

# THE GATLING DECISION



## A SILVER DOLLAR ADVENTURE FOR SHOTGUNS-N-SADDLES

For 3-5 salty 3rd level characters

By David Bezio

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## SILVER DOLLAR ADVENTURES

Silver dollar adventures are for 3-5 characters of various levels. They are designed to be played in a single game session, although it's no big deal if it takes your group longer.

Four characters is the optimal number, and you may have to modify the adventure slightly if you have more or less characters. Alternately the GM can include hired NPCs. You can run it as is, but it will be slightly more challenging for 3 characters, and slightly easier for 5 characters.

### Hired Guns

The player characters are the heroes of Silver Dollar Adventures, but if you need some extra muscle pick a name from the list and use the statistics below. Give these hired guns to the player characters and let them run them as lackeys.

#### Hired Guns

Jed Tucker, Walter Ned, Bullfrog Jordan, Clem Teller, Roy Tallbuck, Jane Stutter, Lilly boon.

Lvl 2; Hp 3d6 each; Mv 4; Def 11

Attributes: Ath 0; BL 0; Fight 0; Fnt 0; Grit 0; Hor 0; Per 0; Prs 0; Shoot 0; Sth 0; Str 0; Quick 0

Special Abilities: None

Gear: Short Barreled Pistol (1d10)

## INTRODUCTION

If you choose, or they have appropriate background stories, the PCs can already know each other. This introduction assumes that they don't. They all just happen to be in the town of Sweetwater at the same time and are facing off as strangers at a poker table in a Smokey saloon. How they got there doesn't really matter, but allow the players to tell a quick story if they like.

Read or paraphrase the following passage to start the adventure:

*Your adventures have brought you to the town of Sweetwater south of the Texas panhandle. Still dusty from the road, you headed for the saloon to wet your dry throat.*

*The batwings open into a dark smoke filled*

*room where an elderly man plays a halfhearted song on a badly out of tune piano. The portly Saloonkeeper collects your guns and stores them under the bar before he serves you.*

*The whisky is rough and the crowd rougher! You've fallen into a poker game with a rowdy looking crew and have been winning. In fact, everyone seems to be winning, at the expense of a well dressed man with the thin mustache who goes by the name of Mr. Logan.*

The poker players are all of the player characters and a small time Cattle Baron NPC named Mr. Logan. Each PC has won 1D6 dollars so far, all out of the pocket of Mr. Logan.

## Adventure Background

The lush river, *el río exuberante*, once wound its way through the farm and grazing lands around the village of Privilegio. Several settlers of Mexican descent built the small village to cater to the modest farms and ranches that benefited from the green fields and fresh water the river supplied.

Then Wyatt Grainger came. Wyatt is a ruthless cattle baron intent on taking over Privilegio and the surrounding lands. He plans to use all the land to graze his cattle, expand his ranch, and eventually become the mayor of the new and improved Privilegio he envisions.

First Wyatt tried to buy off the farmers and ranchers, figuring the "dumb beaners" didn't have any business sense. He offered them a fraction of what their land was worth. When that didn't work he turned to threats, and finally violence.

Many people have left the area, some in a pine box, but many diehards remain. Since *el río exuberante* runs through Grainger's land, he got the idea to dam up the river. A small lake has been forming by his ranch while the lands downriver have dried out, causing drought-like conditions. This has caused even more hardships for the people of the area, and they are on the verge of breaking.

## Game Masters Information

Wyatt knows he can't keep the river dammed forever, so he has been using his time to develop a plan that he knows will succeed for sure.

Beating back the lone farmer or rancher is simple enough, but Wyatt knows that in time the people of Privilegio will get smart, and combine their forces to attack him. Worse yet, they might fetch the law, like the Texas Rangers. He plans to have the situation in hand before that happens.

Through his brother, Bailey Grainger, Wyatt has purchased the latest development in deadly weaponry, a Gatling gun! With this weapon he plans to defend his own land and rend a path of destruction through the sodbusters around Privilegio. Hell, he'll even cut loose on the village itself if they don't except him as the sole power in the area.

The player characters become involved in the story when they are hired by Bailey Grainger to deliver a mysterious package to Wyatt Grainger in Privilegio.

## Adventure Summary

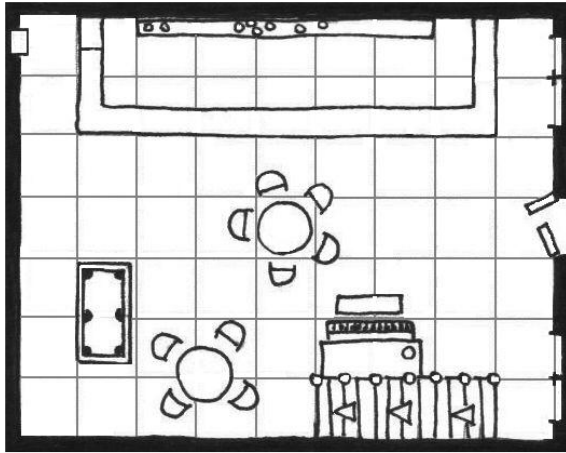
The following is the most likely course the adventure will take. Needless to say, your players will come up with all kinds of unique ways to depart from this, keeping the GM on his toes. This summary will help you to understand the flow of the adventure, but do not feel that you have to adhere strictly to it, as a single decision on the players part may instantly change the direction of the story.

- The player characters meet in Sweetwater where they are hired by Bailey Grainger to deliver a package, to his brother Wyatt in a small village called Privilegio.
- The player characters load the package onto the train going to Odessa and must protect it (and themselves) from a gang of train robbers.
- Once in Odessa, the PCs take a wagon out to Privilegio to wait for Wyatt to meet them. There they learn of the area's misfortunes, and are faced with a decision of helping the villagers, or delivering the package and minding their own business.
- If the player characters choose to confront Wyatt, they may either set up an ambush in Privilegio or make a sneak attack on his ranch...or both.
- The player characters ride off into the sunset, and there is much rejoicing in Privilegio (yay!).

# PART ONE THE WHITE BUFFALO SALOON

The adventure starts with the player characters and Mr. Logan sitting at a table playing poker in the White Buffalo Saloon, a dive in the town of Sweetwater. Other than the PCs, Mr. Logan, and the saloonkeeper the patrons of the saloon include 2 old men playing pool and 2 of Logan's roughnecks for every PC. The Saloonkeeper and the 2 old men will not get involved in the action if a fight breaks out.

## Map of the Saloon



Each square on the map is equal to 1" or 5 feet. There are four windows at the front of the building. The bar is on the north wall while the piano and a stair up to the office are on the south. A lone pool table is nestled in the back corner, and two well worn tables and several scattered chairs fill the center of the room.

## The Game of Chance

Once you have read the Players Introduction out loud, go into character as Mr. Logan, who has just dealt out the cards. Use the gambling rules, in section 10 of the *Shotguns -n- Saddles* rulebook, to play a hand of poker.

The player characters have been beating the ill tempered Mr. Logan for several hands, and he is getting annoyed. The odds are against Mr. Logan winning this hand, but if he does, play another hand until he loses again and the winning PC has collected the pot.

As the winner celebrates, Logan throws his cards down and waves over his boys. They surround the table and Mr. Logan says:

*This has been fun gentlemen, but I believe I've been cheated. I'll take my money back now, thank you!*

Let the player characters try anything they want, but Logan is pissed and arrogant. He may banter a while but won't settle for anything less than his money back.

If he becomes impatient he signals for his men to take the money, this will most likely break out into a fist fight (since all guns but stingy pistols and knives have been collected, and are under the bar). When this happens he will step back and let the boys handle it.

If the fight starts to go bad he will draw his hidden Derringer pistol, take a shot at the nearest PC, then run for it. Once on the street, Logan does his best to disappear as soon as possible.

## Mr. Logan

Mr. Logan is a thin man who wears fancy clothes and cologne. His mustache, hair, and fingernails are meticulously trimmed. He always has a look of arrogance on his face.

Lvl 2; Hp 9; Mv 8; Def 11

Attributes: Ath 0; BL +1; Fight 0; Fnt -1; Grit 0; Hor 0; Per 0; Prs 0; Shoot +1; Sth 0; Str 0; Quick 0

Special Abilities: Fast x 2 (to run away!)

Gear: Stingy Pistol (1d8, 2 shots)



## Logan's Boys (2 for each PC)

Lvl 0; Hp 4 each; Mv 4; Def 11

Attributes: Ath 0; BL 0; Fight 0; Fnt 0; Grit 0; Hor 0; Per 0; Prs 0; Shoot 0; Sth 0; Str 0; Quick 0

Special Abilities: None

Gear: None

## Job Offer

After the fight is over there is a moment of silence, and then the piano player starts in again. The other 2 patrons pick up the tables and chairs and get back to their drinking, gambling and socializing. Logan and any of his men that may be unconscious or dead are hauled out into the back alley and dumped there.

A few moments later the Saloonkeeper approaches the player characters with 4 shot glasses and a bottle of the bars finest Whisky (usually hidden under the bar). He pours them each a shot and says:

*Complements of Mr. Grainger, the proprietor of this fine establishment. He'd like to see you upstairs when you are finished.*

He points over his shoulder to the stair that leads up to a door with a sign on it saying "OFFICE".

The office upstairs is finely furnished. Behind a large mahogany desk sits a short, balding, fat man dressed all in white who motions you to take a seat. He is sweating profusely and wipes the drops from his brow with a white handkerchief. After you take a seat he extends his hand to each of you and shakes it, chuckling all the while, and says:

*I never did like that asshole Logan, it's about time someone put him in his place. I'm Bailey Grainger, owner of this here fine saloon. I was impressed with your handiwork down there and was wondering if you'd be interested in a job? It's really quite simple, I have a package, a present, which I need delivered to my Brother Wyatt, in a little town south of Odessa.*

The job will pay \$30 in advance, and \$50 by his brother upon delivery. This is a generous fee and there will be no negotiation. If the player characters refuse to take the job this adventure is over.

The player characters will travel by train, with the package already in the express car, to Odessa (train tickets are provided by Bailey Grainger). From there they will have to acquire a wagon or coach to travel south some 20 miles to the village of Privilegio (pronounced exactly as its spelled).

Bailey will telegraph ahead and Wyatt will meet the player characters in the center of the village 3 days hence, at high noon.

The package to be delivered is a crate about 5 ft. long 3 ft. wide and 3 ft. deep. It weighs about 300 lbs and is locked with a good quality padlock (TN16 with the thief attribute).

Bailey Grainger is very adamant about the fact that the Crate is not to be tampered with. He tells them that it contains some very sophisticated mining equipment, and that his brother is a silver miner.

## The Crate

The crate actually contains the latest incarnation of a Gatling gun and 500 rounds of ammunition (.45). This is the gun only, and does not include a carriage or mount. This Gatling Gun functions exactly as the one listed on the weapons table in section 5.3 of the *Shotguns -n- Saddles* rule book.

# PART TWO 12:10 TO ODESSA

Assuming the player characters take Mr. Grainger up on his job opportunity, they will leave the following day at 12:10 PM. They will board the train to Odessa via the Southern Pacific Railroad Line. The crate has already been loaded into the Express car before their arrival. The player characters are allowed by the Express Car Guard to double check the location and security of the crate if they like.

The train will be traveling about 30-35 mph on the straightway and drop down to 20-25 on curves and turns with no stopovers. The entire trip will take about 9 hours.

The ride is uneventful except for the Robbery detailed a bit later. Give the player characters a chance to walk the train and become accustomed to the layout. Allow them to meet and mingle with some of the trains passengers if it makes for some interesting role playing, otherwise fast forward to *The Robbery*.

## The Crew & Passengers

There are 16 people on the train other than the player characters. Below is a list including the NPCs name, job (if he is a member of the train crew), and some notes on their personality for role playing purposes.

Only the 4 guards have a stat block provided, as they are the only ones that will be involved in any fighting. When the robbery takes place give each player character 1 guard to control as a "hired gun".

## Crew

**Greasy Joe Higgins:** Greasy Joe is the gruff Engineer of the train. He has little to say and will only talk about how the train operates, and gripe about how they are running 10 minutes late. Greasy Joe has whisky on his breath.

**John Smith (Smitty):** Smitty is the naïve young brake/switchman. Before doing this he was working on the rail building tracks. This job is much easier and he loves it. He likes to tell stories that have no real point.

**Dirty Pete:** Pete is the simple fireman (keeps the firebox on the steam engine stoked). He seldom talks to anyone besides Greasy Joe, and when he does he doesn't have much to say besides "yup" and "nope".

**William Twain (Smiley):** Smiley is the happy go lucky conductor of the train. He loves to ride the rail and talk to the passengers, especially kids. He is very knowledgeable of the lay of the land, and loves to ring the bell and toot the whistle more often than he should.

## Passengers

**Sir Arthur Charles:** Sir Charles is a snotty British businessman. He finds the west barbaric and smelly, and probably the player characters too. He plans on opening a high class saloon and smoke parlor in Odessa.

**Petunia Krump:** Mrs. Krump is a mother hen school teacher. She is constantly scolding other people's behavior, especially Zeke's, and finding things offensive. She has been offered a teaching job in Odessa and is taking it for the higher pay, and to hopefully find herself a man in a new city.

**Zeke:** Zeke is an annoying bratty little boy. He has a wooden toy gun and runs up and down the passenger car making lots of noise. He is fairly disrespectful to everyone, including the player characters. Zeke is traveling alone to live with his aunt after the murder of his mother and father at the hands of stagecoach bandits.

**Ellie Waters & Her Baby:** Ellie is young and not

unattractive. She stares out the window and is shy, and politely asks the player characters to "please go away" or to "please mind your own business" while looking down if they approach her. She rocks a baby girl (Sarah) who mercifully sleeps the entire trip. She is on the run from an abusive husband and is hoping to find a new life in Odessa.

**Three Unremarkable Men (Lindsey, Brett, and Pancho):** There are 3 men (not sitting together) who look rough, unshaven, and like they haven't bathed in a while (and they smell like it too). They are simply cowboys looking for work, but they don't talk, and seem to be giving the player characters dirty looks every now and then.

## Guards (4)

The train line has hired 4 guards (Hank, Frank, Dan, and Ringo) to protect the train. Along with the cargo, mail, and the player characters crate, the train is also carrying a bank transfer of \$100,000, locked and stowed in a large safe in the express car.

*Lvl 3; Hp 14 each; Mv 4; Def 13*

*Attributes: Ath 0; BL 0; Fight 0; Fnt +1; Grit 0; Hor 0; Per +1; Prs +1; Shoot +3; Sth 0; Str 0; Quick 0*

*Special Abilities: No unstable shooting penalty*

*Gear: Rifle (1d12)*

## Moving About the Train

The player characters are allowed to move about the train freely as they wish (other than the express car). When moving in or between cars in a normal fashion a PC suffers no adverse effects.

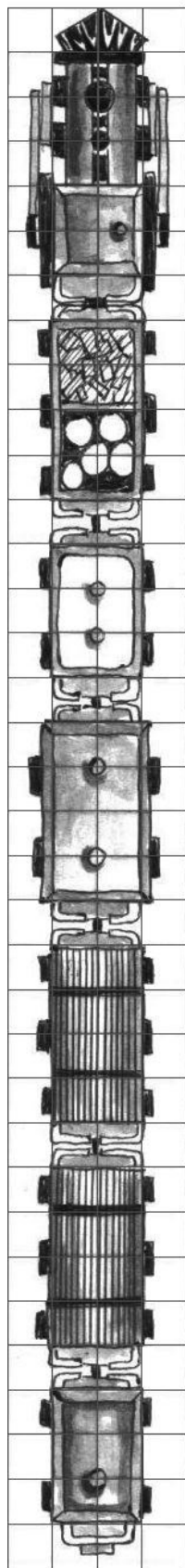
Moving on the outside or on top of the train cars, or jumping from car to car requires an athletics check at TN12 per car (A character that is able to take his sweet time benefits from a +2 bonus). If this roll is failed, the character fails to make any progress. On a natural roll of 1, the unfortunate character falls from the train for 3d6 points of damage.

The train will stop to pick up any fallen passengers (except during *the robbery*), but if this happens the character will be restricted to the passenger car for the remainder of the trip.

## Shooting on the Train

Shooting in the train at a target that is also in the train is unmodified. All other shots (in the train to a

target outside the train, or from on or outside the train) make the shooter unstable, meaning they suffer the usual -2 to hit (as described in section 7.6.14 of the *Shotguns -n- Saddles* rulebook).



The train offers hard cover (+4 to defense) to anyone firing from a window. The seats in the passenger car offer light cover (+2 to defense) when hiding behind them. Anyone lying on the floor has total cover from anyone firing from outside the train (this is what the passengers do during the robbery).

## The Train Map

**Car 1) Engine:** This is the steam engine that powers the train. It also has the firebox that keeps the engine running. This is where Greasy Joe and Dirty Pete will be found doing their jobs.

**Car 2) Tender:** The tender car is loaded with wood and water, the fuel used to keep the steam engine powered.

**Car 3) Express Car:** This car is where the valuables are stored. It currently has the mail for Odessa, the player character's crate, the safe with the \$100,000, some boxes of legal papers, and several barrels of coffee (it smells real good in here). There are 2 express car guards on duty here. They will not let anyone enter the car while the train is in transition. There is a window in the door that they will use to answer any inquiries the player characters might have, and 4 windows they can see outside and fire through.

**Car 4) Passenger Car:** The Passenger car has 2 rows of backed seats, wooden with padding. This is where all the passengers and 1 express car guards can be found. During the upcoming robbery most of the passengers will hide behind the seats. Mrs. Krump, Zeke, and Sir Arthur will move about making

themselves annoying in their own special ways.

**Car 5 & 6) Freight:** There are two freight cars are loaded with cut and treated boards. These are for a delivery to a construction company in Odessa.

**Car 7) Caboose:** This is where the railroad workers ride and monitor the track condition. Smitty, Smiley, and 1 of the express car guards can be found here most of the time.

## The Robbery

About half way through the trip there is a robbery attempt on the train. The infamous outlaw One Eyed Bobby, his Indian sidekick Sparrow Hawk, and his band of outlaws are waiting in ambush to steal the bank transfer.

The first thing to do is determine where the player characters are at the time you want to run the robbery. If they have been doing a lot of role playing and moving about, you should already know. If you are unsure, simply ask them what they are doing at the moment to determine where they are, and then spring the robbery on them.

Next assign each player character 1 of the express car guards to run as hired guns and give them a copy of their game statistics.

Read or paraphrase the following:

*Suddenly you hear a shot fired, quickly followed by several more. The passengers begin to scream and duck for cover under the seats while the express car guards run to the windows and level their rifles.*

*"It's a robbery! One Eyed Bobby! Shit, its One Eyed Bobby!" shouts one of the guards as he lets lead fly at the outlaws that have ridden up alongside the train.*

*Windows shatter as bullets fly and ricochet around the car you are in. Passengers are screaming and crying while the outlaws fire repeatedly, yelling, "YEEEEHAW!"*

After the ambush is sprung One Eyed Bobby, Sparrow Hawk, and 2 outlaws ride up and board the express car. They break in and attempt to kill or incapacitate the express car guards (and any player characters that might be there).



One Eyed Bobby and his crew then grab the loot! Unfortunately, they mistake the crate carrying the player character's cargo as the bank transfer. After this they plan on making their way through the train to the caboose and detach it from the rest of the train and rolling away with the goods. Carrying the crate requires two people, and the crate must be set down to perform any other actions (such as shooting).

The other 6 outlaws will ride alongside the train shooting at anyone inside who raises a gun or tries to stop their boss. They are generally trying to keep the train crew, passengers, and express car guards busy while One Eyed Bobby grabs the payload.

The engineer has orders to keep the train running at full speed at all times no matter what. Unfortunately this is a rough part of the track, so he can only muster about 25 mph. To keep things simple the outlaws have no problems keeping pace with the train. Keep the encounter moving fast to increase the tension.

### One Eyed Bobby

One eyed bobby wears an eye patch over his right eye. He is an imposing figure at over 6 feet tall. He dresses in very plain and functional trail clothes, and wears a bandana over his face when pulling a job.

Lvl 4; Hp 25; Mv 4; Def 15

Attributes: Ath 0; BL +1; Fight +2; Fnt +3; Grit +1; Hor +2; Per +1; Prs +2; Shoot +2; Sth +1; Str 0; Quick +1

Special Abilities: Born in the saddle, quick, thief. One Eyed Bobby strikes terror into those he faces. Anyone attacking him must make a grit check TN12 or suffer a -1 to hit the first round. When an attack causes him to drop to, or below, zero he still keeps fighting. The next time he is hit he drops like a sack of potatoes.

Gear: Long barreled pistol (1d10)

### Sparrow Hawk

Sparrow Hawk is a dark skinned Indian of Navajo descent. He wears the clothes of a white man and is particularly fond of bowler hats. He often wears feathers from his hat brim as the only indication of his heritage.

Lvl 2; Hp 13; Mv 6; Def 12

Attributes: Ath +2; BL -1; Fight +2; Fnt +3; Grit +1; Hor +1; Per -1; Prs 0; Shoot +1; Sth +2; Str 0; Quick +1  
Special Abilities: Sparrow Hawk is an expert knife fighter and gets an additional attack per round at no penalty with a knife (only in melee, not when throwing).

Gear: Shotgun (1d12/1d8 2 shells), Knife (1d4)

### Outlaws (8)

These boys are loyal to One Eyed Bobby, and even Sparrow Hawk. If both outlaw leaders are incapacitated, the rest of the gang will turn immediately and head for the hills.

Lvl 0; Hp 4 each; Mv 4; Def 11

Attributes: Ath 0; BL 0; Fight 0; Fnt 0; Grit 0; Hor +1; Per 0; Prs 0; Shoot 0; Sth 0; Str 0; Quick 0

Special Abilities: Suffer no unstable shooter penalty while on horseback (they do this a lot)

Gear: Long barreled pistols (1d10)

### Horses (10)

Lvl 4; Hp 25 each; Mv 10; Def 14

Fight -2; Quick 0

Special Abilities: Horses don't generally fight in battle unless wild or in close quarters and being attacked themselves.

Attack Damage: hoof 2D4, hoof 2D4

## Arriving in Odessa

Assuming the player characters survived the robbery attempt, the rest of the trip to Odessa is quiet and uneventful. Needless to say, the passengers and crew are on edge the rest of the journey, especially when it gets dark out.

You can read or paraphrase the flowing after the train stops at the Odessa rail station:

It is about 9:00 pm when you arrive, exhausted, in Odessa. The other passengers quickly depart the train, shattered glass crunching under their feet as they go. The crew takes care of the dead and wounded while Dirty Pete runs to get the sheriff and undertaker.

*Tomorrow you should head out to Privilegio, but tonight you take in the town of Odessa from the rail stations porch. Across from the dusty street is the Saloon. On either side of it are the Hotel and a stable.*

### **The Saloon**

This is a well kept saloon. There is an armed bouncer manning the door (Use the express car guard stats from page 5 for the bouncer if needed). The player characters won't find any trouble here unless they start it. No one here (or anywhere in Odessa) knows anything important about Privilegio.

### **The Hotel**

This hotel is run by Mr. White, and his mom, Mammy White. Mammy White is a wiry little old lady but doesn't stand for any trouble making. Even the toughest roughnecks treat her like their grandma. Rooms are \$1 per night and include a hearty supper of stew, bread, and a cup of coffee.

### **The Stable**

The PC's won't have to look far to find transportation to Privilegio. At the stable they can buy two horses and a wagon (for the standard prices listed in section 5.2.4 of the *Shotguns -n- Saddles* rulebook), or simply rent them from the owner for \$5 a day (the PCs will need it for at least 2 days). Remind player characters that stealing the wagon and horses is a hanging offense!

## **PART THREE PRIVILEGIO**

This part of the adventure most likely ends in the climax of the story. The player characters should arrive in the small village of Privilegio and find out that it is being oppressed by Wyatt Grainger. They must decide whether to deliver their package, collect their money, and leave...or help liberate the village and the surrounding countryside from this tyrant.

### **The Trip to Privilegio**

The trip to Privilegio is uneventful. It takes about 4 hours to ride the dusty and bumpy 20 miles there. The dirt path to the village runs through dry desert filled with sagebrush and small cacti.

The exact time they arrive depends, of course, on

when they left Odessa, but most likely they will get there at mid day. They are scheduled to meet Wyatt Grainger in the center of the village at high noon on the following day. They have approximately 24 hours to relax, explore, and make the big decision.

### **Privilegio**

As the PCs arrive in Privilegio you can read or paraphrase the following passage:

*Through the heat waves you see a small village to the south. As you approach you hear the bells of a small adobe church begin to ring. Just outside town you see emaciated cattle trying to feed on the dry grasses of the desert while ahead of you a few chickens scatter. In the distance you see a mother rushing her two children indoors as she steals fearful glances in your direction.*

*You pass through a rickety gate where a sign swings gently in the wind declaring the village as Privilegio, which is Spanish for "Privilege".*

*Straight ahead you can see the small church, its bells now silent, and in front of it a crumbling well. To the right you see a stone wall fencing in some pigs. Among several dilapidated adobe buildings you see a saloon, general store, and a hotel.*

*If not for the Fear filled faces peeking nervously out of windows, you would swear you were entering a ghost town.*

### **The Villagers**

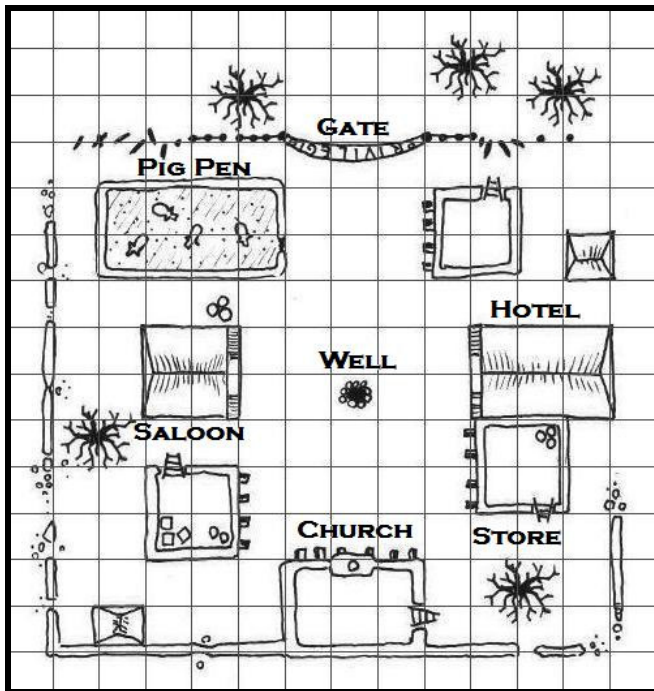
There are 12 men, 15 women, and 10 children currently living in the Village. Most of them are of Mexican descent and most do not speak English well, if at all (roll a D6 for any villager they manage to talk to. On a roll of a 6, they speak some fragmented English).

The villagers assume the player characters are Wyatt's men come to cause more trouble, so they try to stay out of the way, and wait for them to leave (the sooner the better).

The Store, Saloon, and Hotel owners will be obliging enough, hoping the player characters leave with a minimum amount of trouble if pacified.



## Map of Privilegio



Each square on the map equals 2" or 10 feet. Just outside the village, and off the map, are a few fenced off areas holding cattle, some shacks, and a few more adobe hovels. Scattered farms and ranches can be found even further outside the village, some of these have been burned to the ground.

### The Store & Hotel

The Store is scantily supplied with farming and mining goods. Since Wyatt relies on supplies from this store, it is one of the few places in town that his men actually pay, although only the wholesale price. The owner, a grizzled old man, speaks a little broken English, but is gruff and to the point. He also owns the hotel. Rooms are \$.50 a night and a poor meal can be purchased for another \$.50.

### The Church

The church is operated by Father Montgomery, a missionary from the east. Father Montgomery is a tall slender elderly man with unkept white hair and a scruffy beard. Wyatt's men seldom come to the church so he will be surprised if the player characters come around. He will, however, demand that they leave their weapons outside. Father Montgomery is a reasonable man, but he is an extreme pacifist, having faith that God will set things right on his own.

## A Little Trouble in the Saloon

The player characters may visit the saloon while attempting to pass some time till noon the next day, or if trying to gather information. The interior is a filthy affair void of any furniture but a single table and several worn stools. The bar itself is a board set atop several barrels.

When the player characters approach the bar, or sit at the table, the owner quickly pours them rotgut whisky (the only alcohol he has) without asking for payment. He simply nods while looking at the floor and quickly moves back behind the bar. If the player characters offer payment he will look confused at first, and then delighted as he nods up and down laughing (he doesn't speak any English).

After a drink read or paraphrase the following:

*As you sit at the bar the swinging doors are suddenly kicked inward. A boy of no more than 12, with bandoliers hanging loosely about his shoulders, levels a rusty shotgun at you. He is obviously scared but speaks boldly with a heavy Spanish accent.*

*"Everyone may be afraid of you but I'm not! I'm not going to let you take any more from us or hurt anyone else, cerdo maloliente!"*

*As he sights down the barrel the shotgun it is pulled out of his grasp by a gaunt man with a ragged oversized sombrero. He yells something in Spanish at the boy and cuffs him upside the head. The boy runs off holding his ear. The man sets the shotgun against the wall and comes up to you with his head bowed and his hat in his hands.*

*"Please don't hurt my son, he is only a boy and doesn't know any better. You know we never give you any trouble".*

The man's name is Eduardo and the PCs now have the chance to ask someone some questions if they like. When Eduardo finds out the player characters aren't part of Wyatt Grainger's motley crew he will be more than willing to talk. This is his story:

*Things were good before Wyatt Grainger came. He claimed most of the grazing land, dammed the river, and put up fences around this land, most of which he had no legal right to. Those of us who cut the fences and tried*

to herd our cattle to water were shot, and our cattle stolen.

Many farmers and ranchers have been murdered, and many of the villagers simply left. Some of the troublemakers even joined his men. The rest of us have no where to go, so we stay and pray for a miracle.

Now Wyatt and his banditos come and go and take what they please, our money, our food, and sometimes our women. Anyone who stands up to him is shot dead! But, what can we do? He is too powerful with too many men and guns.

## The Gatling Decision

Now the player characters must decide what they are going to do. There are really only two choices. First, they do nothing and wait till the following day and meet Wyatt Grainger in the center of town at high noon. Second, they decide to help the villagers, and make a stand against Wyatt.

If the PCs want to convince the villagers to fight with them, this will take some smooth talking to get them to agree. The villagers aren't really skilled fighters and rather stay out of the battle altogether.

If the PCs get frustrated or disgusted with the villagers, remind them that they are simple farmers, the majority of them are women and children, and several of the men are elderly. The villagers might add a little firepower to the mix, but they are unskilled. If the player characters are persistent with some good role playing (or make a presence check of TN16), they convince 1d6 villagers to help. In this is the case, the villagers become hired guns run by the players.

There are enough riffles to arm 3 of the men who are willing to help. Shooting from building windows, behind the pig pen walls, or shooting from a rooftop with a sign provide hard cover. The players should consider where the women and children should go to avoid any stray bullets.

## The Gatling Gun

Don't forget about the Gatling Gun! There is a slight chance that the player characters haven't even thought to open up the crate, but if they have, they surely realize that they have a very potent weapon. Not only will this even the odds,

but it will tip the scale in their favor. There are sawhorses or crates that they can use to make a makeshift mount, and many tactical places here they can position the weapon.

## Male Villagers (6)

Lvl 0; Hp 3 each; Mv 4; Def 8

Attributes: Ath 0; BL -2; Fight -1; Fnt +1; Grit 0; Hor +1; Per 0; Prs 0; Shoot -1; Sth -1; Str 0; Quick -2

Special Abilities: None

Gear: 3 riffles with 1d4 rounds of ammo each.

## High Noon

At high noon the following day Wyatt Grainger and 10 of his men will ride into the village in a pyramid formation with Wyatt in the lead.

If left alone, they will ride straight into the center of the village stopping when Wyatt gets to the well. If no one is there to meet him he will be particularly irritated and start yelling, "Where the hell is my god damn crate!?" If he doesn't get a response he will send his boys out to start checking the surrounding buildings and drag out anyone they find for questioning.

Wyatt plans on collecting his Gatling gun, "dealing" (as in shooting them dead) with the player characters, and showing the villagers just what the gun can do by slaughtering the pigs in the pig pen...just for fun. He has no intentions of paying the player characters.



## Wyatt Grainger

Wyatt is a good looking man in his early 40's. He dresses better than the average rancher and always wears a clean white shirt and white hat

with a crisp tie or bandana. He is balding on top, but sports a thick black mustache.

Lvl 4; Hp 20; Mv 6; Def 16

Attributes: Ath +2; BL 0; Fight +1; Fnt +1; Grit +1; Hor +2; Per +2; Prs +2; Shoot +2; Sth +1; Str -1; Quick +2

Special Abilities: Fancy shootin x 2, quick draw

Gear: 2 short barreled pistols, \$55

### Wyatt's Men (10)

Lvl 1; Hp 8 each; Mv 4; Def 11

Attributes: Ath 0; BL 0; Fight 0; Fnt 0; Grit 0; Hor 0; Per 0; Prs 0; Shoot 0; Sth 0; Str 0; Quick 0

Special Abilities: These men will suffer a -1 to hit if Wyatt is killed or incapacitated. If these men drop to 2 or less hit points, they will turn and flee from the village never to be seen again.

Gear: Short or long barreled pistol (1d10)

### Horses

Lvl 4; Hp 25 each; Mv 10; Def 14

Fight -2; Quick 0

Special Abilities: Horses don't generally fight in battle unless wild or in close quarters and being attacked themselves.

Attack Damage: hoof 2D4, hoof 2D4

## PART FOUR GRAINGER'S RANCH

This part of the adventure is more of an appendix than part of the adventure. There is a chance that the player characters will decide not to wait for Wyatt, and instead, try to attack him at his own ranch or going to his ranch after the adventure is over to tie up loose ends.

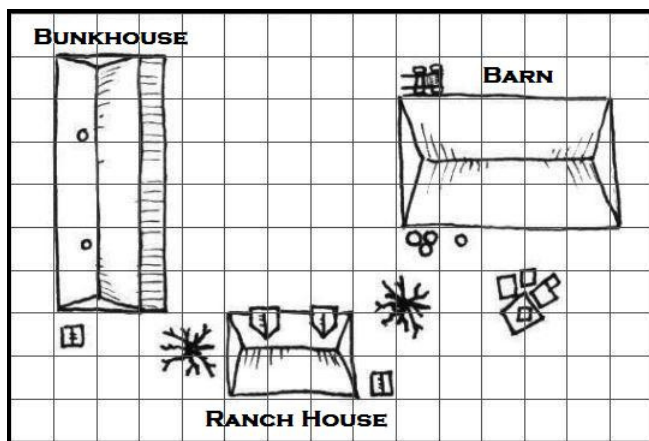
### Getting to the Ranch

Most of the villagers can point out the way to Wyatt Grainger's ranch 7 miles to the northwest. There is a trail leading directly to the ranch (this takes about 3 hours), or the PCs can follow the dry river bed of the *el río exuberante* to the dam and lake on Wyatt's property (this takes about 4 hours).

### Ranch Personnel

The Ranch Personnel consists of 20 cowboys (only 10 after the confrontation in Privilegio), a Mexican woman, Lupe (who cooks, cleans, and provides Wyatt with "entertainment"), and Wyatt himself (if still alive). Use the statistics shown above.

### Map of Wyatt's Ranch



Each square on the map equals 2" or 10 feet. The Lake edge lies a half mile to the east and the ranch proper is surrounded by grazing land crisscrossed with well worn paths and dotted with small patches of squat trees and boulders.

### The Lake

The lake is little more than a flooded chunk of land to the east of the ranch. The shore is muddy and surrounded by tall weeds. The dam is a very sturdy rock and log affair (but it can be blown apart with 5 sticks of dynamite or more). There are always 2 of Wyatt's men guarding the dam and another 2 patrolling around the lake. Any shots fired (or other loud noises) will alert the rest of the men from the ranch who will arrive, guns blazing, about 10 minutes later.

### The Bunkhouse

The bunkhouse houses the 20 men who work for Wyatt Grainger. The building is made of wood and sits on short stilts about 2 feet off the ground (to keep rattlers, scorpions, and the like out). There is a door in the front along a long porch and another door in the back. The building is lined with 3 windows on each side. The bunkhouse is filled with stinky cots, and a few tables for cleaning guns and playing cards. There are very few personal items, and not much of worth.

At night, all the men not on guard duty will be here, while during the day the 4 men who were on guard duty the night before are here sleeping.

The wood is old and can be set on fire fairly easily. This will kill 1d6 of the men inside before the rest can get out. Dynamite can be placed underneath the building if the PCs think of it. 20 sticks strategically located will blow apart the building and kill everyone inside. 10 sticks will kill

1d6+4 men, 5 sticks will kill 1d6 men. Less than 5 sticks will kill 1d4 men.

If the player characters want to use dynamite, they will have to crawl underneath the building to do so. If they attempt this roll 1D4; on a roll of 4, there is a rattlesnake underneath the building.

### **Rattle Snake**

Lvl 0; Hp 2; Mv 4; Def 13

Fight +1; Quick +3

*Special Abilities:* Any character bitten must immediately make a grit check TN16. If successful, the character takes 1D4 points of damage. If the roll fails, the character loses 1D6 hp per round until dead or until someone with a Doc special ability heals them.

*Attack Damage:* Bite 1D4 + venom

### **The Barn**

The barn houses a few chickens and 2 dairy cows, but otherwise is used mainly as a stable for the horses. There is one horse here for every man present on the ranch, as well as 4 extras. Many farm and ranch tools line the walls at random locations and several coiled ropes hang from pegs. A large loft contains hay and feed. During the day, 4 men will be here tending to the horses.

### **The Ranch House**

This is a fairly modest 2 story ranch house. Lupe is here all the time and Wyatt is here at night, and possibly during the day (the GM can decide if Wyatt is here at any given time), otherwise he is at some random location on the ranch tending to business.

### **The Grazing Lands**

The Grazing lands surround the ranch and are very expansive. There are 700+ head of cattle spread out over many miles of land. At night there are 2 guards roaming this area. During the day, all available men will be here (that's 12 on a normal day, but only 2 if the PCs have taken care of Wyatt's men in Privilegio).

## **Concluding the Adventure**

### **If the Player Characters "Lose"**

Well, that sucks! Remind the Players who paid for the soda and chips they drank and ate all night and get them psyched up for the next *Shotguns -n- Saddles* adventure! Life is cheap in the Wild West, and maybe next time they'll value theirs more.

### **If the Player Characters "Win"**

The villagers let the PCs keep the \$55 that Wyatt had on his person. They ask to keep the Gatling gun to defend their village, but let the characters take it if they demand it.

After burying and mourning for the dead, the villagers throw a modest fiesta in honor of the player characters.

Award Experience Points now, as described in section 6.1 of the *Shotguns -n- Saddles* rulebook.

### **Further Adventures**

Before the session ends for the night, ask your players if there is anything that they would like their Characters to do next. They might have some exciting ideas of their own that you can develop into their next adventure.

Perhaps they want to go back to Sweetwater and get revenge on Bailey Grainger for setting them up. Maybe One Eye Bobby got away and the characters want to go back to where the train robbery took place to search for him, possibly to collect the \$200 bounty on his head.

If the PCs don't have anything specific they would like to do, your next adventure can be anything you like. Going back to Odessa would be a great way to start the PCs next adventure. Once there perhaps they get a job offer from one of the train passengers who recognize them and remember their quick thinking, and shooting, during the robbery.

Maybe Sir Arthur Charles, who came to Odessa to open up a high class saloon, is having trouble when the saloon owner across the street doesn't like the competition. There have been all kinds of problems, including murdered employees and stolen alcohol shipments. Sir Charles wants to hire the player characters as protection, and to find evidence of the competing saloon owner's dirty deeds so he can take the proof to the law.

Maybe Zeke is sure that one of her farm workers (who's sweet on his Aunt) is the stagecoach robbers who killed his parents. His Aunt did inherit an exhausted (or is it?) silver mine when Zeke's parents died.

## **RIDE OFF INTO THE SUNSET**