails, roll 2d6 and consult the chart below; add +3 to the roll if the cattle have been spooked or a gunfight has ensued.

Roll	Result
2-5	The cattle refuse to move for 1d4 hours
6-9	2d6 of the creatures wander off, requiring 2d6 minutes per creature and a new Animal Handling skill roll, TN 18, to round up.
10+	Stampede! Each player must attempt an Athletics (if walking) skill roll, TN 24, or Riding skill roll, TN 21, to avoid the stampede. If the first roll is failed, characters may attempt another skill roll each turn at +3 TN. Characters caught in the stampede are trampled by 1d6 animals per turn for 1d6 turns, suffering 5d6 B/L damage for the first animal plus 1d6 B/L damage for each additional animal that tramples him.

STAGECOACH

At a narrow pass midway between Coon Creek and Beaver Creek, the PCs hear a man cursing loudly up ahead. If they proceed, they encounter the angry man just past a bend in the road and see the source of his frustration: a busted wheel overturned his rickety stagecoach, and he and another man are attempting to repair the wheel. The stagecoach is blocking the pass, so it would behoove the PCs to assist.

The PCs also see the driver, Neil Carter, Garrett Rasmin (a "greenhorn" from back East), Nathan Hanstrom, and "Big Wood" Tucker, the boxer. Carter and Rasmin are working on the wheel, and Carter greets the characters, asking for their help as soon as he sees them. Fixing the wheel requires 30 minutes

and a Craft (Carpentry) skill roll, TN 15; to upright the coach requires a STR + 3d6 roll, TN 24. Between tobacco spits, Carter curses, "Those damn Coon Creek folks for not fixing it right in the first place," along with other more colorful statements.

Disregarding his crude mannerisms, Neil Carter seems a nice enough fella, and the characters have already encountered Nathan Hanstrom and Woody Tucker from Coon Creek. Garrett Rasmin pretends to be a "greenhorn" from Philadelphia, claiming that he's currently touring the West for excitement and a chance to hunt buffalo. In reality, he is a bounty hunter hot on the trail of one of the characters.

GARRETT RASMIN

Bounty hunter, 27 years old

STR 5	REF 6	HLT 5
PRE 5	INT 3	WIL 4
DEF 16	INI* 7	MOV 11
TGH 5	LIF 23	Stun 12
Crit 20	Run 22	Sprt 33

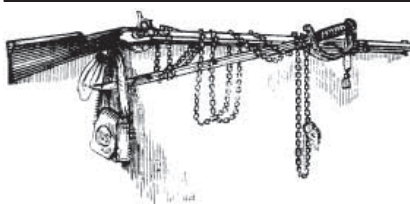
Disadvantages: None

Advantages: Fast Reflexes: +2 INI, +3 Awareness vs. surprise (*bonuses figured in) [2]

Skills: Area Knowledge (Colorado) +3, Athletics (Jumping/Tumbling +2) +3, Awareness (vs. surprise +3) +7, Concentration +3, Deduction +3, Demolitions +4, Firearms +6, Gunplay +5, Intuition +4, Knowledge (Trail lore) +4, Knowledge (Wilderness lore) +2, Melee Weapons +4, Persuasion (Fast talk and Intimidation +4) +4, Professional (Bounty hunter) +5, Riding +6, Roping +5, Society (Frontier) +3, Society (Outlaw) +4, Stealth +4, Throwing +2, Tracking +4, Unarmed Combat (Brawling) +3

Total Points: AP: 28, CP: 70 (Advantages: 2, Disadvantages: -0, Skills: 68)

Equipment: Well-worn cowboy outfit (including black Stetson and rain slicker), manacles, 1861 Navy .36 pistol (20 rounds) in fancy holster, 1866 Winchester rifle (50 rounds), binoculars (5x), compass, \$50 in Union script, wanted poster.



NEIL CARTER

Stagecoach driver, 39 years old

STR 3	REF 5	HLT 4
PRE 3	INT 3	WIL 5
DEF 15	INI 4	MOV 9
TGH 4	LIF 22	Stun 11
Crit 16	Run 18	Sprt 27

Disadvantages: None

Advantages: Fast Reflexes: +2 INI, +3 Awareness vs. surprise (bonuses figured in) [2]

Skills: Animal Handling +4, Appraisal +3, Area Knowledge (Colorado) +3, Athletics +2, Awareness +2, Concentration +2, Craft (Cooking) +4, Craft (Smith) +3, Craft (Locksmith) +3, Firearms (Rifles +2) +3, Fish and Game +1, Knowledge (Colorado trails) +5, Knowledge (Trail lore) +3, Lockpicking +4, Melee Weapons (Knives +2) +2, Navigation +2, Persuasion +2, Professional (Stagecoach driver) +3, Riding +4, Roping +4, Society (Frontier) +2, Stealth +2, Swimming +1, Teamster +6, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 23, CP: 55 (Advantages: 2, Disadvantages: -0, Skills: 53)

Equipment: Smelly buckskin outfit, coonskin hat, 1870 Smith & Wesson No 3 American .44 pistol (12 rounds), 1866 Winchester carbine (20 rounds), 1/2 lb. chewing tobacco, cookware set, \$90 in Union script.

APACHES!

Overhearing Carter's loud, incessant cursing, a band of Apaches crests a hill about 100 feet (or 30 meters) from the road. While the group is busily engaged in repairing the coach, the Indians attack, charging down the hill and firing their bows (their leader fires his rifle) at the group. The noise of the attack spooks the cattle, and unless someone tries to keep them in check (Animal Handling, TN 21), they automatically stampede through the pass (see stampede rules under **The Cattle Drive** for results).

Carter and Rasmin help fight the Indians, but the others hide behind the overturned coach during the combat. One of the Indians breaks off combat and tries to cut out some of the herd, chasing them through the pass. If successful, the other Indians fight three turns longer—to give him more get-away time—and then they flee in the safest direction. If the Indians wounded the group badly, they return later that night to finish the assault.

GUNSLINGERS

TEYON IYATON

Indian leader, 32 years old

STR	5	REF	6	HLT	5
PRE	5	INT	5	WIL	4
DEF	16	INI*	8	MOV	11
TGH	5	LIF	23	Stun	12
Crit	20	Run	22	Sprt	33

Disadvantages: Outsider: Indian [-2]

Advantages: Fast Reflexes: +2 INI, +3 Awareness vs. surprise (*bonuses figured in) [2]

Skills: Animal Handling (Horses +2) +3, Area Knowledge (Regional plains) +4, Athletics (Jumping +2) +4, Awareness (vs. surprise +3) +5, Bows +4, Concentration +2, Doctoring +2, Firearms (Rifles +4) +3, Fish and Game +4, Knowledge (Signaling) +6, Knowledge (Wilderness lore) +7, Language (English; native is Athabaskan) +2, Melee Weapons (Tomahawk +2) +5, Navigation +6, Persuasion +2, Professional (Indian brave) +3, Riding +5, Roping +4, Society (Indian) +3, Stealth +4, Strategy and Tactics +3, Survival +3, Swimming +3, Throwing +3, Tracking +6, Trailblaze +5, Unarmed Combat (Brawling) +2

Total Points: AP: 30, CP: 85 (Advantages: 2, Disadvantages: -2, Skills: 85)

Equipment: Indian warrior outfit (including bandana), tomahawk, 1866 Winchester rifle (30 rounds), lasso, 2 coyote skins, fair horse with blanket.

APACHE WARRIORS

Indian Braves, 21-31 years old

STR	5	REF	6	HLT	5
PRE	4	INT	3	WIL	4
DEF	16	INI	5	MOV	11
TGH	5	LIF	23	Stun	12
Crit	20	Run	22	Sprt	33

Disadvantages: Outsider: Indian [-2]

Advantages: None

Skills: Animal Handling +2, Area Knowledge (Regional plains) +2, Athletics (Climbing +2) +3, Awareness +3, Bows +4, Concentration +2, Firearms +3, Fish and Game +3, Knowledge (Signaling) +3, Knowledge (Wilderness lore) +4, Melee Weapons (Knives and Tomahawk +2) +2, Navigation +3, Persuasion +2, Professional (Indian brave) +2, Riding +4, Roping +1, Society (Indian) +2, Stealth +4, Survival +2, Swimming +2, Throwing +3, Tracking +2, Trailblaze +2, Unarmed Combat (Brawling) +3

Total Points: AP: 27, CP: 40 (Advantages: 0, Disadvantages: -2, Skills: 42)

Equipment: Indian warrior outfit (including bandana), tomahawk, bow, 12 arrows, lasso, 1 coyote skin, poor horse with blanket.

If the PCs survive the attack and repair the coach, Neil Carter asks them to ride along with the stage for protection. If the PCs require payment to do so, he promises to give them each \$10 if they get the coach safely to Beaver Creek.

Once they reach Beaver Creek, Carter pays them, and Nathan Hanstrom insists on buying the characters dinner and drinks for their assistance on the trail. Garret, wanting to show his appreciation as well, also tags along; while conversing with the characters, he subtly digs for information about their backgrounds, origins, etc. He tells them that he has enjoyed the excitement, and that he'd like to help them get the herd to its destination. If they don't let him accompany them, he buys a horse in Beaver Creek and follows their trail.

BEAVER CREEK

If any of the PCs leave the cattle to go into town, run one or both of the following encounters.

THE KID

A tall, dark-haired, young man mistakes one of the characters for the person who killed his brother two weeks ago at Fort Dodge (of course, if a PC has a sordid past, he/she may actually have killed his brother; otherwise, chose his victim randomly). Shortly after spotting the PC, the young man, Lewis Britton, calls the character out for a showdown.

The 18 year-old Lewis comes from a well-to-do Boston family, and he and his brother, against their family's wishes, left home to seek fame and fortune in the West. Unfortunately, someone murdered his younger brother at Fort Dodge, and now Lewis' only thoughts are on becoming the best gunslinger in the West, so that he can exact his revenge. While he hasn't succeeded in the former, he doesn't pass up the lucky chance meeting with his brother's murderer; he aims to test his progress at all costs.

LEWIS BRITTON

Aspiring gunslinger, 18 years old

STR	4	REF	6	HLT	5
PRE	6	INT	6	WIL	5
DEF	16	INI*	8	MOV	11
TGH	5	LIF	25	Stun	13
Crit	20	Run	22	Sprt	33

Disadvantages: Psych. Disad.: Seeks to avenge brother's death (Peril) [-10], Psych. Disad.: Wants to prove himself/become expert gunslinger (Peril) [-10]

Advantages: Fast Reflexes: +2 INI, +3 Awareness vs. surprise (*bonuses figured in) [2], Phys. Adv.: Expert Fanner (+3 to offset Fanning penalties) [5]

Skills: Appraisal +6, Area Knowledge (Boston) +2, Athletics +2, Awareness (vs. surprise +3) +3, Composition (Writing) +1, Concentration +3, Firearms +4, Gunplay +6, Knowledge (American history) +4, Knowledge (British poetry) +4, Knowledge (Law) +2, Knowledge (Symbols) +5, Knowledge (Trail lore) +2, Language (French; native is English) +2,, Melee Weapons +2, Per-



WILD WEST ACTION!

formance (Bugle/trumpet) +6, Performance (Piano) +6, Performance (Singing) +6, Persuasion (Fast talk and Negotiation +2) +6, Professional (Accountant) +7, Riding +2, Society (Formal) +3, Society (Frontier) +1, Stealth +2, Swimming +4, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 32, CP: 80 (Advantages: 7, Disadvantages: -20, Skills: 73)

Equipment: Cowboy outfit, 1861 Colt Navy .36 pistol (10 rounds), Loomis 12 Gauge shotgun (9 rounds), bowie knife, and 1 half eagle (\$5 coin).

Notes: In his zeal to prove himself, Lewis uses the Fanning maneuver to fire his pistol three times per turn; all three shots receive a +1 bonus to hit (after applying his Phys. Adv.: Expert Fanner advantage).

If Lewis wins the showdown, he sticks to the story that the character was the one who killed his brother in Kansas. If Lewis loses and isn't killed, he realizes the PC could not have been his brother's murderer—else he would have been killed, too. He then bugs the PC to let him join his "gang."

SHOTGUN WEDDING

Seeing the PCs in the street, con artist Matt Gotwin, randomly picks one of the males in the group to be the victim of his scam. With a shotgun in one hand and his "sister," Brenda (actually his wife), and her infant child, Emily, in tow, he approaches the PC (preferably when the PC is alone). He holds the shotgun at his side, timidly, so as not to arouse fear in the PC, but when he gets within a few feet, he points at the character and begins his spiel:

"Is this the man that done you wrong, Bren?"

"Y-Yes, that's him," the woman stammers. "He told me he loved me. He told me we'd be together. Then he left me alone and pregnant! He left me and little Emily to starve!" she cries.

At this point, Matt points the shotgun at the PC and says, "You'd better come with us, mister. You done wronged my sister, and you gonna do right by her and your daughter — you're getting HITCHED!"

Matt attempts to take the PC and Brenda to the sheriff, who also serves as the justice of the peace in Beaver Creek. Of course, Matt and Brenda are con artists, and Brenda has not intention of marrying the PC. If the PC tries to wrangle his way out of the mess, Brenda "settles" for \$100—to go away for good and start a new life for her and the baby, of course.

If the PC pays up, Matt says, *"Well, you might be a dirty rat, but at least you have the dignity to support your little one. I admire that. Good day to you."*

If the character bucks either suggestion (marriage or money) in the sheriff's presence, the sheriff pushes for him to do one or the other, threatening to jail him, otherwise. A jailed PC who is not wanted by the law for other deeds can be released for the \$100 the couple asked for. If the PC happens to be wanted, then he'll stay in jail until he's tried and hanged, assuming his friends don't bust him out.

MATT GOTWIN

Con artist, 27 years old

STR	3	REF	4	HLT	3
PRE	3	INT	4	WIL	6
DEF	14	INI	4	MOV	7
TGH	5	LIF	21	Stun	12
Crit	12	Run	14	Sprt	21

Disadvantages: Psych. Disad.: Protective of sister (Hardship) [-5]

Advantages: None

Skills: Acting +2, Animal Handling +5, Appraisal +3, Area Knowledge (Beaver Creek) +2, Athletics +2, Awareness +2, Concentration +2, Craft (Carpentry) +5, Firearms +2, Gambling +2, Melee Weapons +2, Performance (Banjo) +4, Persuasion (Fast Talk +2) +3, Professional (Bartender) +6, Riding +5, Roping +5, Society (Frontier) +2, Stealth +2, Swimming +5, Teamster +2, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 23, CP: 45 (Advantages: 0, Disadvantages: -0, Skills: 45)

Equipment: Dirty settler's garb, Stoeger short barrel 2-shot sawed-off shotgun (8 rounds), 2 ounces of chewing tobacco, and \$1.70 in Union script.

BRENDA GOTWIN

Con artist, 23 years old

STR	3	REF	4	HLT	3
STR	3	REF	4	HLT	3
PRE	6	INT	4	WIL	4
DEF	14	INI	4	MOV	7
TGH	4	LIF	17	Stun	9
Crit	12	Run	14	Sprt	21

Disadvantages: None

Advantages: None

Skills: Acting +4, Animal Handling +5, Area Knowledge (Beaver Creek) +2, Athletics +1, Awareness +2, Composition (Limericks) +2, Concentration +2, Craft (Sewing) +4, Craft (Weaving) +4, Disguise +3, Doctoring +1, Firearms +1, Knowledge (Trail lore) +2, Melee Weapons +2, Performance (Bawdy limericks) +5, Performance (Hog callin') +5, Performance (Square-dancing) +5, Persuasion (Fast talk +4) +3, Professional (Housewife) +2, Riding +4, Society (Frontier) +2, Stealth +2, Swimming +1, Teamster +3, Throwing +2, Unarmed Combat (Brawling) +2

Total Points: AP: 24, CP: 50 (Advantages: 0, Disadvantages: -0, Skills: 50)

Equipment: Plain dress, Emily (baby), \$20 in Confederate script.

TO BOX ELDER

RUSTLERS

Once the party hits the trail from Beaver Creek, a light spring snow begins to fall. About 10 miles outside of Beaver Creek, a band of rustlers led by a wrangler named Pat Nickels attempts to cut out some cattle from the herd. The cattle rustlers don't speak or interact with the characters. They do shoot at them though, if their theft is contested.

Of course, firing shots spooks the cattle, and the PCs need to attempt to control them, else they stampede (requires a successful Animal Handling skill roll, TN 21).



GUNSLINGERS

PAT NICKOLS

Gang leader / cattle rustler, 28 years old

STR	4	REF	7	HLT	7
PRE	3	INT	3	WIL	5
DEF	17	INI	7	MOV	13
TGH	5	LIF	31	Stun	16
Crit	28	Run	26	Sprt	39

Disadvantages: None

Advantages: Fast Reflexes: +2 INI, +3 Awareness vs. surprise (bonuses figured in) [2]

Skills: Animal Handling +2, Area Knowledge (Cattle drive trails) +2, Athletics +2, Awareness (vs. surprise +3) +5, Concentration +2, Firearms +6, Fish and Game +2, Gunplay +5, Knowledge (Wilderness lore) +5, Melee Weapons +3, Navigation +2, Persuasion (Fast talk and Intimidation +2) +2, Professional (Cattleman) +7, Riding +6, Roping +4, Society (Outlaw) +2, Stealth +4, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 29, CP: 47 (Advantages: 2, Disadvantages: -0, Skills: 45)

Equipment: Worn cowboy's outfit, rain slicker, 1861 Navy Conversion .36 pistol, (20 rounds), 1859 Sharps .52 carbine (20 rounds), \$25 in Union script, and fair horse with saddle and gear.

HORSE RUSTLERS

25-35 years old

STR	5	REF	5	HLT	4
PRE	3	INT	3	WIL	4
DEF	15	INI	4	MOV	10
TGH	5	LIF	20	Stun	10
Crit	16	Run	20	Sprt	30

Disadvantages: None

Advantages: Easy to Kill [-5]

Skills: Animal Handling +1, Area Knowledge (Ford county) +2, Athletics +3, Awareness +2, Concentration +3, Firearms +4, Gambling +3, Gunplay +4, Knowledge (Horses) +2, Melee Weapons +2, Persuasion (Intimidation +2) +2, Professional (Cattleman) +3, Riding +4, Roping +3, Society (Frontier) +2, Society (Outlaw) +2, Stealth +4, Swimming +1, Teamster +1, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 24, CP: 26 (Advantages: 0, Disadvantages: -5, Skills: 31)

Equipment: Worn cowboy's outfit, rain slicker, 1851 Colt Navy .36 pistol, (20 rounds cap and ball), 1873

Sharps Creedmoor .45 rifle (20 rounds), 2d6 dollars in Union script (each), and fair horse with saddle and gear.

Notes: These are stats for a typical horse rustler. Use these stats for the members of Pat Nichols' gang.

If the PCs defeat the cattle rustlers, they are free to search the outlaws. Despite their poorly maintained gear, they are carrying some cash (see above). None of the men are currently wanted.

IN BOX ELDER

THE GREENHORN

As mentioned earlier, Garrett Rasmin is actually a bounty hunter hot on one of the PCs' trail (the one with the sordid past—or choose randomly). Whether or not a character is truly wanted by the law, this should make for an exciting encounter.

Garret tries to nab the wanted character in Box Elder, preferably when he's alone in a hotel room, out shopping, or getting a bath and a shave. He does not make a go for the character unless the other PCs are not around. If necessary, he enters a gunfight with the character, but if things get too hairy, he flees.

If Garret is killed or trussed up, the PC is free to search him and will find the folded wanted poster (showing the PC) among his gear (see Garret's write-up in the *Stagecoach* section of this adventure). If Garret runs, he accidentally drops the poster as he flees.

Garrett Rasmin: DEF 16, INI 7, TGH 5, LIF 23; see *Stagecoach*, earlier, for complete statistics.

FINAL RUN

THE LAW

While en route from Box Elder to Denver, the PCs encounter a party of eight riders. The riders do not hide their presence, so any PCs checking behind them can see the riders coming well before they reach the party (no skill roll necessary). The party includes marshal Willis Crenshaw and seven of Richard Hannock's ranch hands.

Marshal Willis informs the PCs that they are under arrest for stealing cattle and are to be hung upon being found guilty (a fitting punishment for cattle rustlers as he sees it).

Crenshaw is an honorable, diplomatic man, so he doesn't attack the PCs outright, and he does offer them a chance to explain how they came to be in possession of the cattle. If the PCs don't fight him, he hears them out. If they tell him that they are to meet Pete Brown at the Jessup slaughterhouse in Denver to receive the rest of their payment, he offers them a deal: he'll drop the charges against them, taking their word that they were unwary dupes in this, if they help him catch Brown at the slaughterhouse. He points out that he has no hard evidence against Mr. Brown, only the PC's word. The idea is to get some proof that Pete Brown is running a cattle-rustling ring so that he can be arrested and tried.

If the characters decide to fight, Willis Crenshaw and his men fight to the death; and killing this respected lawman earns them the enmity of his fellow lawmen, who'll stop at nothing to see that the PCs pay for their deed.

MARSHAL WILLIS CRENSHAW

Territorial Marshal, 36 years old

STR	4	REF	7	HLT	6
PRE	6	INT	4	WIL	6
DEF	17	INI	6	MOV	12
TGH	5	LIF	30	Stun	15
Crit	24	Run	24	Sprt	36

Disadvantages: Duty to US Govt. [-5], Psych. Disad.: Code of the West [-5]

Advantages: Famous: Well-respected lawman (regional, +6) [5], Membership: US Marshal, MR3 [9]

Skills: Animal Handling (Horses +4) +2, Area Knowledge (Jurisdiction, Colorado) +5, Athletics +2, Awareness +3, Bureaucracy +3, Composition (Writing) +3, Concentration +4, Deduction +4, Firearms (Pistols +4) +7, Fish and Game +2, Gunplay +8, Intuition +3, Knowledge (Law) +8, Knowledge (Trail Lore) +3, Melee Weapons +5, Navigation +2, Persuasion (Fast talk and Intimidation +4) +7, Professional (Lawman) +5, Riding +8, Roping +3, Society (Frontier) +2, Stealth +4, Strategy and Tactics +2, Survival +1, Swimming +2, Teamster +2, Throwing +2, Unarmed Combat (Brawling) +5

Total Points: AP: 33, CP: 81 (Advantages: 14, Disadvantages: -10, Skills: 77)

WILD WEST ACTION!

Equipment: Worn cowboy's outfit (including a fine black Stetson), silver marshal's star (\$5), two 1863 Pocket Police pistols with ivory handles (30 rounds), 1866 Henry Repeater .44 rifle (55 rounds), excellent horse with saddle and gear, bottle of snakehead whisky, bowie knife, and \$100 (half in Union script, half in gold and silver Union coins).

POSSE MEMBERS

Cattlemen, 25-45 years old

STR	5	REF	6	HLT	5
PRE	4	INT	3	WIL	4
DEF	16	INI	5	MOV	11
TGH	5	LIF	23	Stun	12
Crit	20	Run	22	Sprt	33

Disadvantages: None

Advantages: None

Skills: Animal Handling +2, Area Knowledge (Coon Creek) +2, Athletics +2, Awareness +2, Concentration +3, Firearms +4, Gambling +3, Gunplay +2, Knowledge (Wilderness lore) +3, Melee Weapons +3, Persuasion (Intimidation +2) +2, Professional (Cattlemen) +3, Riding +4, Roping +3, Society (Frontier) +2, Stealth +3, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 27, CP: 26 (Advantages: 0, Disadvantages: -0, Skills: 26)

Equipment: Worn cowboy's outfit, 1858 Starr Navy .36 pistol (15 rounds), 1865 Spencer .52 carbine (8 rounds), fair horse with saddle and gear, and 1d6 dollars in Union script (each).

SHOWDOWN

At the Jessup slaughterhouse, the PCs encounter Harold Jessup, the owner. If they inquire about Pete Brown, he tells them the fella was around earlier, but that a rider met him outside the slaughterhouse, bringing him what he can only guess was bad news, as Pete lit out not long afterwards, probably headed to his rented office. Harold is oblivious to what's really going on with the cattle. He only knows that he was expecting 50 cows to be delivered this week or so. He willingly gives the characters directions to Pete's office, and he cooperates as best as he can.

THE SKINNY

Marshal Crenshaw sends two of his men ahead into town to get a feel for what is going on and to see if Pete Brown is indeed at the Jessup slaughterhouse. Unfortunately, one of these men is actually Hannock's agent (see the From Bad to Worse (Ambush!) section below) and he rides into Denver to warn Pete that the law was following the herd and will likely catch up with him and his gang soon. Learning the jig was up, Pete went back to his office to round up his men and his belongings. He intends to get out of town before the lawman can find him, but he's also alerted his men that the law may be on its way to find him.

GET 'EM!

Alert to the threat, four of Pete's men have positioned themselves at various windows in his two-story office building (assume two men per floor), while Pete gathers up his papers and things. One man has gone to secure the horses and bring them around back for a get-away, while the last one has positioned himself on top of the building across the street; if Pete and the others make it out in time, he remains behind to pick off any followers.

Pete needs 20 minutes to get his stuff together and ride out, so if the PCs dally at the slaughterhouse, he and his men have time to make a run for it, whereby Crenshaw and the PCs have to chase him down and fight it out along the road. However, it makes for a more interesting encounter if the GM has them fight it out in town.

Fighting in town involves worrying about protecting the innocents who may get in the way (or using them as human shields if the PCs are really dishonorable folks). At the beginning of any such encounter, the GM needs to roll a 1d6 every turn to see if anyone has wandered in the way. On a roll of a 1, a random settler has stumbled into the fray. Fighting in the town also gives the villains the advantage of using Pete's office building as cover, making it more difficult to get at them. If the PCs try to rush the building's locked door, they need a STR + 3d6 attribute roll, TN 15, to break it down. Of course, any such action makes them vulnerable to gunfire.

No map of the office building is provided. The GM should assume that the two-story building has eight rooms, four

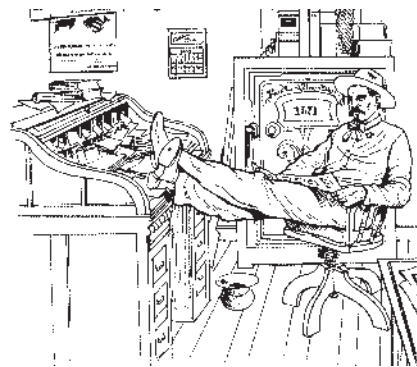
on each floor. The villains are hiding out in the upper and lower level rooms that face the street, so that's one per room on the front side of the building. Pete and his gang shoot at any group of armed men coming near the building, assuming them to be the posse. When the shooting begins, the man behind the building with the horses tries to keep the horses under control. He has to make a successful Animal Handling skill roll, TN 21, each turn that gunfire continues to do so. If the horses run, he angles his way around the building to aid his companions in the gunfight.

None the men want to be captured and hanged, so they fight to the death or ride off in various directions if they manage to get on their horses and run before the posse gets there. Pete Brown especially doesn't want to be captured; he fights to the death, killing himself before he allows anyone to capture him—if it comes to that, as he has no intention of being hanged or thrown in jail to rot.

FROM BAD TO WORSE (AMBUSH!)

No matter how the PCs and Willis Crenshaw encounter Pete and his gang, three of Crenshaw's seven men turn on the posse. They are actually Morden's men who worked for Mr. Hannock as ranch hands. They actually assisted in the cattle theft, and they joined up with the lawman to make sure Morden's cattle made it safely to Denver, not to help the lawman catch the culprits.

If the gunfight starts within the town, the three men run into the building across the street or find objects to hide behind. When the opportunity arises, they attack Willis Crenshaw and any members of his posse; they do not attack the PCs unless the PCs make good on their agreement to assist Crenshaw in apprehending Pete Brown and his men. If the PCs continue to assist the lawman, they are fair game to attacks from these men, as well.



GUNSLINGERS

PETE BROWN

Outlaw, 42 years old

STR	4	REF	8	HLT	7
PRE	4	INT	3	WIL	6
DEF	18	INI	6	MOV	14
TGH	5	LIF	33	Stun	17
Crit	28	Run	28	Sprt	42

Disadvantages: Age [-2]

Advantages: None

Skills: Acting +1, Animal Handling (Horses +4) +4, Appraisal (Horses +2) +1, Area Knowledge (Ford county) +5, Athletics +2, Awareness +4, Concentration +2, Demolitions +1, Firearms (Rifles +2) +5, Gambling +2, Gunplay +4, Knowledge (Wilderness lore) +4, Lockpicking +1, Melee Weapons (Knives +2) +3, Persuasion +3, Professional (Cattleman) +7, Riding +7, Roping +4, Society (Outlaw) +2, Stealth +4, Throwing +2, Trailblaze +1, Unarmed Combat (Brawling) +2

Total Points: AP: 32, CP: 52 (Advantages: 0, Disadvantages: -2, Skills: 54)

Equipment: Fine cowboy outfit, 1860 Reb Model .44 pistol (20 rounds), 1865 Spencer .52 carbine (44 rounds), Bowie knife, good horse with saddle and gear, and satchel containing \$550 in Union script.

PETE'S GANG

Ranch Hands/Cattle Rustlers, 25-35 years old

STR	5	REF	6	HLT	5
PRE	4	INT	3	WIL	5
DEF	16	INI	5	MOV	11
TGH	5	LIF	25	Stun	13
Crit	20	Run	22	Sprt	33

Disadvantages: Easy to Kill [-2]

Advantages: None

Skills: Animal Handling +4, Area Knowledge (Ford county) +3, Athletics +3, Awareness +2, Concentration +3, Firearms +4, Gambling +3, Gunplay +4, Knowledge (Wilderness lore) +3, Melee Weapons +2, Persuasion (Intimidation +2) +2, Professional (Cattleman) +4, Riding +4, Roping +3, Society (Frontier) +2, Society (Outlaw) +2, Stealth +3, Swimming +1, Teamster +1, Throwing +2, Unarmed Combat (Brawling) +3

Total Points: AP: 28, CP: 24 (Advantages: 0, Disadvantages: -2, Skills: 26)

Equipment: Worn cowboy's outfit, 1873 Colt Frontier .44 pistol (15)
(Continued next column)

rounds), 1871 Sharps No. 3 .45 carbine (8 rounds), fair horse with saddle and gear, and \$10 in Union script (each).

Notes: These are stats for a typical horse rustler. Use these stats for the members of Pete Brown's gang.

If the posse does happen to capture the rustlers, the men agree to spill the beans on Mr. Morden's operation for a lighter sentence. Crenshaw also confiscates all their belongings (see their respective equipment listing), so the PCs do not Benefit monetarily from their capture – unless they secure the money before Crenshaw notices.

CONCLUDING THE ADVENTURE

If marshal Crenshaw survives the gunfight and the PCs aided him in defeating Pete Brown and his gang, true to his word, he lets them go. He warns them not to get into any more trouble, for he might not be so gracious next time. After Crenshaw deals with the arrests (cleanup) in Denver, he travels back to Coon Creek to investigate Mr.

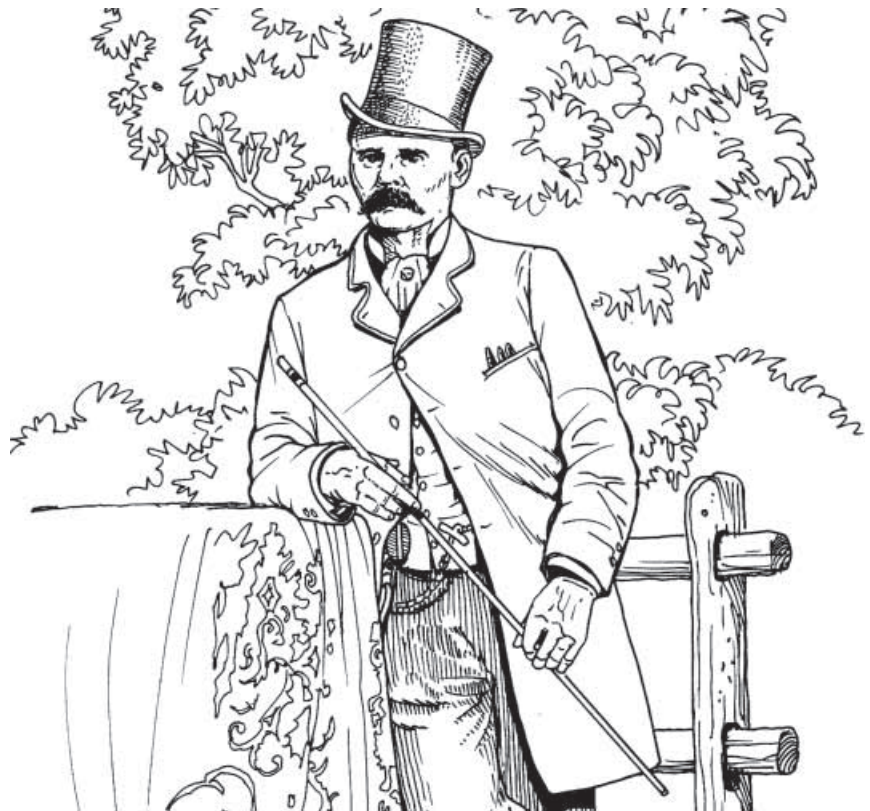
Morden. The PCs do not receive the rest of their promised pay, of course, nor do they get to keep the stolen cattle (Hannock's remaining men drive the cattle back to the Hannock's ranch).

Word reaches the powerful Mr. Morden that the PCs assisted the lawman in apprehending (or killing) his man, Pete Brown. From then on, Mr. Morden makes it a personal goal to harass and torture the PCs for as long as he lives.

Morden is part of a larger network of thieves and men with a mob-like mentality, so he has a great deal of resources to assist him in this endeavor. In fact, the lawman Crenshaw has little chance of stopping Mr. Morden, and the rustler most likely has him killed before he reaches Coon Creek.

In game terms, each PC involved in the adventure gains the following disadvantage – Enemy: Mr. Morden, powerful cattle baron (Peril). No new points are earned for this new disadvantage, however, because it was gained during play.

If desired (and appropriate), the GM can turn Mr. Morden into an arch villain, having him gain experience as the PCs do. And, of course, Morden will always be one step ahead of the PCs, relentlessly pursuing the ruination of their lives and reputations. It's very wild in the West, after all.



CLIFFHANGERS

The Wild West is filled with opportunities for the bold to grab a hold of adventure, danger and, most importantly, a fist full o' gold. That is why so many traveled West to seek their fortunes after all. To get you (the GM) and your players (the player characters (PCs) cowpokes) started, the following section provides a series of brief adventure hooks that can be either fleshed out into full-blown adventures or mined for ideas to help you spin your own *Gunslingers* yarns. These adventure hooks, along with the two short adventures provided in the previous chapters and the lists of famous Western movies and books in the next chapter, should give you plenty of material to get you started in the exciting Wild West world of *Gunslingers*.

Although many place descriptions of the Wild West are liberally seeded with hints and suggestions for adventures, a few specific examples are presented here in the form of plot outlines so that each GM can adjust encounters and NPCs to challenge cowpokes (PCs) of all levels. Though it is possible that some players may peek at these pages, a good GM can easily modify the encounters, such as by altering the rewards offered for success or changing the level of opposition that the PCs will likely face. In any case, these plotlines are meant mostly to get the creative juices flowing and you are encouraged to alter, modify or take ideas from them in whatever fashion best suits your needs.

RIVERBOAT GAMBLE

Colonel John Carruthers retired from the Union Army some five years ago and owns the finest riverboat on the Mississippi River, the *La Belle Dame Sans Merci*. For the past four years he has taken to hosting a yearly high-stakes poker game aboard his lovely ship. All of the most-recognized gamblers are invited to participate, though the entry fee is quite steep, and the Colonel always hires a respected marshal to oversee security before, during, and after the game.

This year, however, the Colonel has received several messages warning him of dangers to both himself and his ship that are supposed to occur during the big game. Not willing to trust everything to the hired marshal, Carruthers approaches groups of likely adventurous sorts with reputations for upholding the law and offers them a sizeable reward if they agree to join the ship for its cruise while the game is going on to help serve as extra undercover security. The PCs are one such group (assuming their reputations are untarnished) and are to be paid handsomely if they find out anything important regarding the disruption of the game, theft of the grand prize (over \$10,000!) or any organized cheating among the participants. Beyond the obvious lure of such high stakes, a darker motive may be involved... the Colonel, while unwilling to reveal this at first, has also received death threats against his person and his lovely daughter Charity within the last month. Charity believes that the threats may come from an old rival of her father's from his days in the army.

Among the gamblers attending the game are many who cheat or use other

underhanded methods of winning their games, even resorting to blackmail and intimidation. Many opportunities exist for the PCs to encounter future enemies or old friends while aboard the *La Belle Dame Sans Merci*. Meanwhile, below decks, a mysterious figure has left a smoldering bundle of dynamite next to the steam engine!

The high stakes of the poker game has drawn nearly everyone who considers themselves a true poker player, and who has enough to cover the expensive entry fee, to attend the cruise of the riverboat... but the true threat lies in the shape of Daniel Leary, a former Lieutenant who served under Carruthers decades ago. Leary still nurses a sharp hatred for his old commander: Carruthers ensured that Leary's drunken rages ended in shame and court-martial. Now Leary has returned for revenge, and he seeks to ensure that the ship explodes while the luster of the big game distracts everyone.

ROBBERY ON THE OMAHA EXPRESS

Mr. John MacReady of Denver approaches a group of tough hombres with a reputation for loyalty and thoroughness (the PCs) about a seemingly simple job: escort his precious marble bust of the roman emperor Caesar from Denver to Kansas City where it is to be placed in a museum. An attractive offer of 50\$ per PC is made for the deceptively innocent-sounding task.

MacReady stipulates that the bust be transported by train... as it lies within a velvet-lined steamer trunk that would be too awkward to transport by horse or wagon.

GUNSLINGERS



The job starts off quietly enough, with the PCs having an uneventful ride for nearly ten hours, and then the gunshots start... the train is being robbed! Masked bandits ride up alongside the train from all directions, and quickly demand the bust at gunpoint. If PCs interfere, an awkward battle for both sides ensues: the thieves have no interest in killing innocent passengers on the train, all they want is the bust of Caesar!

There is one more complication to this already stressed situation: the train's engineer, a very old rail-rider, has suffered a heart attack during the commotion, and the train is careening down the track towards a switching point that is blocked by boulders from a recent avalanche.

The PCs have to somehow subdue the train robbers, keep them from stealing the bust, and get to the locomotive in time to stop the train from crashing. If defeated and captured, the bandits quickly confess, explaining that MacReady himself hired them! Apparently Mr. MacReady couldn't find anyone willing to purchase his antique

bust, and was planning to collect on a sizeable insurance claim once the bust had been 'stolen.'

ALL THAT GLITTERS

One of the PC's relatives has passed away recently, and a Pony Express rider brings the character his or her portion of the will: a deed to a Montana gold mine! Once the PC visits his inheritance, however, he discovers that someone has been working the mine recently... the claim has been jumped!

Jack Tucker (a greenhorn turned mountain man from Arkansas) is the guilty party. A sneaky, conniving snake of a man, Tucker possesses a counterfeit claim to the mine. The Law refuses to intervene without an original copy of the claim... cleverly hidden in one of the old tunnels of the mine by the PC's ancestor.

Once Tucker knows of the PC's involvement, he takes steps to end the PC's interest in the gold mine... perma-

nently. He hires some local toughs and Sam Grady (a desperado and escaped convict) to assist in removing the PCs from the picture.

The PCs have to brave the utter darkness of the mine, small cave-ins, bats, and claustrophobia in order to seek out the strongbox with the original claim. Meanwhile, the forces of Tucker and Grady attempt to hunt them down in the twisting tunnels of the Montana mine.

If the PCs are successful in finding the strongbox, and fending off Tucker and Grady, they have quite a lucrative mine on their hands... the ancestor found a lovely vein of pure gold! However, this can cause as many problems as it solves, as 'gold fever' sweeps the West once again.

A MISSION FROM GOD

Why is the Santana Mission so quiet? Why have the priests and nuns stopped communicating with Houston? Marshal Hyland asks the PCs to investigate the catholic outpost and find out the answers to these important questions. He offers the PCs a substantial reward, but warns that the area is prone to danger just as great: reports of well-armed bandits in the region have been trickling in for months.

The truth is, the Mission is under siege. A large band of Mexican bandits, deserters from Santa Ana's army, have surrounded the walls of the Mission, attacking any priests foolish enough to step outside for any reason. The leader of the bandits is El Charro, a skilled rustler and the vile chief of this ragged group.

The PCs have a limited amount of time to take action: the Mission is running short of food and El Charro has recently procured an old Spanish cannon, powerful enough to blow a large hole in the defender's walls. To save the priests of the mission and collect their reward, the PCs have to outsmart El Charro and either infiltrate his bandits or lure them away somehow.

HUNG JURY

Several fresh graves have been lined up near the entrance to the small town of Silver Gulch. The townsfolk are surly and suspicious of the PCs when they

WILD WEST ACTION!

come to visit and water their horses at the mountain spring which gives the little town its name. Only the librarian, a pretty young settler named Kate Fletcher, seems willing to talk about the town's troubles. She seeks out a heroic or handsome-looking PC and buys him a drink while she tells the town's tale of woe.

Two months ago, a local rancher named Tom Sullivan got into a fight with his brother Joseph. The source of the fight was Kate herself, an object of desire for both men. Kate favored Tom and this enraged Joseph, causing a savage brawl between the two brothers. In the heat of the moment, Tom killed his brother with bowie knife.

Unfortunately for Tom, the local sheriff did not take kindly to men fighting over his daughter. Tom was prosecuted for murder, and convicted by a jury of his peers at the Silver Gulch courthouse. Tom was hanged the next morning from a tree outside of town, and everyone thought it was over.

The town's problems, however, were just beginning. Tom survived the hanging with a cleverly concealed leather collar that took up most of the rope's pressure on his neck. It still took him some time to recover, but now the settler turned gunslinger has returned for vengeance. First it was the town sheriff, and then the judge... and now members of the jury that sentenced him to death are turning up shot in the head. Kate pleads with the PCs to stop the killings. Some of the more superstitious townsfolk believe that Tom Sullivan's ghost has returned to wreak vengeance, but the truth is that Tom is striking out at his enemies from his old abandoned ranch house late at night. The PCs can either join Tom in his 'frontier justice' or put Tom down like the rabid dog that he is.

THE EMPTY STREETS

The PCs' trail leads through the tiny town of Grey Ridge... the only problem is, no one appears to be living there. Grey Ridge has become one of the Wild West's infamous ghost towns, it seems, for all the businesses and homes appear empty. A few of the buildings look destroyed, and there are signs of something strange going on... a wagon axle is found stuck through an iron skillet! A successful Knowledge (Wilderness lore)

skill roll, TN 18, reveals that at least one powerful tornado touched down within the last 48 hours, and is responsible for the destruction and the unique debris. However, this does not explain the missing people.

A search of the town's streets, and a successful sight-based Awareness roll, TN 15, reveals several clues: large numbers of tracks leading out of town...and a very large set of bear prints leading in! A cowpoke who makes a successful Tracking skill roll, TN 18, can accurately identify these tracks as well as follow them. An ornery black bear, irritated by a festering barbed wire wound, has taken up temporary residence in the town's general store. Any PCs investigating are likely to be attacked.

If the tracks are followed, they are found to lead to a cavern nearby where the missing townspeople are all huddled together. A crude trap made from nitroglycerin keeps them from venturing outside, but can be disarmed with a Demolitions skill roll, TN 18. The townspeople are frightened but very relieved to be found by the PCs, and are happy to explain what happened: the night of the twister, a band of outlaws known as the Daltrey Gang rode into town. The rustlers herded everyone into the dubious shelter of the caves under the pretense of being good Samaritans. Once all the townsfolk were confined, the Daltreys stole all items of value and rode out of town. One of the farmers can give a good description of the Daltreys, and they all offer the PCs a quarter of the loot stolen if they bring the outlaws to justice... preferably back to Grey Ridge for trial! A further tracking roll using the Tracking skill, TN 21, shows the PCs the best way to catch up to the Daltrey Gang. The PCs can form a posse if they wish and head 'em off at the pass!

STAR-CROSSED RANCHERS

On the plains of Wyoming, two ranchers control large tracts of prime grazing land. Hannibal Jones runs the prosperous 'Double 7' ranch, where he has built up a virtual 'cattle empire' by use of shady deals and gunpoint intimidation of his rivals. Thaddeus Hayes, who operates the 'Flying X' ranch nearby, is the only rancher to stand up

to Jones and is a well-respected man of honor, known to everyone in the region. Agents of both camps approach the PCs in order to help break the stalemate. Jones sends generous offers of employment to the PCs, and if those are turned down, rustler bullyboys to "bring 'em around" to his way of thinking. Hayes has little to offer besides his friendship and the finest apple pie in the West, courtesy of his lovely wife Diane. The PCs must choose between the two ranchers before an open range war begins.

THE FASTEST GUN

Deadwood, South Dakota, is abuzz with rumors about a new gunman in town. The PCs easily pick up rumors that Harvey Logan, better known as "Kid" Curry, has come into the area and seems to be looking for someone... one of the PCs (randomly chosen from among those with the best gun skills of course!). "Kid" Curry has split from the Wild Bunch to make a name for himself, and one of his stops along the way to fame is Deadwood, where he has followed the unlucky PC.

Everywhere the PC goes in town, people whisper, and some even ask what he plans to do when "Kid" Curry calls him out. Tension grows thick as "Kid" Curry seems only interested in drinking at the saloon and relaxing in a few card games. To add fuel to the fire, wanted posters list the "Kid" as a wanted man with a \$2,000 reward on his head, dead or alive!

Eventually, "Kid" Curry calls out the PC if he is not called out first. "Kid" Curry is a frighteningly good gunslinger, but is honorable and sticks to the 'Code of the West.' He'll wait for high noon, when nearly everyone in town is gathered to watch, and engage in the classic showdown on Deadwood's main street. This is a chance for a PC to become the man who killed "Kid" Curry...or to be fitted for a pine box.



APPENDICES

APPENDIX A: BIBLIOGRAPHY

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 Silent Gun, The (1969)
 Silver Burro, The (1963)
 Siringo (1994)
 Slowest Gun in the West, The (1963)
 Sodbusters (1994)
 Something for a Lonely Man (1968)
 Son of the Morning Star (1991)
 Stagecoach (1986)
 Standing Tall (1978)
 Stone Fox (1987)
 Stranger on My Land (1988)
 Stranger on the Run (1967)
 Tales of the Apple Dumpling Gang (1982)
 Tecumseh: The Last Warrior (1995)
 Tenderfoot, The (1964)
 This Is the West That Was (1974)
 This Savage Land (1969)
 Timestalkers (1987)
 Tracker, The (1988)
 Trackers, The (1971)
 True Grit (1978)
 Untamed Cowgirls of the Wild West Part 1: The Pillowbiters (1993) (V)
 Virginian, The (2000)
 Wanted: The Sundance Woman (1976)
 Warden of Red Rock (2001)
 Wild and Woolly (1978)
 Wild Times (1980)
 Wild Wild West Revisited, The (1979)
 Wild Women of Chastity Gulch, The (1982)
 Will Rogers: Champion of the People (1978)
 Winchester '73 (1967)
 Winged Colt, The (1977)
 Winnetous Rückkehr (1998)
 You Know My Name (1999)
 Young Country, The (1970)
 Young Pioneers (1976)
 Young Pioneers' Christmas (1976)
 Yuma (1971)

FILMS

RECOMMENDED FILMS

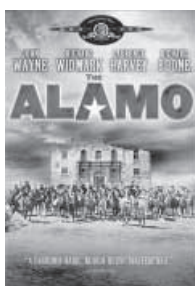
Below are some of the films we used as inspiration, as they give a good "feel" for Wild West adventures and stories and are just plain entertaining, I tell you what. (After this list you will find a much longer, more thorough listing of Western films.)

A Fistful of Dollars—1964 (Stars: Clint Eastwood); An anonymous, but deadly man rides into a town torn by war between two factions, the Baxters and the Rojos. Instead of fleeing or dying, as most others would do, the man schemes to play the two sides off each other, getting rich in the bargain.

The Alamo—1960 (Stars: John Wayne, Frankie Avalon); In 1836 General Santa Ana and the Mexican army are sweeping across Texas. To be able to stop him, General Sam Houston needs time to get his main force into shape. To buy that time he orders

WILD WEST ACTION!

Colonel William Travis to defend a small mission on the Mexicans' route at all costs. Travis' small troop is swelled by groups accompanying Jim Bowie and Davy Crockett, but as the situation becomes ever more desperate, Travis makes it clear there will be no shame if they leave while they still can.

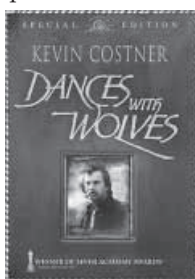


Blazing Saddles—1974 (Stars: Cleavon Little, Gene Wilder, Slim Pickens, Mel Brooks, Harvey Korman, Madeline Kahn); "Never give a saga an even break!" In this irreverent Mel Brooks comedy, corrupt political boss Hedley Lamarr appoints a black sheriff with the intention of causing the ruin a western town. But the new sheriff promptly becomes his most formidable adversary. The sheriff teams up with a boozing ex-gunfighter, The Waco Kid, to put things right and save the town.

Butch Cassidy and the Sundance Kid—1969 (Stars: Robert Redford, Paul Newman); Butch and Sundance are the two leaders of the Hole-in-the-Wall Gang. Butch is all ideas, Sundance is all action and skill. The West is becoming civilized and when Butch and Sundance rob a train once too often, a special posse begins trailing them no matter where they run. Over rock, through towns, across rivers, the group is always just behind them. When they finally escape through sheer luck, Butch has another idea, "Let's go to Bolivia." Based on the exploits of the historical characters.

The Cowboys—1972 (Stars: John Wayne, Roscoe Lee Browne, Bruce Dern, Colleen Dewhurst) Will Andersen finds himself with a heard of cattle with which he has to get to market before the winter sets in but has no men to help him...

Dances With Wolves—1990 (Stars: Kevin Costner, Mary McDonnell, Graham Greene); Lt. John Dunbar is dubbed a hero after he acci-



dentally leads Union troops to a victory during the Civil War. He requests a position on the Western Frontier, but finds it deserted. He soon finds out he is not alone, but meets a wolf he dubs "Two-socks" and a curious Indian tribe. Dunbar quickly makes friends with the tribe, and discovers a white woman who was raised by the Indians. He gradually earns the respect of these native people, and sheds his white-man's ways.

Defiance—2002 (Stars: Brandon Bollig, Walker Deibel, Jim Freivogel); After a man is brutally murdered by the town's most powerful citizen for failing to knuckle under, his son devotes his life to avenging his father's death. Years later, the son gets caught up in a cycle of revenge and must sacrifice everything to protect himself and his family.

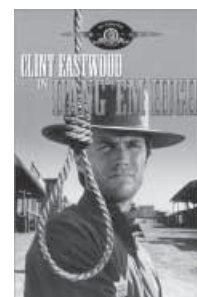
El Dorado—1967 (Stars: John Wayne, Ed Asner, Robert Mitchum, James Caan; Cole Thornton, a gunfighter for hire, joins forces with an old friend, sheriff J.P. Hara. Together with an old Indian fighter and a gambler, they help a rancher and his family fight a rival rancher that is trying to steal their water.

For a Few Dollars More—1965 (Stars: Clint Eastwood); Two bounty hunters are after the same man, Indio. At first, they go their own ways, but eventually get together to try and find him. But are they after him for the same reason?

The Good, The Bad, and The Ugly—1966 (Stars: Clint Eastwood); Two gunmen have formed a partnership. One is a wanted man (the Ugly) and his partner (the Good) will turn him in for the reward. When the hanging takes place, Good shoots the rope clean through and allows Ugly to escape. When they have a falling out, Good leaves Ugly in the desert. Ugly vows revenge and tracks Good down and returns the favor. Just before passing out, a dying man gives Good the secret to a hidden payroll. Both of them end up in a Union Prisoner of War camp run by a sadistic Union officer (The Bad) who discovers their secret and wants the treasure, taking them from the camp to find the cash.

Hang 'em High—1967 (Stars: Clint Eastwood, Dennis Hopper); A band of vigilantes catch Jed Cooper and, incorrectly believing him guilty of

cattle rustling and murder, hang him and leave him for dead. But he doesn't die. He returns to his former profession of lawman to hunt down his lynchers and brings them to justice.



High Noon—1952

(Stars: Gary Cooper, Lloyd Bridges, Grace Kelly, Harry Morgan); A retiring lawman about to leave town with his new bride seeks allies



among the fearful townspeople when an outlaw he put in prison returns with his gang to take revenge in this classic Western.

High Plains Drifter—1972 (Stars: Clint Eastwood); A stranger rides out of the hot desert into a small town in the Wild West. The townspeople are scared of him, and 3 gunmen try, unsuccessfully, to kill him. He takes a room and decides to stay. Meanwhile, a group of outlaws are about to return to the town and take their revenge—will the townsleaders convince the mysterious man to help?

How the West Was Won—1962 (Stars: Henry Fonda, John Wayne, Jimmy Stewart, Robert Preston, Gregory Peck, and Debbie Reynolds); The history of Western expansion in the United States as told by the story of one pioneer family's history. Zebulon Prescott takes his family from New York, heading West in the early 1800s. His children and grandchildren eventually reach the Western shore after years of hardship, war, and struggle.

Johnson County

War—2002

(Stars: Tom Berenger, Luke Perry, Adam Storke, Michelle Forbes, Burt Reynolds); «Three brothers against an army. Justice knows no boundaries.» Based



on real events that occurred in the

GUNSLINGERS

late 1800s, when a powerful land developer tried to run a man off his property, climaxing with a huge gunbattle in which the lone resister stands off a small army of hired gunman. Originally a TV mini-series, now available on video.

The Magnificent Seven—1960 (Stars: Yul Brynner, Steve McQueen, Charles Bronson); A bandit terrorizes a small Mexican farming village each year. Several of the village elders send three of the farmers into the United States to search for gunmen to defend them. They end up with 7, each of whom comes for a different reason. They must prepare the town to repulse an army of over 100 bandits who will arrive wanting food.

The Man from Snowy River—1982 (Stars: Tom Burlinson, Kirk Douglas); Jim Craig has lived his first 18 years in the mountains of Australia on his father's farm. The death of his father forces him to go to the low lands to earn enough money to get the farm back on its feet. Kirk Douglas plays two roles as twin brothers who haven't spoken for years, one of whom was Jim's father's best friend and the other of whom is the father of the girl he wants to marry. A 20-year-old feud re-erupts, catching Jim and Jessica in the middle of it as Jim is accused of letting a prize stallion loose. He rides off with the crack riders to bring it back, back into the mountains where he was raised. Jim goes out with them because of the regard in which his father was held, and comes back having earned his own respect.

The Man Who Shot Liberty Valance—1962 (Stars: John Wayne, Jimmy Stewart); Senator Ranse Stoddard returns to the city Shinbone in the Wild West to go to the funeral of his friend, Tom Doniphon. To a journalist, who's wondering what the senator is doing in Shinbone, he tells how his career started as "the man who shot Liberty Valance." As a lawyer he went to Shinbone, where he met his wife Hallie and Tom Doniphon. He taught the people there to read and write. Then he met the greatest bandit of the region, Liberty Valance...

Maverick—1994 (Stars: Mel Gibson, Jodie Foster, James Garner, Graham Greene, James Coburn); An updating of the classic Western TV series "Maverick," this comic oater finds

our fast-talking, hard-gambling hero surviving many adventures while trying to come up with enough money to play in a high-stakes poker game.

Open Range—2003 (Stars: Robert Duvall, Kevin Costner, Annette Bening); A former gunslinger is forced to take up arms again when he and his cattle crew are threatened by a corrupt lawman.

The Outlaw Josey Wales—1976 (Stars: Clint Eastwood, Sondra Locke); Josey Wales makes his way west after the Civil War, determined to live a useful and helpful life. He joins up with a group of settlers who need the protection that a man as tough and experienced as he is can provide. Unfortunately, the past has a way of catching up with you, and Josey is a wanted man.

The Outsider—2002 (Stars: Timothy Daly, Naomi Watts, Keith Carradine, David Carradine); A western love story revolving around the forbidden love between a young widow from a Quaker-like religious group and a cold-blooded gunslinger whom she takes into her home after he is wounded. When she falls in love with him, she is shunned by her community and must make a fateful choice...or the gunman will. An interesting look at a gunslinger character through the eyes of settlers, albeit a bit clichéd.

Pale Rider—1985 (Stars: Clint Eastwood, Chris Penn, Richard Kiel); A gold mining camp in the California foothills is besieged by a neighboring landowner intent on stealing their claims. A preacher rides into camp and uses all of his powers of persuasion to convince the



landowner to give up his attacks on the miners.

The Quick and the Dead—1995 (Stars: Gene Hackman, Sharon Stone, Russell Crowe); The blonde stranger riding into town isn't Clint, it's Stone. She's tough (can fist fight with the best of them), and an accurate and fast gun. There's a gunfighting competition in town. The quick and the brave sign up. The prize is a huge pot of money, but not everyone is in it for the riches, some seek revenge, others respect, but only one can win. Oh, did we mention the local bad guy who runs the town as well as the competition?

Quigley Down Under—1990 (Stars: Tom Selleck); Sharpshooter Matt Quigley (Selleck) is hired from America by an Australian rancher so he can shoot aborigines at a distance. Quigley takes exception to this and leaves. The rancher tries to kill him for refusing, and Quigley escapes into the brush with a woman he rescued from some of the rancher's men, and are helped by aborigines. Quigley returns the help, before going on to destroy all his enemies.

Return to Snowy River—1988 (Stars: Tom Burlinson, Brian Dennehy); Young Jim Craig returns to the Australian high country, after being away herding the horses he caught and sold, in order to provide a stake for his future. He finds things quite different than when he left: his girlfriend, Jessica Harrison, is being pursued by a rich suitor, Jessica's father wants him out of her life, and the residents of the high country are being driven out by the wealthier low country ranchers. Jim definitely has his work cut out for him.

Rio Bravo—1959 (Stars: John Wayne, Dean Martin, Ricky Nelson, Angie Dickinson); A small-town sheriff in the American West enlists the help of a cripple, a drunk, and a young gunfighter in his efforts to hold in jail the brother of the local bad guy.

Shane—1953 (Stars: Alan Ladd, Jack Palance); Shane rides into a conflict between cattleman Ryker and a bunch of settlers, like the Starretts, whose land Ryker wants. When Shane beats up Ryker's man Chris, Ryker tries to buy him. Then Shane and Joe take on the whole Ryker crew. Ryker sends to Cheyenne for truly evil gunslinger Wilson. We wonder about Shane's relation to



WILD WEST ACTION!

Joe's wife Marian. Shane must clear out all the guns from the valley before he can ride off with Joey hollering "Shane... Shane... Come Back!"

The Shootist—1976 (Stars: John Wayne, Lauren Bacall, Ron Howard, James Stewart, Richard Boone) "He's got to face a gunfight once more to live up to his legend once more. To win just one more time." A dying gunfighter spends his last days looking for a way to die with a minimum of pain and a maximum of dignity.

Silverado—1985 (Stars: Kevin Kline, Scott Glenn, Kevin Costner, Danny Glover, Brian Dennehy, Jeff Goldblum, John Cleese); In 1880, four men travel together to the city of Silverado. They come across many dangers before they finally engage the bad guys and bring peace and equality back to the city.



Sundown—2003 (Stars: Brian Rowe, Nathan Pearsey); Ready to ride west to escape his reputation, a gunfighter makes a fateful stop at a saloon. Meeting a young man who wants to follow in his footsteps, the gunfighter's choices are tested.

Texas Rangers—2002 (Stars: James Van Der Beek, Rachael Leigh Cook, Ashton Kutcher, Dylan McDermott, Tom Skerritt, Randy Travis); A ragtag group of youngsters band together after the Civil War to form the Texas Rangers.

Tombstone—1993 (Stars: Kurt Russell, Val Kilmer, Sam Elliott, Bill Paxton); After successfully cleaning up Dodge City, Wyatt Earp moves to Tombstone, Arizona, and wishes to get rich in obscurity. He meets his brothers there, as well as his old friend Doc Holliday. A band of outlaws that call themselves "The Cowboys" are causing problems in the region with various acts of random violence, and inevitably come into confrontation with Holliday and the



Earps, which leads to a shoot-out at the OK Corral.

Two Mules for Sister Sara—1969 (Stars: Clint Eastwood, Shirley MacLaine); Set in Mexico, a nun called Sara is rescued from three cowboys by Hogan, who is on his way to do some reconnaissance, for a future mission to capture a French fort. The French are chasing Sara, but not for the reasons she tells Hogan, so he decides to help her in return for information about the fort defenses. Inevitably the two become good friends, but Sara has a secret.

Unforgiven—1992 (Stars: Clint Eastwood, Gene Hackman, Morgan Freeman); William Munny—a notorious killer—has settled down on a farm with his two children. His animals are sick, and times are very hard. When he finds out there is 500 dollars to be made from killing two cowboys—who deserve it—he reluctantly takes it on. He calls on his old partner, Ned, who rides with him and "The Schofield Kid," the young boy who told Munny about the money. They enter the town, which is watched over by an evil sheriff—Little Bill. A gritty and realistic tale of how the West really was.



The Wild Bunch—1969 (Stars: William Holden, Ernest Borgnine); Outlaws on the Mexican-U.S. frontier face the march of progress, the Mexican army and a gang of bounty hunters led by a former member while they plan a robbery of a U.S. army train. No one is innocent in this gritty tale of desperation against changing times. Pump shotguns, machine guns and automobiles mix with horses and Winchesters in this ultra-violent Western.

Wyatt Earp—1994 (Stars: Kevin Costner, Dennis Quaid, Gene Hackman, Isabella Rossellini, Tom Sizemore, Mark Harmon, Mare Winningham); Wyatt Earp is a



movie about a man and his family. More of a documentary than Hollywood tinsel, this movie shows us the good times and the bad times of one of the West's greatest heroes.

Young Guns—1988 (Stars: Emilio Estevez, Kiefer Sutherland, Lou Diamond Phillips, Charlie Sheen, Jack Palance); 1878 in New Mexico: John Tunstall picks up young gun men from the road to have them work on his ranch, but also to teach them reading and to civilize them. However, he's a thorn in the side of the rich rancher Murphy, as he's a competitor in selling cattle. One day he's shot by Murphy's men. Judge Wilson can't do anything, since sheriff Brady is one of Murphy's men. But attorney Alex persuades him to constitute Tunstall's young friends to deputies and give them warrants of arrest for the murderers. Instead of arresting them, William Bonney just shoots them down. Soon the 5 guys become famous and William gets the name "Billie the Kid."

Young Guns II—1990 (Stars: Emilio Estevez, Kiefer Sutherland, Lou Diamond Phillips, Christian Slater, James Coburn); Billy "The Kid" and his gang are wanted by the law, and when "Doc" Scurlock and Chavez are captured, Billy has to save them. They escape and set south for Mexico. "Let's hire a thief to catch one," John S. Chisum said, so he paid Pat Barrett, one of Billy's former partners, \$1000 for the killing of William H. Bonney, aka Billy "The Kid."

GLOSSARY

A

a body: Person, man or woman.
a hog-killin' time: a real good time (e.g., "We went to the New Year's Eve dance and had us a hog-killin' time.")
a lick and a promise: to do haphazardly (e.g., "She just gave it a lick and a promise.")
accommodation: The first horse-pulled bus introduced in New York in 1829.
according to Hoyle: Correct, by the book.
Ace-high: first class, respected.
acknowledge the corn: To admit the truth; to confess; to acknowledge one's own obvious lie or shortcoming.
acrost: Across.
afeared: Afraid.
afore: Before.
agin: Against.
aim: Intend.
airline: The shortest and straightest line between two points.
algerine: Pirate.
all creation: All nature, all wrath; everything or everybody.
all down but nine: missed the point, not understood. (Reference to missing all nine pins at bowling.)
aparejo: A large, padded packsaddle designed to handle awkward, heavy loads.
appalos: An early camp food made by skewering alternate pieces of lean meat and fat on a sharpened stick and roasting over a low fire. When it was possible to get them, pieces of potato or vegetable were intermixed with the fat and the meat. This method of cooking was much used by many tribes of Indians, as well as the mountain men.
Arbuckle's: slang for coffee, taken from a popular brand of the time (e.g., "I need a cup of Arbuckle's.")
argie: Argue.
Arkansas toothpick: A large, pointed dagger used mostly by river men.
ask no odds: Ask no favor.
at sea: at a loss, not comprehending. "When it comes to understanding women, boys, I am at sea."
avant courier: A French word meaning "scout." Both voyageurs and mountain men use this word.

B

baccy: Tobacco.
back down: yield, retract.
backards: Backwards.
bad egg: A bad person.
balled up: confused.
bang-up: first rate. "They did a bang-up job."
barber: One whose business is to cut hair and to shave or trim beards. Some barbers were also quacks. (see quacks below)
barkin' at a knot: Doing something useless; wasting your time.
barouche: An open, fair-weather, four-wheeled vehicle having only a small folding hood to protect half of its four passengers in the event of rain.
bazoo: mouth (e.g., "Shut your big bazoo.")
bear sign: cowboy term for doughnuts. A cook who could and would make them was highly regarded.
beat the devil around the stump: to evade responsibility or a difficult task (e.g., "Quit beatin' the devil around the stump and ask that girl to marry you.")
beef: to kill (orig. From killing a cow to make beef to eat.) (e.g., "Curly Bill beefed two men in San Antonio.")
bend an elbow: have a drink (e.g., "He's been known to bend an elbow with the boys.")
bender: drunk (e.g., "He's off on another bender.")
best bib and tucker: your best clothes (e.g., "There's a dance Saturday, so put on your best bib and tucker.")
between hay and grass: 1. neither man nor boy; 2. half-grown.
big bug: important person, official, boss (e.g., "He's one of the railroad big bugs.")
big fifty: The .50 caliber Sharps rifle, used by the buffalo hunter.
biggest toad in the puddle: The most important person in a group.
bile: boil.
bilk: cheat.
bitch: A lamp made by filling a tin cup with bear or other animal fat, then inserting a twisted rag or piece of cotton rope to act as a wick.
blackleg: Term used from 1835-1870 for a gambler or a swindler.
blood money: Money paid to innkeepers for finding men to fill vacancies on a ship's crew.
blow: boast, brag (e.g., "Don't listen to him, that's just a lot of blow.")
blowhard: 1. (adj.) braggart. 2. (adj.) bully.
blow-up: fit of anger or loud argument (e.g., "He and the missus had a blow-up, but it's over, now.")
bois de vache: Buffalo chips used as fuel.
bone orchard: cemetery.
bone picker: A despised human scavenger who hunted for, and sold, the bones of dead animals, mostly buffalo.
bootjack: A forked device for holding a boot secure while the foot is being withdrawn.
bosh: nonsense.
boss: (adj.) the best, top (e.g., "The Alhambra Saloon sells the boss whiskey in town.")
bounty hunter: One who pursues a criminal or fugitive for whom a reward is offered.
brave: An Indian warrior.
brick in one's hat: To be drunk
bronco: A wild or semi wild horse or pony of western North America.
bronco bustin': Breaking a bronco to saddle.
brung: Brought.
bub and sis: Brother and sister, especially referring to children.
buckaroo: A cowboy from the desert country of Oregon, Nevada, California or Idaho. Derived from the Spanish "vaquero."
buckskin: A Virginian.
buffalo hunter: 1. (n.) The Plains Indians who had hunted buffalo, which numbered close to 60 million in the early 1800s, as a mainstay food for centuries before the white man that invaded the American Plains in the middle 1800s brought the buffalo herds near extinction in less than half a century's time. 2. (n.) non-Indian hunter who took up hunting buffalo when the price for the hides was very high. (Note: Many a famous Western personage once carried a .55 caliber Sharps rifle as buffalo hunter, such as Wyatt Earp, Pat Garrett, Wild Bill Hickok and William F. "Buffalo Bill" Cody.)
buffalo soldier: A member of one of the African-American regiments within the U.S. Army after the Civil War, serving primarily in the Indian wars of the late 1860s.
Bullwhacker: A person who drove supply wagons (orig. drivers had to be accurate with a bullwhip in order to drive the oxen pulling the wagon.)
bulldoze: to bully, threaten, coerce.
bully: Exceptionally good, outstanding (e.g., "Bully for you!")

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bunko artist: con man.

burg: town.

bushwhack: To attack suddenly from a place of concealment; ambush.

buzzard food: Deceased.

by hook or crook: to do any way possible.

C

cahoots: To go into partnership.

calaboose: A prison or jail.

Calamity Jane: A female who is present whenever disaster or trouble is about.

California widow: woman separated from her husband, but not divorced. (From when pioneer men went West, leaving their wives to follow later.)

call: Reason.

Cannary, Martha Jane: The birth name of Calamity Jane (b. May 1, 1852, d. August 1, 1903). Married Wild Bill Hickok.

carriage trade: The post-Civil War rich; upper class.

carryings-on: Frolicking, partying, etc.

cat house: A building where prostitutes are available. Also known as a brothel, bordello, bagnio, house of prostitution, house of ill repute, bawdyhouse, sporting house, & whorehouse.

cattle baron: A cattle rancher who owned a sizable amount of land and cattle. Cattle barons were often found in Texas, Arizona, and Oklahoma.

chaw: A chew, esp. of tobacco.

chirk: Cheerful (also means chirp or chirpy).

chisel: to cheat or swindle.

chiseler: a cheater.

chur: Chair.

clean his/your plow: to get or give a thorough whippin'.

codfish aristocracy: A contemptuous term for people who have made money in business.

coffee boiler: shirker, lazy person. (orig. From a person who would rather sit around the coffee pot than help.)

cold as a wagon tire: Deceased.

come a cropper: come to ruin, fail, or fall heavily (e.g., "He had big plans to get rich, but it all come a cropper, when the railroad didn't come through.")

consumption: Pulmonary tuberculosis.

Contagion: A contagious disease (esp. black diptheria, smallpox, or typhoid).

cooling yer heels: Staying for a while.

coot: An idiot; simpleton; a ninny.

copper a bet: Betting to loose, or being prepared against loss (e.g., "I'm just coppering my bets.")



corduroy road: An early primitive road comprised of logs and saplings laid side by side; a source of numerous leg injuries to horses.

cornpone: Cornbread. Also known as johnnycake, hoecake, batter bread, & Shawnee cake.

cotton to: To take a liking to.

cowboy: see Cowpoke.

cowpoke: A hired hand who tends cattle and performs other duties on horseback. Also known as cowboy, cowpuncher, cowman, cowhand, waddy (or waddie), cowherd, and in Spanish, vaquero; Terms for 'cowboy' vary with the region.

cow-puncher: Cowboy; see also Cowpoke.

cow town: A small town in a cattle-raising area.

crazy as a loon: Very crazy.

crib line: euphemism for the street in town where the least desirable prostitutes were found.

critter: A small wild animal.

croaker: pessimist, doomsayer (e.g.,

"Don't be such an old croaker.")

crowbait: derogatory term for a poor-quality horse.

curly wolf: real tough guy, dangerous man (e.g., "Ol' Bill is a regular curly wolf, especially when he's drinkin' whiskey.")

cut a swell: present a fine figure. "He sure is cutting a swell with the ladies."

D

dashboard: A board of leather screen located at the front of a carriage to prevent mud from splashing back from the horse's hooves onto the passengers.

deadbeat: bum, layabout, useless person.

deadhead: Slang for a non-paying customer.

Deadwood, South Dakota: A small mining town in the Black Hills. The adopted home of Calamity Jane and Wild Bill Hickok.

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desperado: A bold or desperate outlaw (esp. of the American frontier.).

dicker: barter, trade.

didje: Did you?

difficulty: euphemism for trouble, often the shootin' or otherwise violent kind. "He had to leave Texas on account of a difficulty with a gambler in San Antonio."

dilly: One that is remarkable or extraordinary, as in size or quality.

dinero: from the Spanish, a word for money.

directly: soon. "She'll be down, directly."

doctor's cutter: A sleigh with a large top to protect a doctor from the elements when making house calls in the winter.

don't get your dander up: Don't get anxious or excited.

don't care a continental: Don't give a damn.

down on: opposed to. "His wife is really down on drinking and cigars."

doxology works: a church.

dragged out: fatigued, worn out.

dram: A unit of apothecary weight equal

to an eighth of an ounce or to 60 grains.

dramshop: A shop or barroom where spirits are sold by the dram.

drank: Drink.

dreadful: very (e.g., "Oh, her dress is dreadfully pretty.")

druther: I'd rather.

dry gulch: to ambush (orig. Reference from abandoning a body where it fell.)

dude: 1. (n.) an Easterner. 2. (n.) anyone in up-scale town clothes, rather than plain range-riding or work clothes.

E

easy water: Calm, smooth water on a river or lake.

engagement: A 3-year agreement between a trapper and a fur company.

engages: Company trappers bound for 3 years to sell all they trap to only one company.

eucher: To out-smart someone.

euchered: To be outwitted or suckered into something.

express: Mail or mail delivery service by

stagecoach.

expressman: An express stage driver.

exter: Extra.

ezactly: Exactly.

F

fandango: A big party with lots of dancing and excitement (orig. From Spanish).

fanning: 1. (v.) The English coachman's euphemism for whipping the horses. 2. (v.) the act of striking the hammer of a pistol at a rapid speed to quickly empty the cylinder.

Father of All Waters: Mississippi River (orig. An Indian term).

fetch: bring, give (e.g., "Fetch me that hammer"; "He fetched him a punch in the nose.")

fight like Kilkenny cats: fight like hell.

filly: A young, female horse; just as likely to be applied to a young, shapely, good-looking woman.

fine as cream gravy: very good, top notch.

fire water: Whiskey (orig. From the Indian practice of throwing a cup of whiskey into a fire to see if it would burn. If it does not flame up, it is not accepted.)

fish: a cowboy's rain slicker (orig. from a rain gear manufacturer whose trademark was a fish logo) (e.g., "We told him it looked like rain, but left his fish in the wagon anyhow.")

fitten: Appropriate.

fixin': Intending.

fizz-pop: A very early soda pop made by mixing a little vinegar and a spoon of sugar in a glass of fresh water. Just before drinking, mix in about a quarter of a spoon of baking soda.

flannel mouth: an overly smooth or fancy talker, especially politicians or salesmen (e.g., "I swear that man is a flannel-mouthed liar.")

flush: prosperous, rich.

fork over: pay out.

four-flusher: a cheat, swindler, liar.

free trapper: A trapper who worked for himself, trapping and selling where he wanted and to whom he wanted. As free a man as the elements would allow.

full as a tick: very drunk.

full chisel: Doing something at full speed.

fuss: disturbance (e.g., "They had a little fuss at the saloon.")

WILD WEST ACTION!

G

G.T.T: Gone To Texas. A common expression in use following the Civil War. People would find the letters G.T.T. carved into their doors, left by kinfolk. Many outlaws went to Texas.

galena pills: Lead balls (i.e., bullets).

Galvanized Yankees: Former Confederate soldiers who served in the U.S. Army in the West following the Civil War, and during the Indian Wars.

game: to have courage, guts, gumption (e.g., "He's game as a banty rooster."; "That's a hard way to go, but he died game.")

gander: A look or glance.

George IV phaeton: An elegant, slipper-shaped carriage with folding hood, pulled by two horses.

get a wiggle on: hurry.

get it in the neck: get cheated, misled, bamboozled.

get one's back up: to get angry. "Don't get your back up, he was only joking."

get the mitten: to be rejected by a lover (e.g., "Looks like Blossom gave poor Buck the mitten.")

Gettin' outa Dodge: A euphemism for leaving a place in a hurry, usually associated with being in some kind of trouble.

give in: yield.

go through the mill: gain experience (often the hard way.)

gone up the flume: 1. Lost. 2. Deceased.

goner: 1. Lost. 2. Deceased.

good-fer-nothin': Someone who is no good, causes trouble.

gospel mill: a church.

gospel sharp: a preacher (orig. Apparent opposite of a card sharp)

got the bulge: have the advantage (e.g., "We'll get the bulge on him, and take his gun away.")

grand: excellent, beautiful (e.g., "Oh, the Christmas decorations look just grand!")

granger: a farmer.

grass widow: divorcee.

greenhorn: A newcomer, especially one who is unfamiliar with the ways of a place or group.

grub: Food.

gumption: Guts; spunk.

gunfighter: An expert in the art of a duel or battle with firearms.

gun hand: The preferred hand with which a person draws and/or shoots

their firearm.

gunslinger: One who is armed with a gun, especially an outlaw.

gut robber: The cook who rode along with the trail drive or the cook at the ranch-house. Also known as the dough-boxer, Sallie, greasy belly, bean-master, belly-cheater, & biscuit shooter.

guvment: Government.

H

hackney: A cab; a vehicle for hire.

half seas over: drunk.

hang around: loiter.

hang fire: delay.

hankerin': A strong desire for.

hard case: worthless person, bad man.

heap: a lot, many, a great deal (e.g., "He went through a heap of trouble to get her that piano.")

heeled: to be armed with a gun (e.g., "He wanted to fight me, but I told him I was not heeled.")

heerd: Heard.

Here's how!: a toast (e.g., "Here's to your health.")

hern: Hers.

hesh up: Hush up.

highfalutin': Pompous or pretentious.

hish: His.

hiverranno: An experienced mountain man. One who had lived many years in Indian country.

hobble your lip: shut up.

hogleg: A gunfighter's pistol.

hogshead: A large wooden barrel or cask capable of holding from 100 gallons up.

hold a candle to: measure up, compare to.

holler: To yell; shout.

hombre: 1. (n.) An informal term for a youth or man; "a nice guy." 2. (n.) Spanish word for 'man.'

hoosegow: A jail. Also known as pokey.

horse sense: Common sense.

hot as a whorehouse on nickel night: damned hot.

huffed, huffy: Angry; irritated; offended.

hum: Frequently used for home.

hurrah up: 1. (v.) Move quickly, fast. 2. (v.) To shoot up a town.

I

idee: Idea.

ideer: Idea.

in apple pie order: in top shape.

Indian goods: Trade goods. Often just trinkets of little value to the white man, but of great value to the Indian.

Indian hatchet: Tomahawk; war axe.

Indian scout: An Indian on scouting duty with the U.S. Army.

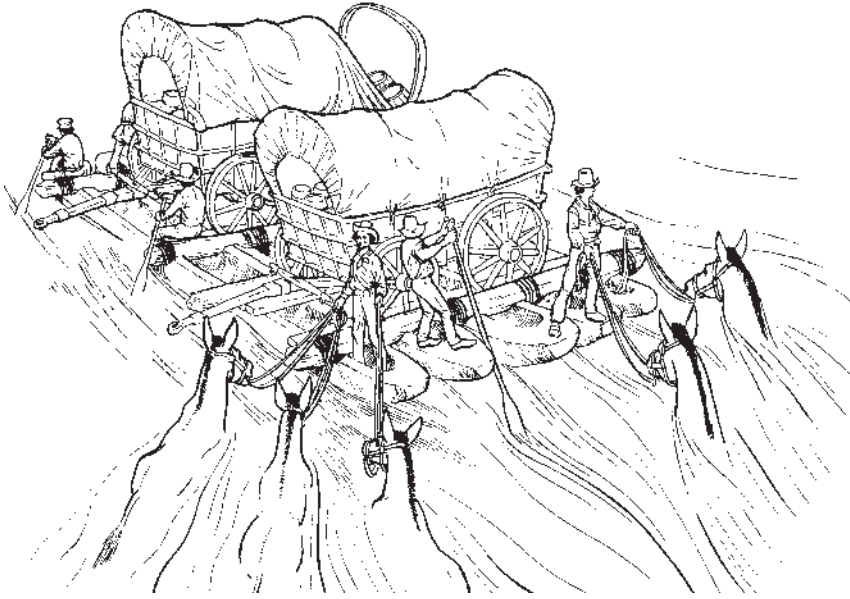
Indian sign: Evidence of Indians in the area.

Indian up: To sneak up on someone or something.

Is that a bluff, or do you mean it for real play?: Are you serious?



GUNSLINGERS



J

Jenny Lind: An early, four-wheeled buggy with a fixed roof and curtains for privacy, named after the famous singer.

jerky: Dried meat made by cutting it into strips about one inch wide, 1/4 inch thick, and as long as possible. This meat is then sun-dried on racks, often with a small hardwood fire underneath to smoke it and keep insects off it. In good, hot weather, the meat will be dry and ready to use in 3 to 4 days.

jig is up: scheme/game is over, exposed.

jist: Just.

Judge: A public official who hears and decides cases brought before a court of law.

K

keel boat: (n.) A 60- to 80-foot long flat-bottomed boat about 16 feet wide; widely in use before steamboats.

keener: (n.) A man who is an exceptional shot.

keep that dry: Keep it secret.

keer: Care.

kick up a row: create a disturbance.

kid: A child pickpocket.

kinnikinnick: A firm of smoking tobacco made from the leaves of the tobacco plant plus the leaves and bark of other plants, the actual formula depending on the tribe making it.

Knight of the Ribbons: Nickname for a stage driver.

knock galley west: beat senseless.

knocked into a cocked hat: fouled up, rendered useless.

knuck: A thief.

kyack: A rawhide box designed to be strapped to a pack saddle.

L

lamps: For night driving, a candle- or oil-burning set of lamps with reflectors.

land's sake!: Exclamation of disgust; acceptable alternative term to profanity.

lasses: Molasses.

Law: 1. (n.) Rules established to keep the peace and to set guidelines with which to live by; 2. (n.) euphemism for a law enforcement officer or the Lord (god).

lawman: A keeper of the peace sworn into office to uphold the local laws and protect the innocent.

let slide (...drive; ...fly): go ahead, let go (e.g., "If you think you want trouble, then let fly.")

light (or lighting) a shuck: to get the hell out of here in a hurry (e.g., "I'm lightin' a shuck for California.")

like a thoroughbred: like a gentleman.

like lickin' butter off a knife: Something that is easy; not difficult.

lily liver: A coward.

limb: A polite way to say "leg."

liniment: A medicinal fluid rubbed into the skin to soothe pain or relieve stiffness.

Loco: Crazy (orig. From Spanish).

lock, stock, and barrel: In total; the whole thing.

lunger: slang for someone with tuberculosis.

M

macadam: A gravel-paved road.

make a mash: make a hit, impress someone (usually a female). "Buck's tryin' to make a mash on that new girl."

man hunter: A person who conducts an organized, extensive search for a person, usually a fugitive criminal.

marshal: A law officer having duties similar to those of a sheriff in carrying out the judgments of a court of law and maintaining law and order of a U.S. District.

maverick: Someone who refuses to abide by the dictates of his group or social class. Derived from the name given to an unbranded calf or colt that has strayed from the herd, which in turn was named after Samuel A. Maverick (1803-1870), a Texas cattleman who did not brand his calves.

mountain man: Someone who lives on the frontier.

more scared than a chicken in the rain: Someone who is very scared.

mozo: A man who helps with a pack train or serves as a porter.

muddy end of the stick: Euphemism means to get a bad deal; put in a bad situation.

mudsill: low-life, thoroughly disreputable person.

mustang: A small, hardy wild horse of the North American plains, descended from Arabian horses brought to America by Spanish explorers.

N

nailed to the counter: proven a lie.

namby-pamby: sickly, sentimental, saccharin.

nary: Never.

near: Term used to designate the left side of a carriage.

N.G.: No good.

nigh: Near.

Noon it: To stop for the mid-day meal and rest.

no-see-um: Buffalo gnat.

Nosey Parker: Someone who is nosey.

not born in the woods to be scared by an owl: refers to one who is experienced and therefore unafraid.

not by a jugful: Not at all.

WILD WEST ACTION!

notion: 1. (n.) Idea. 2. (pl.) A wide range of miscellaneous articles for sale.

O

obliged: Thankful; indebted for a favor.

odd stick: Eccentric person (e.g., "Ol' Farmer Jones sure is an odd stick.")

of the first water: First class (e.g., "He's a gentleman of the first water.")

off: Term used to designate the right side of a carriage.

offish: distant, reserved, aloof.

oh-be-joyful: Liquor, beer, intoxicating spirits. "Give me another snort of that oh-be-joyful."

on the dodge: Hiding out somewhere; laying low for a while.

on the shoot: looking for trouble (e.g., "Looks like he's on the shoot, to-night.")

ornery: Mean-spirited, disagreeable, and contrary in disposition; cantankerous.

ourn: Ours.

outhouse: A small, enclosed structure having one or two holes in a seat built over a pit and serving as an outdoor toilet. Also known as an earth-closet, privy, or jakes.

outriders: Escorts or guards who sometimes rode alongside a stage, especially in Indian territory.

Overland Trail - One of the popular routes taken by pioneers of the 1800s traveling from the eastern United States to the West.

P

packin': Carry a weapon.

pard: Friendly version of partner or "pardner."

pass the buck: evade responsibility.

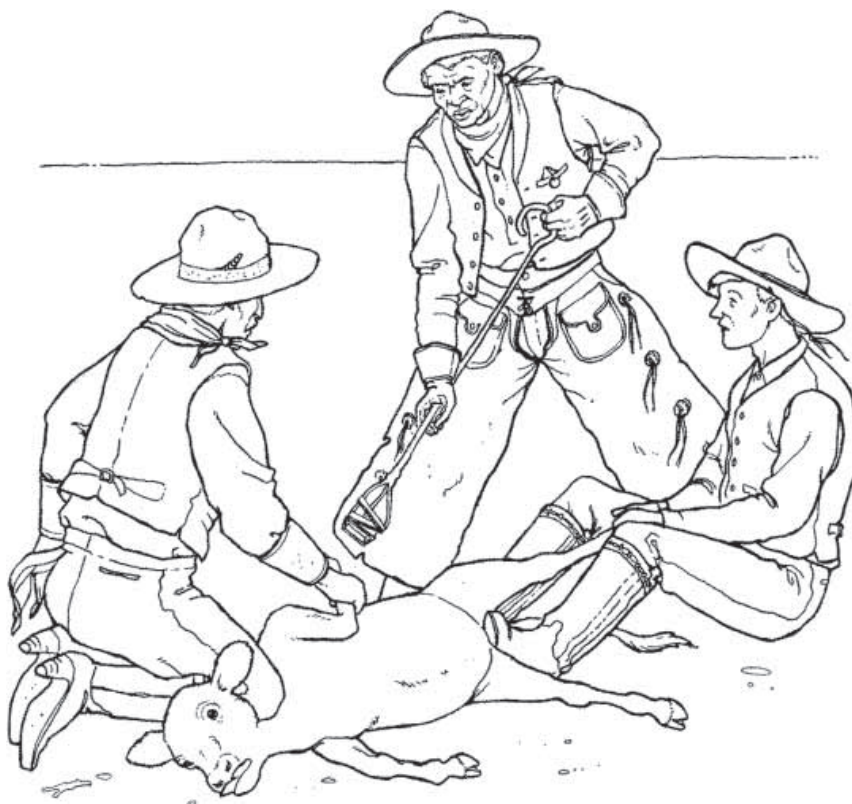
pay through the nose: to over-pay, or pay consequences.

peter out: dwindle away.

phaeton: Name denoting a wide variety of four-wheeled carriages with folding tops.

pinning away for: Longing for.

Pinkerton Detective Agency: Formed in 1852, the Pinkerton Detective Agency was the first detective agency in the United States. The Pinkertons are probably best known for relentlessly pursuing gangs of 'hold-up' men in the Wild West. In 1861 the agency was given the task of guarding Abraham Lincoln. While in Baltimore, on the way to



the inauguration, Pinkerton foiled a plot to assassinate the President.

pizen: Poison.

play to the gallery: to show off (e.g., "That's just how he is, always has to play to the gallery.")

played out: exhausted.

plug-ugly: A Baltimore rowdy; any rowdy or ruffian.

plumb: Entirely; completely.

plunder: 1. (n.) personal belongings (e.g., "Pack your plunder, Joe, we're headin' for San Francisco."). 2. (n.) baggage.

poke: Bag.

pony up: 1. (v.) hurry up. 2. (v.) Pay the money (e.g., for a bill or bet).

powerful: very. "He's a powerful rich man."

pray tell: (I hope you) tell me.

preacher: One who preaches (esp. one who publicly proclaims the gospel for an occupation).

promiscuous: reckless, careless (e.g., "He was arrested for a promiscuous display of fire arms.")

proud: glad (e.g., "I'm proud to know you.")

pull foot: To turn tail and run.

pull in your horns: back off, quit looking for trouble.

puny feelin': Sick

purty: Pretty.

put a spoke in the wheel: to foul up or sabotage something.

Q

quakin' in your (their) boots: Someone who is scared.

quack: An untrained person who pretends to be a physician and dispenses medical advice and treatment.

quicksilver: Another name for the element mercury which was mined in New Mexico and Colorado.

quirley: roll-your-own cigarette.

quirt: A riding crop.

R

raise hair: To scalp an enemy.

ranch: An extensive farm (esp. in the western United States, on which large herds of cattle, sheep, or horses are raised.)

reckon: 1. To guess or think (documented as far back as 1819). 2. To believe.

reinsman: Title given to a master coachman.

rich: amusing, funny, improbable. "Oh, that's rich!"

richeer: Right here.

ride out on a rail: To be forced to leave town.

GUNSLINGERS

ride shank's mare: to walk or be set afoot.
right as a trivet: right as rain, sound as a nut, stable.
right as rain: Fine or well.
rip: (n.) reprobate. "He's a mean ol' rip."
road agent: A criminal, a robber.
rodeo: A public competition or exhibition in which skills such as riding broncos or roping calves are displayed.
roostered: drunk (e.g., "Looks like those cowboys are in there gettin' all roostered up.")
rotgut: Any alcoholic beverage of inferior quality.
rustler: Someone who steals livestock.
rustling: To steal livestock, especially cattle.

S

saloon: A room where alcoholic drinks are served over a counter. Typically the local social gathering place. Often contained a piano (usually the only one in a town) and a "back room" for Poker and rooms for rent.
salt: 1. Euphemism for what a man is made of. 2. tough.
Sam Hill: Euphemism for the devil (1839: "What is Sam Hill...?").
sand: Guts; courage; toughness.
sawbones: A physician, especially a surgeon.
scallywag: A white Southerner working for or supporting the federal government during Reconstruction.
scoop in: trick, entice, inveigle (e.g., "He got scooped into a poker game and lost his shirt.")
scoot: To go suddenly and speedily; hurry.
scout: 1. (v.) To spy on or explore carefully in order to obtain information; reconnoiter. 2. (n.) someone who scouts.
scuttlebutt: rumors.
see the elephant: originally meant to see combat for the first time, later came to mean going to town, where all the action was.
Seegar: Cigarette or cigar.
sharpshooter: Farmer who used his team of horses to drive freight in the off-season or when hauling rates were high.
shave tail: a green, inexperienced person.
sheriff: The principal law-enforcement officer in a county.
shin out: run away.
shindy: uproar, confusion.

shoddy: poor quality.
shoot one's mouth off: talk nonsense, untruth (e.g., "He was shootin' his mouth off and Bill gave him a black eye.")
Shoot, Luke, or give up the gun: poop or get off the pot, do it or quit talking about it.
shootin' iron: A firearm, especially a handgun.
shortsweetin': Sugar.
shotgun rider: One who sat next to the stage driver and carried a shotgun to protect passengers and freight.
shove the queer: to pass counterfeit money.
sich: Such.
sidewinder: 1. (n.) A small rattlesnake (*Crotalus cerastes*) of the southwest United States and Mexico that moves by a distinctive lateral looping motion of its body and has two horn-like, scaly projections above its eyes; 2. (n.) A powerful swinging punch delivered from the side.
Sign Talk: A form of sign language used by Indians, settlers, and soldiers as a common form of communication.
simon pure: the real thing, a genuine fact (e.g., "This is the Simon pure.")
six-shooter: A six-chambered revolver; a six-gun.
skedaddle: run like hell.
skinner: One who made a living skinning buffalo. Also meant a mule-driver.
smarts: Intellect; expertise.
smile: A drink; to take a drink.
smokewagon: Nickname for a fast drawn firearm, usually a pistol.
snake-oil salesman: A charlatan; a mountebank.
soaked: drunk.
soaplock: A rowdy. Named after a hairstyle worn by a rowdy: cut short behind and long in front, and parted to fall below the ears on the side.
sockdologer: A powerful punch or blow.
soft soldier: flattery. "All that soft soldier won't get you anywhere."
someone to ride the river with: a person to be counted on; reliable; got it where it counts.
sound on the goose: true, staunch, reliable.
sour on: To get sick of someone or something; to give up something out of disgust.
spell: For a time.
spirits: Alcohol.
sprig: A young, immature person.

stage driver: The operator of a stage-coach.
stage: The section of road between relays of animals, usually from ten to twelve miles apart.
stampede: A sudden frenzied rush of panic-stricken animals.
stand the gaff: take punishment in good spirit (e.g., "He can really stand the gaff.")
star route: A mail route contracted to an individual or firm by the government.
station: Home of a station master, stage driver or other employee.
stew in one's own juice: To suffer from one's own action.
stop: stay (e.g., "We stopped at the hotel last night.")
string: A mount.
strong enough to float a colt: Very strong coffee.
study on it: Think about it.
stump liquor: Corn liquor.
stumped: confused.
superintend: oversee, supervise (e.g., "He just likes to superintend everything.")
swing station: Home of a stock trader, where fresh horses were provided.

T

take French leave: to desert, sneak off without permission.
take on: grieve ("Don't take on so.")
take the rag off: surpass, beat all (e.g., "Well, if that don't take the rag off the bush.")
tarnal: A Yankee swear word used from the 1700s.
tarnation: Euphemism meaning damnation, widely used throughout the 19th century.
tenderfoot: A newcomer not yet hardened to rough outdoor life; a greenhorn.
Texas Ranger: On August 10, 1823, since Texas was then a part of Mexico, Stephen F. Austin sought and obtained additional permission from the Mexican government to employ ten men, from a group of volunteers, to protect the new Texas frontier. Thus, the history of the Texas Rangers began with duties to "range" over wide areas so as to scout the movements of the renegade Indians. From these ranging activities, the Texas Rangers derived their name.
thataway: That way.
The Old States: back East; East Coast

WILD WEST ACTION!

states.

the whole kit and caboodle: the entire thing.

three ways from Sunday: Moving quickly; high-tailing it out of there.

throw up the sponge: quit, give up, surrender.

tie to: rely on (e.g., "He's a man you can tie to.")

tin star: Nickname for the badge of office that lawmen wore in the West.

tinhorn: A petty braggart who pretends to be rich and important.

to beat the Dutch: to beat the band ("It was rainin' to beat the Dutch.")

to the manner born: a natural ("He's a horseman to the manner born.")

tolable: Tolerable/mediocre.

tonic: An agent, such as a medication, that restores or increases body tone.

tother: The other.

trailblazer: One that blazes a trail.

Transcontinental Railroad: The railroad that spanned North America (completed in 1869).

twig: understand.

U

up the spout: gone to waste/ruin.

uppity: Snobbish.

upholstery: Leather, corduroy, broadcloth, satin and Morocco (a fine goat leather) were popular choices.

V

vamoose: To leave a scene fast, run scared.

vaquero: (Spanish) A cowboy, especially in the western United States and Texas. See also cowpoke.

varmint: One that is considered undesirable, obnoxious, or troublesome.

Virginia fence: A staggering drunk was said to make this zig-zagging motion when he walked. Also meant anyone or anything that meanders.

vis-à-vis: Any four-wheeled vehicle having face-to-face seats.

vittles: Food.

voyageur: A trapper for one of the very early fur companies. Most voyageurs were French-Canadian.

W

waddy: Cowboy; see also cowpoke.

wagonette: Introduced by Prince Albert in the mid-1840s, a four-wheeled vehicle seating six people



on two facing seats along the sides.

wagon train: A line or train of wagons traveling cross-country.

wagon: A four-wheeled, usually horse-drawn vehicle with a large rectangular body, used for transporting loads.

waistband of death: Comprised of a belt, holster, and a firearm, usually a pistol.

wake snakes: To raise a ruckus; make a lot of noise.

wake up (woke up) the wrong passenger: to trouble or anger the wrong person.

want to know: A New England expression equivalent to today's "Really? What else happened?"

war-bag: A sack used by cowboys for carrying their belongings such as a deck of cards, cigarette makings, ammunition, etc. Used in the 1880s.

Wells-Fargo & Co.: The largest express and express banking company in the West from 1852.

wheel team: In two, four, or six-horse teams, the pair of horses closest to the coach or wheel.

whip: Stage driver's whip, often a five-foot hickory stick with a twelve-foot buckskin lash.

whip one's weight in wild cats: To defeat a powerful opponent.

whitewash: To gloss over or hide one's faults or shortcomings.

who-hit-John: Liquor, beer, intoxicating spirits (e.g., "He had a little too much who-hit-John.")

whup: To whip.

widder: Widow.

wind up: settle (e.g., "Let's wind up this business and go home.")

windbag: Someone who is talking nonsense.

wipe your chin: Be quiet.

wrangler: A cowboy or cowgirl, especially one who tends saddle horses.

wrathy: Angry.

XYZ

yaller: Yellow.

yammerin': Talking.

Yankee notions: Things made in New England, made widely known by traveling Yankee peddlers.

yellow belly: A coward.

yonder: In or at that indicated place; over there.

yourn: Yours.

NAMES IN THE OLD WEST

MALE NAMES

Aaron
Abraham (Abe)
Alan, Allen
Albert
Alexander
Alonzo
Ambrose
Amon
Amos
Andrew (Drew, Andy)
Aquila
Archibald (Archie)
Arnold
Asa
August, Augustus
Barnabas (Barney)
Bartholomew (Bart)
Benjamin
Bennet
Benedict
Bernard
Bertram (Bert)
Buford
Byron
Calvin
Charles
Charley (Charlie)
Christopher
Clarence
Clement (Clem)
Clinton (Clint)
Cole
Columbus (Lom, Lum)
Commodore Perry
Daniel (Dan)
David
Dick (see Richard)
Edmund
Edward
Edwin
Eldon
Eli
Elijah
Elisha
Emmett
Enoch
Ezekiel (Zeke)
Ezra
Francis
Frank (for Francis)
Franklin
Frederick (Fred)
Gabriel (Gabe)
Garrett
George
George Washington
Gideon
Gilbert (Gil)
Granville

Gus (see August)
Hank (for Henry)
Harland
Harrison
Harold (Harry)
Harvey
Henry (Hank)
Hiram
Horace
Horatio
Hugh
Isaiah
Israel
Isaac (also Ike)
Isaac Newton
Jacob (Jake)
James (Jim)
Jasper
Jack (for John)
Jefferson (Jeff)
Jedediah (Jed)
Jeptha
Jesse
Joel
John (see Jack)
John Paul
John Wesley
Jonathan
Joseph
Josephus (Cephas)
Josiah
Joshua
Julian
Julius
Lafayette (Lafe)
Lawrence (Larry)
Leander
Lester, Leslie (Les)
Lewis (Lew)
Levi
Lucas (Luke)
Lucian
Lucius
Luke
Luther
Louis (Lou)
Levi
Lucas
Lucian
Lucius
Luke
Luther
Matthew
Marcellus
Mark
Martin
Martin Luther
Masheck
Maurice
Maxwell
Merrill

Meriwether
Meriwether Lewis
Michael (Mike)
Micajah (Cage)
Mordecai
Morgan
Morris
Nathaniel (Nathan,
Nate, Nat)
Ned (for Edward)
Newton (Newt)
Nicholas (Nick)
Nimrod
Ninian
Obediah
Octavius
Ora, Oral
Orville
Oscar
Owen
Paul
Patrick (Pat)
Patrick Henry
Paul
Perry
Peter
Pleasant
Ralph
Raymond
Reuben
Robert (Bob)
Robert Lee
Richard (Rich, Dick)
Roderick
Rudolph
Rufus
Samuel
Sam Houston
Seth
Silas
Simon
Simeon
Stanley (Stan)
Stephen
Thaddeus
Thomas (Tom)
Thomas Jefferson
Theodore (Ted)
Timothy (Tim)
Ulysses
Uriah
Victor
Walter
Warren
Washington
Wilfred
William (Will, Bill,
Billy)
Willie
Zachariah (Zach)
Zebulon
Zedock

FEMALE NAMES

Abigale (Abby)
Ada
Adella
Agnes
Allie
Almira, Almyra
Alva
America
Amelia
Ann (for Nancy)
Annie
Arrah
Beatrice
Becky (see Rebecca)
Bernice
Bess, Bessie, Beth,
Betsy (for Elizabeth)
Charity
Charlotte
Chastity
Claire
Constance
Cynthia
Dorothy (also Dot)
Edith
Edna
Edwina
Ella
Eleanor
Ellie
Elizabeth (Eliza, Liza,
Lizzy; see also Bess)
Elvira
Emma
Esther
Ethel
Ettie (see Henrietta)
Eudora
Eva
Fidelia
Frances
Fanny (for Frances)
Flora
Florence
Geneve
Genevieve
Georgia
Gertrude (Gertie)
Gladys
Grace
Hannah
Hattie
Helen
Helene
Henrietta (Hettie, Ettie)
Hester
Hope
Hortence
Isabell, Isabella
Jane
Jennie
Jessamine
Josephine
Judith
Julia

Juliet
Katherine (Kate)
Laura
Leah
Lenora
Letitia
Lila
Lilly
Lorena
Lorraine
Lottie
Louise, Louisa
Lucy
Lulu
Lydia
Mahulda
Margaret (see Peggy)
Mary
Mary Elizabeth
Mary Frances
Martha
Matilda (Mattie)
Maude
Maxine (Maxie)
Mercy
Mildred
Minerva
Missouri
Molly (for Mary)
Myrtle
Nancy (see Ann)
Natalie
Nellie, Nelly (Nel)
Nettie
Nora
Orpha
Patsy
Parthena
Peggy (for Margaret)
Permelia
Phoebe
Philomena
Polly (for Mary)
Preshea
Rachel
Rebecca (see Becky)
Rhoda, Rhody
Rowena
Rufina
Ruth
Samantha
Sally
Sarah
Sarah Ann
Sarah Elizabeth
Savannah
Selina
Sophronia
Stella
Theodosia
Vertiline (Verd)
Victoria
Virginia (Ginny)
Vivian
Winnifred (Winnie)
Zona
Zylphia

PORTS OF THE WEST



ARIZONA

Fort Apache: (1870-1924)
 Fort Bowie: (Unk)
 Fort Defiance: (1852-1861)
 Fort Grant: (1872-1898)
 Fort Huachuca: (1877-Present)
 Hubbell Trading Post: (18??-)
 Fort Lowell: (Unk)
 Fort Verde: (1865-)
 Fort Whipple: (1864-)

CALIFORNIA

Alcatraz Island (ca. 1852-1930)
 El Presidio De Santa Barbara (1782-)
 Camp Reynolds (Angel Island) (1863-)
 Camp Yerba Buena Island (1868-19??)
 Drum Barracks: (1862-1873)
 Fort Humboldt (1853-1867)
 Fort Mason (1863-19??)
 Fort Ross (Unk)
 Fort Point (1853-)
 Fort Rosecrans (1898-Present)
 Fort Stockton: (1846-)
 Fort Tejon: (1854-1861)
 Fort Yuma: (1848-1883)
 Presidio of Monterey (Unk)
 Presidio of San Francisco (Unk)
 Presidio of Sonoma (1852-1858)
 Sutter's Fort (1839-1860)
 Presidio of San Diego (1846-)

COLORADO

Bent's Old Fort (Unk)
 Fort Collins (1863-1867)
 Fort Garland (1858-1883)
 Fort Logan (1887-19??)
 Fort Morgan (Unk)
 Fort Lyon (1867-)
 Fort Vasquez (1837-18??)

IDAHO

Fort Henry (1810-?)
 Fort Lemhi (1858-1858)
 Fort Lapwai (1835-1886)
 Fort Hall (1834-1883)
 Boise Barracks (1863-?)
 Fort Sherman (18??-)

KANSAS

Fort Dodge (1865-1885)
 Fort Harker (1864-)
 Fort Hays (1865-1889)
 Fort Larned (1859-)
 Fort Leavenworth (1827-Present)
 Fort Riley (1853-)
 Fort Scott (1842-)

MONTANA

Fort Benton (1846-)
 Fort Logan (1870-1880)
 Fort Shaw (1867-1890)

NEBRASKA

Fort Hartsuff: (1874-1881)
 Fort Kearny: (1846-1871)
 Fort Omaha: (1868-Present)
 Fort Robinson: (1874-1947)

NEVADA

Fort Genoa (1849-)

NEW MEXICO

Cantonment Burgwin (1852-)
 Fort Marcy/Post Santa Fe (1846-)
 Fort Seldon (1865-)
 Fort Stanton (1862-1896)
 Fort Sumner (1862-18??)
 Fort Union (1851-1889)
 Fort Wingate (1860-)

NORTH DAKOTA

Fort Abercrombie (1857-)
 Fort Abraham Lincoln (1872-1891)
 Fort Buford (1866-)
 Fort Totten (1867-1890)
 Fort Union (1828-189?)

OREGON

Fort Clatsop (1805-)
 Fort Dalles (1847-)
 Fort Stevens (1863-19??)
 Fort Yamhill (18??-1866)

SOUTH DAKOTA

Fort Meade (1878-1944)
 Fort Sisseton (1864-1888)

UTAH

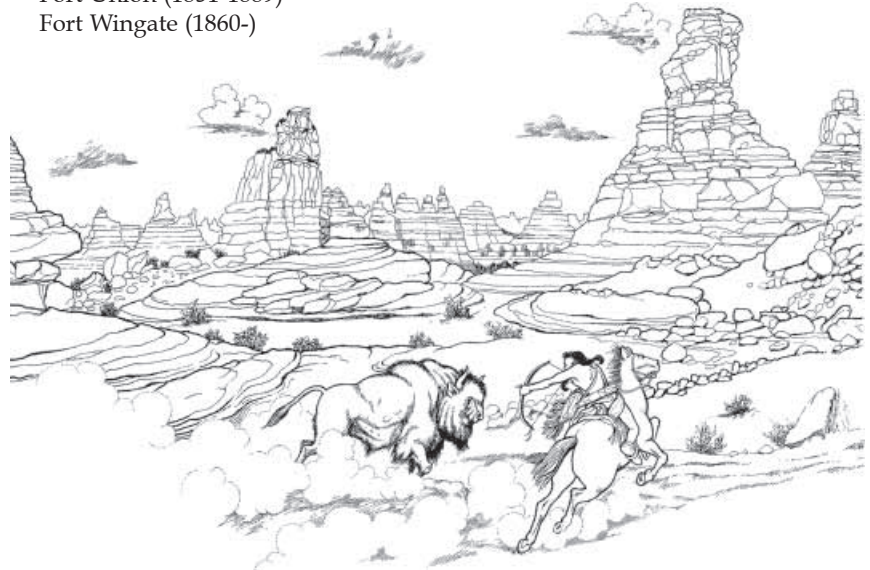
Camp Floyd (1858-1861)
 Fort Douglas (1862-)
 Fort Duschesne (Unk)

WASHINGTON

English Camp (1859-)
 Fort Bellingham (1856-)
 Fort Borst (1855-)
 Fort Nisqually (1833-)
 Fort Simcoe: (Unk)
 Fort Spokane: (1880-1899)
 Fort Vancouver: (1824-Present)
 Fort Walla Walla: (1856-1910)

WYOMING

Fort Bridger (1858-1890)
 Fort D.A. Russell (1867-)
 Fort Laramie (1834-1890)
 Fort McKinney (1876-)



GUNSLINGERS

ONLINE RESOURCES

ONLINE GAMING SITES

Bloodshed.org: Web site for a Wild West themed MUSH set in fictional Fort Bloodshed, WY, in 1866. Per the site, the MUSH is "a re-enactment of the Wild West as portrayed in classic Western movies and popular fiction." The Gazette and Lago Tattler pages are great sources for adventure seeds and inspiration for any Wild West game! www.bloodshed.org

Maddock: Another online roleplaying MUSH web site. <http://maddock.onlineroles.com>

RESEARCH & REFERENCE

Jim Janke's Old West: A collection of useful links covering various topics relating to the Old West, presented in organized categories.

<http://homepages.dsu.edu/jankej/oldwest/oldwest.htm>

TreasureNet Historical Image Collection: The name says it all. Tons of images from the Civil War and the Old West. www.treasurenet.com/images/

Kansas Gunfighters: A great site with lots of information about famous Kansas gunfights and gunfighters. www.ukans.edu/heritage/owk/128/guns.html

Official Clanton Gang Web Site: www.clantongang.com/index.html

The Santa Fe Trail: Brief Summary of the Santa Fe Trail through Kansas, reprinted from the Eighteenth Biennial Report of the Kansas State Historical Society. www.kancoll.org/books/sftrail/sfmain.html

Adventures of Wells Fargo: Stories from the Old West related to coach services. www.wellsfargo.com/about/stories/stories_overview.jhtml

Today in Old West History: home.hiwaay.net/~dbennett/tiowh.html

The Gentleman's Page: A Practical Guide for the 19th Century American Man. A great web site covering customs, mannerisms, dress and manners of a gentleman of the era. www.lahacal.org/gentleman/index.html

How To Be A Pistolero: Step by step reenactor's guide for being a pistolero. www.sptddog.com/sotp/persona1a.html

1860s Foods: A web page with a number of common foods of the 1860s along with their recipes. Pretty neat stuff. www.buffnet.net/~macdowel/cross/recipes.htm

Eyewitness to the Old West: Recollections of events written or told by eye witnesses. www.ibiscom.com/owfrm.htm

PLACES AND TOWNS

Dead Wood Underground: Web site with history and references to Deadwood in the 1800s. www.deadwoodunderground.com/oldwest.html

Dodge City History: Official web site of the Ford County Historical Society. www.ku.edu/kansas/ford/dodgecity.html

Old West Gravesites: A great web

site listing gravesites of Old West personalities, with photos and biographical notes. www.fpcc.net/~sgrimm/oldwest.htm

MAPS & IMAGES

Civil War Maps: <http://lcweb2.loc.gov/ammem/gmdhtml/cwmhtml/cwmhome.html>

Old West Photos: www.1wayinfo.com/OldWestPhotos/

PERIOD PUBLICATIONS

Chronicles of the Old West: A monthly, 20-page, Old West newspaper that contains articles written as if the event has just happened. There are also articles that are reprints from 1800s newspapers and other publications. www.chronicleoftheoldwest.com/

MUSIC

Cowboy Songs and Western Songbook Online: A collection of American songs associated with the wild west, pioneers and cowboy cultures. A great listing of songs with links to lyrics and sheet music, and downloadable Midi files! www.traditionalmusic.co.uk/cowboy-songs/idxv8as.htm

Native Ground Music: Founded in 1973, is the comprehensive resource for authentic southern Appalachian music and traditional music of rural America, the Civil War, and the Old West. www.nativeground.com/

WILD WEST ACTION!

TIMELINE

1821

William Becknell leads caravan from Missouri to Santa Fe and back.

1825

Santa Fe Trail surveyed by US Government.

1834

First refrigerator is built.

1845

The independent Republic of Texas (1836-1845) is annexed to the United States. The territory is extended north to 42°N (into modern Wyoming) due to a secret treaty between Mexico and Texas.

1846

Oregon Territory is ceded to the U.S. from Britain following an 1818 joint claim on the territory (which resulted in the phrase "Fifty-Four Forty or Fight!").

1848

The Treaty of Guadalupe Hidalgo results in the purchase of Arizona, California, Nevada, New Mexico, Texas, Utah, and western Colorado.

1849

California Gold Rush begins.

1853

The Gadsden Purchase of 1853 completes the area of today's 48 contiguous states. Southern Arizona and southern New Mexico purchased for \$10 million.

1860

April 3: The Pony Express begins operations. Crittenden Compromise (a joint resolution proposing certain amendments to the US Constitution), fails.

Etienne Lenoir invents an internal-combustion engine powered by coal gas.

September 7: A collision of the steamship *Lady Elgin* with the schooner *Augusta* on Lake Michigan kills nearly 400 people.

November 6: Abraham Lincoln is elected President of the United States.

December 20: South Carolina secedes from the Union.

The U.S. Census Bureau first counts American Indians as a distinct group.

1861

(1861-1865) Volunteer forces conquer the Navajos of the Southwest and fight with the Great Plains tribes.

March 4: Lincoln inaugurated as president.

March 11: Confederacy formed; McClellan organizes Union army.

April 12: American Civil War begins when Fort Sumter is fired upon. First Battle of Bull Run. (January) Five Southern states secede from the Union. Kansas admitted to the Union. Oliver Wendell Holmes invents stethoscope.

1862

Feb. 22: Jefferson Davis inaugurated president of Confederate States of America.

July 1: Congress establishes Bureau of Internal Revenue to help pay for the Civil War.

December 26: 38 Eastern Sioux (Dakota people) men executed. Union League of America is founded in Pekin, Illinois, for the promotion of patriotism and Union loyalty.

Homestead Act passed.

Paper money first printed in U.S.

Pasteur's experiments lead to germ theory.

Port Royal Experiment of returning land to freed black slaves begins.

The Minnesota Sioux Outbreak kills about 800 settlers

1863

January 1: Emancipation Proclamation signed by president Lincoln.

July 1: Confederate General Robert E. Lee leads his troops on an invasion of the North. Union General George Meade defeats the Southern forces at the Battle of Gettysburg.

Free home delivery of mail in large US cities.

New York City draft riots.

October 16: General Ulysses S. Grant takes command of western Union armies.

November 19: President Lincoln speaks at Gettysburg National Cemetery dedication.

1864

Alexander Graham Bell with brother Melville build speaking automaton.

March 10: General Grant takes command of all Union troops.

November 4: Abraham Lincoln re-elected president of the United States.

Postal money orders sold in U.S. (\$1.3 million in 6 months).

Thomas Edison invents Quadruplex Telegraph.

The railroad train hooks on a mail car.

1865

Lee surrenders the Army of Northern Virginia to Ulysses S. Grant, general-in-chief of all US forces, at Appomattox Court House, hastening the conclusion of the Civil War.

April 9: Civil War ends.

April 14: Abraham Lincoln shot at 10 p.m. in Ford's Theatre in Washington, DC, by John Wilkes Booth; Lincoln is buried in Springfield, IL.

July 8: C.E. Barnes of Lowell, Massachusetts, patents the machine gun.

August 12: Joseph Lister becomes the first doctor to use disinfectant during surgery (for whom *Listerine* mouthwash gets its name).

Chicago Union Stock Yards opens (by 1900 it employs more than one-third of the packing industry laborers in the nation).

December 18: General Assembly repeals three measures against black settlement ("Black Laws")

Illinois is the first state legislature to ratify the 13th Amendment abolishing slavery.

Ku Klux Klan forms in Tennessee.

1866

Reconstruction Era begins in the South.

August 20: National Labor Union advocates an eight-hour workday (industry, however, doesn't heed the request; workers commonly work 10- or 12-hour days or more).

Cyrus Field lays first successful transatlantic cable.

The Siemens brothers improve steelmaking by developing the open hearth furnace.

1867

Alfred Nobel invents dynamite.

Canada gains independence.

March 2: First Reconstruction Act passed by Congress.

General William Tecumseh Sherman promotes the establishment of Fort Dodge, eight miles east of the future site of Dodge City.

Alaska is purchased from Russia for \$7.2 million in gold.

George M. Pullman (1831-1897) founds the Pullman Palace Car Company in Chicago, manufacturing railroad sleeping cars.

Henry Sorby discovers (and names) carotene, the chemical that gives all plants and animals their red and yellow coloring.

Karl Marx writes *Das Kapital*.

October 11: Court martial at Fort Leavenworth found Brevet Major General George Armstrong Custer, Lieutenant Colonel, 7th U.S. Cavalry guilty and sentenced him to suspension from rank and command and forfeiture of pay for one year.

Sholes builds a functional typewriter.

The Office of Attorney General is established, and Robert G. Ingersoll (later a renowned orator) is appointed to the position.

Treaty of Medicine Lodge signed (between the U.S. government and the tribes of the Apache, Arapaho, Cheyenne, Comanche, and Kiowa).

1868

Marshall Field & Co., department store opens in downtown Chicago.

World Almanac is published.

February 24: Andrew Jackson impeached.

July 28: 14th Amendment to the U.S. Constitution grants citizenship to former slaves.

October 11: Thomas Edison applies for his first patent (for the Edison Vote Recorder).

November 3: Ulysses S. Grant is elected President of the United States.

1869

Carbon paper is invented.

Suez Canal completed.

American transcontinental line completed. The doctrine of papal infallibility is established during the Vatican Council I.

1870

Indian Independence movement begins to grow.

Alexander Graham Bell immigrates to the United States.

Edison's stock ticker comes to Wall Street.

John D. Rockefeller founds Standard Oil Co.

Plains Indian population est. at 225,000.

1871

Albert A. Robinson surveys and plots the site of Dodge City.

GUNSLINGERS

Buffalo City renamed Dodge City at prompting of Postmaster General (another "Buffalo City" already existed in Kansas).

Halftone process allows newspaper printing of pictures.

June 3: The Obocock Bank in Corydon, Iowa, robbed by 24-year-old Jesse James and his gang (\$15,000 cash is stolen).

November 10: H. M. Stanley meets David Livingstone in western Tanzania.

The Great Chicago Fire destroys 18,000 downtown buildings. Losses estimated at \$200 million.

Two Philadelphia tanners develop method for processing buffalo hides into leather.

1872

(1872-1874) More than 3 million buffalo are killed by hunters.

California passes the first anti-opium law.

Chicago merchant Aaron Montgomery Ward (1844-1913) establishes the first large-scale mail order business.

Chicagoan John Jones (1816-1879) becomes a Cook County commissioner, the first African-American to hold elective office in IL.

D. Wilburn "Doc" Barton brings herd of 2,000 longhorns to Dodge City.

James W. Paige files for patent on typesetting machine.

July 9: The doughnut cutter is patented by John F. Blondel of Thomaston, Maine.

Quarantine of Texas Longhorns moved west into Kansas.

The Atchison, Topeka & Santa Fe railroad reaches Dodge City.

Wood pulp becomes main source of paper, thanks to Swedish sulfite process.

1873

Taylor, a servant of Richard I. Dodge, is brutally murdered by members of the Dodge City "vigilance committee" (also known as the "Society of Vigilantes"), resulting in the governor giving special permission for the U.S. Army to enter a town (Dodge City) and arrest the killers.

Charlie Bassett appointed the first Sheriff of Dodge City.

Color photos first developed.

Trade in buffalo bones springs up.

Frances Willard (1839-1898) founds the Woman's Christian Temperance Union in Evanston, IL.

Barged wire fencing invented by Joseph F. Glidden (1813-1906) of DeKalb, IL (patented in 1874).

Remington starts manufacturing Sholes' typewriters.

Robert Wright and A. B. Webster construct toll bridge across Arkansas River to permit Texas cattle to reach grazing lands north of the city.

Santa Fe begins building holding pens for cattle being shipped east.

September: Financial panic closes American Stock Exchange for 10 days. Depression sets in, driving many easterners west. The Santa Fe stops building at the Colorado border, leaving many railway workers without jobs. U.S. postcard debuts (costs one penny).

1874

Hawaii signs 10-year free-trade agreement with the U.S. government to give it access to the U.S. sugar market.

Siege of Adobe Walls (A buffalo hunters' camp in Indian Territory is besieged by several hundred Indian warriors. The warriors are held off for several days by 27 men and one woman until the hunters escape back to Dodge City in the dead of night).

The Reverend J. W. Fox arrives in Dodge City and holds services in a frame building just off Front Street.

The secret Society of Vigilantes disbanded.

July 29: Major Walter Copton Winfield of England receives U.S. patent for the lawn-tennis court.

August 11: Sprinkler head invented (by Harry S. Parmelee of New Haven, CT).

1875

Vaudeville becomes the popular entertainment of the masses.

Alexander Graham Bell and Watson construct Gallows Frame, world's first telephone.

Dodge City predominately recognized as a cattle town rather than a buffalo town.

Edison invents the mimeograph.

Thomas Edison discovers "Etheric Force" which makes wireless telegraphy possible.

1876

George Bradley throws the first no-hitter in National League history.

National League baseball plays its first game (Red Stockings 6 vs Athletics 5).

Thomas A. Edison builds his first laboratory in Menlow Park, NJ.

Treaty with Plains tribes confines them to the Indian Territory with the right to hunt buffalo south of the Arkansas River.

March 10: Alexander Graham Bell holds world's first two-way telephone conversation with Watson over telegraph line linking Boston and East Cambridge.

July 4: US Centennial Celebration.

June 25: Custer's Last Stand

November 7: Presidential election yields no clear winner.

1877

265,000 Texas longhorns driven to Dodge City with 1,300 cowboys and 250 owners.

Alexander Graham Bell, Watson, Thomas Sanders, and Gardiner Hubbard form Bell Telephone Company, a voluntary association.

Emile Berliner invents the microphone that will become part of the first Bell telephones.

General Assembly establishes the Illinois National Guard.

Nevada passes legislation banning sale or distribution of opium without a prescription. March 5: Rutherford B. Hayes inaugurated president after disputed election.

July 23: First municipal railroad passenger service is "stationed" in Cincinnati, OH.

August 12: Thomas A. Edison hands the model of his first phonograph to John Kreusi with instructions on how to build it (Kreusi bets the inventor \$2—and says that there is

no way that the machine will ever work. He loses the bet.).

November 9: William B. 'Bat' Masterson elected sheriff of Dodge City.

1878

Bell Telephone Company begins service in Chicago.

City ordinances against gambling and prostitution enacted in Dodge City.

Conflict between the lawmen and outlaws in Dodge City (sometimes called the "Battle for Dodge City") peaks. City marshal Ed Masterson is killed by Jack Wagoner; Ford County Sheriff Bat Masterson kills Wagoner and his cohort, Walker, after witnessing Ed Masterson's murder. Deputy U.S. Marshal Harry McCarty is shot and killed with his own gun by drunken cowboy, Tom O'Hara. Wyatt Earp confronts Tobe Driskill, Ed Morrison, and their band of liquored-up cowboys with the unexpected help of Doc Holliday, forming the basis of their life-long friendship).

Further burials on Boot Hill (in Dodge City) banned; new cemetery opened.

Dull Knife and war-chief Little Wolf lead remnant of northern Cheyenne tribes north to the Dakotas.

Full page newspaper ads appear.

Milk delivered in bottles for first time.

Rath & Wright's last shipment of 40,000 buffalo hides ends the buffalo era.

Recession that began in 1873 ends.

Telephone directories first issued.

Rev. O. W. Wright arrives in Dodge City. He solicits money in the saloons and gambling halls and organizes the building of the first church in Dodge—the Union Church. Wyatt Earp and Bat Masterson are installed as Deacons.

Thomas Edison patents the recording of sound onto discs and cylinders.

Train robbery at Kinsley, KS (Edwards Co.).

1879

Albert Einstein is born.

"Battle of the Plaza" occurs. Bat Masterson shoots it out with A. J. Peacock and Al Updegraff; a massive shootout ensues but the only casualty is Al Updegraff, who survives.

Cash register invented by Ritty.

Dodge City enacts ordinances banning liquor sales on Sunday.

August 12: The first National Archery Association tournament begins in Chicago, IL.

October 21: Thomas Edison invents the first incandescent electric lamp (the first model burns for 40 hours using a carbonized cotton thread filament).

Santa Fe railroad recruits gunfighters from Dodge City for a fight against the Denver & Rio Grande over Royal Gorge, CO (wages are \$3 per day plus board).

Bat Masterson (Ford County Sheriff) departs for Cañon City with 30 men, including Doc Holliday (Holliday invites Eddie Foy along as a hired gun, but Eddie declines). A month later, the Santa Fe recruits another 20 men. This turns out to be a deception intended to keep the Santa Fe's rivals dis-

WILD WEST ACTION!

tracted from the work going on in Raton Pass on their transcontinental railway.

Wyatt Earp departs Dodge City, KS, for Tombstone, AZ.

1880

US population (in 38 states) is 50,155,783.

Joe Juneau and Richard Harris make major gold strike on Gold Creek near (what is now) Juneau, AK.

First parcel post.

Kansas passes Dry Laws.

Leslie E. Keeley (1832-1900) and John R. Oughton (1858-1925) establish the Keeley Institute in Dwight, IL, for treatment of alcoholism; by 1900—franchised sanitoriums are operating in many states.

"The Thinker" sculpted by Auguste Rodin.

1881

Billy the Kid shot and killed by Sheriff Pat Garrett in Ft. Sumner, NM.

Henry P. Crowell of Ravenna, OH, buys a bankrupt mill and starts the production and advertising of "Quaker Oats."

July 2: President Garfield shot by Charles J. Guiteau in Washington, DC.

July 8: The first ice cream sundae is served ... by accident — Druggist Edward Berner of Two Rivers, WI, can't serve the desirable but scandalous flavored soda water that customer George Hallauer wants because it is Sunday—the Sabbath. Mr. Berner compromised and put ice cream in a dish and poured the syrup—until then only used for making flavored and ice-cream sodas—over the top. Voila! An ice cream Sunday! The spelling is later changed to 'sundae.'

September 7: Jesse James commits his last holdup, of a Chicago-Alton Railroad train.

Alexander Graham Bell rushes, with Tainter, to develop telephone probe to assist mortally wounded President James Garfield.

September 19: President Garfield dies of wounds; Chester A. Arthur becomes president.

Shootout at the O.K. Corral in Tombstone, Arizona, between Wyatt Earp and his allies and the Clantons and their gang.

1882

Fort Dodge abandoned by the U.S. Army as hostile Indians and others no longer a threat to settlements in central Kansas.

George Hoover helps found the first Dodge City Bank with stock of \$50,000.

Fever takes Helen Keller's sight & hearing.

September 4: Thomas Edison displays the first practical electrical lighting system and successfully turns on the lights in a one square mile area of New York City.

Tolstoy is born.

Triple Alliance between Germany, Austria-Hungary and Italy is signed.

1883

Feud between W. H. Harris and Luke Short on one side, and Lawrence Deger and Ab Webster on the other, escalates into the "Second Battle for Dodge City" (also called the "Battle of the Bottles" and "Great Saloon Wars").

Illinois enacts the first compulsory school attendance legislation.

Joseph Pulitzer buys the *New York World* newspaper.

William LeBaron Jenney (1832-1907) designs the 10-story Home Insurance Building in Chicago, the world's first skyscraper (built in 1885).

Wyatt Earp returns to Dodge City, along with Bat Masterson, Doc Holliday, and others, at Luke Short's behest and settles the "Battle of the Bottles."

1884

Congress passes Organic Act of 1884, providing a civil government for Alaska.

April 22: US formally recognizes King Leopold's Congo regime.

Dodge City enacts ordinances banning dance halls.

Dodge City hosts a bullfight featuring five Mexican matadors and five bulls (the bullfight is something of a bust, as most of the bulls were not inclined to fight).

Moses Walker is the first black player to appear in a professional baseball game.

New recession sets in.

Hoof and mouth disease rampant in central Kansas.

Outbreak of Spanish Fever prompts Kansas Governor Glick to ban longhorns from the state.

People can now make long distance telephone calls.

Waterman's fountain pen blots out earlier versions.

1885

A cabinet (modeled after the German cabinet) is organized in Japan.

August 20: *The Mikado*, by Gilbert and Sullivan, opens at the Fifth Avenue Theatre in New York City.

Bat Masterson returns to Dodge City as a prohibition agent and shuts down the saloons.

Burroughs invents the adding machine.

Dictating machines are bought for offices.

George Eastman markets the first "box camera."

July 6: Louis Pasteur's new Rabies vaccine first used on a human.

Kansas bans the sale and consumption of alcohol; Dodge City effectively exempted.

Thomas Edison awarded patent for the wireless induction telegraph.

Trains begin delivering newspapers daily.

US Post Office offers special delivery. John Styth Pemberton of Atlanta, Georgia, introduced a syrup called *Coca-Cola*.

1886

A pharmacist creates *Coca-Cola* as a "head-ache tonic."

Daimler invents internal combustion engine.

Kansas bans "through" cattle from entering the state.

Hog-raising grows in popularity among Kansas ranchers.

George Hoover builds first flour mill near the rail depot.

May 4: Haymarket Affair labor riot and bombing in Chicago, IL; eight people die and

76 are wounded when a bomb explodes at a labor rally and police open fire on the crowd.

Mergenthaler constructs a linotype machine for setting type.

Three fires break out in Dodge City during the winter and destroy thousands of dollars worth of merchandise and property, including a grocery store, the Opera House, and Robert M. Wright & Company, one of the most important supply houses in town.

1887

Jan 1: Terrible snowstorm strikes Dodge City.

Dodge City enacts ordinances banning the sale of alcoholic beverages.

Alexander Graham Bell invents the disc record with Tainter.

March: Anne Sullivan arrives in Tuscumbia to tutor young Helen Keller.

Doc Holliday dies in Glenwood Springs, CO, of "consumption."

Montgomery Ward mails out a 540-pg catalog.

Oregon territory outlaws sale or distribution of opium and other narcotics except by a licensed physician.

First story with Sherlock Holmes published.

Woods invents the Railroad Telegraph.

1888

Alexander Graham Bell, with Gardiner Hubbard and others, helps to found National Geographic Society.

Anne Sullivan takes Helen Keller to the Perkins Institute for the Blind in Boston.

Chicago attorney Melville W. Fuller (1833-1910) is named Chief Justice of the US Supreme Court.

Jack the Ripper murders six women in London.

June 3: *Casey at the Bat* is first published in *The San Francisco Examiner* (the author is not given a byline but he is paid \$5).

The Ballpoint Pen is invented.

September 4: The *Kodak* name is registered by George Eastman of Rochester, NY, along with a patent for roll-film camera which makes picture-taking simple.

Alexandra Gustave Eiffel's designs for the Eiffel Tower are seen to fruition.

1889

August 13: William Gray of Hartford, CT, patents the coin-operated telephone.

August 27: Charles G. Conn of Elkhart, IN, patents the metal clarinet (more than 100 years later the name Conn still represents one of the most popular musical instrument names, especially for clarinets).

Dodge City enacts ordinances banning the storage of alcoholic beverages in the city.

Evangelist Dwight L. Moody (1837-1899) founds the Chicago Bible Institute for training missionaries to foreign lands.

Ghost Dance movement begins; During an eclipse, shaman Wovoka has a vision of the White Man sinking Beneath the sod and the Indians and the buffalo regaining the Plains. The Ghost Dance movement ends at Wounded Knee.

Herman Hollerith patents first data processing computer.

GUNSLINGERS

Jane Addams (1860-1935) and Ellen Gates Starr (1859-1940) open Hull House, one of the nation's first settlement houses, for foreign-born residents of Chicago.

July 8: John L. Sullivan defeats Jake Kilrain in the last championship bare-knuckle fight after 75 rounds, lasting 2 hours, 16 minutes and 23 seconds!

Nelly Bly beats the 80-day around-the-world record of Jules Verne's.

Oklahoma opened to settlers.

Thomas Edison's first showing of his experimental motion picture *The Sneeze* on October 6th includes sound effects on phonograph synchronized with the film.

1890

The Gilded Age and Progressive Era begins (1890-1910).

The Conservation Movement (1890-1914) begins.

December 29: The Battle of Wounded Knee, a bloody unintentional clash between Indian & white man (later comes to symbolize the disappearance of the Indian frontier).

Cracker Jack boxed candy corn introduced.

September 25: Mormon church bans polygamy.

1891

Black surgeon Daniel Hale Williams (1858-1931) organizes Provident Hospital in Chicago, the first black hospital in the US.

Chicago Symphony Orchestra is established, with Christian Theodore Thomas (1835-1905) the first conductor.

December: Basketball invented by James Naismith for the Y.M.C.A.

Thomas Edison's assistant, Dickson, builds the Kinetograph motion picture camera.

March 4: US Congress adopts the International Copyright Act.

The "Hatfield & McCoy" feud ends.

1892

Adlai Stevenson (1835-1914) of Bloomington, IL, is elected Vice President of the US on the ticket with Grover Cleveland.

Automatic telephone switchboard introduced.

Benjamin Harrison is the first President to attend a baseball game.

Construction begins on canal to reverse the flow of the Chicago River (completed in 1900).

Charles and Duryea market first "horseless carriage."

Chicago attorney Myra Bradwell (1831-1894) becomes the first woman admitted to practice before the US Supreme Court.

Color photos invented by Ives.

Edison and Dickson invent the peep-show Kinetoscope.

February 14: Ellis Island, in New York, opens as immigration center.

Portable typewriter invented.

Rudolf Diesel patents the diesel engine.

1893

August 29: Whitcomb Judson patents a zipper (later re-invented to actually work).

Hershey's Chocolate bar debuts.

IL Governor John Peter Altgeld (1847-1902) pardons three imprisoned Haymarket anarchists.

June 27: New York Stock Exchange crashes.

Daniel Hale Williams performs the first open-heart surgery.

1894

Anne Sullivan takes Helen Keller to the Wright-Humason School for the Deaf in New York.

Box-making machines introduced.

Jenkins invents the Movie machine.

Pullman factory strike in Chicago becomes a national railway strike; federal troops are called to quell mob violence.

Chicago attorney Clarence Darrow (1857-1938) unsuccessfully defends socialist leader Eugene V. Debs (1855-1926) on charges relating to the Pullman strike.

1895

Dial telephones introduced.

George Eastman produces the hand-held Kodak camera.

July 4: *America the Beautiful*, originally a poem, is written by Katherine Lee Bates and published in the *Congregationalist*, a church newsletter.

November 5: Roentgen discovers X-Rays.

Sept 3: The first professional football game is played in Latrobe, PA (the Latrobe YMCA defeats the Jeannette Athletic Club 12-0).

Using ideas developed by Tesla, George Westinghouse designs a generating system and wins a contract to build a power station at Niagara Falls.

1896

April 6: First modern Olympics open in Athens, Greece.

August 11: Harvey Hubbell of Bridgeport, CT, receives a patent for the pull-chain, electric-light socket.

August 16: George Washington Carmack, Tagish Charlie and Skookum Jim discover gold on Bonanza Creek, AK, setting off the great Klondike Gold Rush.

April 23: First public viewing of a "motion picture" at Koster and Bial's Music Hall, NY.

Dodge City enacts ordinances banning the sale of cigarettes, cigars, tobacco, opium, and narcotics.

Guglielmo Marconi invents wireless telegraphy.

May: The country's first "horseless-carriage race" is held in New York City on Decoration Day (later renamed Memorial Day).

June 4: Henry Ford takes a trial run in his experimental car labeled the "Quadricycle" around the streets of Detroit, Michigan.

1897

US Army establishes Fort St. Michael, AK, first of six Gold Rush posts.

Jan Szczepanik invents first (crude) closed circuit television.

September 2: The first issue of *McCall's* magazine is published (the magazine had previously been called *Queens Magazine* and *Queen of Fashion*).

The New York Times prophesied, "...the new mechanical wagon with the awful name—automobile—has come to stay..."

1898

1898-1935: Anti-Imperialism sentiment in the U.S. Construction begins on White Pass & Yukon Railway in Alaska (completed July 29, 1900).

Alexander Graham Bell becomes president of National Geographic Society, regent of Smithsonian Institution.

The Spanish-American War (April 24- July 26); US helps Cuba become "independent" from Spain; in exchange, US troops run the Cuban government for the next four years.

December: First wireless (radio) distress signal sent by East Goodwin Lightship after being struck by the R. F. Matthews (England).

Hawaii annexed into the United States.

July 30: *Scientific America* prints the first magazine automobile ad for the Winton Motor Car Company of Cleveland, Ohio, inviting readers to "Dispense with a Horse."

Marie and Pierre Currie discover the element Radium.

Photographs now taken by artificial light. Russian Social Democratic Labor Party is founded.

September 9: Tommy Fleming of Eau Claire, WI, wins the first logrolling championship in Omaha, NE.

July 25: The US Army invades Puerto Rico; for the next two years Puerto Rico is governed by a US military occupation.

1899

Illinois creates the first juvenile court system in the nation.

Morgan Robertson writes *Futility*, a story about a passenger ship named *Titan* sinking (predates the *Titanic*).

The loudspeaker is invented.

1903

Dr. Tom McCarty and his son convert an old boarding house into the first hospital in Dodge City.

The last "dramshop" in Dodge City closes.

1921

Bat Masterson dies in New York of a heart attack.

1929

Wyatt Earp dies of natural causes in Los Angeles.

WILD WEST ACTION!

THE HOMESTEAD ACT

May 20, 1862

(U. S. Statutes at Large, Vol. XII, p. 392 ff.)

AN ACT to secure homesteads to actual settlers on the public domain.

Be it enacted, That any person who is the head of a family, or who has arrived at the age of twenty-one years, and is a citizen of the United States, or who shall have filed his declaration of intention to become such, as required by the naturalization laws of the United States, and who has never borne arms against the United States Government or given aid and comfort to its enemies, shall, from and after the first of January, eighteen hundred and sixty-three, be entitled to enter one quarter-section or a less quantity of unappropriated public lands, upon which said person may have filed a pre-emption claim, or which may, at the time the application is made, be subject to pre-emption at one dollar and twenty-five cents, or less, per acre; or eighty acres or less of such unappropriated lands, at two dollars and fifty cents per acre, to be located in a body, in conformity to the legal subdivisions of the public lands, and after the same shall have been surveyed: Provided, That any person owning or residing on land may, under the provisions of this act, enter other land lying contiguous to his or her said land, which shall not, with the land so already owned and occupied, exceed in the aggregate one

hundred and sixty acres.

Sec. 2. That the person applying for the benefit of this act shall, upon application to the register of the land office in which he or she is about to make such entry, make affidavit before the said register or receiver that he or she is the head of a family, or is twenty-one or more years of age, or shall have performed service in the Army or Navy of the United States, and that he has never borne arms against the Government of the United States or given aid and comfort to its enemies, and that such application is made for his or her exclusive use and benefit, and that said entry is made for the purpose of actual settlement and cultivation, and not, either directly or indirectly, for the use or benefit of any other person or persons whomsoever; and upon filing the said affidavit with the register or receiver, and on payment of ten dollars, he or she shall thereupon be permitted to enter the quantity of land specified: Provided, however, That no certificate shall be given or patent issued therefor until the expiration of five years from the date of such entry; and if, at the expiration of such time, or at any time within two years thereafter, the person making such entry — or if he be dead, his widow; or in case of her death, his heirs or devisee; or in case of a widow

making such entry, her heirs or devisee, in case of her death — shall prove by two credible witnesses that he, she, or they have resided upon or cultivated the same for the term of five years immediately succeeding the time of filing the affidavit aforesaid, and shall make affidavit that no part of said land has been alienated, and that he has borne true allegiance to the Government of the United States; then, in such case, he, she, or they, if at that time a citizen of the United States, shall be entitled to a patent, as in other cases provided for by law: And provided, further, That in case of the death of both father and mother, leaving an infant child or children under twenty-one years of age, the right and fee shall inure to the benefit of said infant child or children, and the executor, administrator, or guardian may, at any time within two years after the death of the surviving parent, and in accordance with the laws of the State in which such children for the time being have their domicile, sell said land for the benefit of said infants, but for no other purpose; and the purchaser shall acquire the absolute title by the purchase, and be entitled to a patent from the United States, and payment of the office fees and sum of money herein specified....

GUNSLINGERS

U.S. POPULATION

The following table shows the US population at each census during the listed years.

Year	Total U.S. Population	Living in Cities
1790	3,929,214	131,472
1800	5,308,483	210,873
1810	7,239,881	356,920
1820	9,633,822	475,135
1830	12,866,020	1,864,509
1840	17,069,453	1,453,994
1850	23,191,876	2,897,586
1860	31,443,321	5,072,256
1870	38,358,371	8,071,875
1880	50,155,783	14,772,438
1890	62,622,250	22,720,223
1900	76,304,799	30,797,185
1910	101,100,000	42,623,383
1920	117,857,509	54,318,032

ORIGINS OF WESTERN STATES NAMES

Arizona: Arizonac, a Papago word meaning "place of the small spring."

California: A old Spanish term meaning "earthly paradise."

Colorado: "Red land, red earth," from the Spanish term for the color red.

Idaho: A Shosone term meaning "light on the mountain."

Kansas: A Sioux term meaning "land of the wind people."

Montana: Spanish for "mountain."

Nebraska: Ni-bthaska, a Omaha term meaning "river in the flatness" for the Platte River.

Nevada: Spanish term meaning "snowy" or "snowed upon."

New Mexico: Named by Spanish explorers in 1562; originally called *Nuevo Mexico*.

North Dakota: From Lakota, the name the Sioux called themselves, which means "friend" or "ally."

Oklahoma: Choctaw word meaning "red people."

Oregon: From the Algonquin word Wauregan, meaning "beautiful water."

South Dakota: See North Dakota.

Texas: From the Spanish word tejas, meaning "friend" or "ally."

Utah: From a Navajo word meaning "higher up" or "upper land", but more likely meant "land of the Ute."

Washington: Named for George Washington.

Wyoming: From an Algonquian term (mache-weaming), meaning "the big flats."

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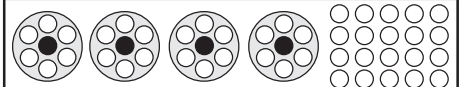
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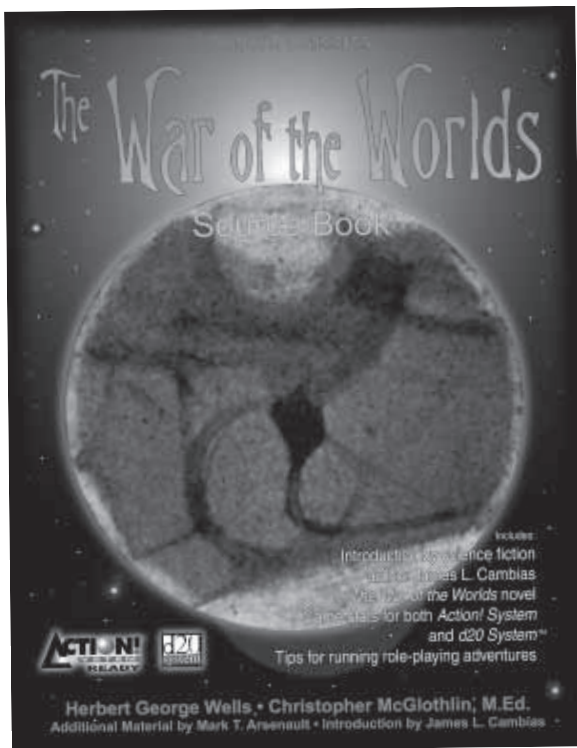
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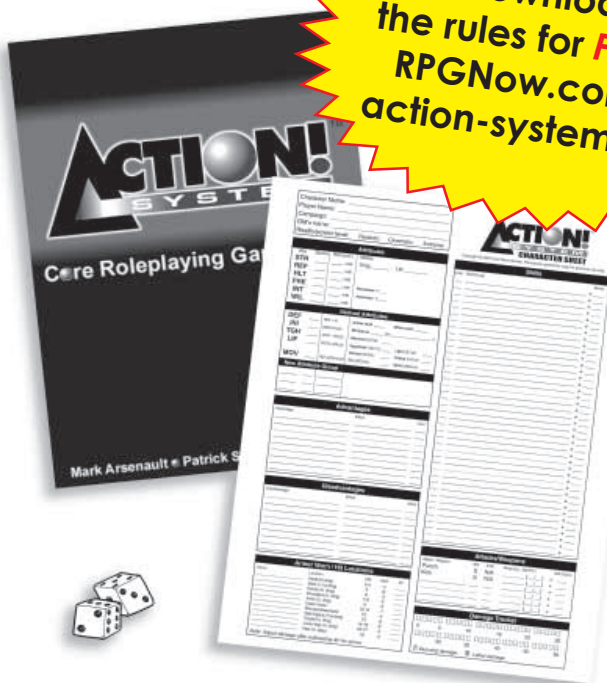
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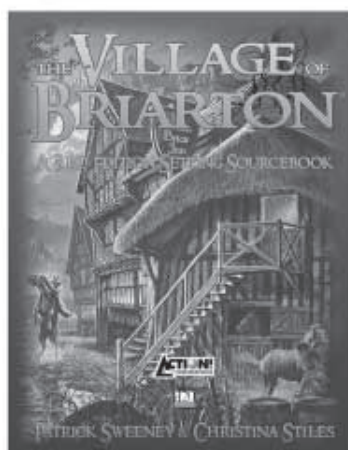
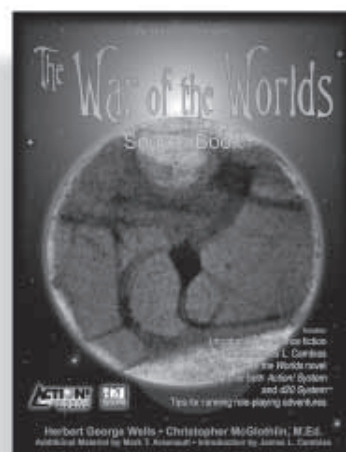
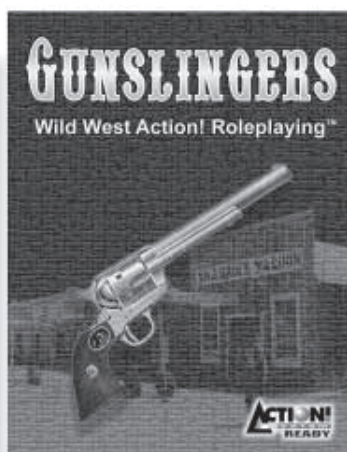
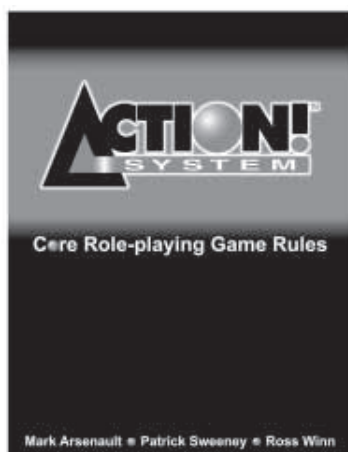
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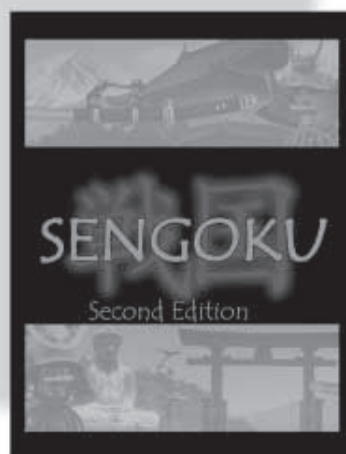
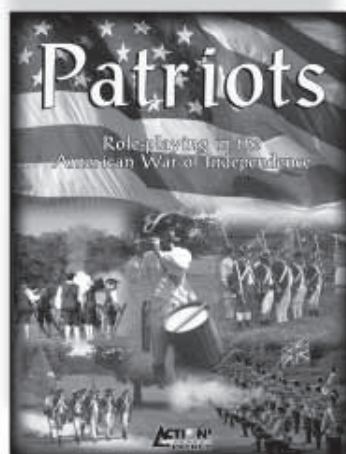
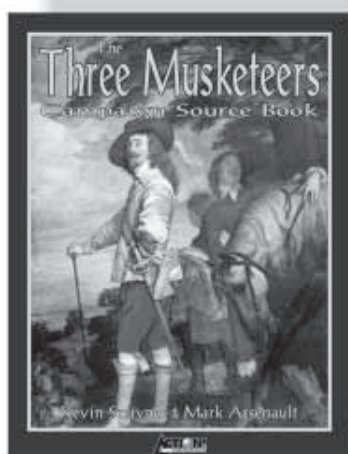
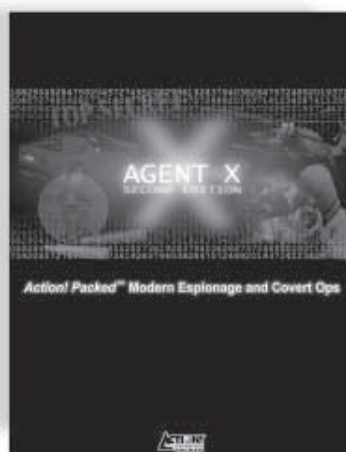
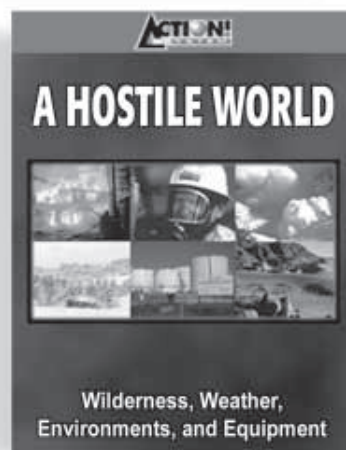
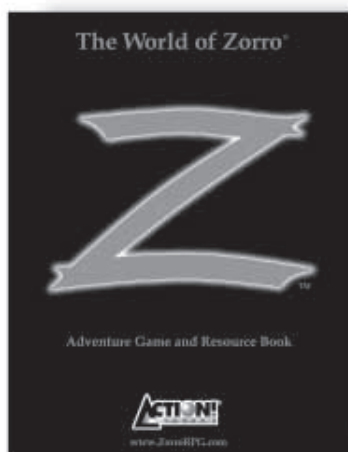
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