



THE GREAT RAIL WARS

A FIST FULL O' GHOST ROCK

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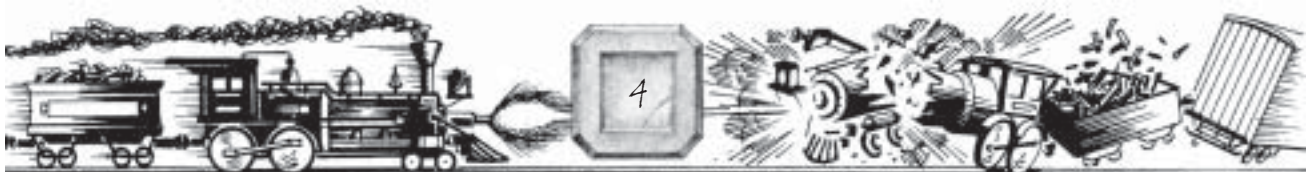
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CHAPTER ONE: WELCOME BACK!



Welcome to our first supplement for *The Great Rail Wars*, our little foray into the Weird Western world of miniature battles!

We hope you've found *The Great Rail Wars* the most unique and enjoyable game you've ever played, and now we've got even more macabre fun to throw your way.

In the first chapter of this book you'll find new information on one-on-one duels, rogues, more detailed rules on experience and veteran troops, and how to handle your troops between campaign battles.

The rest of this book contains three full-length campaigns. The first is our twisted title piece, *A Fist Full o' Ghost Rock*, in which you'll meet the mysterious Gal with No Name. The next scenario is *Trail o' Blood*, a tale of a desperate strike deep into enemy territory gone bad. Our last twisted tale is *The Many Tasks of Grimme*, a battle in the towering canyons of everyone's favorite natural disaster.

Note! There are lots of secrets and surprises tucked away in our creepy campaigns! If you read ahead, you'll spoil the fun of discovering the twists and turns of each shock-filled plot.

Feel free to read the introduction to each of the campaigns if you want, but save the rest until you're in the thick of it!

That's a little taste of the mayhem you've got coming. First though, we've got to get you up to speed on some new rules you need to play *A Fist Full o' Ghost Rock & Other Tales*.

I'M A-CALLIN' YOU OUT!

By and large, the battles of *The Great Rail Wars* are about large skirmishes and firefights. Two renowned gunfighters staring each other down at high noon doesn't happen very often when Automatons, Devil Bats, and Walkin' Dead are running around the battlefield.

But sometimes those pesky heroes want to go one-on-one with their rivals. And who's going to stop them? Not your average gunman. He's more likely to watch with reverent awe.

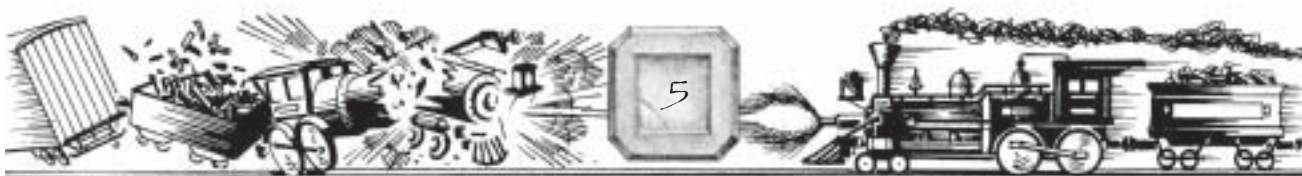
So here's how your hero can slap leather with that ornery cowpoke working for the other side and find out once and for all who's really the fastest gun this side of the Pecos!

THE ART OF THE DUEL

A hero can call out any other hero. He can't call out other individuals, even single-figure troops. That just wouldn't be sporting. And yes, a hero is, by definition, human. Automatons, Walkin' Dead and the like don't count, amigo.

The way to do it is to get your hero within 12" of the enemy and use an action to call the bad guy out. It's considered good table manners to come up with a good "call out," such as, "Hank Ketchum, you no-good, dirty-dealin', sidewindin', horse-stealin' swill-drinkin' Rebel lawdog! I'm callin' you out!"

Shaken enemies are fair game, but those who are Panicked aren't.





Once someone's been called out, both parties make a *Smarts* roll. The caller gets his total first and spends any chips he wants to raise it. Then the defender gets to try to beat the final total.

If the caller wins, he's goaded his target into dueling. If the target wins, he can choose whether or not to duel, with no chance of losing face in the eyes of those who follow in his size-15 hero boots.

If the defender wants, he can just step right up and duel without having to roll for it. Some folks just can't walk away from a fight.

If there's no duel, the caller's action is wasted and play moves on. If there is a duel, move on to the next section.

THE DUEL

There are several steps to a duel. You need to call a halt to the rest of the battle, move the combatants to an appropriate spot and range, and then resolve their shots.

CALLIN' A HALT

As a rule, folks just don't interrupt a duel. It's the "law o' the West." Since most duels last only a few seconds anyway, even the few ornery dogs

who think about cheating don't get the chance in the short time it takes two experienced gunfighters to slap leather.

In case you haven't figured out what we're getting at here, you have to pause your game when a duel takes place.

There are no exceptions to this one. Even troops with Hold counters have to wait until the duel is over. If the duelists have Holds, they have to toss them away. It's time to rely on your gunslinger's twitchy trigger finger.

Critters and machines, whom you wouldn't normally think of being so polite, are also bound by the law of the West.

FINDIN' JUST THE RIGHT SPOT

Assuming there's someone to duel (your hero successfully called someone out), the fellow who did the calling moves into the nearest clear spot 6" away from his opponent.

If either duelist is in cover, he has to step on out of it. Hiding in cover or out of sight just doesn't fly in the papers. Both gunslingers have to be out in the open before they can duel. If the former is impossible (say the board is covered with forest), they have to do the best they can.





SLAPPIN' LEATHER

You can cut the tension with a Bowie knife. Two gunslingers glare at each other through the dusty streets. The battle that's raged all around them comes to a halt as all eyes focus on these grim fighters. Only one thing is certain: One of these Weird Western warriors will walk away. The other is heading straight for Perdition.

Once the gunfighters have found the right spot, it's time to make their attack rolls. This can be a *Shootin'* roll, a gizmo effect, or a spell.

The attacker makes his roll first. He's the one making the play, after all. He has to roll the dice in the light of high noon as usual, right where everyone can see them. He can spend chips, use abilities, or whatever to get his total, but everyone gets to see the results.

Regardless of a weapon's *ROF*, only make *one* attack roll for it. If the duelist uses two weapons, though, he rolls for each weapon (and applies the appropriate penalties).

When the attacker is done, don't determine any effects yet. The defender now makes his attack roll. He may also spend chips if needed to try to beat his opponent's total. Needless to say, your hero shouldn't go calling out someone who's better than she is unless you've got a big stack of Fate Chips you want to get rid of.

The highest of the attack rolls hits first and all damage is applied. If a duelist is Put Down, the duel's over, and no other attacks take effect. Otherwise, you apply the damage from the second attack. Keep going if there are any more attacks, say from second weapons.

Any modifiers from damage (like being Winged) take effect instantly between shots.

The only exception to all of this is that an attack still has to achieve the TN the attacker would need to hit the target anyway. For instance, a pistol shot at a character 6" away normally hits on a 4. If one gunslinger's roll is a 3, he doesn't hit, even if his total was higher than his opponent's. (And that would be some pretty sad die rolling for a duel, by the way.)

WEAPON SPEEDS

It's easier to quick-draw a pistol than a rifle. A fool with a buffalo rifle in a duel may soon be tracking buffalo spirits in the Hunting Grounds.

Whatever your gunfighter's weapon, add its *ROF* to your attack total for purposes of determining quickness.

Should your gunfighter use two weapons, apply the *ROF* of each separately.

Spells are considered to have an *ROF* of 1.

AREA-EFFECT WEAPONS

Some weapons don't require an attack total to hit—such as a flamethrower. If that's the case, the user must still make a *Shootin'* roll to see how fast he is. When and if his attack happens, roll damage normally.

KEEPING AT IT

If, after resolving all shots, no one's Put Down, just start the whole shooting match over again. Once a duel's begun, there's no way out.

Make attack rolls again, taking into effect any modifiers incurred from the previous round's damage. The highest roll hits first again. This goes on until one of the gunfighters is pushing daisies.

EATIN' DIRT

There's a lot on the line in a duel. A hero who whimpers like a sick calf when he gets winged won't make the papers, even if he winds up winning. Even a tinhorn who's had his knees blown out and his gizzards creased won't cry to mama until he's in the bone orchard.

Heroes never Eat Dirt in a duel. If they should be Eatin' Dirt according to the Critical Hits Table, they suffer a -4 modifier to their *Shootin'* rolls for the duration of the duel instead.

There's no effect from being made to Eat Dirt again, and there's no way to recover from the penalty until the duel is over.

Once the fight's over, a hero who was Eatin' Dirt (and is still drawing breath) automatically recovers. Again, it's the Law o' the West.

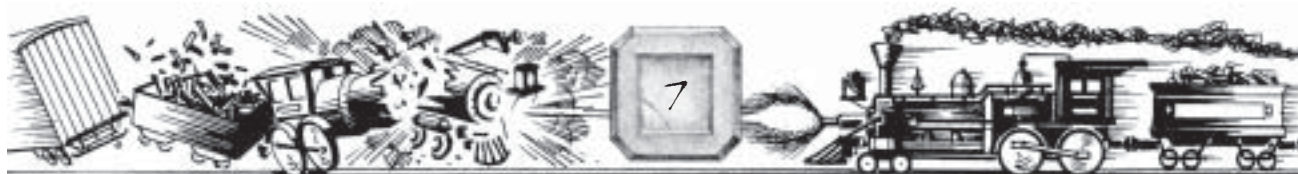
FEAR AND TERROR

Sometimes a cheating rival might use a power or ability that causes *Fear* or *Terror*. Hey, all's fair in love and the Great Rail Wars.

If your opponent naturally causes *Fear* or *terror*, your hero must make a *Guts* check as usual before he can attack.

The only problem for your hombre is that no matter how scared he gets, he's even more afraid of running. His cohorts would laugh at him, the papers would tell the world of his cowardice, and you—his stern Rail Baron—well, there's no telling what you'd do to the poor sodbuster.

A Shaken hero suffers his usual -1 penalty to his die rolls. If he becomes Panicked, he doesn't run from the duel, but he shakes so hard he suffers a -4 to his attack rolls (whether *Shootin'*, *Fightin'*, or otherwise). Being Panicked in a duel can even add up with the -4 for Eatin' Dirt.





HAND-TO-HAND DUELS

So what if one of the duelists has no ranged weapon? That's okay. Heroes can demand some old-fashioned knuckle-busting as well.

If the target has a ranged weapon, he can choose whether or not he wants to enter the hand-to-hand duel or just take a shot at the offending party on his next regular action. Otherwise, he has to roll *Smarts* as usual.

If either duelist has a ranged weapon, he can't use it in the fight (even if it's a pistol or other weapon normally allowed in hand-to-hand).

By the way, if your hero's got a ranged weapon and his opponent doesn't, he can't call out the defenseless sod into a regular duel. He just refuses to fight. In the Weird West, heroes might be brave, but they're not stupid.

GET TO FIGHTIN'

If there is a hand-to-hand combat, move the two heroes to the nearest open space between them and proceed as usual.

Remember, no one Eats Dirt in a duel, so the "No Mercy" rule doesn't apply. The fighters just keep hacking away until one of them is jerky.

OTHER DUELS

So what if your huckster gets called out and wants to engage another in a wizardly duel? Can he cast spells that aren't attacks? Such as *missed me*? Or what if your Texas Ranger wants to use his *Stare* special ability before drawing his hogleg? Or your priest wants to heal himself before he makes his next attack? Can these things happen?

Sure. But no matter what, whoever rolls highest goes first. If your action doesn't require a die roll, then you have to roll *Shootin'* anyway to see whose action is resolved first (*Shootin'* is the best measure of a character's quickness).

FAME AND FORTUNE

"So what's in it for me?" you're saying? Fame and fortune, compadres.

When one of your heroes wins a duel, you get the Bounty Points of the hero you just Put Down, plus one draw of Fate. Duels are lauded in the papers, especially *The Tombstone Epitaph*. If a muckraker is attached to the winner of a duel, you get a 50-point Bounty bonus as well.





CHEATIN'

There are a couple of ways a fellow might cheat. And they're all perfectly legal.

SPELLS

The first and probably best way to cheat is for your gunslinger to already be under the effects of a spell before going into a duel (or to magically curse his opponent just prior to calling him out). Actually, though the old-timers wouldn't approve, the new breed of gunslingers see this as part of the game. If you can time it right, more power to you.

GIZMOS

Another way to cheat is to use some sort of defensive gizmo, such as a bulletproof vest. Again, it's part of the game and perfectly legal.

Offensive weapons, such as flamethrowers and Gatlings, are also fine. Just remember to check some of the special rules we outlined above. Specifically, you still have to make a *Shootin'* roll with a flamethrower to determine your mad scientist's speed, and you can add a Gatling's *ROF* to your roll.

THE HARROWED

It's hard to kill something that's already dead, so feel free to work your Harrowed's bloody way through the enemy's gunslingers. That's half the fun of being dead.

Make sure you check out the Undead section under Edges & Hindrances, below, because there are some major advantages to being undead in a duel.

The real risk to dueling with a Harrowed comes if he should happen to lose. If the enemy duelist doesn't have the *Occult* ability, your Harrowed is gone for the rest of this game, but his undead flesh heals up by the time the next battle rolls around and you can keep on using him.

If the enemy duelist does have the *Occult* ability, or is Harrowed himself, he knows to put a bullet in the creep's noggin before rejoining the battle. This kills the Harrowed once and for all.

Once your Harrowed is in a duel, your opponent can't attempt to take him over via the insidious manitou wriggling around inside him. It is a perfectly legal (and fun!) tactic to try to take over a Harrowed and then call out one of his amigos, however! Try it!

One strange note. Those killed by a Harrowed in a duel get one extra draw to come back as Harrowed themselves. Weird, huh?

EDGES & HINDRANCES

A few of the Edges & Hindrances your heroes might possess have additional effects in a duel. Check the list below to see.

DEATH WISH

The hero can never turn down a duel if he's called out.

FEARLESS

If your hombre has somehow become *Fearless*, he can ignore any modifiers for *Fear* or *Terror* in hand-to-hand duels.

HEROIC

This is like *Death Wish*, but for different reasons. A real hero can never turn down a duel when he's called out.

LEVEL-HEADED

Level-Headed heroes don't lose their cool, even in a duel. They take their time and place their bullets on target instead of snapping off hasty and ill-aimed shots.

Level-Headed heroes add +2 to their damage when determining hits in a duel, but subtract -2 from their attack rolls only for purposes of determining speed (not for actually hitting).

PACIFIST

A *Pacifist* can never be forced into a duel. He can choose whether or not he responds to being called out. On the other hand, he can never call out another hero.

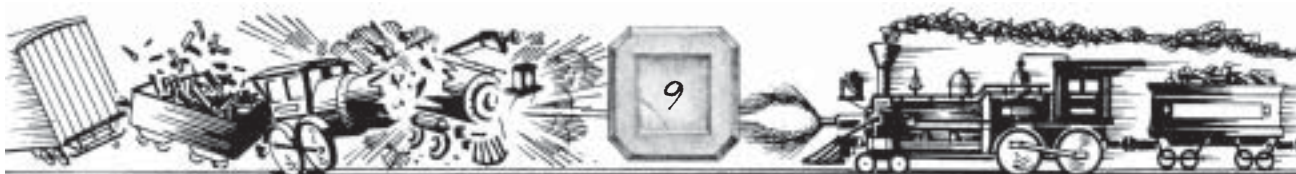
THE STARE

A duelist with *The Stare* is an unnerving son of a gun. The mad twitch in his eyes makes his rival lose concentration, perhaps even his life.

If the hero wants the full effect of the stare, he has to sacrifice an action, just like normal. But even if he doesn't have time to really give a rival the evil eye, his steely stare still has an effect. An opponent of a hero with *The Stare* must subtract -2 from his attack roll. This counts against both the attack's speed and its accuracy.

VENGEFUL

Vengeful folks don't like being shot. If they're made to Eat Dirt, their attack penalty is only -2 instead of -4 for the duration of the duel. This counts only for the speed of the attack, but doesn't help determine if the shot actually hits.





UNDEAD

Watch out for enemy Harrowed who like to duel—they're nasty cusses. The rows of tombstones in Boot Hill attest to that.

Besides their usual advantages (such as +2 to resist damage), *Undead* heroes can ignore the penalties for Eatin' Dirt during a duel.

YELLER

A *Yeller* hero who is wounded but not killed (made to Eat Dirt) must make an immediate Hard (8) *Guts* check to continue the duel. If he fails, he turns tail and runs with his tail between his legs.

Treat this as a normal Panicked result (move the coward immediately) and end the duel. The remaining gunslinger gets the Panicked hero's Bounty. If someone Puts Down the coward later in the battle, she gets no Bounty Points for it.

On the plus side, *Yeller* heroes add +4 to their *Smarts* roll when trying to resist being called out in the first place.

HANGIN' JUDGES

The awesome Hangin' Judges summoned by Black River waft across blasted battlefields, looking to dispense their own brand of justice across the Weird West. The fingers in their tattered gloves twitch excitedly when they see a worthy opponent.

Though Hangin' Judges aren't heroes, they can take part in duels just like their mortal counterparts. Note that this doesn't make the Hangin' Judge a hero, and you don't get to roll on the Critical Hits Table when he gets pegged.

Hangin' Judges don't really speak, so when they call someone out, the target just hears his name carried on a raspy wind. The Hangin' Judge must be able to see his prey, and the target must be within the normal 12".

Should someone be foolish enough to call out a Hangin' Judge, it automatically accepts—unless the caller is a lawman. Then the creature can roll *Smarts* as usual to resist the temptation.

If for some reason there are two Black River players in a game, rival Hangin' Judges never call each other out.





NEW WEAPONS

BUNTLINE

Buntline pistols were made specially for a few notable legends of the Old West (Wyatt Earp supposedly carried one). Only Heroes can purchase Buntlines.

A Buntline has a 16-inch barrel and detachable shoulder stock. It has an increased range, but it's a devil to draw in a hurry. In a duel, it takes -2 from the user's *Shootin'* roll for purposes of speed. It's much more useful outside of a showdown. Its maximum range is 30", not 24".

LEMAT

The LeMat grapeshot revolver was a pistol that also sported a single-shot 16-gauge shotgun barrel. You may buy LeMats only for heroes.

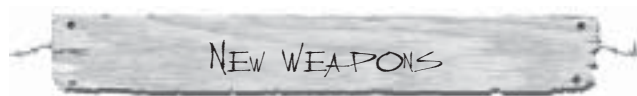
Within 3", the user rolls 3d6 damage instead of the usual 2d6.

MUSKET

Few troops in the Rail Wars carry antiquated cap-and-ball weapons. Those who do are usually Indians of the Coyote Confederation or old-timers with a fondness for the familiar.

A troop carrying a musket cannot fire if it moves over half its Pace in a turn. Also, since muskets are muzzle-loaders, prone troops must stand between shots to reload.

Muskets can be carried in addition to a pistol or other small weapon.



Weapon	Range	ROF	Damage	Cost
Buntline	30	1	2d6	5
LeMat	24	1	2-3d6	5
Musket	36	1	2d8	0

CAMPAIGNS

Unconnected battles, even with veterans from previous games, aren't campaigns. What we mean by a campaign is a series of connected battles with a particular storyline.

We've given you three such campaigns in *A Fist Full o' Ghost Rock*. For the most part, each one tells you everything you need to know. There are a few ground rules, however, and you can use these to help create your own campaigns as well.

PLAYING THE CAMPAIGNS

At the beginning of each campaign is all the information you need to run the battle.

At the start of each tale, there's a heading called *The Campaign*. This gives you and your friends a brief overview of what's going to happen in the battles to come. Everyone should read this and the introductory fiction to get a feel for the story and their role within it.

The beginning of each scenario starts with *The Battle*, where you can read about each player's general goals and the nature of the particular game you're about to play.

The *Setup* describes the battlefield and tells you about any special features on the accompanying map. Check here to find out which cliffs are climbable, how deep the rivers are, and so forth.

Troops tells you what forces you start with or can purchase.

Deployment tells each player where he can place his troops at the start of the battle. If the scenario tells you to "march on," it means each troop walks onto the board on its first Action Card.

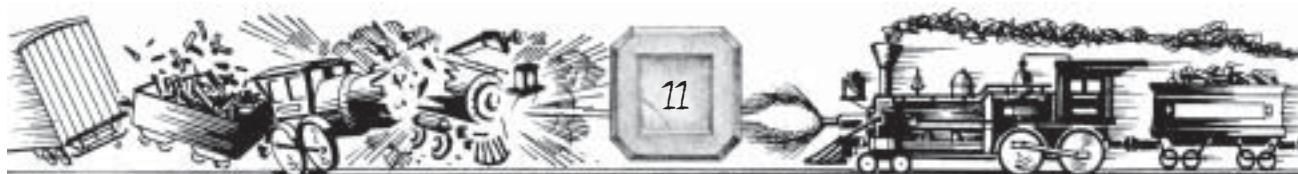
Bonus describes any special Bounty Points or Fate Chips that can be won for completing special scenario objections.

Special Rules describes any unusual rules in force for a particular scenario. Often, the Special Rules section includes Events. If any of the conditions listed under Events occur, the player that triggered the Event should immediately turn to the numbered entries in Appendix A and follow the instructions there. Don't read these ahead of time or you'll spoil all the surprises!

Sometimes an Event is a good thing, and sometimes it's a bad thing. Use your judgment and the clues in the scenario description before you go triggering an Event on purpose.

In most campaigns, your troops, deployment, bonuses and special rules aren't known by your ornery opponents. Briefings are a way to simulate a little of the "fog of war". Your Briefing tells you what your secret goals in the scenario are, and it might give you additional troops, benefits, or surprises your opponent won't know about until it's too late. They're listed by numbers which correspond to entries in Appendix A.

Sometimes Briefings are listed by railroads. Sometimes they're listed by your "place" in the previous battle. This way you can play any of the campaigns in this book with two players all the way up to six.





Make sure you don't read anyone's Briefing but your own. There are a lot of interesting subplots running in between the main storylines, so peeking at other folks' information spoils the fun for everyone.

Also, don't read the Briefings for the second or later battles until you're ready to play them. Again, we've thrown some interesting twists and turns into the story, and reading ahead not only ruins the surprise—it may unfairly influence your actions in the earlier battles.

Okay. Enough preaching. We've told you the rules. Stick to them, and you'll get the most out of this book. If you're too eager to wait, that's fine too. It's your game, after all. But we warned you, amigo.

RETREAT!

To preserve your troops in a campaign, discretion may be the better part of valor. We're talking about getting the Hell out of Dodge.

Troops can always flee a battle unless the scenario says otherwise. This has some serious repercussions, however, as the folks who read about your exploits in the papers will lose faith in your railroad. And yes, if you somehow get control of a foe's troop, you can make it retreat.

To flee, a troop need only walk off the nearest table edge. If the troop has multiple figures, those who lag behind must run their full move toward that edge every action.

Every troop that flees the field gives your opponent that many Bounty Points. If there are multiple opponents, split the Bounty among them evenly and discard any leftover points.

REGROUP!

You need to Regroup in between the battles of a campaign. This is when you separate the men from the corpses, and the really dead corpses from the corpses that can still get up and shamble around.

Before you fight your next battle, you want to heal your heroes' wounds, attempt to recover figures who were Put Down, and reorganize your survivors.

HEROES & WOUNDS

Heroes who were Winged or made Lame in a battle can roll at the end of the battle to see if they're going to heal up in time for the next battle.

Make a Hard (8) *Vigor* roll once the game's over. You can use any Fate Chips you've still got

left.

A hero with *Tough as Nails* or a similar Edge adds his bonus to the *Vigor* roll.

If the hero makes the roll, his wounds are healed. If he fails, he's still wounded during the upcoming battle. A hero who was Winged or made Lame more than once has to roll to remove each counter.

You can try to heal wounds after each battle a hero's in, even if they're from older battles.

The really bad news, however, is that if you roll a 1 on this healing roll (and don't raise it with a chip), the wound becomes permanent.

HEALERS

If you have healers in your army, all of them can make one attempt at healing each hero's wound as well.

Troops with the *Sawbones* ability can't heal Harrowed. A Houngan with the *reanimation* spell could try, however. Use common sense to apply this to similar situations.

RECOVERY

A figure who was Put Down isn't necessarily dead. He may have taken a nasty wound, crawled into a hidey-hole, or otherwise just excused himself from the festivities.

In between scenarios of a campaign, the survivors can attempt to get some of your troops up and moving again.

Each figure that was Put Down can be recovered if it makes a Hard (8) *Vigor* roll. If you had any Fate Chips left over at the end of the battle, you can spend them now if you want.

If you had twice the points of the next closest player, your troops held the field, making it much easier to recover stragglers. Add +2 to each figure's recovery roll.

A figure's *Vigor* bonuses (such as from *Tough as Nails* or *Undead*) can be added to this roll as well. Needless to say, Bayou Vermillion does quite well in an extended campaign.

Healers can drastically improve your troops' chances of recovery. Each figure with the *Sawbones* ability adds +2 to up to 5 other human casualties. Assigning multiple Sawbones to a figure has no additional effect. (And it's always a good idea to recover any Put Down Sawbones first so they can help others!)

And yes, mad scientists (or other characters with *Mechanically Inclined*) can aid Automatons, Clockwork Tarantulas, and other "machines," while Houngans with the *reanimation* spell add +2 to *Undead* figures' rolls (except Harrowed).





HARROWED

Harrows who were Put Down automatically come back in the next battle unless they were killed by another Harrowed or someone with *Occult* or died from a head shot.

UNEARTHLY BEINGS

Unearthly beings who were Put Down by any means other than their weakness or by someone with *Occult* automatically recover and return for the following battle. This most often happens when some loser with a flamethrower or a cannon knocks a Hangin' Judge to Perdition. Damage like that can take a Judge out of a battle, but it comes back meaner than ever for the next one.

REORGANIZATION

If your opponent ripped you a new cornshoot in the last battle, you likely have some posses with only a few figures left in them. The good news is you can regroup like troops into new posses. Say you've got two posses of Nosferatu with two figures each remaining. If you want, you can combine them into a posse of four.

REINFORCEMENTS!

Occasionally, you might get an influx of reinforcements in between battles of a campaign.

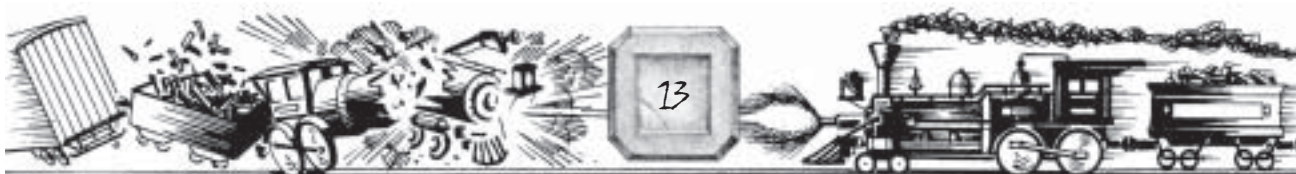
If the scenario just gives you a troop list, take it and run. If you're given points to buy new troops, however, you can replace troops lost in the last battle as well. The cost is the Bounty Points of the missing figures.

Say you lost a crewman off your Gatling gun. It costs you 15 to replace a single gunner. If your Gunmen are down two figures, 20 points brings them back up to full strength.

If the posse you're reinforcing is experienced, you need to pay its recalculated Bounty Point cost (see the Hiring Bonus we discussed earlier in this chapter, bub).

Now Get to Fightin'!

That's all the new stuff, amigo! The next three chapters are the campaigns we told you about. After that are the appendices where you'll find new heroes used in these campaigns, events, and new troops!







CHAPTER TWO: A FIST FULL O' GHOST ROCK



The Drifter sat on a lonely hill overlooking Trouble. It wasn't the kind of trouble she normally got into. It was the kind that was full of saloons, randy cowpokes, and folks just trying to eke out a living. This was Trouble, Colorado, the newest boomtown in the Disputed Lands.

The Drifter had a nose for trouble on the High Plains. She always showed up just in time to cause trouble, make a small fortune with her hired guns, and then get out while the good, the bad, and the ugly fought over whatever was left.

But she had a feeling this time. Like butterflies in her stomach. Only they weren't full-grown yet. It was more like there was a nest of caterpillars twisting around inside her innards trying to break out of their cocoons.

But Trouble was her destiny, and she could no more escape it than those damn caterpillars could avoid turning into butterflies. And she sensed that her life was about to change.

Would she finally gain a cause? Something to fight for besides money? Perhaps. Love? No, not for her. Violence, then. And death. She was used to that. A score of desperadoes and railroad lackeys had fallen to her six-guns over the years.

The Drifter stood, stretched, and listened to the familiar creak of her leather chaps. Her horse nibbled aimlessly on the tall prairie grass behind the knoll. She stroked his muzzle, then climbed in her saddle, and headed down the hill toward the boomtown.

And that was when all the trouble started.

THE CAMPAIGN

This twisted tale of the Weird West centers around a mysterious heroine known only as the "Drifter." She's a hired gun who likes to play both sides of the game. It's a dangerous way to live, but so far the Gal with No Name has made a killing with her double-crossing tactics.

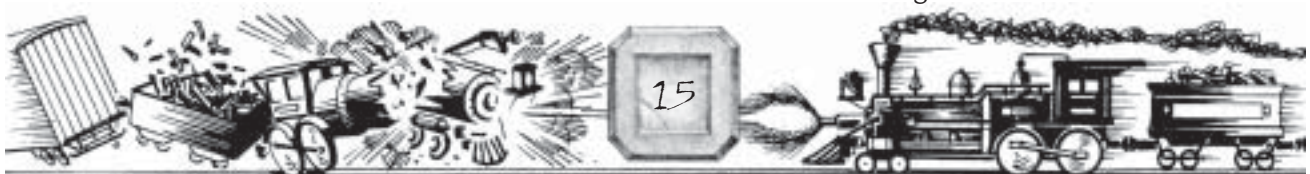
This time, the Drifter gets caught up in a struggle between the Rail Barons over the boomtown of Trouble, Colorado. The winner of the fight gains the right-of-way. The losers must put their tails between their legs and run back to their unforgiving Rail Barons.

TROUBLE

The town of Trouble, Colorado, just hit it rich. Ghost rock was found in the foothills just outside of town. Miners are swarming in by the scores, bringing with them saloon gals, shysters, and various riffraff trying to make a buck off everyone else.

Mayor Harley Walls has responded to the rush with open arms. He's been trying to get a rail line through Trouble for some time, and now he's got something worth the Rail Barons' attention. And he plans on making them pay.

Walls has telegraphed Purchase Agents—called Enforcers—from each of the Rail Barons to place their bids. The agents trust each other about as far as they can throw an Automaton, so they and their entourage have come heeled.





THE ENFORCERS

Here's what everyone else knows about the Enforcers who have come to town (ignore those Enforcers you aren't using in your campaign).

BAYOU VERMILLION

Bayou Vermilion's Enforcer is Josey "Twiddle" Deveaux, a southern belle from New Orleans. She's more beautiful than a Louisiana sunrise and, from all reports, deadlier than a swamp viper.

She gets her name from the cards she constantly shuffles in her pretty hands.

Josey is backed up by hired desperadoes who fall all over themselves trying to please their buxom boss.



BLACK RIVER

Black River's agent is "Diamond" Lil Marcone. No one knows much about her, but one would be foolish not to bet she dabbles in the dark arts as so many of Black River's heroines do.

She gets her name from the extravagant jewelry she wears. Diamond rings, earrings, and even bracelets. It's been said the rocks hanging off Diamond Lil are more valuable than a Wells Fargo coach.

For all her beauty, it's likely that at least some of those jewels were taken from the corpses of those who stood in her way. Almost as beautiful as Lil are her hired guns—all pretty young women in the employ of the Rail Wars' most seductive player.



DIXIE RAILS

Dixie Rails' Enforcer is Colonel "Lame" James McFeely. He's a tough old bird known for never giving up, though he walks with a limp the papers say he got in the battle of Shiloh over a decade ago.

He's brought a detachment of CSA troopers along to keep the rest of his rivals as honest as possible.



IRON DRAGON

Iron Dragon has employed a rogue Japanese Ronin named Yojimbo to negotiate its right-of-way. While his strange sword glistens sharply in his kimono, his demeanor hints that he is an honorable gentleman, though perhaps misguided in his service to Iron Dragon.



The mysterious samurai is accompanied by Chinese Tongs. Unlike their more noble leader, these ruthless thugs will do anything for their true master: Kang.

UNION BLUE

Word was that the famous Pinkerton Nevada Smith would be handling this case. That rascal has fouled up more rival operations than the rest of the Union Blue Enforcers combined.

Fortunately, there's no sign of the "man of a thousand faces." Instead Union Blue sent Franklin Burns, Esq., a tinhorn lawyer from Back East somewhere.

Frankly, Burns may be good at lawyering, but it seems strange that a greenhorn like him was sent to what may be a fierce battle. The hired guns assigned to protect Burns seem like veterans, but they won't likely be able to save him if things turn ugly.

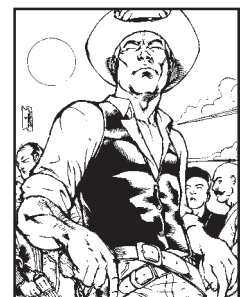


WASATCH

Wasatch's man on the scene is "Lightning" Jim Nelson. The papers say he's a famous duelist who's never lost a gunfight. Word is he's the fastest gun both sides of the Pecos. Worse, he enjoys proving it.

It's a wonder Wasatch sent this hothead to handle such an important and delicate negotiation. Could Hellstromme be up to more than he seems?

The hired guns who accompany Jim seem nervous and antsy. They appear to be typical Wasatch hired guns, but their shady looks hint otherwise.





CHAPTER ONE: SHOOTOUT AT THE KO CORRAL

Just after breakfast, each of the Rail Barons' Enforcers receives a mysterious and anonymous note. Half the Enforcers are told to meet secretly in an empty corral. The other half are told their rivals are secretly planning against them and given the location of the rendezvous.

This is where the action starts, amigos.

THE BATTLE

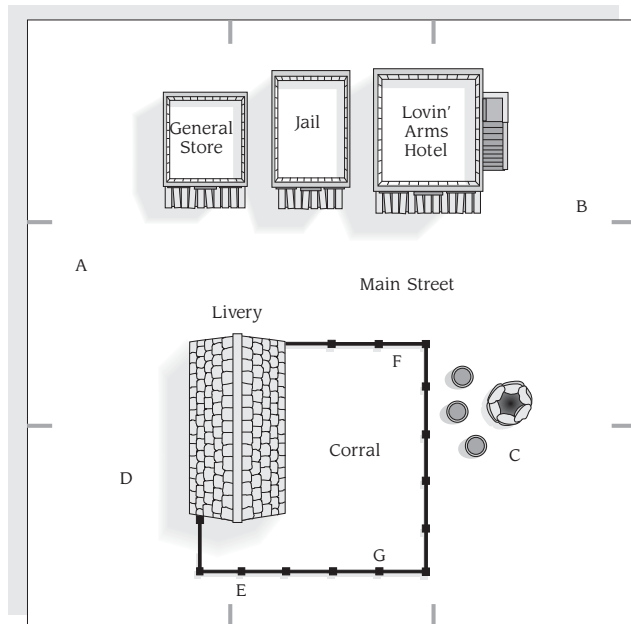
In the first battle of this campaign, one side has been summoned to a mysterious meeting in the middle of the night. The other side has been tipped off and wants to break up the conspiracy.

All Hell breaks loose when the Enforcers catch each other outside of town.

THE SETUP

The fight takes place in a small corral on Trouble's Main Street. Set up your table as shown on the map. The corral fence is of the split-rail wooden variety. Because it isn't solid, it offers only soft cover to those behind it.

The Trouble Jail is a brick building with reinforced windows and doors. Should someone attempt to knock it down, it can take 100 points of explosive damage.



TROOPS

Each player gets his Enforcer and the personal bodyguards he or she brought to Trouble. The individual railroad Briefings have the details.

DEPLOYMENT

Your Briefing tells you where your troops begin the battle. The defenders set up first, followed by the attackers. Roll d20s among players to decide who must set up first among sides.

BONUS

There are no special Bounty Bonuses in this scenario, though individual Enforcers may have their own special awards for achieving certain personal goals. Check the character profiles in Appendix B to see if your Enforcer has a secret of some sort.

MULTIPLE PLAYERS

Half the players are defenders, the rest are attackers. If there is an odd man out, he's a defender. You can use the method we gave you in *The Great Rail Wars* rulebook to determine sides if you want, or you can simply decide amongst yourselves.

Just because there are multiple players on a side doesn't mean they have to be buddies. Feel free to make and break alliances as you see fit.

SPECIAL RULES

NIGHT BATTLE

The fight takes place during the dead of night. All ranged attacks suffer a -2 penalty, and line of sight is limited to 12".

EVENTS

Check the Event section when any of the following occur:

(21) *End of first turn:* The defender with the fewest points at the end of Turn 1 should read this Event. If there is a tie, roll a d20. The highest-rolling player reads the Event.

BRIEFINGS

Determine if you are an attacker or a defender, and then consult your railroad's Briefing.

Bayou Vermillion: 16

Black River: 22

Dixie Rails: 26

Iron Dragon: 13

Union Blue: 7

Wasatch: 27





CHAPTER TWO: FOR A FEW CHUNKS MORE

The streets of Trouble stand quiet after the ambush at the corral. All through the long night, the survivors pace anxiously in their camps, hotels, or hideouts waiting for morning to come.

Then, at daybreak, Mayor Walls declares a truce among the railroads. If the Enforcers will show up to the town square at high noon without their bodyguards, he'll guarantee their safety. And he's gathered a posse of his own to make sure the Enforcers mind their manners.

Cut off from the rest of their soldiers, the Enforcers have little choice but to agree. Of course, that doesn't mean they can't send their minions out for a little insurance.

THE BATTLE

It's a battle royale across the town as each railroad tries to secure an advantage over its rivals. Your troops must fight their way across Trouble. Though everyone's goals are different, it's a sure bet you don't want any of your opponents to complete their objectives.

THE SETUP

Set up the table as shown on the map. If possible, try to use buildings that somewhat match those of Trouble. It's best if the buildings with two stories actually have two stories on the tabletop, the jail looks tougher than most others, and so forth.

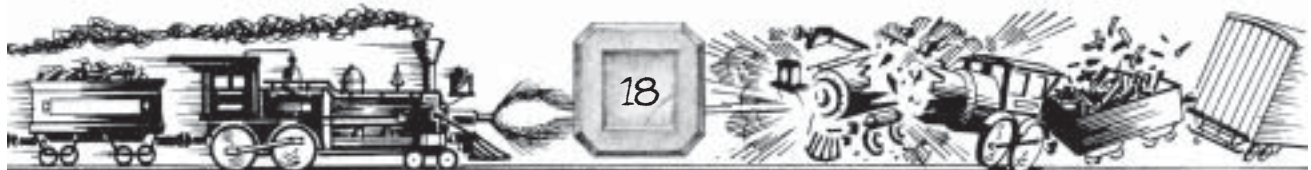
Feel free to add more obstacles to the table if you've got the props. Rain barrels, hitching posts, crates in the alleys, rocks, a town well, and so forth can really liven up a table and give troops valuable cover.

TROOPS

Each player gets the survivors of the last battle. After the fight, each Enforcer used his personal cash to hire a few of the desperate gunmen lurking about the boomtown, so every player gets a fresh posse of Gunmen too.

If the Drifter was Put Down, her body wasn't found after the fight. You can bet you're going to see her again.

If your Enforcer was killed, another is dispatched immediately to take his place. You must roll this hero completely randomly. His Bounty is 50 (the cost of a basic hero).





DEPLOYMENT

All the Enforcers start in the Town Square to the north of the statue. Place a figure for Mayor Walls and two posses of Gunmen as well.

The posses should be placed around the Enforcers in a circle.

See your Briefing to find out where the rest of your troops begin the battle.

BONUS

None, but accomplishing your objective has an important effect (as you'll see under Events). If your opponent accomplishes his goal first, he's going to smack you around soon after. However, Mayor Walls has warned the Enforcers that if another fight breaks out, his posse is going to enforce the peace. Consider your actions carefully, muchachos.

SPECIAL RULES

THE "PEACE CONFERENCE"

Mayor Walls is a crafty old dodger. The posse he's hired to "protect" the Enforcers could just as easily put a bullet in their conniving brainpans.

The Enforcers can't move or take actions until a shot has been fired elsewhere. They can Hold an action if one of their cards comes up beforehand, however.

Once a shot has been fired elsewhere, the Enforcers may act normally (see Events).

EVENTS

(17) *End of Turn 1:* The player who had the fewest points at the end of the last battle triggers this Event at the end of Turn 1.

(5) *First shot:* Mayor Walls warned everyone not to start trouble in Trouble. Read this Event when a player declares the first shot of the battle. Only an attack that makes a loud noise, such as an explosion, a gun, or dynamite triggers this event. (*Soul blast* is relatively silent, by the way, but *ball o' doom* makes lots of noise!)

(10) *First objective reached:* The first player to complete his objective triggers this Event.

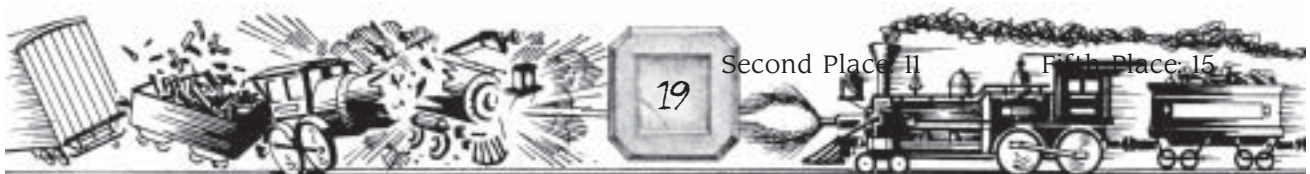
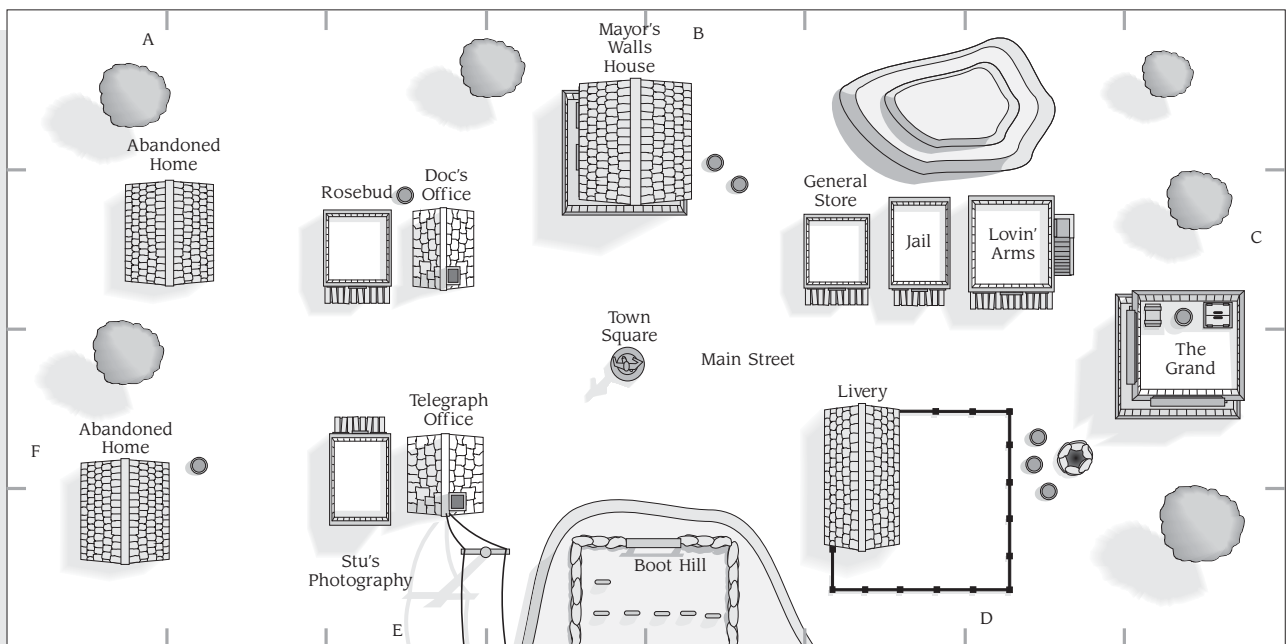
BRIEFINGS

Your Briefing depends on your rank from the last battle, rather than your railroad. Whoever collected the least Bounty Points in the first chapter reads the Last Place Briefing, the player with the most points reads the First Place Briefing, and so on. In a tie, roll for the higher place. The loser gets bumped down a notch.

Important! Regardless of the number of players, the lowest-ranking player reads the Last Place Briefing. If there are only two players, for example, skip the Second Place Briefing and use the Last Place Briefing instead.

Last Place: 3
First Place: 1

Third Place: 6
Fourth Place: 25



Second Place: 11

Fifth Place: 15



CHAPTER THREE: THE GOOD, THE BAD & THE HARROWED

Doc Spivey wrapped the Drifter's wounds and then watched as she took a long tug on a bottle of rye which he kept handy for just such a situation.

"There's been a lot of trouble in town."

"Yup," the Drifter gargled.

"An' it seems like you're usually on the winnin' side of it."

The Drifter wiped whiskey from her lips with the back of her bloodstained sleeve. "Yup."

Doc Spivey's eyes lit up. He knew it was dangerous, but he couldn't help but ask. "You set it all up, didn't you?" His voice was little more than a whisper.

The Drifter said nothing, but she set the bottle down on the floor at her dusty boots. She reached inside her bloodstained poncho, and Doc Spivey felt a shiver run up his spine.

He almost laughed aloud with relief when the gunslinger pulled out a double-eagle and flipped it at him.

"That oughtta settle us," she said.

"Yeah, I reckon it oughtta."

Bootsteps on Doc Spivey's porch made them both silent.

The Drifter stood quickly and turned to find Spivey's back door. Again, footsteps could be heard crunching softly in the dirt outside.

"Damn," the Drifter grunted.

A DATE WITH DESTINY

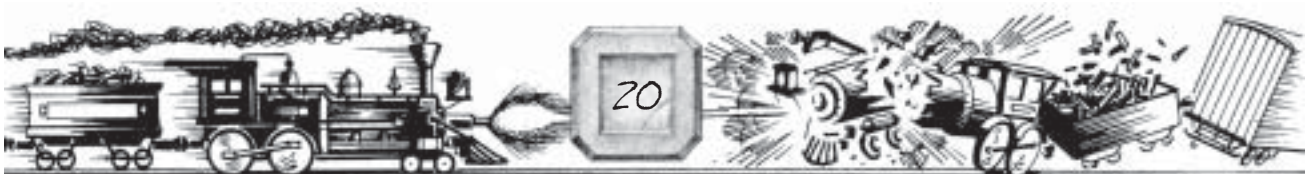
There had been too many of them for her to fight. Even her blazing six-guns couldn't put down more bodies than there were bullets. So she had gone quietly, hoping to make a deal.

But they were on to her.

Now the Rail Baron's thugs were beating the life out of her. They tossed her back and forth like a rag doll, smashing her lips, pulping her nose, and bloodying her eyes.

She didn't give them the satisfaction of screaming, didn't let them see the delirium creeping into her fractured noggin. She simply glared at them through her one good eye and cursed them all to Hell.

Then the Drifter slumped to her knees. And died.





LUCKY FIND

"Why here?" the hired gun asked.

Another gunman spat a cheap cigar out of his mouth. It was all used up anyway. He grunted as he hoisted the heavy load off his horse. "The boss don't want the body found yet. Not 'til we know who she was workin' for."

"Such a waste. She was a pretty thing."

"Was is right. We worked her over pretty good. But she died good. Went down fightin' longer than I woulda."

"Yup. Well, let's get this over with. Help me pick her up and throw her in that hole."

"Hey, did you see that?"

"What?"

"The bag moved!"

"Bullpuckey. The full moon's playin' with your eyes, fool."

"Yeah, I guess so." The first man wasn't certain, but he didn't want to look any more foolish than he already did, so he grabbed one end of the bag they'd stuffed the unnamed gunfighter in. "Heave!"

The two thugs tossed the heavy sack into a rocky hole at the top of the hill. They were a few miles outside of Trouble, in a rocky valley near where ghost rock had been found.

The hole they dropped the Drifter in was a deep, dark tunnel leading straight down into the bowels of the earth. Though the thugs didn't know it, the locals called it Hell Hole.

"Let's get outta here. This place gives me the creeps. I know it's just wind blowin' through that hole that makes it howl, but I don't like it."

The second hired gun took a new cigar out of his vest pocket and lit a match. It flared far brighter than it should have.

The thug held the match aloft and looked down into the darkness. "Look!" he said to his accomplice. "Down in the hole!"

"I see her," said the other.

"No, not her, ya dang fool! The rock!"

"Huh? I don't see nothin' but darkness down there."

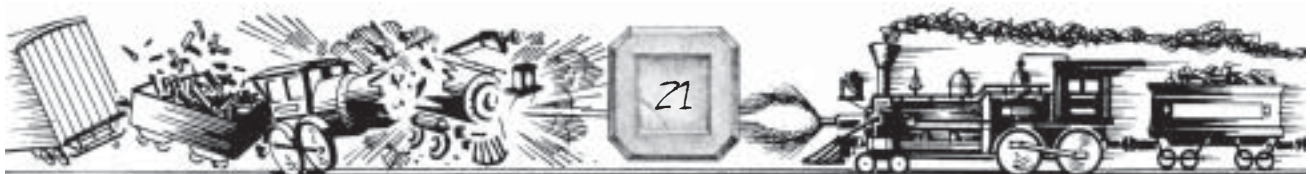
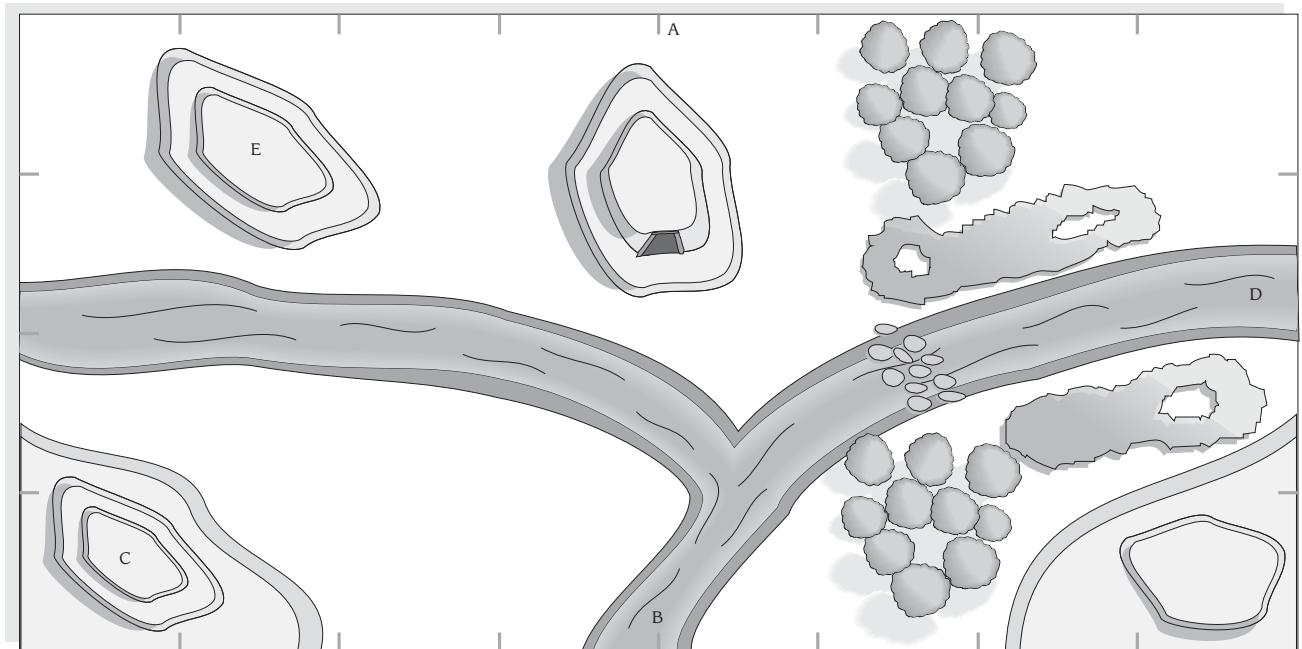
"Look again, partner," he said as he waved the dancing match over the hole. "We just found ourselves a hole full o' ghost rock!"

THE BATTLE

The fight begins shortly after the two thugs race back to Trouble. Their Enforcer is playing cards in the Rosebud.

The two thugs come busting in and tell their boss just what they've found. Unfortunately for them, the barmaid and several other patrons overhear their excited whispers. It doesn't take long for word to get out that a new find has been discovered.

The law is clear on this one. If your men are the first to find the ghost rock vein, you can stake the claim. More importantly, owning such a large vein almost certainly guarantees your company gets the right-of-way through Trouble.





THE SETUP

Place terrain as shown on the map. Make the board as rugged as possible. These are the foothills of the Rockies after all.

Hell Hole should be situated about 18" from the northern edge and should be at least 2 levels high.

TROOPS

Each railroad begins with the survivors of the last battle. If your Enforcer was killed, another is dispatched immediately to take his place. You must roll this hero completely randomly. His Bounty is 50 (the cost of a basic hero).

DEPLOYMENT

Your Briefing tells you where to place your troops. Roll d20s to determine order. Place your troops from lowest to highest rolls.

Since no one has time to scout out the valley, bushwackers may not be placed on the board prior to the battle.

BONUS

The first troop to reach Hell Hole nets his railroad 75 Bounty Points.

SPECIAL RULES

NIGHT BATTLE

It's night when the battle takes place, but a blood-red full moon provides more light than usual.

Shots fired at targets between 1" and 12" suffer no modifier, ranges of 13" to 24" suffer a -2, and ranged attacks 24" or more distant suffer a -4 (including area effect weapons and spells).

EVENTS

(7) *First player to reach Hell Hole:* The first player to get a troop to Hell Hole triggers this Event.

BRIEFINGS

As before, the player who scored the least points in Chapter Two reads the Last Place Briefing, the player with the most points reads the First Place Briefing, and so on.

Last Place: 9
First Place: 5
Second Place: 12

Third Place: 21
Fourth Place: 8
Fifth Place: 14





EPilogue

Read this only after you've finished the last battle in A Fist Full o' Ghost Rock and learned the strange fate of the Gal with No Name.

* * *

The hired guns of the Rail Baron lay dead at the Drifter's feet. She couldn't explain what had happened. She knew she shouldn't be here—shouldn't be walking among mortals—but she was.

And there was more. Some hideous creature was wriggling around inside her. The Drifter didn't know its name, but she knew it was what her old Sunday School teacher would have called a demon straight from the bowels of Hell.

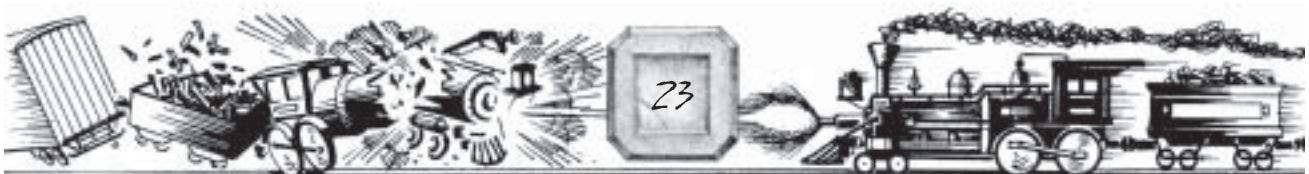
How was this possible? She had no idea. But she had somehow been able to tap the power of the thing during the fight. It was sickeningly sweet. Like reaching for penny candy covered in molasses—it was good but far too rich and tempting. And each bite brought her closer and closer to the thing inside her.

The Drifter shuddered and picked up her hat. The Rail Baron's cowardly troops had put a hole in it. They'd even managed to bring her down there for a bit—unholy rage or not.

But when it was all over, she was still "alive." Even her wounds had healed, all except for a nasty scar across her once-pretty throat. That was the one that had finally killed her, and it seemed whatever power had brought her back to unlife would leave it as a reminder of her brief journey over to the other side—and back.

The Drifter looked out over the horizon and saw a storm was brewing. What was there to do now? She wasn't sure. Something was going to happen—she felt it—but it would be a while. In the meantime, the Gal with No Name stalked off into the Weird West to do what she always did—cause trouble.

And raise a little Hell.







CHAPTER THREE: TRAIL O' BLOOD



"Sterling" Ben Stern watched as his enemies hurrahed. It was their right, he supposed, for they had whipped him soundly enough.

His task had been difficult from the beginning: drive deep into enemy territory, strike the Rail Baron's railhead, then retreat.

The only problem was he'd underestimated his foe: "Bloody" Marty Coltrane. Stern vowed to never make that mistake again.

Now it was up to Stern to get back to friendly territory. Unfortunately, many of his troops had lost their horses. He had vowed not to leave a man behind, so that left him with only two options: surrender or stage a desperate fighting retreat. Since Bloody Marty didn't take prisoners, there was only one choice.

Sterling Ben straightened his hat and looked at his shaken troops. "Let's go," he snarled.

MULTIPLE PLAYERS

This campaign was designed for two players. If you want to add additional railroads, you need to form sides as describe in *The Great Rail Wars* rulebook. If this is the case, assume we're talking about your "side" when we talk about attackers and defenders.

The troops we give you should be split as evenly as possible among the players. Although some of you are on the same side, each player should keep track of her own Bounty Points and Fate Chips separately.

THE CAMPAIGN

In Trail o' Blood, one player is the attacker (led by Bloody Marty Coltrane), and the other is the defender (led by Sterling Ben Stern). Either hero can work for any of the railroads.

Stern led a column of troops on a strike deep into enemy territory. Unfortunately, Ben is more honorable than clever. He assaulted the enemy railhead head on, even though it was heavily fortified, and he suffered heavy losses.

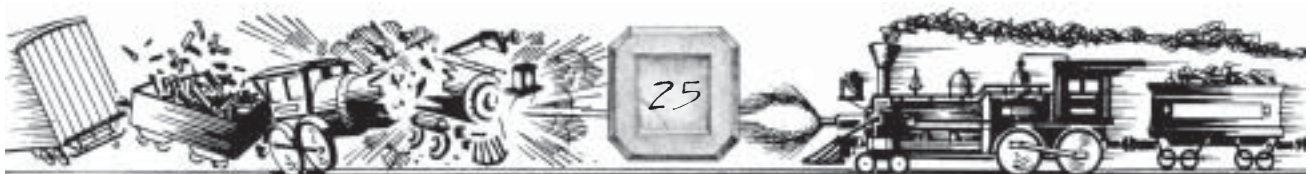
That might have been the end of it except that the defenders were led by Bloody Marty Coltrane. As Stern attempts to rally his shattered band and retreat home, Coltrane gathers his own troops to give chase.

Stern begins by outnumbering his pursuers, but he has few chances to regain any losses. Coltrane on the other hand gets fresh troops in most of the four battles that form this campaign.

Coltrane's job is to whittle Stern's forces away for a final strike later in the game. The trick is to not give Stern's player too many Bounty Points in the process.

AN HONORABLE RETREAT

For Stern's player, the point of most of the battles is to get off the board with as few losses as possible. In the first three battles, Coltrane's player does not earn any Bounty Points for any Stern's troops that leave the table.





CHAPTER ONE: AMBUSH!

Bloody Marty's troops suffered worse than Stern believed. It's going to take them several hours to regroup and give chase. Such a delay could allow Stern to slip through his fingers, so Marty gathered up the few troops who were ready and rode ahead for some local help to set up an ambush.

HEROES

We've designed Bloody Marty and Sterling Ben just for this campaign. Their personalities drive the story throughout the scenarios. You don't have to use them, but you need heroes with similar personalities for the story to make any sense. The attacker must be vengeful and relentless, while the defender is a heroic soul.

If you decide to use your own hero, you can either use an appropriate veteran character or make a new one for no more than 75 points.

THE BATTLE

The battle starts as Sterling Ben leads his men across Blood River. Marty and his local recruits wait in ambush.

Marty's goal is to cause as many casualties as possible. Stern needs to get his men through the ambush and off the opposite board edge without suffering too many casualties. He needs every survivor he can get in the battles to come.

SETUP

Set up the table as shown on the map. The cliffs to either side of the road are climbable. The river is fairly deep, but troops can swim it if needed. Besides the bridge, troops can also cross at the bridge or the ford (which counts as difficult terrain). Should it matter, the bridge can take 30 points of damage before it collapses.

The shack appears to be a ramshackle home of some sort. There's something disturbing about its creepy facade.

TROOPS

Each player's Briefing lists the troops at his disposal. See Appendix A for your particular Briefing.

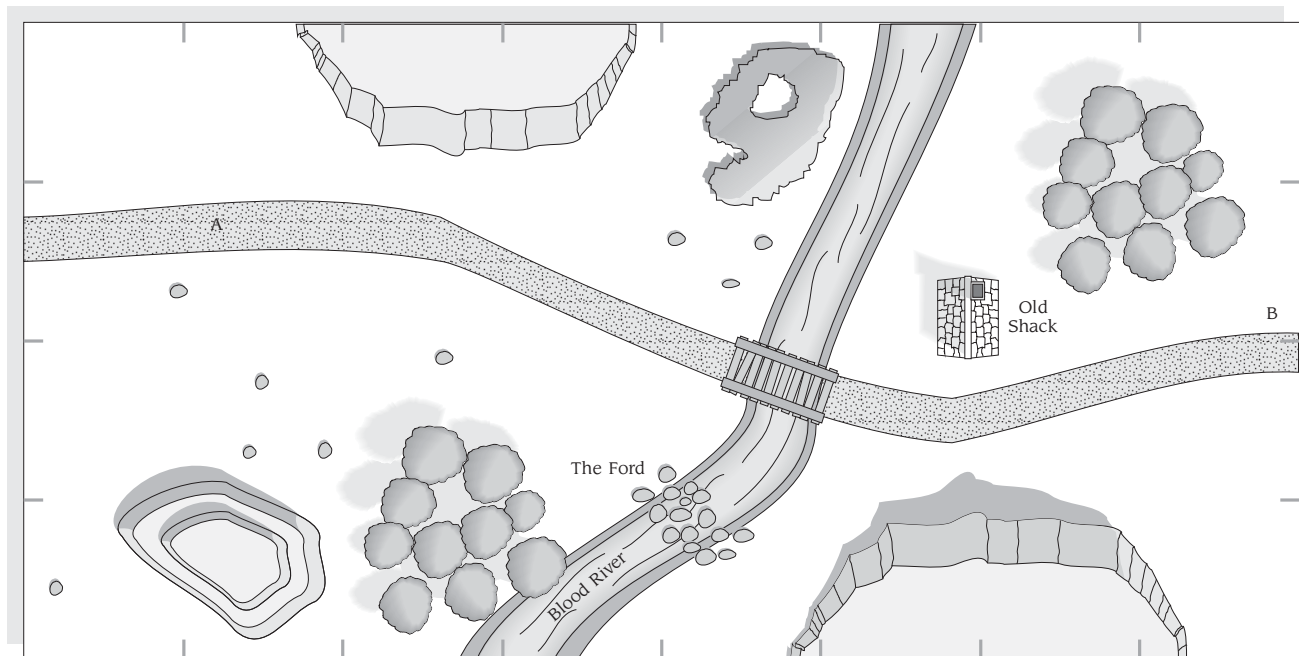
DEPLOYMENT

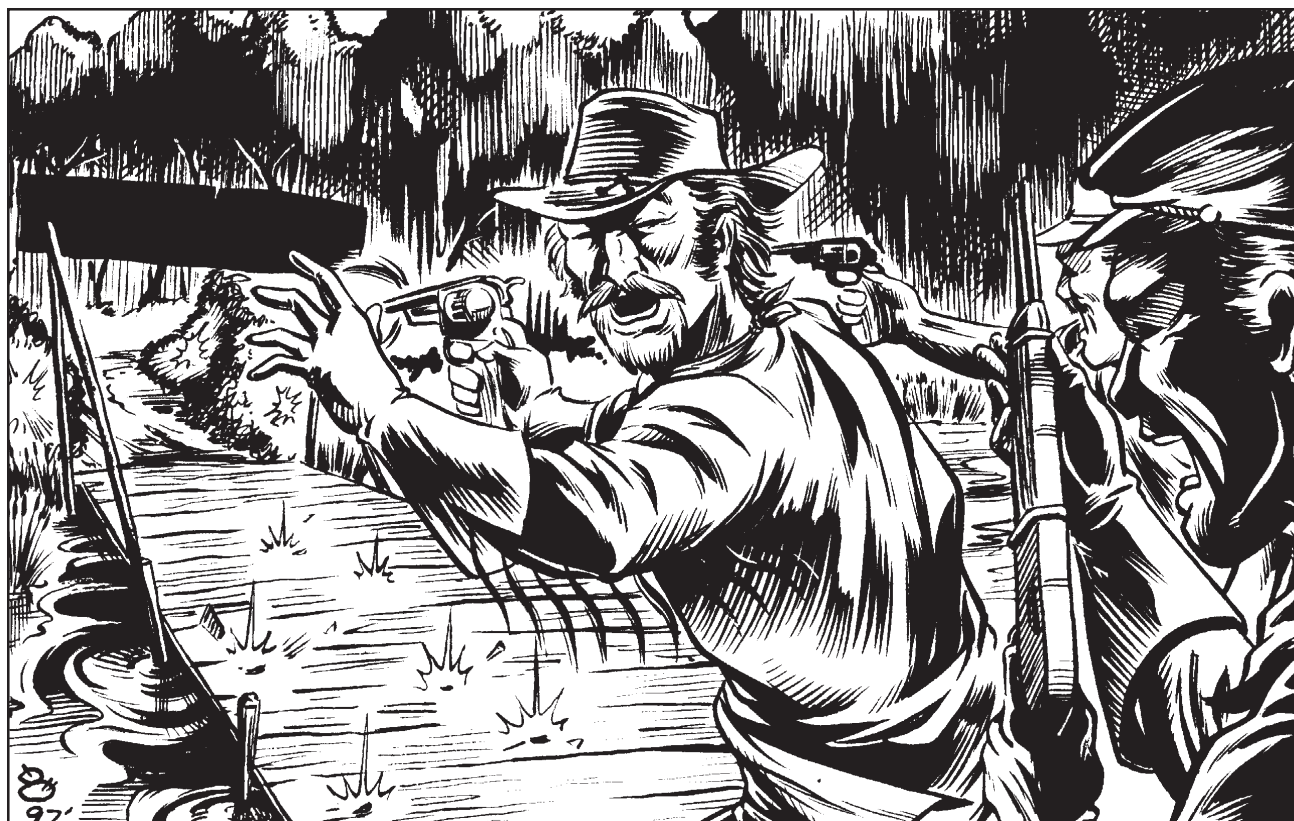
The defenders are trying to make it from the western end of the table to the eastern end. They can start anywhere west of Point A.

The ambushers are hidden at various points along the way. The attacker's Briefing tells you exactly where troops may be placed.

BONUS

Ben gets the Bounty Points of every troop he manages to get off the eastern end of the board. Coltrane gets no bonus, but he'd better stop Ben from racking up too many points by running through his deadly gauntlet.





SPECIAL RULES

THE END

Since Coltrane may stay hidden for the first few turns, Ben may get to move several times before Marty reacts. For this reason, don't start counting turns until Coltrane's troops show themselves. Roll normally to end the battle afterward. That's when it's dark enough for Ben's stragglers to escape (although without earning any Bonus Points for doing so).

COLUMN MOVEMENT

Ben's column may get to move a few times before Coltrane springs his ambush. The problem is troops in the middle or rear of the column might get higher Action Cards than those in the front. You don't want to lose their valuable movement waiting, so how do you handle this?

Easy. Nominate a column "leader" (Ben in this case). At the beginning of the round (but after any Fortunes or Calamities are resolved), Ben can switch his highest card for the highest card in the column. The entire column then moves forward on this first card.

On later Action Cards, troops who have already moved can make their attacks or any other actions, but they cannot move again. As usual, troops who moved less than half their Pace can claim Hold counters (usually your mounted troops).

Troops who break out of the column are no longer part of it and move on their own Action Cards as usual. They can rejoin the column only after they've moved back into the ranks.

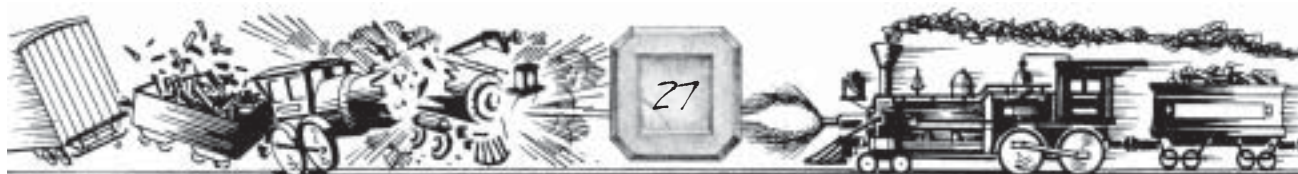
EVENTS

(2) *Someone enters the shack:* This Event is triggered as soon as any figure enters the old shack.

BRIEFINGS

The Briefings for Marty and Ben are tucked away in Appendix A. Make sure you only read the ones referenced below. Reading another Briefing, even your own for later battles, can spoil some of the surprises we've got in store for you!

Bloody Marty Coltrane: 10
Sterling Ben Stern: 17





CHAPTER TWO: THE DEADLIEST GAME

Ben looked over his survivors. They had weathered the ambush better than he'd thought and worse than he'd hoped. Several of his men limped along on bloody legs. Others valiantly carried their groaning comrades-in-arms. Still they pressed on. Ben hated to see his troops suffer, but their determination would have made Alexander the Great himself proud.

Stern grimaced and called the column to a halt. If Bloody Marty caught them in this shape, they were through. "Dress those wounds, troops," he called. "We can't fight our way home if half of you can't even pick up a rifle."

The grateful rail warriors collapsed with exhaustion into the underbrush. Some hastily wrapped scraps of shirts around their wounds. Some broke out their hard tack and water for a hasty meal. Most just took the opportunity to rest and gaze hopelessly into the darkness.

Ben took a swig of water from his canteen and looked out over the column. One group of soldiers was still standing. They looked ready to take on Hell itself.

"You fellows come with me," he told them. "We're going to mount up and scout ahead. I don't want to get caught in another ambush. The rest of you men be on your guard. If we're not back in a quarter-hour, move on without us."

THE BATTLE

Sterling Ben's luck runs true to form in this next scenario. While scouting ahead for a way home, he takes a left turn into the Weird West. Here Ben discovers the true nature of *Deadlands*.

This scenario is a bit different, as you'll see in the individual Briefings. All the information you need is provided there. Make sure you don't peek at your opponent's Briefing, because there's lots of nifty surprises there.

BRIEFINGS

Sterling Ben's player reads Briefing 4. The number of Bloody Marty's Briefing depends on the railroad he's fighting for.

Bayou Vermillion: 23
Black River: 31
Dixie Rails: 19

Iron Dragon: 2
Union Blue: 18
Wasatch: 30





CHAPTER THREE: BEANS & BULLETS

"Where are they?" Coltrane demanded as he ground a well-chewed cigar to pulp between his yellow teeth. "They should have been here two days ago."

Marty looked up and down his line. His troops had formed a barricade across the road, and there was no way Stern could break through it. Of that he was sure.

"Maybe they went around us," said one of Coltrane's lieutenants.

"Impossible. This is the only way home," Marty glared.

Slowly, he remembered the old route through the hills. "Damn," Marty cursed as he realized Stern must have somehow found the old trail.

The young assistant unrolled his map. "Sir, we took their supplies when they assaulted us, so they've got to be running out of ammunition. Not to mention food and water."

"Yeah?" Coltrane grimaced.

The young man pointed to a little-used spur of the railroad on his map. "There's only one place they can get the kind of supplies they need. Tice's Station. And we only have a handful of guards there."

"Mount up!" Coltrane screamed. "On the double-quick, you lazy dogs! We got a race to win!"

THE BATTLE

Stern's reconnaissance paid off. He and his scouts found an old, little-used trail through the mountains that steered him away from crashing headlong into Coltrane's barricade.

Unfortunately, the long end-run used up the last of his men's supplies. If Ben can't get them fed and rearmed, Coltrane will be the least of their worries.

The battle takes place as both Stern and Coltrane reach a supply depot. Ben's starving veterans must secure some of the precious supplies. Marty's exhausted troops have run all the way here to stop them.

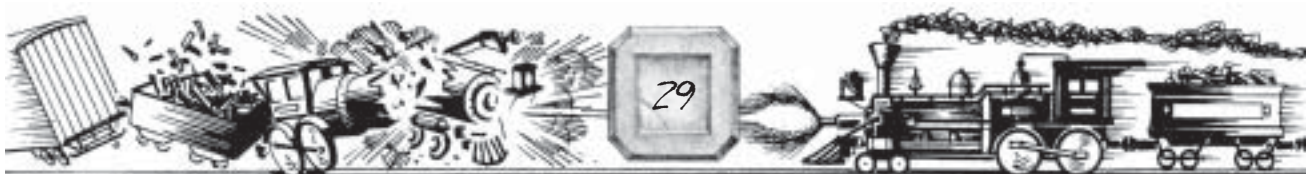
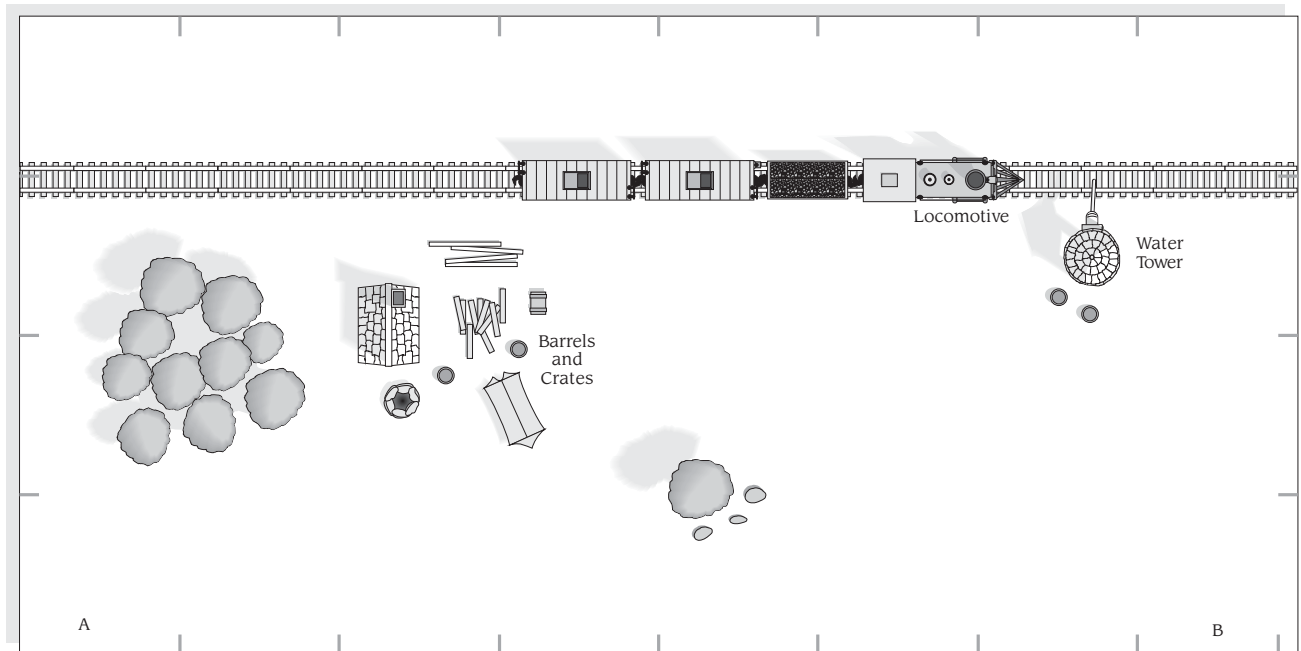
SETUP

Set up your table as shown on the map. The crates, barrels and other supply containers offer excellent protection and are treated as Hard cover (-2).

Figures who climb in the train cars also get Hard cover. Climbing to the top of a car works just like climbing a building.

TROOPS

The depot is guarded by a posse of standard Gunmen. If Marty is with Dixie Rails or Union Blue, the posse may be made up of Troopers instead (the player's choice). The rest of each side's troops are detailed in their individual Briefings.





DEPLOYMENT

Ben's forces march onto the board at Point A. Bloody Marty's troops march onto the board at Point B. Marty's guards start in or around the barrels and crates.

BONUS

None.

SPECIAL RULES

THE VICTOR'S SPOILS

If Ben wins the battle, his troops loot the stockpile while Marty's force pulls back to regroup. Move on to the next scenario.

If Ben loses, however, his men are forced to run away hungry (or without fuel for machines like Automaton). Every figure must then make an Easy (4) *Vigor* test after the battle to see how it's doing.

Those that fail can't go on and are removed from the campaign without chance of recovery. At the end of the battle, Ben's player can spend any Fate Chips he has left over on these rolls if he chooses.

EXHAUSTION

Marty's troops ran hard to get here, and now they're running out of wind. Any of Coltrane's troops that try to run must first make an Easy (4) *Vigor* test (roll once for entire posses). If they make it, they run as usual. If they fail, they can move only their basic Pace (no running bonus) and cannot make an attack of any sort. Even undead and machines can eventually run out of steam, so this special rule applies to them as well.

Stern's troops are running on empty as well, but their desperation keeps them going and prevents them from having to roll for *Vigor* this battle.

EVENTS

(19) *The Locomotive*: This Event is triggered only if Ben gets a figure inside the train's engine car. The Event cannot be triggered by Coltrane's forces.

BRIEFINGS

Bloody Marty: 20
Sterling Ben: 28





CHAPTER FOUR: STERN'S REVENGE

Sterling Ben and what remained of his ragged veterans stumbled through the thick woods. They had managed to give Coltrane the slip after the fight at the depot, but now they were hopelessly lost.

Ben wiped blood from his forehead and pushed his tired horse forward one more time. Suddenly, as the animal approached a clearing, it whinnied and nearly tossed the surprised soldier from his saddle. In the field ahead was a sight more beautiful than Ben could ever have imagined.

* * *

Bloody Marty wrapped a bandage around his hand and cursed the day Sterling Ben's mother had squirted him out.

"I'll have his head yet!" he screamed. "Mount up, you yellow-bellied curs! I got the scent o' blood in my nose, and I want meat!"

"But sir," said the young lieutenant who had predicted Stern's raid on the depot. "The troops are wounded. We should let them rest before we—"

Bloody Marty's eyes shot through with blood, and his lips quivered in rage. Before his assistant could back down, the insane commander pistol-whipped him across the temple. "Let that be a lesson to ya!" he shouted at his shocked troopers.

"The next one of you that questions my orders is goin' home in a box! Now mount up, you slinking sidewinders, and let's ride these raiders into the earth once and for all!"

THE BATTLE

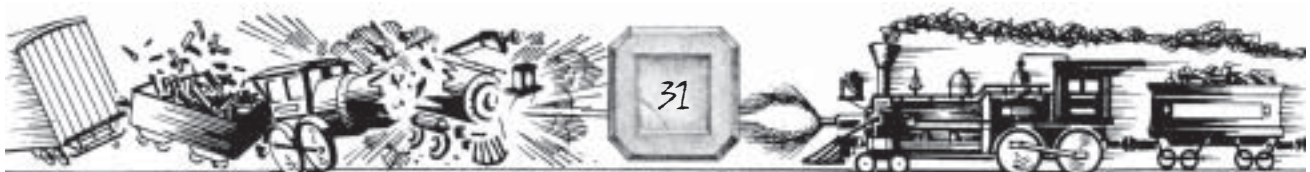
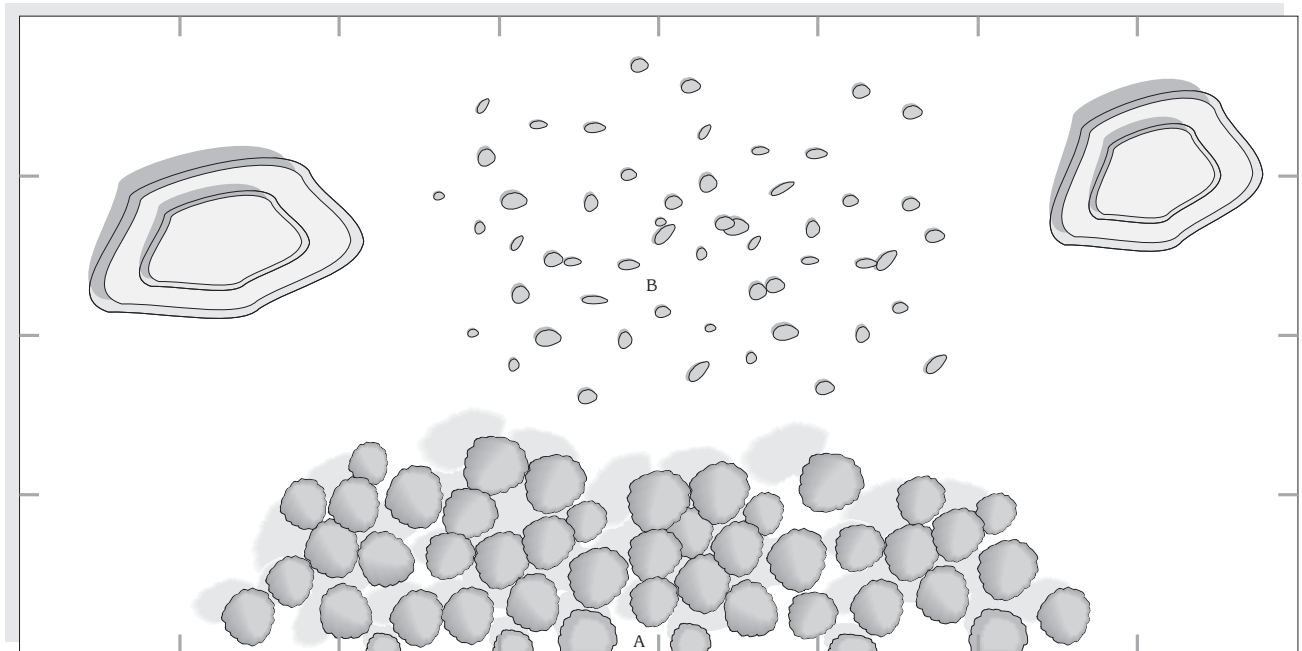
Bloody Marty's vengeful streak has gotten the better of him this time. He's led his troops straight into the relief force sent to find Stern. But he can't turn tail and run without losing face in front of his troops, so he has to plow forward and hope for the best.

Sterling Ben and his veterans turned around and cocked their weapons the moment they heard Coltrane crashing through the woods. Bloody Marty's battle cry echoed through the trees like a cornered animal. Ben was ready for him, but he knew Marty wouldn't go down without a fight.

THE SETUP

Stern and his relief forces are positioned in a large boulder field that has been the sight of more than one battle. Bones, broken arrows, and other remnants litter the old battlefield. Feel free to add broken wagons, strange rock formations, or other obstacles in the battlefield area.

The Reckoners are watching, so the ambient fear here tends to twist the landscape and make every shadow look like it contains a person's worst fears.





TROOPS

Bloody Marty gets the survivors of the previous fight.

Ben's player gets his survivors, plus the relief force. See Sterling Ben's Briefing for details on that.

If your hero was killed, you need to raise another from the ranks of your army. Remove any human figure and make him a hero of that basic type (a Sharpshooter becomes a hero with the appropriate Edges, for instance). Roll an individual Edge and Hindrance for this hero randomly. The bounty on the new hero is figured normally.

DEPLOYMENT

Ben's forces start out anywhere north of Point B. Bushwackers may be placed anywhere they could normally be found, including inside the forest.

Marty's army walks onto the table from the southern edge around Point A. He may not deploy bushwackers.

BONUS

None.

SPECIAL RULES

MORTAL ENEMIES

Ben and Marty have become mortal enemies by now. They want blood for the troops each of them have left behind, and it's likely they're both going to get exactly what they're looking for in the end.

Both Bloody Marty and Sterling Ben gain the *Enemy Hindrance* for this battle. Needless to say, the target of each hero's hatred is his opposite number. If either hero has been replaced (because he happened to be killed in an earlier battle), ignore this Special Rule.

EVENTS

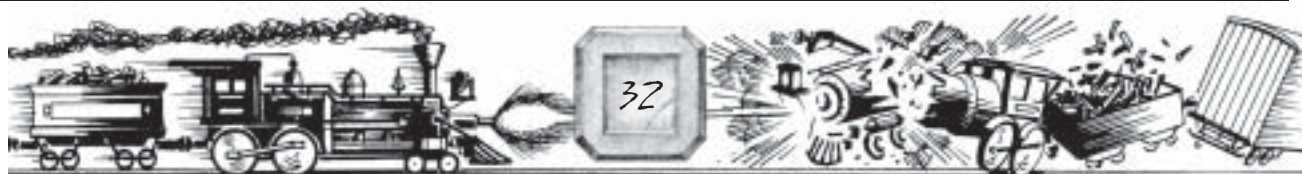
(13) *End of Turn 3*: Marty's player reads this Event at the end of Turn 3.

BRIEFINGS

This is it: the final showdown. Make every bullet count.

Bloody Marty: 29

Sterling Ben: 24



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An Epic Story!

Greetings loyal readers. You all know of the terrible Rail Wars and the price they have exacted on our nation. The tale that follows exemplifies the lengths to which the Rail Barons will go to win their transcontinental race. Unfortunately, my source made me promise not to reveal which Rail Barons were involved, so you will have to surmise from my story where this story took place and which of our illustrious railroads were responsible.

A Deep Strike!

It seems "Sterling" Ben Stern, a "rail warrior" of some renown, recently led a raid deep into enemy territory. But Stern's brave attack was met by "Bloody" Marty Coltrane, a vengeful, bloodthirsty man if ever there was one. Coltrane's defenses were impregnable, though his foes bloodied themselves learning it.

When Sterling Ben realized the futility of his attack, he sounded the retreat. "Our mission is a failure, though we fought honorably!" Stern lectured. "We must return home through enemy territory. Our foes will wait for us on every road, every bridge, and every mountain that looms over this accursed state!"

Bloody Marty heard Stern's brave words from across the smoking battlefield and resolved not to let the attackers slip from his grasp. "We will meet them at every road, bridge, and mountain!" he cried. "And they will curse the day they ever crossed Bloody Marty Coltrane!"

The Pursuit!

The bulk of Coltrane's soldiers needed time before they could give chase, so the commander and an elite few rode on ahead to harass Stern's bruised column. Bloody Marty, born and raised in the region, knew a shortcut and beat Stern to Blood River. There Marty rounded up the locals and set them in ambush.

Coltrane's trap was brilliant, and Stern suffered greatly, but the defenders managed to find a local hermit who evidently showed them another way through the ambush. Whatever the hermit did, it sped Stern's flight greatly and no doubt saved many of his men's lives.

A Mysterious Incident!

After their daring escape, Stern and a handful of his troopers scouted for a way around Coltrane's roadblocks. It was night now, but a blood-red full moon shone high overhead. Sterling Ben returned with a streak of white hair that he hadn't had an hour earlier. Several of his troopers didn't come back at all. None of them would speak of what they encountered.

Still, Stern had discovered a path that avoided Bloody Marty's noose. It was a hard march over steep mountains, through deep streams, down treacherous ravines, and into skin-shredding brush. In the end, the raiders weathered the storm and escaped.

A Desperate Play!

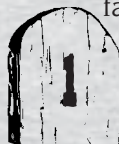
After its circuitous march, Ben's column required food and ammunition. His soldiers made their play at Tice's Station, a forgotten stockyard conveniently on their way home.

When Marty realized Ben had slipped by him, he force-marched his column to Tice's Station. The two forces battled fiercely, but once more the raiders managed to slip from Coltrane's bloody grasp. This time their escape was facilitated by one of their rival's own trains!

Coltrane's Folly!

Bloody Marty went mad with rage at Stern's latest escape. He drove his men forward and caught Stern soon after the stolen train had been blown from the tracks. Unfortunately for Coltrane, Ben's relief force had arrived. Marty's exhausted pursuers should have been cut to pieces, but it seems the last engagement took place on an old battlefield. As the fighting became desperate, dark things began to shamle forth from the rocky earth. My source fled then, as did many of his companions.

Perhaps Bloody Marty and Sterling Ben will continue their grudge match in Hell, dear readers. Their battles on earth have evidently come to a close, though the bloody battlefield failed to surrender either of their corpses.





LOSTON '97





CHAPTER FOUR: THE MANY TASKS OF GRIMME



Welcome to our last tale in this twisted trilogy, boys and girls. This episode of the Great Rail Wars takes place in the Maze, a land shattered by the Great Quake of '68.

Much of this campaign features the City of Lost Angels and the incredible Maze. If you haven't read our award-winning roleplaying game (so you're the one!), be sure to see the background information on the next page.

THE CAMPAIGN

The battles in this campaign are a series of tasks Mayor Miller has set before the Rail Barons. The railroad that best completes these tasks drastically improves its chances of some day gaining the lucrative right-of-way to the City of Lost Angels. It's no guarantee for the right-of-way—it will be years before any of the railroads are close enough to sign a deal with the city—but in the meantime, the Rail Barons must do everything they can to make friends here. That means winning over the Mayor and the citizens as well as overcoming the mysterious resistance of the Church of Lost Angels.

There's a little more going on in this creepy campaign than meets the eye. You'll discover clues to the big finale as you play. Don't read ahead, or you might spoil the surprise.

You don't have to worry about Briefings this time around, though. Everyone's troops and deployments are listed normally.

CHOOSING RAILROADS

This campaign works great as a multiplayer slugfest: the more, the merrier. We recommend a free-for-all situation, though players are always free to make whatever alliances they can in the heat of battle. Of course, you can trust those sneaky sidwinding friends of yours about as far as you can throw them.

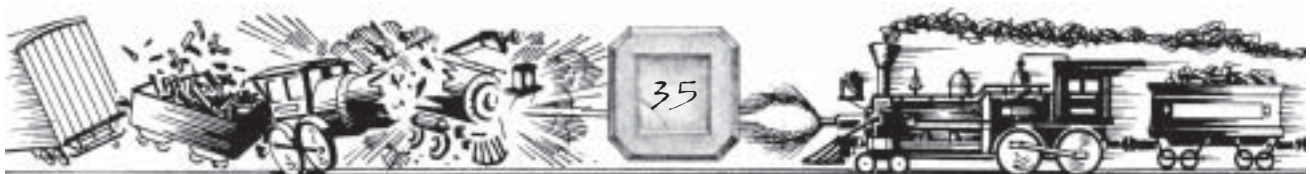
CHAPTER ONE: HONOR AMONG THIEVES

The Enforcer sat in his hacienda overlooking the City of Lost Angels. He had been dispatched to prepare the city for the coming of the railroads. The job was more difficult than he had thought. The locals were resistant thanks to the efforts of the Church of Lost Angels. Reverend Grimme and his wild-eyed fanatics believed the rail lines would bring the "corruption of the East" to the city.

But today he wouldn't worry about that. He lit up a fine cigar, unfolded the local paper, and started to enjoy the one thing this wretched place still enjoyed: warm weather.

And besides, the Enforcer's demanding Rail Baron was hundreds of miles away.

A simple knock ruined his peace. The Enforcer walked to the door, checked his pistol, and started to open it when a message slid underneath.





THE GREAT MAZE

If you're one of the three folks who haven't read our award-winning roleplaying game (it goes by the name of *Deadlands*), you may not know what the Maze is—or why the name Ezekiah Grimme should give you a serious case of the willies.

The shaman who brought about the Reckoning, Raven, didn't vanish after 1863. For many years, he plotted and schemed further chaos for humanity.

In '67, he received a vision from his dark masters, the Reckoners. The land must be sundered for him to fulfill his destiny. Raven began a torturous ceremony that lasted a full year. The tortures he inflicted on himself pushed his mind and body to its limits—and perhaps beyond—but his maniacal ritual was successful.

The next year, the "Great Quake of '68" struck California from Mexicali to San Francisco. Later tremors rocked the coastline all the way north to Oregon Territory.

Thousands of the settlers who'd come to California looking for gold died in the catastrophe. Some of the survivors headed landward, picking their way through the towering ravines. They swam waters infested with sharks and stranger creatures seemingly unleashed by the quake. They climbed enormous cliffs. Worst of all, however, they starved.

One man, Reverend Ezekiah Grimme, led a band of hardy survivors back to the mainland. Though game was scarce, Grimme's prayers somehow saw the survivors through long enough to build a new community. Grimme called the survivors his "lost angels," and thus they named their new home the "City of Lost Angels."



MARSHALS ONLY!

Note: The following material is information only the Marshal (game master) knows in the roleplaying game. Don't read this part if you're playing in a *Deadlands* roleplaying game and don't want to spoil your fun. If you only play *The Great Rail Wars* and you don't anticipate playing *Deadlands* soon (or—best of all—you're planning on taking up as a Marshal soon), then feel free to read the rest of the column. It sheds a bit of light on a pretty dark subject.

Though not even his closest followers know it, the Reverend actually died during the deadly trip inland. The Reckoners sensed an opportunity, however, and planted an evil spark within Grimme's frail corpse. He arose as something wicked, not undead or even Harrowed, but a true abomination created directly by the Reckoners themselves.

Meanwhile, the most evil members of Grimme's flock survived starvation by eating their better-natured companions. When Grimme returned, he used their crimes to establish the cannibalistic Cult of Lost Angels.

Publicly, the cult is the Church of Lost Angels, and it actually does quite a bit of good for the new residents of the city. Behind the closed doors of their inner sanctum, however, they continue their dark rituals that keep the city and most of the Maze in a state of perpetual fear.





Dear Enforcer,

Thank you for your interest in securing the right-of-way to the City of Lost Angels. As the Mayor, it is my responsibility to tell you the locals aren't particularly desirous of a railhead. Many feel it will devalue ghost rock. Also, the Church of Lost Angels, which claims the majority of its citizens as its members, fears the railroads will bring the corruption, crime, and low morals of the East.

This image will have to change before we can even consider granting anyone the right-of-way. If you remain interested in winning the hearts and minds of our good citizens, we propose that you make yourself and your well-armed henchmen available to the city in time of need.

If you complete a few minor tasks for the city, then the citizens, myself, and Reverend Grimme will hopefully change their minds before your railroad inevitably reaches toward Lost Angels.

The first task is to capture a band of highwaymen. They've been raiding caravans bringing food into the city. As you know, stealing food is a capital offense around here. We want these outlaws brought in pronto. Our sources tell us they've holed up in a mission overlooking the northern approach to the city.

Bring them in, dead or alive, and prove yourselves to the citizens of this fair city.

Sincerely,

John Miller
Mayor, City of Lost Angels

The thieves' hideout is an old stone mission overlooking one of the roads into Lost Angels. It's made of stone, so it's plenty tough and provides excellent cover for the bandits.

SETUP

The thieves are a standard posse of Gunmen. They've holed up in an old mission atop a rocky hill. If you don't have a suitable building of your own, use the Rosebud Saloon from *The Great Rail Wars* boxed set. The front and back should have a door and a window, and the sides should have at least two windows.

The two-story mission was built to withstand attacks, so it takes twice the normal amount of damage to bring it down (100 points total).

TROOPS

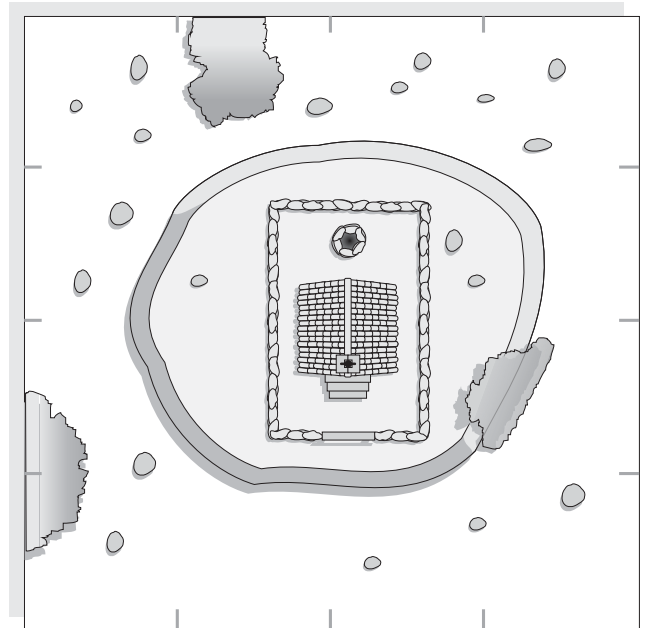
We haven't created any heroes for you this time. You get to create your Enforcer and his or her minions on your own.

Mayor Miller's first task caught the Enforcers unprepared. They have only a few troops. Each player gets 200 points to buy his Enforcer and whatever other troops he can afford.

DEPLOYMENT

Players choose their deployment areas just like we told you under Free-For-Alls in *The Great Rail Wars* rulebook.

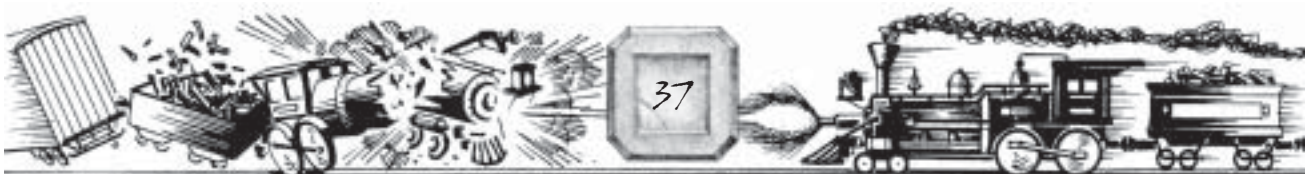
Because the table is smaller than usual, each deployment zone is only 8" wide, and no player may start closer than 8" to another player.



THE BATTLE

The first fight takes place in the hills around Lost Angels. A small band of highwaymen has been robbing caravans headed into the city. Most of the caravans carried food, and stealing food is punishable by death in the City of Lost Angels.

Mayor Miller is outraged and wants the Enforcers to prove their commitment to the citizens by retrieving the stolen goods and bringing the thieves to justice.





BONUS

The thieves are worth double their usual Bounty Points (20 points per figure Put Down).

SPECIAL RULES

THE THIEVES

These thieves don't act like normal rogue troops. Instead, at the beginning of each turn, all players should roll a d20. The highest-rolling player gets to control them for that turn. If the controlling player takes a Hold counter with his action, he can still use it as long as he does so by the thieves' next action. If not, it is discarded as usual.

Whoever controls the thieves in a given turn may spend chips on them as if they were his own troops. Fortunes or Calamities that can be transferred to other troops (such as giving them extra Action Cards) can also affect the thieves.

Any kills made by the thieves do not give Bounty Points to the controlling player, however.

Under no circumstances will the outlaws leave the mission, even if they Panic (treat them as having *Nerves o' Steel*).

HASTY FIGHT

Since all the Enforcers rushed to the mission, no bushwackers may be placed on the table ahead of time.

INFILTRATORS

Infiltrators may be used normally, although they may not replace the bandits. Other troops are fair game though.

END GAME

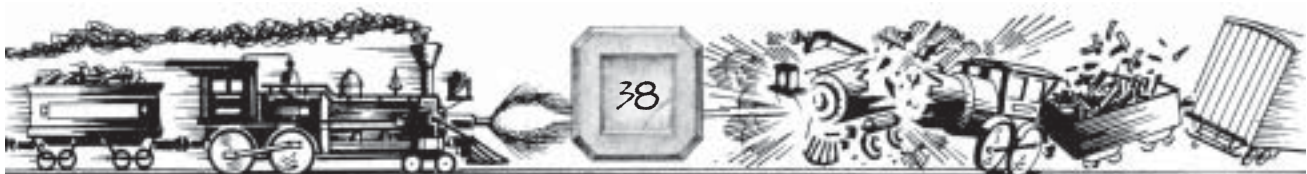
The game doesn't end normally. When you trigger this scenario's only Event (eliminating the last thief), you find out when the game actually ends.

EVENTS

(3) *When the last thief has been eliminated:* All players besides the one that takes out the last thief should roll a d20. The highest-rolling player triggers the Event.

BRIEFINGS

There are no private Briefings in this campaign.





CHAPTER TWO: OUTBREAK!

"Look at 'em," the Enforcer said to one of his hired guns. "Skin and bones."

The Rail Baron's lieutenant in Lost Angels kicked the dead thief that had challenged him to a duel. The light body offered little resistance. "I ain't never seen no one that scrawny," said the gunfighter to his side.

The Enforcer nodded and stepped into the ruined mission. It was safe now. The thieves were dead, and his rival Enforcers had fled back to the city. Shattered bottles, empty food bags, and animal bones stripped of every morsel were scattered all around the inside of the mission. It was a lot of food for five outlaws to eat.

The Enforcer knew hunger was the number-one killer in these parts, but he'd never seen anything like this, even in the slums around Lost Angels called Ghost Town.

"Somethin's goin' on," he mumbled to himself. "Somethin' bad."

THE BATTLE

When your Enforcer returned to the city, he had the strangest feeling things were about to get worse. Forewarned is forearmed, so he wired for another crew in the area to come down to Lost Angels and join up with his survivors.

Soon after they got there, an urgent message arrived from Mayor Miller.

Dear Enforcer,

There's no time for niceties. We've got some kind of invasion going on over in the slums east of the city. Get your men over there and get it under control.

I'm keeping my lawmen here in case it spreads into the city. Reverend Grimme is rounding up some of his Guardian Angels to help you out, but it will be some time before they get there.

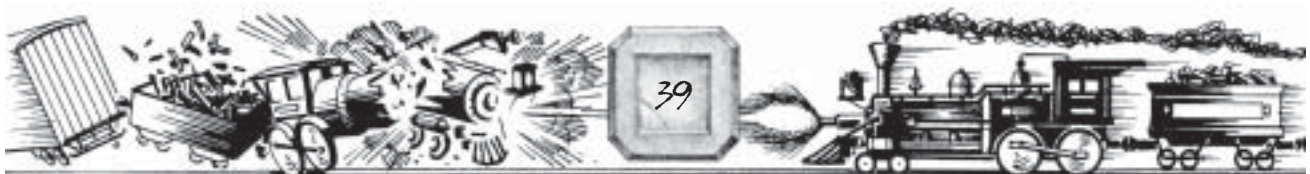
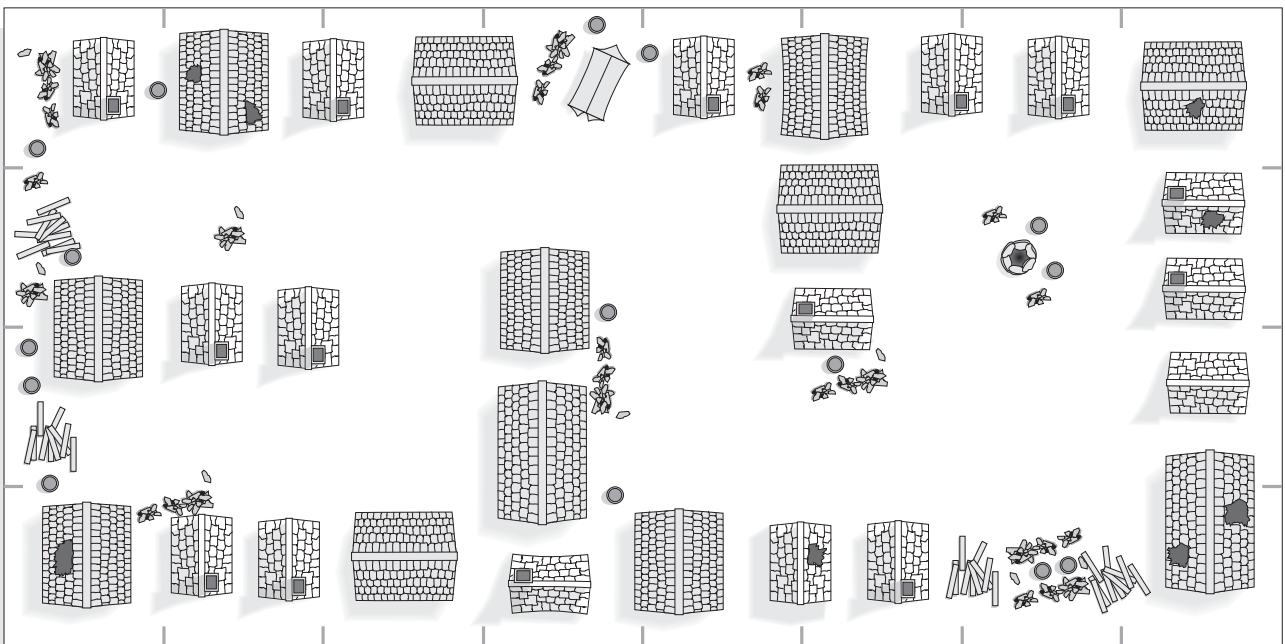
Now move it, or you can kiss the right-of-way adios!

Mayor John Miller

FAMINITES!

You and your rivals are about to do battle with the "Faminites," men and women with a disease that turns them into murderous cannibals. Worse, their disease is infectious. Some of your lackeys may join their ranks.

The Faminites appear from the buildings in Ghost Town. They're fast and furious, so you might want to make alliances. Of course, this





would also be a great time to eliminate some of the competition. Remember, all's fair in love and the Great Rail Wars.

THE SETUP

Use the diagram above as a guide, but don't worry about lining the houses and streets up like we have. The important thing is that you have five "key" buildings per player on the map.

You should fill the streets with barrels, crates, and other debris. Remember, Ghost Town is little more than a collection of shanties thrown together by those who can't afford more expensive accommodations in the city.

Chaos rules here, so feel free to block alleyways, form cul-de-sacs, and generally wreck the place. So no one can tailor the terrain for her own benefit, just make sure you set up the map before you deploy any troops

TROOPS

The Rail Barons call in their reinforcements before plunging into battle with the Faminites. Each player gets 500 points with which to buy new troops, plus any survivors from the previous battle.

No bystanders remain in this part of town, so the Rail Barons are free to use any of their more bizarre troops without attracting undue attention from the citizens.

DEPLOYMENT

This is a Free-for-All, so use the normal rules for multiplayer deployment.

BONUS

Each Faminite killed is worth its listed Bounty Points. See the Special Rules below for information on running these diseased creatures in this battle.

SPECIAL RULES

FAMINITE HUNT

The goal is to bag as many Faminites as you can. At the beginning of each turn, every player rolls a d6 for every key building on the board (there should be five key buildings per player). If there are two players, each player rolls 10 times.

Every 6 rolled indicates a posse of Faminites appears in that building. These creatures are treated as rogues, and they head directly toward





the nearest prey as described in Chapter One of this book. Their statistics are listed in Appendix C.

THE SHANTIES

The flimsy buildings in this part of town are made mostly from wreckage left after the Great Quake. They collapse after taking only 25 points of damage from explosives and the like. Anyone trapped inside takes only 1d6 damage from the lightweight material, however.

FIRE!

The homes in Ghost Town are made of old wood and filled with rags, garbage, and torn bedding. The whole place is a major fire trap and there's a good chance the Enforcers might set it off and burn the whole thing to the ground.

Anytime a shanty comes under a Boom! or Flamethrower Template from a fire-based attack, there's a chance it catches fire. Roll a d6 for each such attack. The building catches fire on a 6 with a Boom! Template, and on a 2-6 with a Flamethrower Template.

Place a marker in this building to show that it's on fire. Cottonballs are cool because they can be "teased" out to look like smoke.

At the beginning of each turn thereafter, roll a d6 for each building adjacent to every burning shanty. On a 5-6, that building catches fire too.

Troops who enter burning buildings must make an Easy (4) *Vigor* roll on their first action of each turn or die (forget about Eatin' Dirt—they're torched). Troops Put Down in this way are dead for good and can't be brought back in between battles—including undead and machines.

The smoke and fumes cause problems for everyone in Ghost Town, even if they're not in a burning building (at least those that have to breathe—undead and machines are immune). At the beginning of each turn, every figure must make a *Vigor* roll against the TN shown below or Eat Dirt. If they fail this roll while Eatin' Dirt (whether from fumes or something else), they're Put Down (though they can be recovered normally).

SUFFOCATION	
Burning Buildings	TN
1-2	Don't roll
3-4	Easy (4)
5+	Hard (8)



Faminites aren't immune to the effects of fire, so check for them as well. This is a great way to get rid of the nasty buggers—use the "no mercy" rule while they're gagging on the ground.

DESPERATE FIGHT

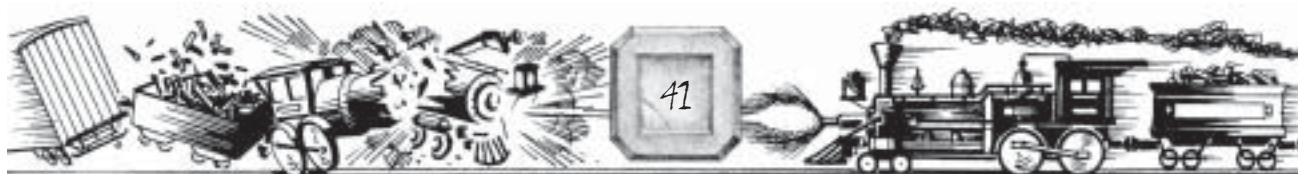
This fight is truly desperate. Don't start rolling to see if the game ends until the end of Turn 5.

EVENTS

The ramshackle shanties in this dirty part of town often hold dark secrets. Besides lurking Faminites, there are desperate outlaws, cowering families, and horrors too terrible to describe.

When a figure enters a building for the first time, roll on the table below.

BUILDING	
d20	Inhabitant
1-7	Empty
8	Event 4
9-13	Event 24
14-15	Event 1
16-17	Event 12
18-19	Event 14
20	Event 9





Dear Enforcer,

The citizens of Lost Angels thank you for your valiant defense of our fair city in this our direst hour (of late, at least). We do truly appreciate the efforts of heroes such as yourselves, and you can be sure that we will look kindly upon future dealings with you and your employers due to your kind efforts.

In the future, though, please keep an eye on the collateral damage caused in such a defense. There's little joy in saving our city from such horrible threats if the place is entirely destroyed in the process of its "salvation."

At any rate, the point of this missive is to see whether you can be persuaded to take up another task in the defense of Lost Angels (and any of the right-of-ways that might someday be associated with our home). I can only hope that your answer is affirmative.

To the point then: A band of salvagers in the employ of one of the local fundement magnates has inadvertently stumbled upon what may be the source of the Faminite problem.

The reputed key to our troubles is located deep within the Shallows, a sandy channel a few miles south of Lost Angels. It looks deep enough at high tide, but in truth it's riddled with sand bars which are obvious enough when the tide rolls out.

There are a number of ships wrecked in the Shallows, and it seems the plague came from a frigate called the *Gien* that grounded itself there a few weeks back. According to the scouts that escaped the Shallows alive, there's a monstrous Faminite holed up in one of the Maze runners wrecked there. This may be the one that started it all.

Your mission is to go the Shallows, find this "master" Faminite, and wipe it out. We appreciate your help, and anticipate hearing of your success.

Sincerely,

Mayor Miller

CHAPTER THREE: SCAVENGER HUNT

"We took a beating in that last fight, sir," said the gunman.

The Enforcer stared hard at the bandage wrapped around his employee's hand.

"Don't worry, boss," the thug said nervously. "A stray bullet got me, not one of those things."

The Enforcer nodded and pretended to shrug off his suspicion. "We should find out what those things were. Our mutual employer won't want to lay our line into a city full of those wretched creatures."

"Yup," the gunman said as he looked about the Enforcer's hacienda. "That sure was one tough battle, boss. Can I have a drink? To calm my nerves."

The Enforcer's eyes narrowed.

"Sure," he nodded. "How are the men doing?"

"Fine, boss. Um, I could take 'em some grub if you want me to. You know, to get 'em ready in case those things come back."

The thug glanced nervously towards the Enforcer's pantry. When he looked back, he was staring straight into the barrel of a Peacemaker.

The bullet caught the gunman dead between the eyes. The Enforcer put his smoking gun away, then knelt and lifted the bloody bandage from the corpse's hand. As he suspected, a semicircular bite mark stretched across it

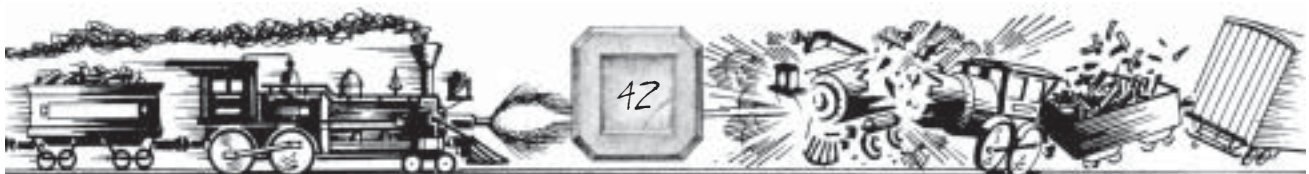
THE BATTLE

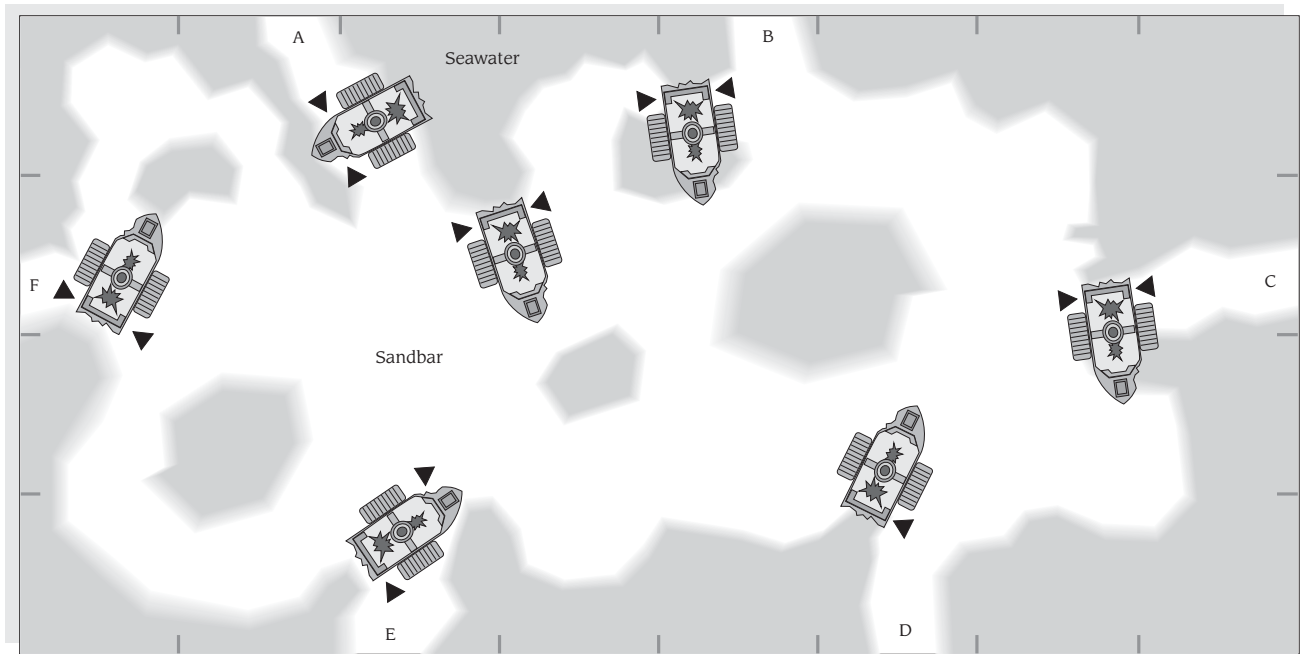
The entire City of Lost Angels is in an uproar about the Faminites. Those who put Miller in office demand he take immediate and decisive action.

Once again, Miller exploits the Rail Barons' greed. He tasks the Enforcers with finding the source of the Faminites' strange malady—a kind of "hunger spirit" that rumor has it was brought over from the Far East.

The creature somehow got aboard the *Gien*—a frigate that carried goods between the US and the Far East—and possessed a crewman. The thing then used its sinister power to spread famine and starve the rest of the damned crewmen to a slow death during their long trip across the Pacific.

The last surviving crewman somehow managed to steer the *Gien* into the Maze before he died, and the ship eventually wrecked upon a series of treacherous sandbars called the Shallows.





It didn't take long for salvagers to discover the wreck of the *Gien* and become infected with the Hunger Spirit's disease. Soon after, the afflicted sailors spread the disease throughout the Maze.

In this battle, the Enforcers must find the dreadful Hunger Spirit among the many wrecks of the Shallows (it has moved into a Maze runner there) and destroy it. Otherwise, the Faminites may overwhelm Lost Angels.

THE SETUP

Your table should resemble the map you see at left. The white parts are land, and the gray parts are the waters of the Great Maze.

Don't worry about making your trails through the waters exactly like those shown in the map. The point is to make movement difficult enough to simulate the shifting sandbars of the Shallows. In any case, you need to make sure to spread the entry points out enough so that rival troops don't start out right on top of one another.

The pockets of water in between trails are deep enough to drown in, so treat them like deep waterin' holes. Smart folks don't lead their posses into the waters of the Maze if they know what's good for them.

THE BOATS

The ships themselves should be placed roughly as shown on the map (or as close to that as your own setup happens to allow for).

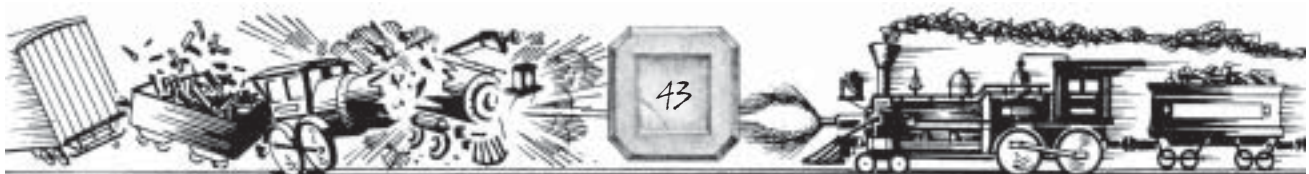
Since you probably don't have ship models lying about, you can photocopy the template in the back of this book and use the copies for placement.

(In case you think the boat looks strangely familiar, there may be a good reason for that. There's a full-color version of the Maze runner that appears on the cards in *The Great Maze*, the *Deadlands* supplement that reveals the secrets of the shattered California in which this campaign is set.)

The ships in the Shallows are all Maze runners, swift, flat-bottomed boats that can usually navigate most parts of the Maze. Unfortunately, the Shallows are trickier than even many experienced boat pilots can handle, and many runners have been run aground here by unwary souls.

The hulls of these Maze runners have been ripped open by the rocky sand bars on which they lay, so the holes in them are large enough for human-sized and smaller figures to enter freely. Mark your entrances on the hulls with a magic marker or pen so that everyone knows exactly where they are.

Figures can also climb atop the ships just as if they were buildings (see the *GRW* rulebook for just how this works in the game). Because ropes and rigging hang loosely from the sides of each of the Maze runners, add +1 to the rolls of those troops who attempt to scale the hulls of these battered wrecks.





TROOPS

You and your foes each get to use your survivors from the previous battle. If your Enforcer has been killed, another hero takes his place.

If you have no heroes left, you may create one by promoting one of your human troops (someone always seems to step up when the need is there). This new hero has the abilities of the troop you took him from, and you should roll one additional Edge and Hindrance for the new Enforcer as well, just like you would for a freshly created hero.

Figure this hero's Bounty normally.

DEPLOYMENT

Each player should roll a d20. The lowest player chooses one of the lettered deployment areas on the map to march on. Then the next lowest rolling player chooses a point, and so on.

BONUS

The Hunger Spirit is hidden inside one of the ships (see the Special Rules below). If you can kill it, you bag an extra 100 Bounty Points for yourself.

SPECIAL RULES

SEARCHING THE WRECKS

The Hunger Spirit is hiding inside one of the wrecked Maze runners. To find it, simply move any one of your figures inside the wrecks and roll on the table below. Make sure you finish moving the rest of the figures in the posse before you read the Event. If you roll an Event twice that's fine—except for Event 22.

If the Hunger Spirit hasn't been found when there's only one ship left, then we'll give you three guesses where the thing's hiding. Don't roll when someone reaches the last hulk. In this case, just go straight to Event 22.

EVENT	
-------	--

Roll	Event
1-5	6
6-9	20
10	18
11-14	16
15-16	11
19-20	22





CHAPTER FOUR: WELCOMING COMMITTEE

"They defeated the creature of starvation, Master."

Grimme gazed down upon Brother Elijah from his dark throne. "And how did they fare in the battle, brother?"

"Their wounds are many, My Lord."

"Excellent. Assemble the congregation. We shall welcome the conquering heroes back to Lost Angels with fire and brimstone!"

THE BATTLE

As your weary troops march back to the City of Lost Angels, they are met in the field by Reverend Grimme and his congregation of Guardian Angels. Is this a welcoming committee? Are your men to be greeted with a hero's welcome for ridding the city of the incredible Hunger Spirit?

Incredibly, Grimme and the Guardian Angels raise their rifles and begin firing! You cannot understand what's going on, but you determine to find out after you've made the ingrates pay!

BETRAYED!

Grimme himself retreats from the field before the game begins, but his Guardian Angels attack! In the epilogue, you'll find out all about why this happens. For now, you'd best gather your troops and get to fighting.

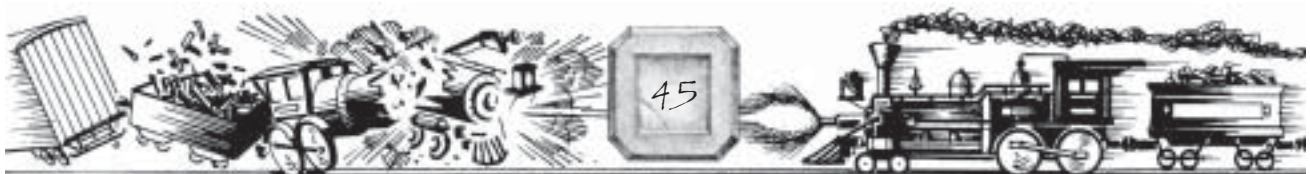
Grimme's congregation is likely as strong as all the Enforcers' survivors combined, so you might want to ally with your enemies for the moment—at least until the tide turns and it's convenient to stab them in their unsuspecting backsides.

THE SETUP

Use the map as a guide to set up your table. Grimme's troops are stationed on the northern ridge line. The southern slopes are covered in treacherous stones, so make sure you check the rules on Rocky Hills in *The Great Rail Wars* rulebook.

Grimme's troops chose the high ground of this natural defensive position to block the Enforcers' path back to the City of Lost Angels.

The old church at the foot of the hills is made of stone, so it can take twice the usual amount of explosive damage before collapsing.





TROOPS

Each player gets the survivors of the last battle. If your Enforcer died, another hero takes his place. If you have no heroes left, you may create one by promoting one of your human troops. This new hero has the abilities of the troop you took him from, and you should roll one additional Edge and Hindrance for the new Enforcer as well.

DEPLOYMENT

The Rail Barons set up first, followed by the cultists. Each player should roll a d20. The lowest-rolling player selects one of the lettered deployment zones, then the next lowest rolling player chooses his, and so on. Make sure there are at least 6" between any rival troops.

Elijah, the Guardian Angels, and the Gatlings are deployed atop the hills north of Point A. The Bloody Ones can be "created" by Brother Elijah as an action.

SPECIAL RULES

GRIMME CONGREGATION

The number of troops Grimme gets depends on how many players there are:

- Brother Elijah
- 1 Gatling Gun per player
- 3 posses of Guardian Angels per player

Grimme's troops are eager for blood. There are several ways to play them. The first is to treat them like rogues. This lets everyone continue on with their survivors to the bitter end.

Another way is to find someone to play the part of Grimme for this battle. If you have a friend that didn't take part in the previous battles, he can come in for this one and play Grimme's troops. This makes the bad guys much smarter, since they then get to pick their targets a little more selectively.

BROTHER ELIJAH

Elijah was starving to death when Grimme's Guardian Angels took him in. Within months, he had surpassed his saviors and become a priest within Grimme's inner circle.

Brother Elijah can create two posses of Bloody Ones. It requires an action to summon each posse. See Appendix C for the statistics.

PROFILE

Strength d6 Shootin' d4 Fightin' d6
Smarts d10 Vigor d6 Guts d8

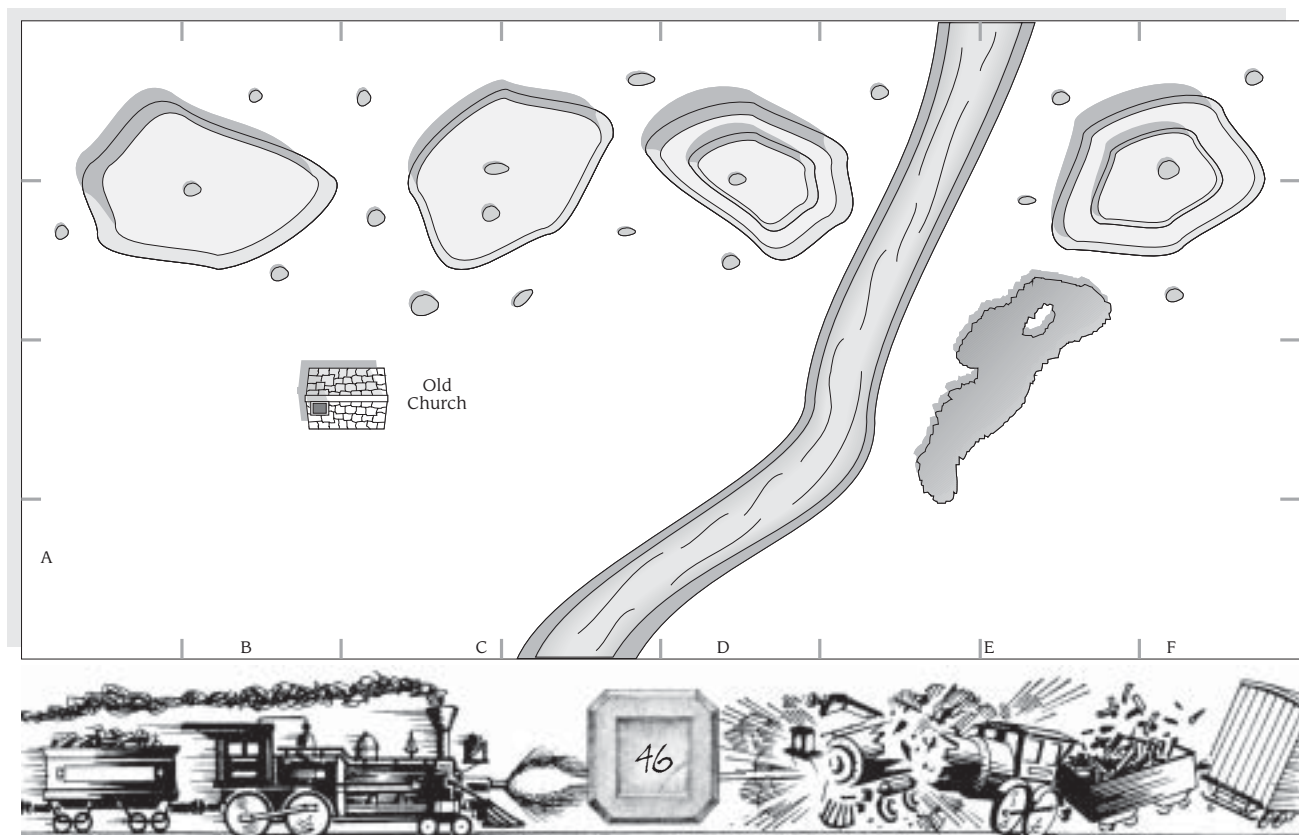
Weapons: Saber (STR+2), pistol, relics: two Bloody Ones bones (see Appendix C)

Special Abilities: Arcane Background: Black Magic, Fearless (a real zealot!)

Spells: Ball o' Doom, Missed Me!, Corporeal Twist

Number: Hero

Cost/Bounty: 50





THE SECRET REVEALED!

As you might have guessed, Mayor Miller is little more than a pawn of the Reverend Ezekiah Grimme. Grimme does not want the railroads coming to his city for fear they will erode his power.

The tasks he set before the Rail Barons were designed to erode their strength by bringing them into conflict with the citizens and whittling down their resources.

The food thieves were something like Robin Hood's band. They robbed from the caravans and gave the food to the starving. Needless to say, the locals weren't pleased with the Rail Barons' heavy-handed tactics.

The Faminites were another tool Grimme manipulated to ruin the railroads' reputation with the common folk. The outbreak in Ghost Town was not the first. Previously, Grimme's Guardian Angels had dealt with them. They were successful, but they had to kill scores of civilians who were either caught in the crossfire or suspected of being infected.



The backlash against the church was incredible, but Grimme overcame it with fire and brimstone speeches and not a few plentiful "relief feasts."

Grimme knew the overzealous Rail Barons would face similar problems but would have an even tougher time winning back public confidence than he.

His inner circle captured a Faminite, allowed it to infect several outlaws from Rock Island (the local prison), and turned them loose. In days, the outbreak had become an epidemic, and the trap was set.

If all went according to Grimme's plans, the Enforcers accidentally set the town on fire, killed bystanders, and earned the hatred of the locals.

Grimme's coup de grace was to wipe out the Rail Barons' forces after they had defeated the Hunger Spirit for him. Then he could claim it was the Enforcers that started the outbreak in the first place, and there would be no one left to argue!





APPENDIX A: BRIEFINGS & EVENTS

In case you didn't figure it out from the big, psycho letters up above, these are all those mysterious Briefings and Events.

BRIEFINGS

The first series of entries are the Briefings. Don't try reading them in order because they aren't. They're as jumbled as we could make them, plus they've been boxed off so you can photocopy them, cut them out, and go. (Permission granted to photocopy pages 48-62 for personal use only.) That way you can read your own Briefing without getting your eye-slime all over someone else's secret orders. Got that, hombre?

EVENTS

Most of the scenarios in this book have a number of Events listed under the Special Rules. Each Event has a number that refers you back to this section. Read it only when you trigger one to see what unholy Hell you've unleashed.

CHARACTERS

Several Briefings and Events refer to named characters. There are complete statistics for most of these characters in Appendix B.

You can usually use your own characters in place of these jokers if you want. Consult the various scenarios to see how to get away with it.

BRIEFING 1

Your hirelings held their own well enough in the last battle, at least until that Drifter showed up. Still, there's no reason not to send for reinforcements.

They're waiting patiently just outside of town. Your Enforcer can keep the others distracted while the rest of your troops make a run to the graveyard. If they make it, then they can give the signal for the rest of the gang to move in and start shooting.

The real worry is that your troops will run into the enemy on their way to the bone orchard. You're up for another fight, but Mayor Walls made it clear the town's lawdogs would shoot anyone who disturbed the peace during the peace conference.

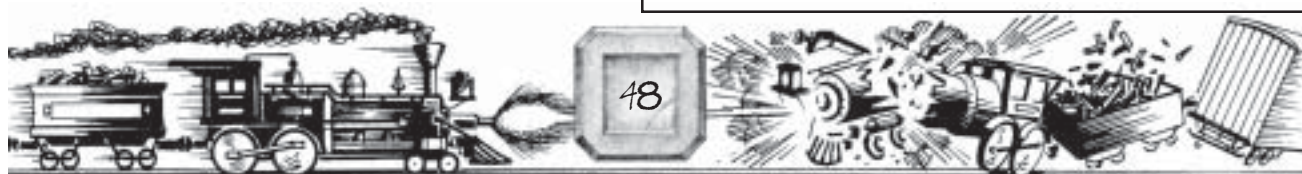
Have these yokels got the sand to stand up to a band of hired killers like yours? You have to find out the hard way, amigo.

DEPLOYMENT

Your Enforcer starts in the Town Square with Mayor Walls and the town guards. The survivors of last night's battle start holed up in the now-empty Abandoned Home in the northwest corner of the map.

BONUS

If you can get a single figure inside Boot Hill, your railroad gains 25 bonus Bounty Points.





BRIEFING 2

Read the following to your nervous opponent:
Ben and his scouts stalked across the High Plains. The full moon cast a bright yellow light upon the tall grass.

It was cool here, almost pleasant after the heated battle with Coltrane's murderous minions. "I see something movin' in the grass yonder," said one of the men.

Ben peered into the night. He saw nothing but the wind rippling through the swaying grass. He waited, letting his eyes slowly adjust to the rhythm. Then he saw it—just a fleeting glimpse as the grass parted. Several dark shadows watched from the prairie.

"I see them," Ben said quietly. "It's probably Coltrane's bushwackers. But how could they have known we'd be here?"

His anxious men shrugged silently.

"Come on then," Stern urged. "We'll ride close and pretend we don't see them. On my signal, we'll charge."

The troop trotted forward as red eyes watched hungrily from the darkness.

SETUP

The battlefield is a prairie somewhere on the High Plains. Consider the whole board covered in tall grass (scrub).

TROOPS

Ben has stumbled upon something far worse than Coltrane's cutthroats. The creature lurking in the tall grass is a Werewolf!

As Ben nears the creature, it and the pack of Wolves it was running with burst out of the tall grass. Coltrane's player gets one posse of Wolves plus a single Werewolf (see Appendix C for statistics).

DEPLOYMENT

The Wolves start anywhere near Point A and set up first. The pack was hiding, but the battle begins as Stern charges so go ahead and place them on the board from the start.

Ben hasn't seen the Werewolf yet, so don't reveal it until you're ready (deal it in as usual). Until you do, don't tell Ben what he's up against. The Werewolf should start anywhere within the trees at Point C.

Sterling Ben and his men enter at Point B.

BONUS

None.

SPECIAL RULES

NIGHT BATTLE

It's night when the battle takes place, but a full moon provides more light than usual. Shots fired at targets between 1" and 12" suffer no modifier, ranges of 12" to 24" suffer a -2, and ranged attacks 24" or more distant suffer a -4 (including area-effect weapons and spells).

LEADER OF THE PACK

The Wolves were drawn by the Werewolf. If it is Put Down, they retreat and the battle is over.

EVENTS

(23) *Ben kills the Werewolf:* Tell Ben's player that if the Werewolf is Eatin' Dirt and Ben himself comes in contact with it for one action (treat it like the "no mercy" rule), he triggers an Event. Whether this is good or bad he just has to guess. Ben still has to make his *Guts* check to get next to the critter, and only he or a troop with *Occult* can get next to the snarling thing.

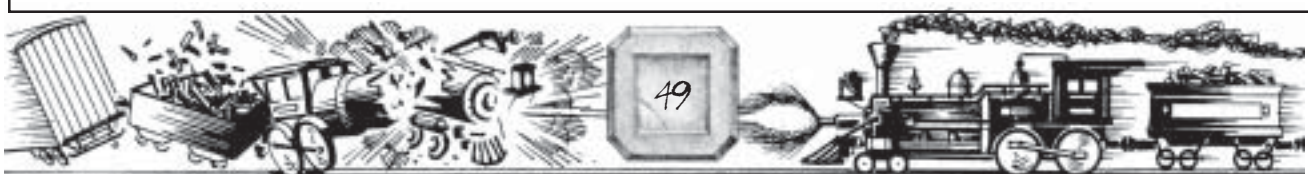
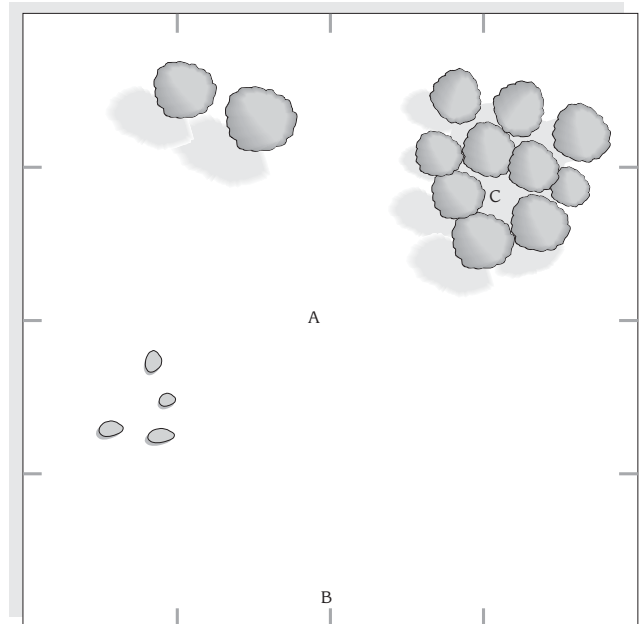
(26) *The Werewolf kills Ben:* We know what you're thinking. You're thinking that if the Werewolf puts Ben down, he comes back as a Werewolf himself. Right?

Knew you were.

Maybe you're right.

Or maybe he's just kibble.

You'll have to watch the poor hero get ripped from crotch to chin to find out





BRIEFING 3

Your men would have won if it hadn't been for that darn Drifter. Her blazing six-guns seemed to kill more men than she fired bullets.

It's time to make her pay. But to do that, you have to call in the rest of the gang. Fortunately, you've stationed reinforcements on a hill overlooking Trouble. If you can just give them the signal, they'll ride in and take care of business while your Enforcer stalls the talks at Mayor Walls' peace conference.

Your gang must get to the Mayor's House. There they can send a prearranged signal to the rest of the band from the Mayor's high windows and call them into town.

DEPLOYMENT

Your Enforcer is at the peace conference in the Town Square. Your gang starts in the Abandoned Home in the southwest corner of the map.

BONUS

If you can get a single figure inside the Mayor's House, your railroad gains 25 bonus Bounty Points.

BRIEFING 5

After your easy win earlier in the day, your gang was taking a siesta when the news came. Truth is you didn't even think your rivals had enough will left to crawl out of their hiding places this morning.

You should have known better than to underestimate them. The men, women, and stranger things that fight the Rail Wars are a tough breed.

Fortunately, your lackeys are even tougher. You get a late start, but if you've set the board up right, your troops should have a slightly shorter trip to Hell Hole than your rivals. Get someone up there to claim the mine and blow anything that gets in your way to Perdition.

DEPLOYMENT

Your forces don't enter the game until the beginning of Turn 2. At that point, they come on directly to the north of Hell Hole at Point A. Don't tell the other players where you're coming in. Maybe they'll run out in the open and make themselves easy targets if you keep your trap shut. Just tell them your troops are either hidden or not there yet, and let them worry.

BRIEFING 4

Sterling Ben completed his reconnaissance but stepped straight into a Twisted Tale trying to find his way back. Fortunately, if he can survive the return trip and rejoin his waiting troops, he's found a shortcut around Coltrane's roadblocks.

SETUP

Your opponent sets up the map. Nervous? You should be!

TROOPS

You get Sterling Ben and any one posse or hero of your choice. It might be a good idea to take a mounted posse so you can escape if the situation looks too tough.

DEPLOYMENT

The bad guys are going to tell you where to start. Still nervous? Good.

BONUS

Your opponent tells you this too. Make sure to ask the sneaky sidewinder, however, since he might forget while leering at all the horrors he gets to throw your way.

BRIEFING 6

How humiliating. Holing up in Trouble's two-bit pokey. But that's where your cowardly men ran to after the fight last night.

Now your Enforcer has gone off to attend Mayor Walls' peace conference, and his underlings have one chance to redeem themselves. The gang must make its way from the Jail to the Telegraph Office. Your reinforcements have tapped into the line just outside of town, and if you can get the signal out, they'll be here in minutes.

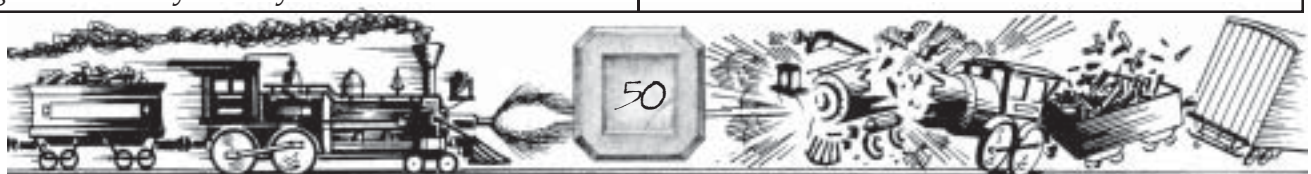
The only problem is Mayor Walls sounded serious about the "no fighting" law. If you see your rivals, you're going to want to blast them. Can the town lawdogs stop you? And do you have enough troops left to fight them if they do?

DEPLOYMENT

Your Enforcer starts at the statue in the Town Square. Your survivors start in or around the Jail.

BONUS

If you can get a single figure inside the Telegraph Office, your railroad gains 25 bonus Bounty Points.





BRIEFING 7

Union Blue is interested in the right-of-way through Trouble, but it's more interested in exposing its rivals' underhanded deeds. Such an important mission calls for the best operative Union Blue can spare.

Whether you are attacking or defending, your troops and the Special Rules concerning Franklin Burns remain the same. Read on, amigo, and all will be made clear.

TROOPS

Your force is made up of Franklin Burns, two posses of Pinkertons armed with Gatling pistols, and Nevada Smith (see below).

SPECIAL RULES

MAN OF A THOUSAND FACES!

Franklin can negotiate the right-of-way, but he's no hero. Count him as a Single troop instead of a Hero. He carries a pistol, has d6s in every one of his statistics, and is a *Pacifist*. He's worth 30 Bounty Points if the bad guys somehow put him down.

Union Blue's real hero is Nevada Smith, a renowned Pinkerton working undercover to sabotage the rival railroads' efforts here in Trouble. Nevada Smith is an *Infiltrator*. For this battle, Nevada can infiltrate any figure on the board except for a rival Enforcer. He may only be revealed after the first turn. See Appendix B for Nevada's statistics.

UNION BLUE ATTACKS

Smith only wanted to expose the conspirators, not kill them. Unfortunately, his fellow Pinkertons were spotted and had to fight.

DEPLOYMENT

Burns and the Pinkertons start inside the Jail, where they were listening in on the conspirators. Smith has infiltrated the enemy.

UNION BLUE DEFENDS

The Pinkertons arrive in the corral, thinking the note was sent by Nevada Smith. Fortunately, Smith has infiltrated the attackers and can hopefully save his men before the trap is sprung.

DEPLOYMENT

Burns and the Pinkertons wait at point G.

BRIEFING 8

You heard about Hell Hole when your troops first headed for Trouble. According to the locals, it's a vertical cave that leads straight down into the earth. There must be an opening somewhere within because the wind blows through and makes an eerie groaning noise.

The Indians fear it. They claim it opens into a land of fire and evil spirits. The miners don't believe the tales, but they named it "Hell Hole" anyway.

The guide told your gang to head north until they found the creek and west until they saw the mountain. When they got close enough, he said, they'd hear it.

Now your Enforcer hears that unmistakable Hellish groaning. And there isn't another rail gang in sight. Maybe luck's with you for a change.

Still, there's something about that sinister blood-red moon and that horrible sound that puts a shiver up your rail warriors' spines.

DEPLOYMENT

Your troops march onto the board from Point D. They may start north or south of the stream as you wish, or even in it if it tickles your chaps.

BRIEFING 9

It just so happened that it was your goons that botched up this job in the first place. It was a stroke of luck finding a huge vein of ghost rock, but their loose lips let the whole gol-dang world know about it. Now everyone and his uncle is racing for the hills.

Fortunately, you've got the jump on them. Or so you thought.

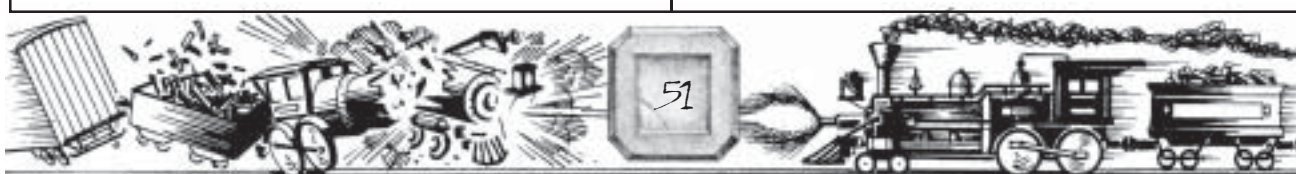
Your bumbling hirelings stand at the top of the wrong hill scratching their heads. This isn't Hell Hole. According to the locals, the cave has a wind blowing through it that makes an unmistakable groaning noise.

Wait, there's the noise coming from the next hill over! Your troops realize their mistake, but is it too late?

There's only one way to find out. You've got to race to Hell Hole and stake your claim as fast as you can. There's no law this far away from town, so go ahead and let your enemies have it with both barrels.

DEPLOYMENT

You start this battle with all your troops northwest of Point E.





BRIEFING 10

Bloody Marty and a handful of troops have ridden ahead to personally command the ambush. The few troops he brought with him won't be able to stop Sterling Ben, so he's rounded up a few yokels to help.

Your goal is to whittle the enemy down and delay them until the main body has time to catch up. You don't need to wipe Stern out—yet. In fact, the defenders outnumber you, so choose your attacks carefully.

TROOPS

Bloody Marty was only able to round up four posses of Gunmen and a Gatling gun in time for the ambush. Besides himself, he also brought a few of his own troops with him, so you may purchase 100 points worth of additional forces.

Marty is with any one of the groups, though you can decide if he's actually attached or not.

DEPLOYMENT

Shortly before the battle, the locals Coltrane rounded up showed him all the good places to hide.

Any of your troops can start out hidden as if they were bushwackers. These yokels aren't really skilled at hiding, however, so they have to stick to areas that offer substantial cover. Specifically, your troops can be in the forest, the scrub, or on the backsides of hills. You can also place up to six figures (one posse and Coltrane, for example) under the bridge.

The shack would make a great ambush location except there's an old hermit in there and the locals are scared silly of him. None of your troops can start off hidden in the shack, but Bloody Marty can move in there if you wish. The rest of his recruits are afraid of "that old haunted place."

SPECIAL RULES

THE FOG O' WAR

Don't reveal your troop cards until those troops reveal themselves on the tabletop. All of them start with a Hold counter and are dealt in normally, so you probably want to put your troop cards under the table or cover them with pieces of paper.

Remember, Sterling Ben is walking into a blind trap here. He has no idea what kinds of troops you have or how many, so remember the old maxim: Surprise is a weapon.

BRIEFING 11

How humiliating. Your gang's been corralled in the Livery all night. The smell of horse manure is overwhelming, and one of your men unfortunately planted his kiester on a haystack that just happened to be hiding a very sharp and rusty pitchfork.

But your fortunes are about to change. You have reinforcements just north of town, awaiting a signal you must flash from inside the Rosebud. If you can just get your lackeys from the Livery to the Rosebud, the rest of your boys will come riding to town in minutes.

The only problem is the local lawdogs' threat to shoot anyone who starts a fight during the peace conference. Are these yokels really willing to tussle with your hearty rail warriors? There's only one way to find out.

DEPLOYMENT

Your Enforcer starts at the statue with Mayor Walls in the Town Square. The rest of your survivors begin inside the Livery.

BONUS

Your railroad gains 25 Bounty Points if you can get a single figure inside the Rosebud.

BRIEFING 12

Your Enforcer got word later than most about the find at Hell Hole. Fortunately, your local spies know a shortcut.

On the way, the guide says the old cave was never mined because the local Indians claimed it was haunted. A horrible groaning sound emanating from the dark hole makes even the skeptical think twice before going spelunking down that unholy maw.

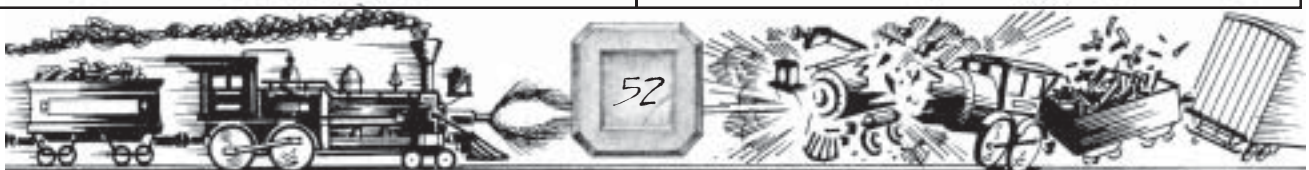
That's foolish talk, of course. It's probably just the wind racing through from another entrance somewhere.

As your troops get nearer, they hear the noise. Just the wind, your Enforcer reminds them. Still, the blood-red moon leering down over the dark mountains does little to soothe your minions' growing sense of dread.

Something is going to happen here tonight. Something bad.

DEPLOYMENT

Your troops walk on the board directly south of Hell Hole at Point B. Your troops can be on either side of the creek, or even in it if you wish!





BRIEFING 13

Iron Dragon has little need for another ghost-rock strike. Kang's pirates in the Maze likely make more than any two other Rail Barons combined. Kang enjoys keeping his enemies poor, however, so he sent Yojimbo, one of his most competent Enforcers, to ensure his troops' success.

Whether you are attacking or defending, your troops remain the same.

TROOPS

Your force consists of Yojimbo and three Posses of Tongs. Remember that the Tongs aren't particularly fond of Yojimbo, so they cannot attach to him.

IRON DRAGON ATTACKS

Kang's spies must still be in the area. One of them sent Yojimbo a note saying his rivals were holding a secret meeting at the Trouble corral. Most likely they are plotting some cowardly assassination or act of sabotage.

To Yojimbo, such shenanigans are worthy only of rats and thieves. After honoring his ancestors in a sacred Shinto ceremony, the samurai gathered his despicable Tongs and headed for the corral.

DEPLOYMENT

Yojimbo rounds up his Tongs and proceeds down Main Street. These troops walk onto the board from Point A, Yojimbo in the lead.

IRON DRAGON DEFENDS

Has one of the other Rail Barons proposed an alliance? Or perhaps the note Yojimbo received was from one of Kang's many spies?

Yojimbo cares little for sneaking about in the dead of night and would have ignored the note if left to his own devices. Unfortunately, the Tongs were more than ready to make secret alliances and shady deals.

When Yojimbo refused to attend, the hoodlums threatened to go without him. Yojimbo does not want to go to the corral, but neither can he let the Tongs act without his guiding hand. The bungling fools would likely sell their own ancestors' ashes if they could.

DEPLOYMENT

Hiding is for the cowardly. Yojimbo and his Tongs start out at Point D.

BRIEFING 14

Your troops got here early but couldn't find Hell Hole. They can hear the eerie groan the locals say comes from its dark maw, but they just can't seem to find their way through the dense forest.

Now there are others approaching. Their voices carry faintly through the darkness and foreboding trees. There's no time to rush for the mountain—your men must ambush their rivals and massacre them to claim the strike as their own.

DEPLOYMENT

Your troops start anywhere in the southern forest. Because they've had time to prepare, any of them start the game hidden (as if they were bushwackers). Don't place these troops, but write down their relative locations on a piece of paper. You must note their locations before any of the other players place their figures on the table.

If your friends ask where your troops are, lie and tell them you don't enter the battle until a later turn. It may seem like cheating, but all's fair in love and the Rail Wars, after all. Besides, we told you to.

BRIEFING 15

Your Enforcer managed to talk the Mayor into giving your gang sanctuary at his place during the peace conference, but now it's obvious the rest of the Enforcers are up to no good. Your gang is going to need help if it's going to secure the right-of-way.

Your job is to get your survivors to the Livery and grab one of the horses. Then they can ride up into the hills and summon the rest of the troops you've got waiting there. Then you'll teach those yellow-bellied bushwackers a lesson.

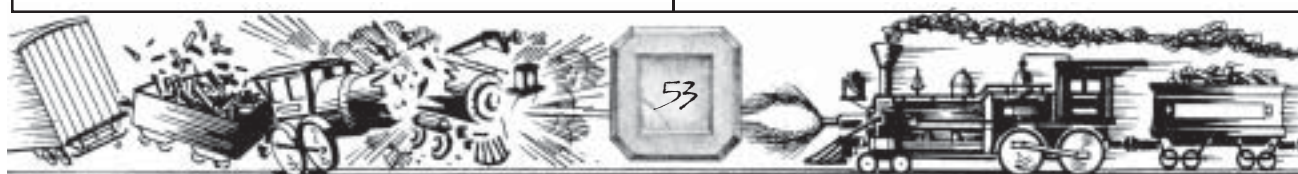
The only problem is the Mayor's warning about breaking the peace. Your gang is likely to run across the enemy on the way to the Livery. Holding their fire might be dangerous around your foes, but the lawdogs at the peace conference look awfully serious about their job.

DEPLOYMENT

Your survivors start in or around the Mayor's House.

BONUS

If you can get a single figure inside the Livery, your railroad gains 25 bonus Bounty Points.





BRIEFING 16

Bayou Vermillion doesn't usually come this far north, but sometimes a strike is just too valuable to ignore.

TROOPS

Your force consists of "Twiddle" Deveaux and two posses of Gunmen armed with pistols.

PREPARATION

Josey doesn't think much of her hired guns, so she's boosted their abilities prior to the battle with *corporeal tweak*. One posse of Gunmen has a d10 in *Vigor* for the first 2 turns.

BAYOU VERMILLION ATTACKS

Josey was furious when she heard of the secret meeting. She belted down a drink of brandy from the flask hidden in her corset and rounded up her men. It was time to show the sneaky sons-of-you-know-whats who was boss. Or that at least she should have been invited.

Josey wishes she had her far more reliable Walkin' Dead here, but the spineless civilians of Trouble would run screaming for the hills were

she to call them in. Instead, she has to rely on her less-than-desirable hired guns.

DEPLOYMENT

Josey and her gang start on the bottom floor of the Lovin' Arms.

BAYOU VERMILLION DEFENDS

The anonymous note proposed a secret meeting in the old corral? Perhaps someone wishes to propose an alliance. More likely, Josey knows, it's simply another love-struck paramour hoping to win her deadly affections. Maybe, she thought, Mayor Walls wants to exchange "favors" for Trouble's right-of-way.

Such a mysterious rendezvous in the dead of night was dangerous, but Josey had long ago learned it never hurt to humor those who might later prove valuable. And if the meeting was a trap, she'd make whoever set her up pay through their bleeding nose.

DEPLOYMENT

Josey waits just inside the livery, to either side of the door facing the corral. Her hired guns hide outside the corral, south of the livery at Point E.



BRIEFING 17

Sterling Ben has led his troops straight into an ambush! The enemy isn't visible yet, but trust us, they're out there. Unfortunately, the only place Ben can cross the river and get home is in front of him.

Stern's goal is to get his troops across the board without too many casualties. As his player, you won't be getting much in the way of reinforcements, so losing troops in the first battle will cost you dearly later on. You can turn and fight if the opportunity presents itself, but you'll be giving Coltrane exactly what he wants if you aren't careful.

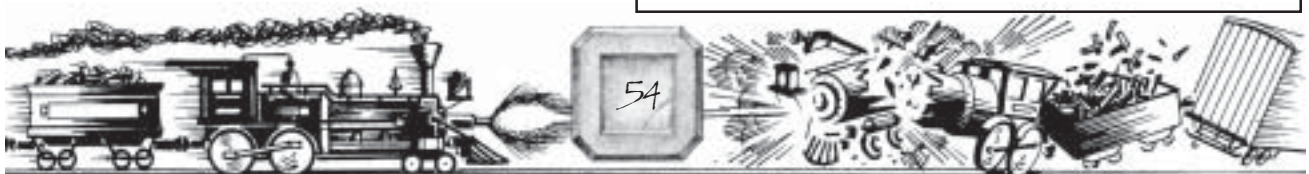
TROOPS

Your troops are two posses of mounted Gunmen, two posses of unmounted Gunmen, one Gatling gun with limber, and Sterling Ben.

You can add another 500 points worth of troops of your choice to this mix.

If you buy any cannons or Gatlings, you must purchase limbers for them as well.

You may buy flying creatures such as Devil Bats, but no more than 200 points worth. Spellslingers with *Flight* spells count.





BRIEFING 18

Read the following to your nervous opponent:

Ben and his scouts rode cautiously across a boulder-strewn prairie. As they came over a slight rise, they saw a strange sight. A homestead had collapsed and its sod walls and roof were beginning to catch fire from flames spilling out of its crumbling fireplace. The home looked like a cow the size of Missouri had sat on it.

"What in Hell could've done this?" one of Ben's troops asked quietly.

"Look there," Ben pointed to a huge furrow in the ground leading to the rear of the ruined home. "Rattlers!"

SETUP

As Ben and his scouts advance, they see a family, the Simpsons, trapped atop a large, flat boulder. Around the base of the boulder are a pack of "little 'uns," Mojave Rattlers in their larval stage. The family fled from its collapsed home and is now trapped in a narrow canyon. The cliff walls cannot be climbed, so the only exit is to the south.

The boulder can be climbed, as the family sitting on it will happily attest.

TROOPS

The Rattlers' momma cracked open the sodbuster's home to feed her babies. Now she's sitting a few hundred yards away underground, waiting on her children to feed.

Your troops are two posses of young Rattlers. Their statistics are in Appendix C.

DEPLOYMENT

The trapped Simpson family is made up of five figures (Poppa, Momma, and three little ones). They start on top of the large boulder at Point A.

The young Rattlers start in front of the boulder where they are trying to climb upon it (an Easy (4) *Strength* roll).

Ben and his troops march onto the board from the southern edge.

BONUS

Being the hero he is, Ben must try to rescue the family. He can't retreat until he's dead, the little 'uns are dead, the civilians are rescued, or the civilians are worm food.

The Bounty for each of the civilians is 20, whether they are killed by the little 'uns or carried off the board by Ben.

SPECIAL RULES

You knew we couldn't let something as cool as Mojave Rattlers get introduced into *The Great Rail Wars* without some new rules to cover how the little devils work. See Appendix C for these.

DESPERATE FIGHT

Ben can't leave the family to die, so don't roll to see if the game ends after Turn 4. It ends only when one of the conditions under Bonus is met.

THE SIMPSONS

The hardy Texan adults have d6s in everything (like Gunmen). Poppa has a rifle (now empty) that he uses like a club to do STR+1 damage. The children have d4s across the board.

RESCUE

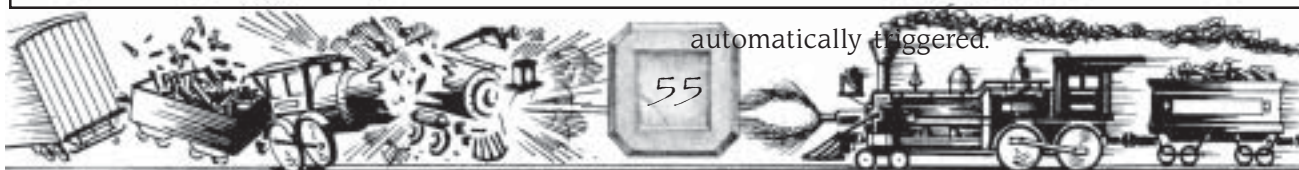
Ben and any troops he brought with him can rescue the family members escorting them off the table (as if they were attached to the troop). Otherwise, they refuse to leave the rock. The family moves on the last action of the turn. The little ones go first, then Mom, then Pop.

Or they can each ride on the back of a mounted figure. This is the best way to go.

EVENTS

(15) *When a Rattler is killed:* Roll a d6. On 5-6, the Event is triggered.

(25) *At the start of Turn 3:* This event is





BRIEFING 19

Read the following to your soon-to-be-crushed opponent:

Ben's horse whinnied. The sound broke loud over the High Plains and made Stern and the rest of his men nervous.

"Careful," said one of his scouts. "This is Indian country. Coyotes catch wind of us, they'll run us down and cut us to pieces."

Ben nodded, aware that while the Coyote Confederation was technically at peace, the young braves of the nation killed anyone they caught trespassing on their lands.

"All right. I've seen enough anyway. Let's head back to the rest of the troops."

As Ben wheeled his horse around, he heard an unmistakable sound. It was the war whoop of Cheyenne Dog Soldiers.

Ben and his men have been discovered by a patrol of Cheyenne Dog Soldiers from the Coyote Confederation. Trespassers aren't allowed on their lands, and even though the elders have forbidden attacks on whites for the time being, the elders are a long way off from this particular battlefield. Stern is an easy target for these young hotheads' anger.

SETUP

Set up the map as shown in the diagram. The stream is shallow. It counts as difficult terrain and can be crossed at any point.

TROOPS

The attacker gets three posses of mounted Cheyenne Dog Soldiers. See Appendix C for their statistics.

DEPLOYMENT

The Dog Soldiers start on the board and set up first anywhere east of Point A.

Ben and his troops start at Point B. There should be at least 6" between any opposing troops.

BONUS

Ben's goal is to get him and his men off the western board edge. Every man that exits is worth his Bounty Points.

SPECIAL RULES

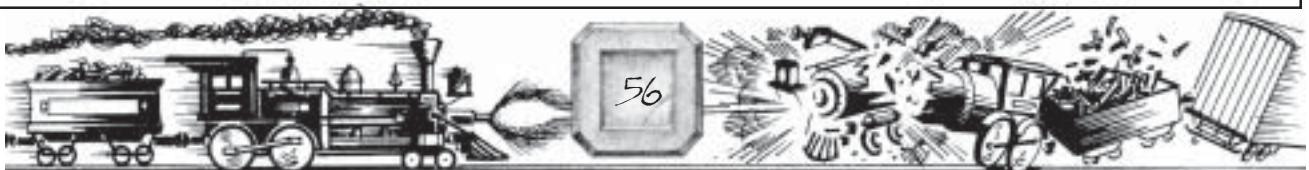
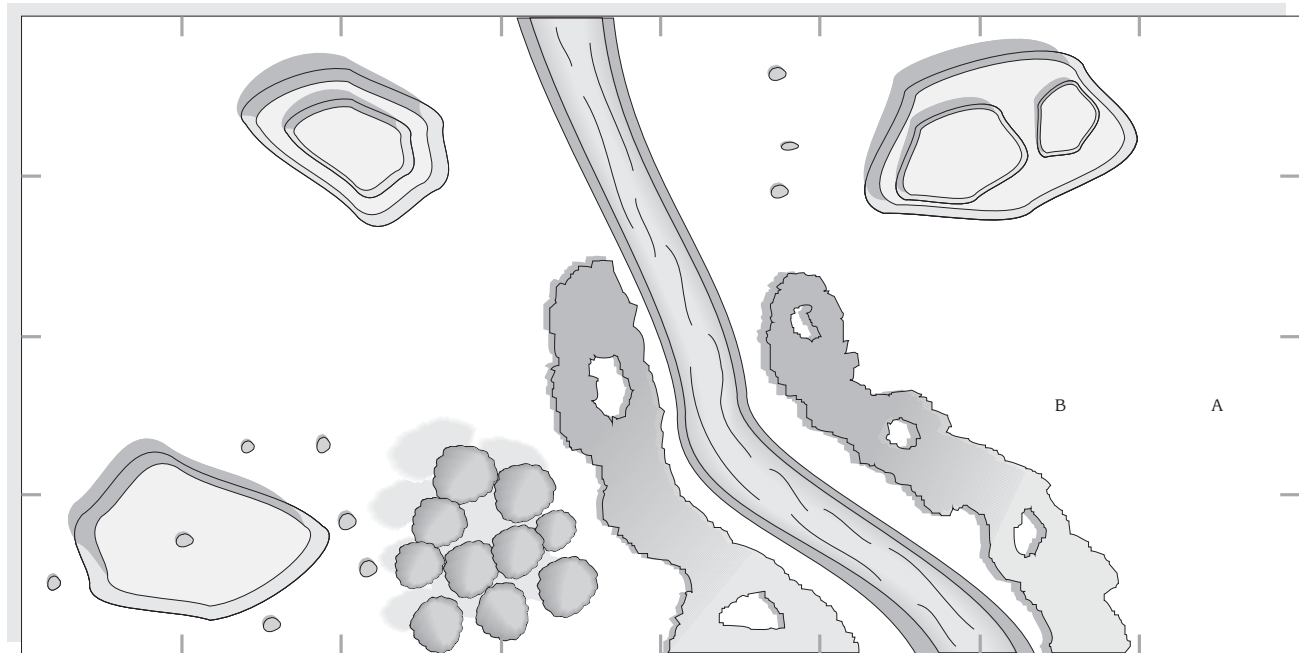
DESPERATE FIGHT

This is a chase, so the battle doesn't end until Ben and his men escape or are killed.

RUNNING CHASE

Normally, when a figure breaks away from a hand-to-hand opponent, the opponent gets to take a free swing at the retreating figure.

In a battle like this, Ben and his men would be killed pretty quickly if that were the case. For a running chase like this, ignore the "free attack" rule.





BRIEFING 20

Stern's men are already headed toward the stockpiles when Marty's bloodthirsty band arrives. He needs to get at them quick before they entrench themselves in the stores.

Your goal is to kill as many of Ben's men as possible and keep them from getting resupplied from your railroad's stockpiles.

TROOPS

The attacker gets Bloody Marty Coltrane, a posse of Gunmen (or Troopers) for guards, plus another 500 points worth of troops.

You may also use any of the survivors of the two posses you chose in Chapter One at no cost. The locals went home, so make sure you only use survivors from the posses you chose, not the Gunmen or Gatling you got for free.

If you choose any bushwackers, they may not start hidden on the board. Coltrane had to race to get here, so there was no time to scout the place out ahead of time.

DEPLOYMENT

Your troops march onto the board at Point B.

BRIEFING 21

Your gang's never been more lost. The guide that gave you directions to Hell Hole must have been lying. You'll have to have him skinned later.

You'd give up now, but a strike as big as this will win major points with your Rail Baron. If you can control it, you'll likely control the town of Trouble as well. At least your railroad would be able to buy some influence. Heck, you could probably buy the Mayor. Or become the Mayor yourself.

Still, you've got a creepy feeling about this place. Hell Hole is a vertical cave atop the hill opposite the one you're standing on. Your lying guide said it got its name from an Indian legend that claimed it opened into a place of evil spirits. But then, don't they say that about everything?

Your Enforcer doesn't usually go for such nonsense, but the eerie howling coming from that infernal cave and the blood-red moon overhead do little to calm his already frayed nerves.

DEPLOYMENT

Your troops march onto the board at Point C, atop the large hill overlooking the valley

BRIEFING 22

Mina Devlin, Black River's stern mistress, has had her eyes on Colorado for some time. Trouble lies only a few miles off the line she plans to lay through the Rockies. If she can secure the right-of-way, she gains a lucrative and easily defended resource.

If her rivals get control of Trouble, however, she'll have a thorn in her side more painful than her tightest corset.

Mina trusts only one gal to get the job done, Diamond Lil Marcone. If Lil can't take care of this business, no one can.

Lil knows how much Devlin is depending on her. She's spending the evening having dinner with Mayor Walls when the note telling her of the secret rendezvous arrives.

TROOPS

Your force consists of Diamond Lil and two posses of Gunmen armed with pistols.

BLACK RIVER ATTACKS

How dare they try to pull the wool over Lil's dark eyes! When she finds out about the note, Lil politely excuses herself from dinner with Mayor Walls and heads for the hotel to gather her hired guns. In minutes, she's heading down to the corral to teach the sneaky weasels a lesson.

DEPLOYMENT

Lil and her hired guns walk onto the board at Point B.

BLACK RIVER DEFENDS

What does the note mean? Is some afflicted paramour hoping for an amorous romp in the hay of the Livery? An intriguing proposition, but Lil sticks to \$10-a-night hotels and room service these days.

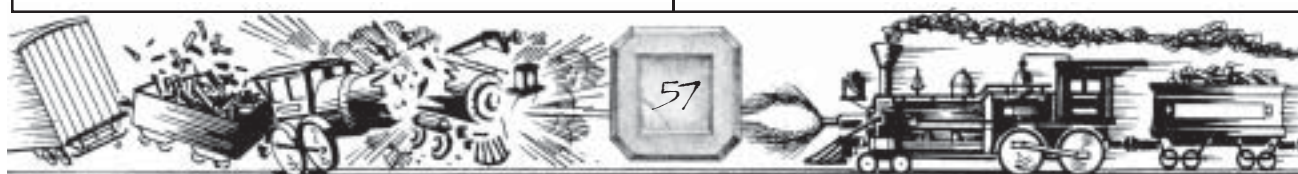
Perhaps one of her rivals wants to beg for mercy? It wouldn't be the first time an enemy Enforcer succumbed without a fight.

Still, the note could also be some devilish trap set by her jealous and cowardly rivals.

Lil doesn't really care. She's confident in her and her girls' ability to handle themselves.

DEPLOYMENT

Lil knows the meeting at the corral might be a trap, but she can't ignore the opportunity. She waits in the corral around Point F.





BRIEFING 23

Read the following to your quivering opponent:

Ben's horse stepped slowly over the wet ground. It's hooves sunk with every other step.

"Damn!" Ben cursed. There's no way through.

"Wait, sir," said one of the troops accompanying him. "I see a trail through the swamp. It's narrow, but it might be best if Coltrane's waiting for us on the roads."

Ben looked hard at the tall cypress trees and the long Spanish moss hanging from their boughs. What dangers lurked in this grim bayou? And could they be worse than the vengeful, relentless pursuit of Bloody Marty Coltrane?

Ben nodded. He had to try.

Ben has stumbled into a dark bayou full of Cajun hunters. These sneaky snipers don't like intruders in their home. The game starts as the hunters pick up their old muzzle-loading rifles to go after Ben and his unfortunate crew.

SETUP

The battle takes place deep in a bayou. The dark areas are marshes and considered difficult ground. The shack is nothing special, but might provide cover in a pinch.

If a troop is dealt a Joker, any of its figures in the marsh must make a Hard (8) *Strength* check. If they fail, they've become mired in quicksand and lost (no chance of recovery).

TROOPS

Coltrane's player gets four posses of Cajun Hunters. See Appendix C for this new troop type.

DEPLOYMENT

Stern's player sets up his troops first west of Point A. The Cajuns can be placed anywhere you want, though no closer than 12" from any of Ben's troops. For this scenario, treat the Cajuns as bushwackers. This is their home, after all.

BONUS

Every figure Ben's player gets off the opposite board edge is worth its Bounty Points to him.

SPECIAL RULES

GATOR!

The bayou is infested with alligators. Every time a Deuce comes up, so does an alligator. Roll a d20 each time. The highest-rolling player places the rogue Gator.

PROFILE

Strength d8

Smarts d4

Vigor d10

Shootin' –

Fightin' d6

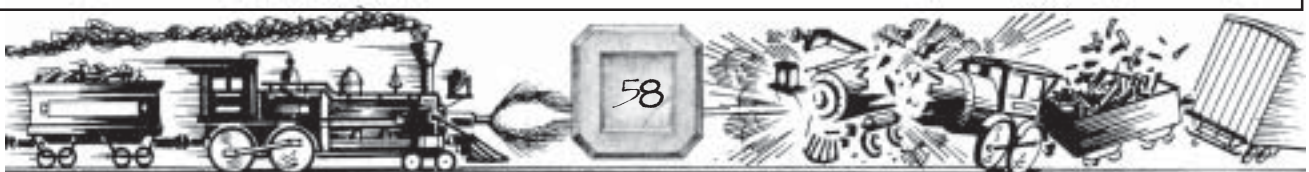
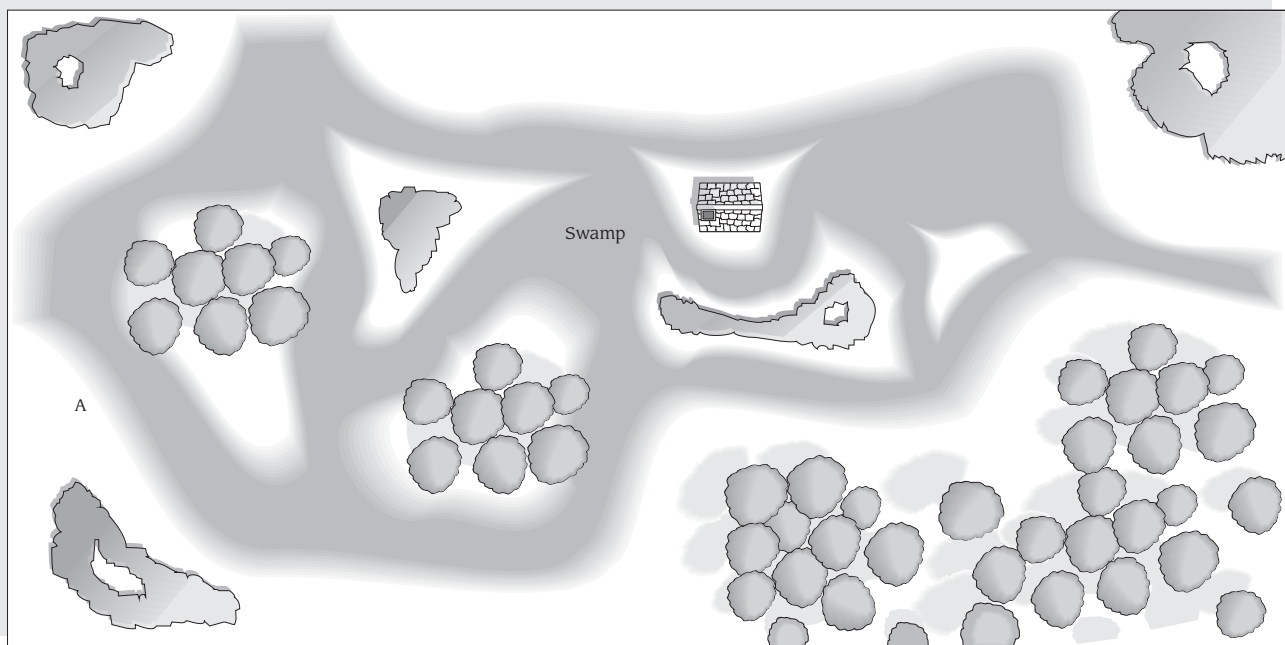
Guts d8

Weapons: Claws and bite (STR+2)

Special Abilities: Fear, Armor 1

Number: Single

Bounty: 10





BRIEFING 24

The tables have turned. Stern and his relief force are in position, their guns ready to do some retaliating. Bloody Marty is about to smash straight into your reinforced line. He doesn't stand a chance, but he keeps coming anyway.

After all, they don't call him "Bloody" for nothing.

TROOPS

You get the survivors of your last battle plus 500 points worth of additional troops of your choice. You must purchase at least one hero from these points to lead the relief force to Stern's aid.

DEPLOYMENT

You may place your troops anywhere north of Point B.

Any bushwackers in your force may ignore the deployment zone. You may place them anywhere on the map you choose, even all about the very woods Coltrane's troops are stumbling through.

BRIEFING 25

Your gang suffered a major walloping last night at the hands of that Drifter and her infernal cronies. It figures your desperate rivals would plant more gunslingers in the town as support.

But that's okay because you've thought of that too. Your men are currently being patched up at the Doc's Office—an old friend who owes you a favor or two. If your troops can make their way to the Lovin' Arms while your Enforcer is at Mayor Walls' peace conference, they should be able to round up the rest of the gang.

You've told your minions to watch out if they see the other Enforcers' troops. Mayor Walls said the town's lawdogs would shoot anyone who disturbed the peace, and he seemed serious about it.

DEPLOYMENT

Your Enforcer starts at the statue. The rest of your survivors can be placed in or around the Doc's Office.

BONUS

If you can get a single figure inside the Lovin' Arms, your railroad gains 25 bonus Bounty Points.

BRIEFING 26

The Union thinks it can run roughshod over the Confederacy here in Colorado, and McFeely's bound and determined to prove otherwise. Establishing the right-of-way here in Trouble would sure help his case.

Colonel Lame James McFeely is just the man to do the job. This tough old bird may not be able to move as quickly as he used to anymore, but the wound he took at Shiloh didn't do a thing to his ability to command soldiers and blast the enemy to Purgatory. And with that cane of his, he can move pretty darn fast when he feels the need.

TROOPS

Whether you are attacking or defending, your force consists of Colonel Lame James McFeely and two posses of CSA Troopers.

McFeely's statistics can be found in Appendix B.

DIXIE RAILS ATTACKS

Those dirty sidewinders are up to no good! Someone, most likely a loyal Southerner, caught wind of a secret meeting and tipped Colonel McFeely off.

Now is the former Colonel's chance to finally catch those scoundrels in the act, fill them full of lead, and increase his chances of winning the right-of-way by exposing his rivals as the dirty, underhanded crooks they are.

DEPLOYMENT

McFeely and his band start in the upper floor of the Lovin' Arms.

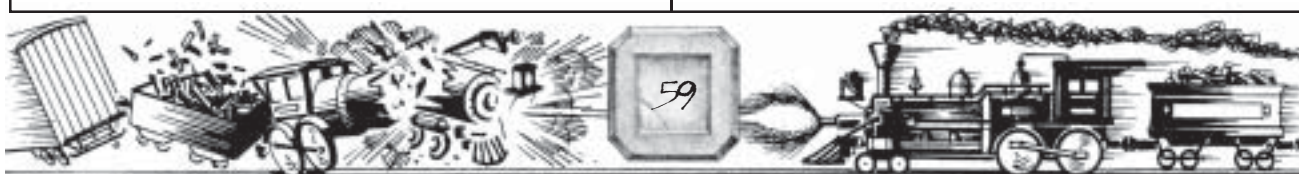
DIXIE RAILS DEFENDS

Colonel McFeely isn't dumb enough to pen himself in an open corral with the enemy in town. That's tantamount to suicide with all these underhanded desperadoes around. They'd dance on his grave given half a chance.

Before the battle, McFeely switches clothes with one of his troopers. The trooper then goes into the corral and must be deployed smack in the center (he's a fairly clueless fellow). This soldier does not have to maintain cohesion with the rest of his troop for this battle only.

DEPLOYMENT

Colonel McFeely and the rest of the troop are hiding in the Livery (treat them as bushwackers).





BRIEFING 27

Doctor Hellstromme does not plan on running a line through Trouble. His rock-boring machines are secretly drilling a tunnel straight through the Rockies to allow him to bypass the passes the rest of the Rail Barons are fighting over.

Still, there are two good reasons to fight for the right-of-way into Trouble. The first is because Hellstromme can never get enough ghost rock. A spur to Trouble would be lucrative indeed.

The main reason, however, is to keep the rest of the Rail Barons from getting suspicious. If he doesn't make a play for Trouble, they might wonder where the professor intends to pass through the Rockies. And that might lead them to his incredible tunnels.

Hellstromme has dispatched Lightning Jim Nelson to deal with this annoyance.

TROOPS

Whether you are attacking or defending, your force consists of Lightning Jim Nelson and two X-Squads with Gatling pistols.

WASATCH ATTACKS

Jim got the note as he was enjoying a hot bath. Trouble always seemed to interrupt his personal hygiene.

It was just like those reprehensible curs to meet in the shadows. Jim would have done it himself given the opportunity, but having not been invited to the party, Jim plans on crashing it. Hard.

DEPLOYMENT

Nelson and his X-Squads start the fight inside the General Store.

WASATCH DEFENDS

The note could mean a possible alliance with another of the Rail Barons' or perhaps a Wasatch loyalist in this Hell-hole of a town.

Jim realizes it may be a trap, but he can't resist the possibility of gaining help in securing the right-of-way for Hellstromme. Besides, even if someone did attempt to ambush him, Jim feels his trusty six-gun and the Gatling pistols of his men should prove more than a match for any hired guns.

DEPLOYMENT

Jim and the X-Squads start at Point C.

BRIEFING 28

The long route around Coltrane's roadblocks left Ben and his men in worse shape than even Bloody Marty could hope for. Fortunately, Ben's scouts noticed a small stockyard not too far off their line of retreat.

Ben knows Coltrane might guess he's heading for supplies, but if he can get there first, his men can grab some beans and bullets and be on their way before their pursuers catch on to their detour.

Ben's plan is to overwhelm the stockyard's guards and get in among the barrels and crates to form a hasty barricade against Marty's inevitable arrival.

TROOPS

Ben gets whatever haggard survivors remain in his force.

DEPLOYMENT

Your force enters the game from Point A.

BONUS

None, but remember the Special Rules in the scenario and get those supplies!

BRIEFING 29

Nearly a hundred miles. That's how far Marty had chased Stern and his raiders across his homeland so far. He'd ambushed them, barricaded them, and fought them over desperately needed supplies—and still the dirty dogs weren't swinging from a scaffold.

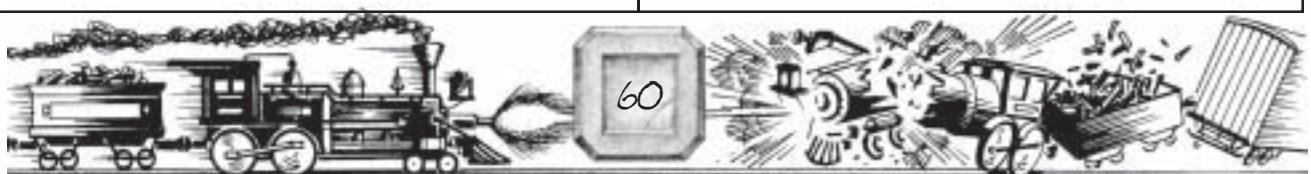
Marty was always walking a shaky split-rail fence of sanity. Now the beams have finally collapsed. Marty gains the *Loco Hindrance*. He wants Stern's head on a plate, and he won't stop until he gets it or he's dead.

The deranged lunatic and his unfortunate followers burst through the forest only to see Sterling Ben has been reinforced with a relief column. It's murder to charge into their guns, but Coltrane screams "Charge!"

SPECIAL RULES

NO RETREAT!

Your troops may not retreat off the board until Coltrane is Put Down. Troops who Panic run to the southern woods to cower. If friendly Panicked troops are closer to Coltrane than any enemy figures, he shoots at them instead.





BRIEFING 30

Read the following to your nervous opponent:
Ben signaled a silent halt to his makeshift scouts. "Do you hear that?" he whispered.

In the distance came a thunderous, metallic sound, as if two steam trains had come to life and started wrestling. Ben advanced carefully to the rise of a small hill. In the clearing beyond, he could see the ruins of a ramshackle village.

In the middle of the village was a gigantic Automaton, nearly as tall as a two-story building! All around it, civilians were fleeing or cowering in terror.

Ben cursed his luck. It was obvious from the tools, forges, and ruined scaffolding lying about the camp that these folks had helped build this monstrosity, but Ben was a hero. And heroes didn't leave civilians to die, even if they had brought their doom upon themselves.

"I'm asking for volunteers here, men," he said to his scouts. "I can't leave those folks to be murdered by that thing, but I can't ask you to jeopardize your lives for Hellstromme's minions."

Ben's scouts looked at one another, then nodded grimly. "We said we'd follow you to Hell and back, sir. I reckon we're there."

Ben has stumbled onto a temporary village where Hellstromme's minions are constructing a giant experimental Automaton. Unfortunately, the thing has malfunctioned and is slaughtering the workers. Being the hero he is, Ben can't turn his back on them.

SETUP

The village is little more than rubbled shacks and fallen tents. The rubble counts as waist-high obstacles and provides hard cover to those adjacent to it. The Automaton is big enough to ignore the rubbled walls.

THE EXPERIMENT

The creature is indeed a giant experimental Automaton. It was not supposed to be activated until Dr. Hellstromme arrived tomorrow, but mad science has a way of thwarting the best-laid plans, and it somehow awakened on its own. Gremlins, most likely.

The zombie brain inside the machine has overloaded and reverted to its undead state. It is trying to pick up the work crews and eat them!

Unfortunately, the Gatlings mounted on its massive shoulders are linked to secondary zombie brains. These recognize enemy troops and fire on them immediately.

PROFILE

Strength d12+4

Smarts d4

Vigor d12+2

Shootin' d6

Fightin' d4

Guts —

Gear: Two Gatling Guns mounted on its shoulders; each may fire independently

Special Abilities: Armor 6, Fear, Fearless

Bounty: 80

DEPLOYMENT

Place 10 figures about the camp. The rest of the workers were smart enough to run away, but these folks are cowering in the rubble.

The Automaton starts at Point A and sets up first. Sterling Ben Stern enters play at Point B.

BONUS

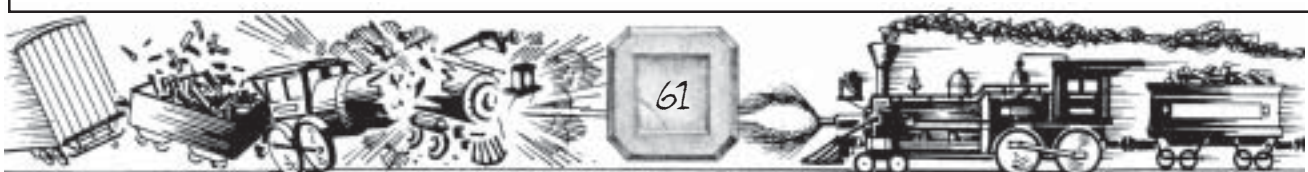
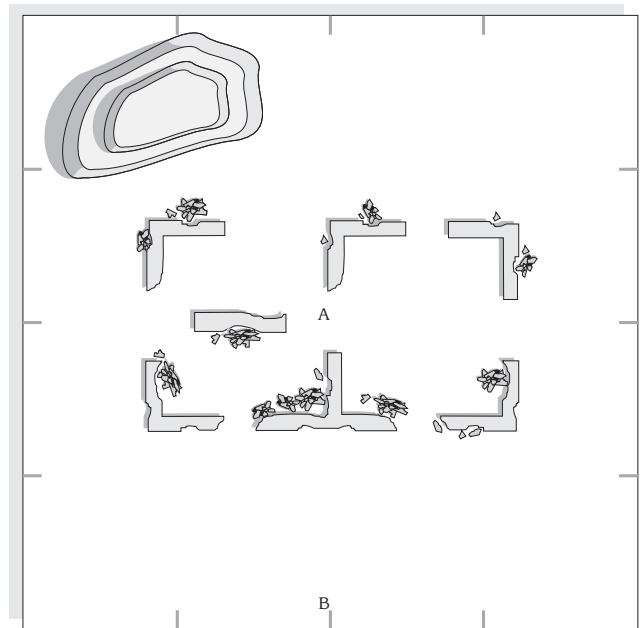
Each rescue is worth 20 points (see below).

SPECIAL RULES

THE RESCUE

Sterling Ben Stern is a hero, pure and simple. He can't turn his back on the villagers, even if they did bring their fate upon themselves.

Ben and his men can escort the villagers out of the ruins to safety. The villagers won't move without Ben or one of his men. Each figure can escort one villager out of the ruins, where they flee off the board on their own. The villager and his escort may run if desired.





BRIEFING 31

Read the following to your nervous opponent:
Ben signaled a silent halt to his makeshift scouts. "Do you hear that?" he whispered.

There was a low chanting in the distance. Ben moved his horse quietly forward and peered over the rise before him.

He could just make out a flickering campfire and several figures standing before it. Then a strange smell singed his nostrils. Brimstone?

Something sinister was afoot. Ben had been raised on tales of daring and adventure, and within many of those stories were described monsters and demons and those who consorted with them.

"There's devilry ahead, men," Ben whispered to his troops. "I must see to it, but I will not force you down this dark path. I'm asking for volunteers."

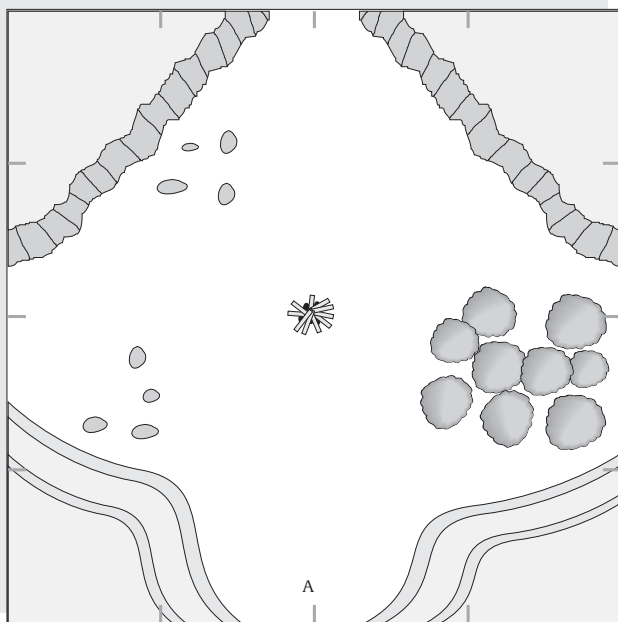
Ben smiled as his veterans grinned and spurred their horses forward.

Sterling Ben Stern has stumbled onto a coven of witches practicing their dark rites. The self-righteous hero sees it as his duty to disrupt their vile rituals.

SETUP

The witches have gathered around a fire in the bowl of a small hill. The cliffs to the north are entirely unscalable.

The bonfire at the center of the board is roaring out of control. Horses and other natural animals absolutely refuse to get within 6" of it.



TROOPS

Black River's forces consist of a Coven o' Witches (see Appendix C) and a posse of Wolves.

DEPLOYMENT

The witches have bound a pack of Wolves into their service. Place them around the campfire interspersed between the witches in an arcane circle.

Ben and his posse enter the board at Point A.

BONUS

Ben is something of a hero, and witches consorting with the forces of darkness is a blasphemy to him.

If he and his men completely wipe out the witches (not necessarily the Wolves), you get an extra Experience Point that can only be spent on Ben. You still can't give Ben more than one enhancement after this battle, however.

SPECIAL RULES

NIGHT BATTLE

The fight takes place at night. All ranged attacks suffer a -2 penalty. Line of sight is limited to 12".

DESPERATE FIGHT

Ben can't retreat from the field until the Coven o' Witches is destroyed or has retreated (the Wolves don't count). Don't roll to see if the game ends after Turn 4.

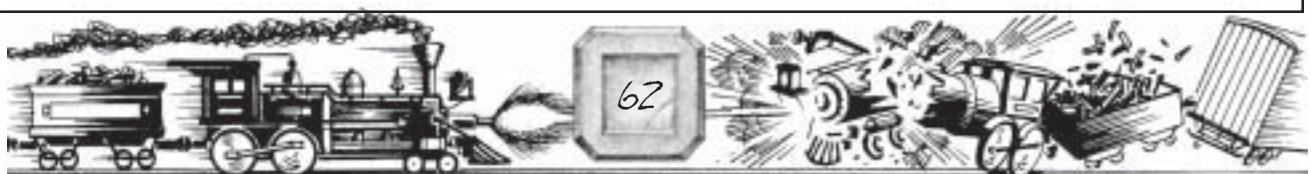
CREEPY COPSE

Tell Ben's player that an Event is triggered if one of his troops moves into the copse of trees. You should also tell him that the woods look dark and creepy. Some of the trees even seem to have twisted, leering faces, and their limbs resemble reaching, scraggly claws.

The witches know about the woods, however, so we didn't put it in the Events section. All you need to know is right here—and you sure do want to make sure you keep your troops the Hell out of there!

This area is drenched in fear. The woods have succumbed to the Reckoners and become home to awful abominations resembling twisted trees. Any figure that enters the creepy copse is immediately rent to shreds with no chance of recovery.

You can check to see if a hero slain by the trees comes back as a Harrowed, however.





THE EVENTS

The Great Rail Wars has enough strangeness to turn your hair white. Here's a fine selection.

EVENT 1

The Flanders! There's a family trapped in here. If your men hole up in here, they're likely to get them killed. If your troops don't exit the building immediately (go back into the street), your side loses 50 Bounty Points.

EVENT 2

Old Hermit! The shack is home to a reclusive hermit—or so the locals believe. In fact, this old codger is a huckster who's been working on a new hex he calls *hurry up!*

This must be Ben's lucky night, because the hermit hates Bloody Marty and his rascals and is ready to give them Hell. If Marty stirs him up, the huckster attacks him directly. Deal him in next turn. The huckster joins Ben's side for this fight only. He has the following statistics:

PROFILE

Strength d6 Shootin' d6 Fightin' d6
Smarts d10 Vigor d6 Guts d10

Edges: Arcane Background: Huckster

Hindrances: Ugly as Sin

Gear: None

Spells: Hurry Up! d10, Mind Twist d8, Missed Me! d10

Speed: 2

Cost/Bounty: 70

EVENT 3

One-on-One! The last thief Put Down rises from the ground, not quite dead. This is the thieves' leader. The Enforcers stop in stunned silence as this man staggers out of the house and says to the player who triggered this event:

"I'm done for, but afore I go, I'm gonna take you to Hell with me. So get up here, you yeller-bellied pile o' buffalo chips and face me one-on-one!"

Your Enforcer now has to come up to the mission and fight the thief in a one-on-one duel. Your opponents roll to see who controls the thief. Put the two figures in front of the mission and run a duel.

As Fate would have it, the thief's desperation makes him a little tougher to kill than usual. His *Shootin'* goes up to a d8, and he now takes wounds like a hero. Whoever controls the thief

can spend Fate Chips on him if she wishes. She might as well because when the thief is killed this battle is over and the game ends.

If the Enforcer wins, he gets 50 extra Bounty Points. Otherwise, he loses 50 Bounty Points.

EVENT 4

Outlaws! A band of notorious desperadoes was laying low in the shantytowns when the invasion hit. Given the circumstances, however, they're more than willing to join your side for this battle only. Add a posse of Gunmen to your force. They can act on this action after the troops that triggered the Event have gone. Deal them in normally next turn.

EVENT 5

Breaking the Law! Mayor Walls warned everyone there would be no fighting during his peace conference. His two posses now attack the representatives of the railroad that fired the first shot. The posses are supposed to guard the Mayor, so they won't wander outside of the Town Square (no more than about 9" from the statue).

The players who didn't fire the first shot now roll off. The top two rollers each get control of a posse of Gunmen. In a game with more than two players, no player may control both posses.

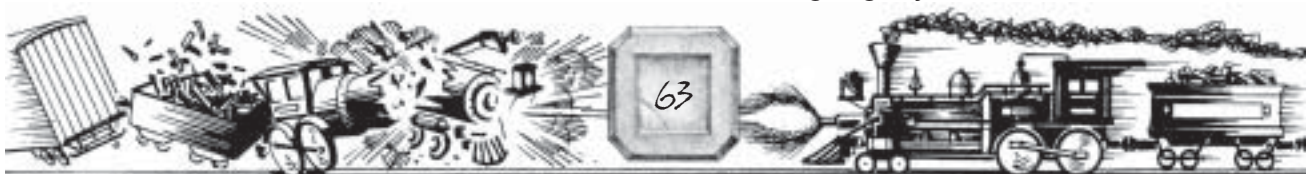
As soon as any other railroad starts fighting, the law posses can attack them too. Until then, they only fire at railroads breaking the law (shooting, casting offensive spells, or fighting in sight of the Town Square). At the beginning of the next turn, deal the law posses in normally and roll to see who controls them. Again, no player can control both posses, and they cannot fire on any railroad yet to break the law.

EVENT 6

Faminites! It seems the creature isn't without bodyguards! A posse of Faminites attacks from the ship's husk.

EVENT 7

Hell Hole! As your troops climb to the top of the hill, they hear a strange scratching sound. They pause as they see a large dark hole at the top of the summit. From it comes a horrible, screaming wind tainted with the scent of brimstone. Your troops gasp in horror as something crawls forth from that infernal cave. Something vaguely human.





It's the Drifter!

The Gal with No Name has returned from death Harrowed. She's none too happy about it either. The Drifter is insane for now and attacks the troop that triggered this Event. Treat her as a rogue as detailed in *The Great Rail Wars* rulebook and Chapter One of this supplement). The Drifter's Harrowed statistics can be found in Appendix B.

EVENT 8

Surprise! Hey, there's no reference to this Event! What are you doing reading it?

EVENT 9

Guardian Angels! At the beginning of the next turn, Grimme's promised reinforcements show up. Each Rail Baron gets one posse of Guardian Angels to add to his force. They don't attack anything but Faminites, however, and any Faminites they kill don't count toward your Bounty Points. Also, there's no Bounty for Putting them Down.

EVENT 10

Reinforcements! This battle has just begun! A little gloating is in order here, for your men have won a major advantage.

Everyone, including yourself, must discard all remaining Action Cards (leave Hold counters in place, however) and reset the game turn to 1. You get reinforcements automatically. Choose an extra 300 points worth of troops and deal them in for the new turn.

Now and at the beginning of each new turn, those players who reached their objectives in the previous turn summon reinforcements as well. Sometimes the reinforcements are a little slow, however, so all subsequent players must roll a d6. On a 3-6, their reinforcements arrive that turn. On a 1-2, they're a no-show and the player must roll again at the beginning of the following turn.

Each player who summons reinforcements gets 300 points with which to buy troops. The first reinforcements to arrive come on at Point A. The next batch come on at Point B, and so on.

The game ends sometime after the "new" 4th turn. Roll a d6 at the start of turn 5 as usual.

Each player may deploy one posse of bushwackers on the board if he wants. The bushwackers can't activate until your reinforcements arrive, however.

EVENT 11

Loot! The ship was carrying Confederate payroll! If you are playing Dixie Rails, you get 50 bonus Bounty Points. Any other railroad gets 25 bonus Bounty Points.

EVENT 12

I Think I'm Gonna Be Sick! The cannibals have already been here! Your men must make an immediate *Terror* check at the scene. Even if they make it, they won't enter this building for the rest of the fight. *Fearless* creatures are unaffected by either circumstance.

EVENT 13

The Dead Rise! The violent clash of these mortal foes attracts the attention of the Reckoners. As Turn 3 comes to an end, the dead begin to rise from the old battlefield!

As Bloody Marty's player, you get to place four rogue posses of unarmed Walkin' Dead. To deploy them, place the Boom! Template anywhere in the defender's deployment zone (look on Ben's Briefing). Then roll a d12 for clock facing and a d20 for inches and move the template to the new point. The Walkin' Dead erupt from anywhere under the Boom! Template. Do this for each posse.

These rogues troops attack the closest prey as we explained all about in Chapter One. You, the attacker, place all the Walkin' Dead to start with, but a long deviation on deployment could easily turn some of them against you, so be careful where you place the Boom! Template!

EVENT 14

What the...? Roll a Freak Event and deal with it immediately.

EVENT 15

Rattler! Remember, momma has been watching. She wants to cull the weak from her litter, but enough is enough.

Tell Stern's player he sees a huge furrow of earth racing toward the canyon. The creature emerges at Point B at the beginning of the next turn. Needless to say, Stern probably can't kill the momma, so he'd best hurry up and get the family the heck out of the canyon.

The statistics for a full-grown Mojave Rattler can be found in Appendix C.





EVENT 16

Empty! The hull creaks ominously, but you find nothing inside. If the troop that triggered this Event hasn't run or attacked this action, end their action, and there is no further effect. If the troop has already run or attacked, it must sacrifice its next action to exploring the dark, musty hold of the rotten ship.

EVENT 17

The Drifter! At the end of the first turn, the Drifter appears, alive and well. Treat her as a bushwacker hidden in any building of your choice. She's on your side, but she can't summon reinforcements for you. The best she can do is give your opponents a lead-shower.

Why the Drifter has joined your side you may never know, but you're in no shape to turn down free help.

EVENT 18

Skeleton Crew! A band of infamous raiders once crewed this hulk. Lashed to the wheel is their Captain. What remains of the long, wispy hair on his bleached skull dances lightly in the breeze. If your troop can make an Easy (4) *Guts* check, it can search the Captain's body. On it is a legendary blade. The saber adds +2 to the *Fightin'* and damage rolls of anyone who wields it.

EVENT 19

Stern's Escape! Ben can make a fast break to freedom if he can get the rest of his troops loaded aboard the train. At the end of any turn in which Stern's player has a human figure in the Engine Car he can say the train is leaving.

All figures aboard the train escape. Those who aren't on board the train but are within a good run's reach and have a clear path can make a running roll to see if they can climb aboard before the train pulls out. Roll the usual running die for each figure (instead of for the whole posse as usual). Fate Chips cannot usually be spent on running rolls, but go ahead this time.

Most figures need an Easy (4) running roll to get on board. *Slowpokes*, *Lame* characters, and anyone *Eatin' Dirt* must make a Hard (8) roll.

Those who fail are left behind. Since Ben is a true hero, he loses the Bounty Points of every human figure he leaves behind. He loses nothing

for leaving animals, undead, or machines.

The train is blown off the tracks later up the line, so Stern can't ride it all the way home. He and his troops manage to escape the train unharmed, though. Also, he and his troops don't have to suffer from starvation (as described under *The Victor's Spoils* in the scenario's Special Rules).

EVENT 20

Rotten Hulk! The hulk rocks as your troop enters its vast innards. Suddenly, you hear the creak and groan of timbers above! Without further warning, the upper deck collapses, causing 2d8 damage to everyone inside or on top of the ship.

EVENT 21

The Drifter! The Gal with No Name joins the battle on the side of the defenders at the end of the first turn (roll to see who controls her). She was hiding in the Livery (just like a bushwacker), and she enters play anywhere within.

EVENT 22

Hunger Spirit! The spirit of hunger resides inside the flooded hold of this shipwreck! Lucky you! The spirit will not venture out of the hold, so your troops must be at or inside the hole to attack it. It has a posse of Faminite bodyguards stationed inside as well.

PROFILE

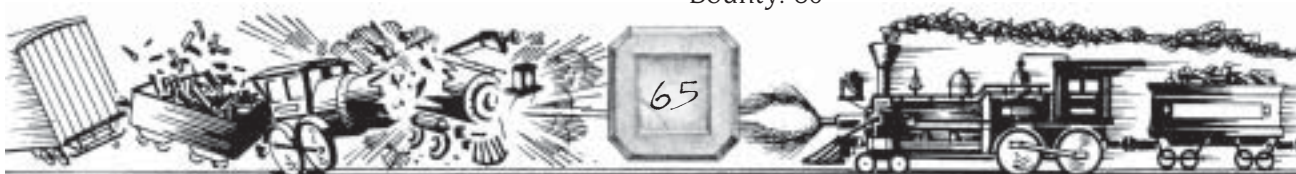
Strength d6 Shootin' –
Smarts d6 Fightin' d8
Vigor d6 Guts –

Weapons: Claws (STR+4)

Special Abilities: Frenzy (with claws only),

Hunger Pains (Every living figure—not undead or machines—within 10" takes 1d6 damage at the start of each turn.), *Unearthly* (Partially. The spirit resides in an elongated animated corpse and can be seen leering at its opponents from the corpse's guts. The usual ways to kill *Unearthly* beings work, but so do regular attacks if they hit the gizzards. Roll on the Critical Hits Table for every normal attack before rolling damage. If the shot hits the gizzards, roll damage normally. Otherwise it has no effect. Don't treat the Hunger Spirit like a hero—just use the chart to determine hit location.)

Speed: 2
Bounty: 80





EVENT 23

Ben the Big Game Hunter! Keep this Event secret until the next battle. After all, what your opponents don't know, you might be able to hurt them with.

Ben heard legends about Werewolves as a child, and he remembers them well. He knows it takes silver to put the creature down for good. If the lycanthrope could be captured somehow, however, Ben might be able to set it loose on Coltrane.

Fortunately, Ben happens to have a good amount of really strong rope on him. If the Werewolf is Eatin' Dirt and Ben comes in contact with it for one action (treat it like the "no mercy" rule), he can hogtie the critter and truss it up like Sunday dinner.

Ben still has to make his *Guts* check to get next to the snarling monster. The rest of his men absolutely refuse to get anywhere near the thing (except to kill it if they happen to have *Occult*). After all, they're not so dumb as they look.

Once the lycanthrope is bound, Ben must figure out a way to keep it in its wolflike form. Have Ben make a Hard *Smarts* (8) roll. If he fails, the Werewolf keeps Eatin' Dirt for the rest of the fight but cannot be slain.

If Ben makes the roll, however, he recalls from those childhood legends that belladonna somehow prevents a Werewolf from changing form. Strangely enough, there just happens to be some in a nearby patch of woods, and Ben knows just where to find it.

At the beginning of the next game, write down the location of the Werewolf as if it were a bushwacker. Ben manages to ride ahead and stake the creature down there, ready and waiting for Bloody Marty's troops to arrive. After that Herculean effort, he returns to his column as if nothing had happened.

Deal the Werewolf in each turn. On its action, it makes an Easy (4) *Strength* roll. If the check is successful, the creature breaks free and attacks the nearest prey. Be careful where you deploy the monster!

EVENT 24

I Found Some in Here! There's a posse of Faminities in here. They act on this action as if they interrupted with a Hold counter. Determine which of your opponents controls them, and let them act immediately (before the troop that found them finishes its move). Deal these Faminities in as usual next turn.

EVENT 25

Rattler Hunters! This brave band of hunters has been tracking Mojave Rattlers all day. When they see the fight in the canyon, they come running to help. Add a posse of Buffalo Hunters to Stern's side. The figures all enter at Point A on the map.

If a Hunter dies and any one of Ben's troop dies (but not Ben himself), the defenders form a bond. The surviving Hunters agree to join Ben's force for the rest of the campaign. (Of course, Ben's troops can't hurt the Hunters!)

EVENT 26

Curse of the Werewolf! Ok, the truth is, Fate decides. Have Ben make a Hard (8) *Vigor* check (you can spend Fate Chips if you want). If he fails, he's dog food. If he makes it, he becomes a Werewolf.

See Appendix C for more details.





APPENDIX B: HEROES



"BLOODY" MARTY COLTRANE

Marty served in the war for a short time before he was "retired." Word around the front was that he was a little hard on the prisoners. So hard, in fact, that he never took any.

It's taken him a long time to work his way up to Enforcer. He never listens to orders, pursues the enemy even when it endangers his own forces, and generally makes the public hate the railroad he works for.

Still, there are uses for a man of Coltrane's ruthlessness in the Great Rail Wars. The pursuit of Sterling Ben Stern is a perfect use of his bloodthirst. There's nothing Bloody Marty likes better than chasing down wounded prey and stomping it under his heels. As his Rail Baron once said, "Cry havoc, and let loose Bloody Marty Coltrane into their fleeing ranks!"

PROFILE

Strength d10	Smarts d6	Vigor d8
Shootin' d8	Fightin' d8	Guts d10

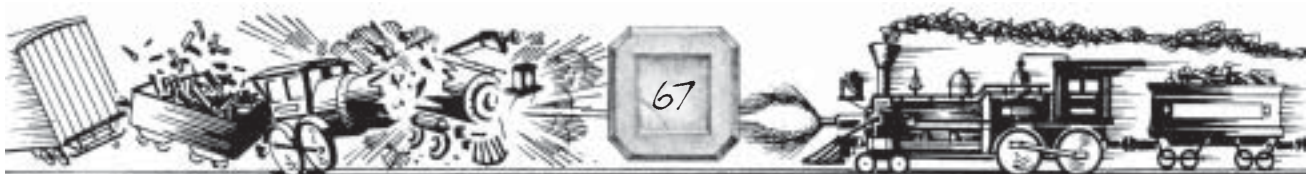
Edges: Brave, Frenzy

Hindrances: Bloodthirsty (Marty hates cowards.

Besides the usual effects of this hindrance, if there are friendly Panicked troops closer than any enemy troops, Marty has to take a shot at them instead.)

Gear: Shotgun, saber (STR+2), horse

Cost/Bounty: 30





JOSEY "TWIDDLE" DEVEAUX

Josey's heart is as black as her eyes. She was promised more arcane power by Baron LaCroix himself, and she'll stop at nothing to get it.

Her nickname, Twiddle, comes from the cards she constantly flips through her long fingers.

PROFILE

Strength d6 Smarts d12 Vigor d6
Shootin' d4 Fightin' d4 Guts d10

Edges: Arcane Background: Huckster, Purty (The first time a human male hero tries to attack Josey, the two must make *Smarts* rolls. If the attacker loses, he cannot directly attack Josey for the remainder of the battle. If the hero leads a posse, he doesn't let them fire either.

Nonheroes can ignore Josey's good looks.)

Hindrances: Vengeful

Gear: LeMat (see Appendix C)

Spells: Corporeal Twist, Corporeal Tweak, Missed Me!, Soul Blast, Shadow Walk

Cost/Bounty: 50



THE GAL WITH NO NAME

She is known as the Drifter, but in truth, she has no name. At least, not one that anyone still living knows. No one knows where she comes from or why she practices her malicious trade against the Rail Barons. Whatever grudge she bears them must run deep.

PROFILE

Strength d8 Smarts d8 Vigor d10
Shootin' d12 Fightin' d8 Guts d10

Edges: Crack Shot, Fannin'

Hindrances: Grim Servant o' Death

Gear: Pistol

Special: Hard to Kill: Draw 3 chips from the Fate Pot. The Gal never uses these to attack, only to save her own skin. The controlling player can also use his own chips for the Gal if he chooses, but his troops cannot use hers.

Bounty: 60

HARROWED PROFILE

The Drifter's statistics remain unchanged, but add *Harrowed* and *Unholy Reflexes* to her Edges. Her Cost and Bounty rise to 60.





"DIAMOND" LIL MARCONE

Lil was raised poor on a dirt farm somewhere in Kansas. Her only friend was an old woman who lived in a nearby wood. The woman turned out to be a witch, and the impressionable young Lillian's fate was sealed.

Lil joined Black River at the start of the Rail Wars and has worked her way up through the ranks in a hurry. Because of her destitute past, she now decks herself out in the finest jewelry.

PROFILE

Strength d6 Smarts d10 Vigor d6
Shootin' d6 Fightin' d6 Guts d10

Edges: Arcane Background: Witch, Familiar: Black Cat

Hindrances: Slowpoke (Lil can't run in her high heels and fancy dresses.), Enemy (Lil doesn't like competition. Heroines must be her first choice as an Enemy if any are present.)

Gear: Buntline

Spells: Ball o' Doom, Call o' the Wild, Flight
Bounty/Cost: 50



"LAME" JAMES McFEELY

Dixie Rail's Enforcer in the Colorado area is "Lame" James McFeely. McFeely is a grizzled old Confederate Army veteran who caught a bullet in the knee at Shiloh. Afterward, he served for a while as an adjutant to General Fitzhugh Lee. When Lee was placed in charge of Dixie Rails, he appointed McFeely to be one of his chief Purchase Agents.

McFeely's meaner than Hell and twice as hot-tempered. The blustering, hard-fighting infantry Colonel won't back down no matter what, and he's not about to let a boomtown like Trouble fall into a rival's hands.

PROFILE

Strength d8 Smarts d8 Vigor d8
Shootin' d8 Fightin' d8 Guts d10

Edges: Brave, Brawny

Hindrances: Lame, Big 'Un (McFeely's Pace is 4, but he gets along pretty well when he needs to, so he can still add +1d6" when running.)

Gear: Shotgun

Cost/Bounty: 30





"LIGHTNING" JIM NELSON

Jim Nelson has some skill in negotiating right-of-ways—if you count the number of contracts signed at the point of his gun. He'll work for any of the Rail Barons just as long as there's action involved.

Jim bills himself as the fastest gun in the West and he's looking to prove it. On his Peacemaker's pistol grip are a dozen and one notches that tend to agree.

PROFILE

Strength d6 Smarts d8 Vigor d6
Shootin' d12 Fightin' d6 Guts d8

Edges: Crack Shot, Fannin'

Hindrances: Cautious, Yearnin' (Jim yearns to prove he is the fastest gunfighter on the High Plains. He must call out an enemy hero and win one duel per game, or your side loses 50 Bounty Points.)

Gear: Pistol

Bounty/Cost: 25



"NEVADA" SMITH

Nevada Smith is a renowned Pinkerton who has been called the "Man of a Thousand Faces," and he's shown here disguised as Frank Burns. Smith frequently works for Union Blue. His exploits are legendary, and dime novels about his adventures are best-sellers Back East.

All the Rail Barons despise Nevada, but Dixie Rails has put a price on his head as a notorious spy.

PROFILE

Strength d6 Smarts d8 Vigor d8
Shootin' d8 Fightin' d8 Guts d10

Edges: Infiltration, Luck o' the Irish, Occult, Law Man (Smith normally gets a free posse of Pinkertons, but not in *A Fist Full o' Ghost Rock*), Veteran o' the Weird West

Hindrances: Enemy (Smith is wanted as a spy by the Confederates. If he's Put Down by Dixie Rails, they get double his usual Bounty.), Heroic, Loyal

Gear: Gatling pistol

Bounty/Cost: 75





"STERLING" BEN STERN

Sterling Ben Stern is a gallant, idealistic young man. He leads from the front, never deserts his troops, and charges into the jaws of death with little thought for his personal safety.

The raid was the perfect opportunity for Stern to prove himself. Unfortunately, his hopes were smashed on Coltrane's barricades like the troops he commanded.

The young man wanted to give up for a moment, but then he looked around at his brave troops and made a decision. They had put their faith in him, and he would lead them home—through Hell if he had to.

Stern's legend is only beginning. It's up to you to improve his abilities as the campaign progresses.

PROFILE

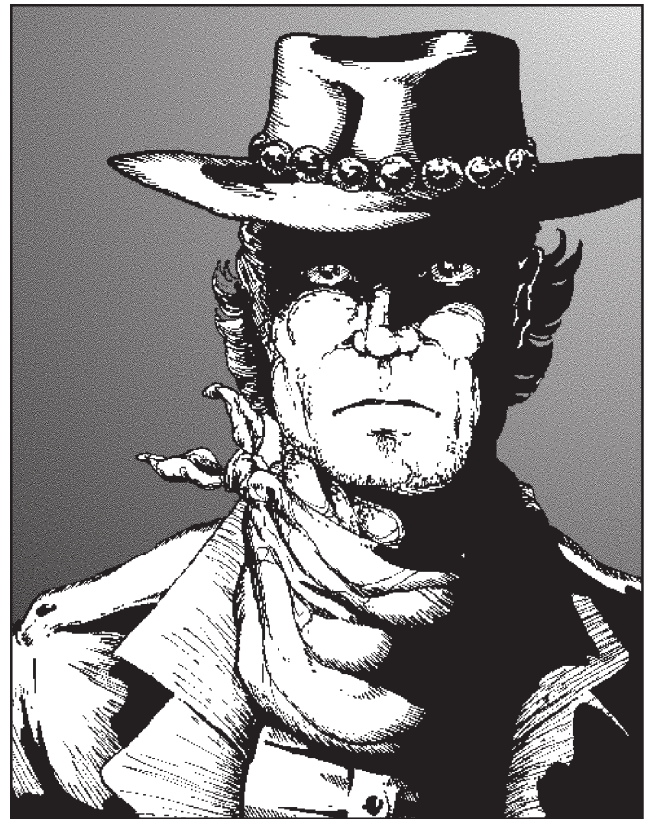
Strength d8	Smarts d8	Vigor d8
Shootin' d8	Fightin' d8	Guts d8

Edges: Brave

Hindrances: Heroic, Loyal

Gear: Rifle, horse

Cost/Bounty: 30



YOJIMBO

Yojimbo is one of many samurai who fled Japan when the Emperor outlawed the wearing of their *daishyo*—the katana and wakizashi that mark their status. While Kang is ruthless and merciless, Yojimbo still retains something of his code of bushido. He won't slay those who are not a threat to him or his efforts. His Tong gangs are not so honorable, however, and it is a source of constant friction between them.

PROFILE

Strength d10	Smarts d8	Vigor d8
Shootin' d6	Fightin' d10	Guts d8

Edges: Armor 2, Frenzy, Martial Arts

Hindrances: Pacifist (Won't attack an opponent that hasn't attacked someone on his side), Ugly as Sin (Yojimbo is actually handsome, but he and the Tongs do not get along. He dislikes their murderous ways. They see him as a weakling afraid to use his own sword for the glory of Kang. He may lead Ronin normally.)

Gear: Katana (STR+2), bow

Cost/Bounty: 25





APPENDIX B: NEW TROOPS



NEW RAILROAD TROOPS

BAYOU VERMILLION

CAJUN HUNTERS

Baron LaCroix, after one too many encounters with Dixie Rails' sharpshooters, decided to recruit his own marksmen. The Cajuns of southern Louisiana were the perfect choice. The Baron paid some of them and threatened the rest.

Now if he could just get them to use the new Winchesters he bought them instead of those clumsy old muskets, they'd likely hold their own against even military marksmen.

PROFILE

Strength d6 Shootin' d10
Smarts d6 Fightin' d6
Vigor d6 Guts d6

Weapons: Muskets

Special Abilities: Crack Shot,

Sneaky

Number: Posse

Bounty: 14

Cost: 70



BLACK RIVER

COVEN O' WITCHES

When rumors of Mina Devlin's witchcraft were printed in *The Tombstone Epitaph*, numerous covens of wicked young girls sprang up to imitate her dark power. Mina encouraged the impressionable youths. Her initiates now practice their black magic in her service.

PROFILE

Strength d6 Shootin' –
Smarts d6 Fightin' d4
Vigor d6 Guts d8

Weapons: Dagger (STR+2)

Special Abilities: Arcane

Background: Coven (Choose 1 spell. The Witches cast spells like heroes but must combine their power to do

so. To cast a spell, roll the Coven's *Smarts*. Add +1 to the roll for every witch over 1 in the posse. With one casualty, for example, add +3 to the roll. On a 1, roll backlash separately for each Witch.), Occult

Number: Posse

Bounty: 11

Cost: 55





DIXIE RAILS

DOG SOLDIERS

The Coyote Confederation's most feared troops are the dreaded Dog Soldiers. These reckless and cunning warriors are known for their stealth, fearlessness, and skill in battle. Few other Native bands have the cunning and sheer skill to surpass these born warriors on the field of battle.

Just about as few are willing to risk their lives in the attempt. Those few that do generally regret their folly.

PROFILE

Strength d8 Shootin' d8
Smarts d6 Fightin' d8
Vigor d8 Guts d8

Weapons: Muskets (which may not be fired while mounted), Tomahawks (STR+2), may be mounted for 10 more points.

Special Abilities: Native Area (Dog Soldiers only rarely stray far from home, and so only fight in High Plains battles.), Sneaky
Number: Posse
Bounty: 10
Cost: 50



BLOODY ONES

Grimme's cannibal cults leave little of their victims but bloody bones. Grimme can take a the finger bones from these corpses and imbue them with dark power.

When one of Grimme's faithful followers throws a handful of these bones to the ground, a posse of Bloody Ones springs up in their place. The creatures can then be directed to savagely attack the cultist's foes—something they do with reckless abandon.

PROFILE

Strength d8 Shootin' –
Smarts d6 Fightin' d10
Vigor d8 Guts –
Weapons: Claws (STR+1)
Special Abilities: Fearless, Terror, Undead
Number: Posse
Bounty: 13
Cost: 65



GUARDIAN ANGELS

Grimme's hierarchy of Guardian Angels will be described in more detail in *Dogs o' War*. The ones featured here are the lowliest of his many servants.

They are no less fanatical in their devotion to their master, however. The Angels carry a variety of weapons. Like Gunmen, you can arm a posse with any mix of basic weapons you choose.

PROFILE

Strength d6 Shootin' d6
Smarts d6 Fightin' d6
Vigor d6 Guts d8
Weapons: Pistols, rifles, or shotguns
Special Abilities: Brave
Number: Posse
Bounty: 11
Cost: 55



GRIMME'S ARMY

Reverend Ezekiah Grimme is putting together his own kind of army to oppose the coming of the Rail Barons. Since he's the real power in the Great Maze, there's little to stand in his way, and he intends to maintain the status quo he's worked so hard to establish—by any means necessary.

As the leader of the City of Lost Angels, the "good" reverend believes that the arrival of the rails poses a threat to the well-being of his community, and he's willing to lead the battle against that eventuality. No cost is too high to pay to keep the souls of his flock within the shelter of this self-appointed angel's ever-widening wings.

Look for more complete information on this new faction—plus even more troop types for Grimme and his followers—in our upcoming *Dogs o' War* army book. In the meantime, you're going to need the statistics for Guardian Angels and Bloody Ones to play *The Many Tasks of Grimme*, so here they are. Hope this whets your appetite for more.





MONSTERS

The following creatures cannot be bought at this stage in the Rail Wars. They appear in this book by way of random events. Some of the creatures detailed herein are about to be drafted though! Check out *Dogs of War: All's Fair* for the latest information and updates on the Rail Barons' nefarious schemes!

FAMINITES

The Faminities are posses of unfortunate souls afflicted with a disease that turns them into ravenous monsters. They originated with a strange "hunger spirit" carried over from the Far East aboard a trading ship.

The Hunger Spirit has since been slain (or so it is believed), but Faminities occasionally spring up, infect others, and cause a new outbreak.

PROFILE

Strength d6 Shootin' –
Smarts d4 Fightin' d6
Vigor d4 Guts –

Weapons: Claws (STR+1)

Special Abilities: Fear, Fearless, Hunger Plague (Every time the Faminities Put Down a living human, roll a d6. On a 1-3, the figure is eaten. On a 4-6, the figure becomes a Faminite and joins the posse that killed it.)

Number: Single
Bounty: 10



RATTLERS

Mojave Rattlers are huge wormlike creatures that roam the deserts and plains of the Weird West. Unlike most abominations in *The Great Rail Wars*, the public knows about Rattlers and accepts their existence as normal, though spectacular.

Nothing could be further from the truth. The return of the manitous in 1863 awakened these slumbering giants from their long rest, and they have returned to fulfill their part in the Reckoner's evil plans.

Young Rattlers remain underground except for a curious period of about two months when they are urged to the surface by their mothers and encouraged to hunt. Then they return to the earth and remain there until full grown.

YOUNG RATTLER

Strength d6 Shootin' –
Smarts d4 Fightin' d6
Vigor d8 Guts d6

Weapons: Teeth (STR+2)

Special Abilities:

Burrowing +d10, Fear,
Pace 6

Number: Posse

Bounty: 10

MATURE RATTLER

Strength d12+10

Shootin' –

Smarts d8

Fightin' d6

Vigor d12+12

Guts –

Weapons: Teeth (STR+2)

Special Abilities: Armor 2,
Burrowing +d10, Fearless,
Pace 15, Terror

Number: Single

Bounty: 50





WEREWOLF

Werewolves are feral, two-legged wolf-men who rend their prey with incredibly strong claws and teeth. They're not the kind of folks you want to meet in a dark alley—or anywhere else for that matter.

In the wild world of *The Great Rail Wars*, most Werewolves change into their furry alter egos only on nights when the full moon rides the sky. Only a rare few individuals can control their change by sheer force of will. Those who can are some of the most dangerous foes around.

Mina Devlin has quietly offered a reward to those who know about such things. She wants to capture a Werewolf alive, if such a thing can be done. She has concocted vile plans to spread the creature's dread disease to create more incredible minions for her conquest of the Weird West. Check out our next Great Rail Wars supplement *Dogs o' War* to see if she succeeds in this nefarious scheme.

Whenever a hero is Put Down by a Werewolf, make a Hard (8) *Vigor* roll. Failure means the hero's headed off to that last roundup in the sky. Success means she rises as a Werewolf herself in 1d6 game turns. This adds 25 points to her Cost and Bounty.

A hero-Werewolf can change form by making a Hard (8) *Smarts* roll. Failure means nothing happens and the action is wasted.

Success means the character suddenly transforms into a snarling Werewolf. She gains the monster's special abilities and loses all of her own. Her *Strength*, *Fightin'* and *Vigor* raise a die type, her *Smarts* becomes a d6, and her *Shootin'* is a 0.

Werewolf characters may not use weapons or gizmos, drive vehicles, or cast spells.

The Hero loses any weapons or equipment carried on the spot. These can be taken by rivals, or reclaimed should the Hero later return to the spot in his human form.

The stats below are for non-Hero werewolves. These creatures may not change form during a battle.



PROFILE

Strength d12+2

Smarts d6

Vigor d10

Shootin' —

Fightin' d10

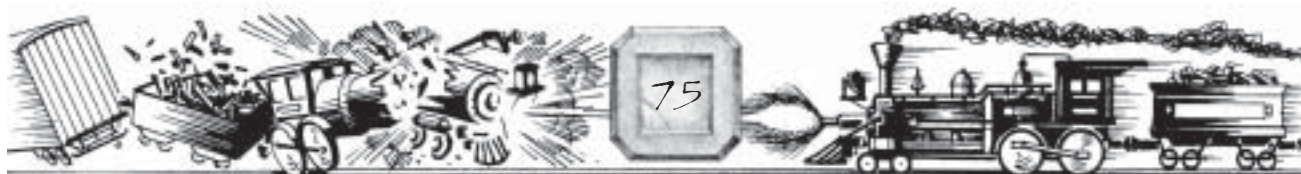
Guts d12

Weapons: Claws and bite (STR+2)

Special Abilities: Fear, Fleet-Footed, Frenzy, Unearthly (Weakness: Silver)

Number: Single

Bounty: 70



BEACHED MAZE RUNNER

