





CRY HAVOC!

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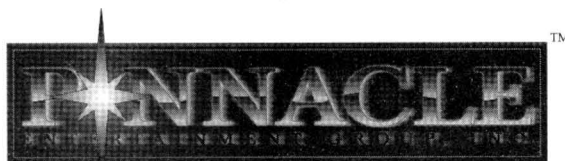
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Afterburner and the rest of
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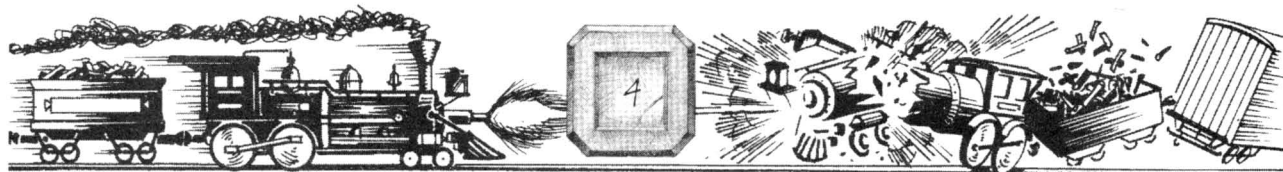
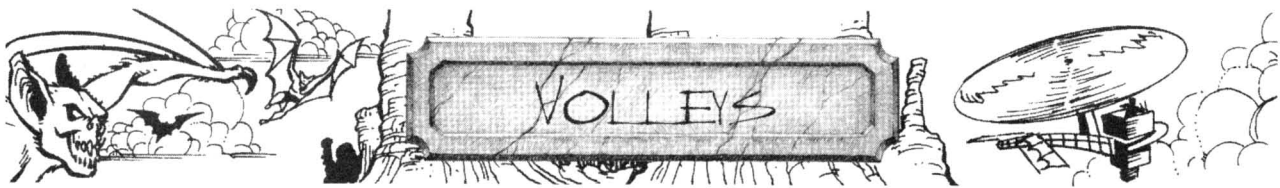
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CHAPTER ONE: OPENING VOLLEYS



Welcome back. In *Cry Havoc!*, we're going to bring you up to date with all the rules changes since *The Great Rail Wars* began. Nobody wants to search through three or four books in the middle of a heated battle, so we've conveniently combined them in this chapter, letting you concentrate less on flipping pages and more on shooting holes through your opponent.

There are a few changes and expansions to existing rules here, but that's not all. We've even collected all the new abilities and weapons from the *GRW* expansions to date. There are also the complete rules on duels and how to handle experienced and veteran troops.

CLEARING THE SMOKE

Now that the Rail Wars have been raging for over a year, there are a few questions and issues we need to address. Before we get to any new rules, we want to clear up a couple of areas where the original rulebook was a little foggy.

EDGES & HINDRANCES

Here are a few changes to existing Edges and Hindrances. Many of them detail the effect the Edge or Hindrance has on a hero in a duel. These effects are only employed during duels with other heroes. To get the whole story on how to run a duel in *GRW*, read the section on **Duels** on page 13.

EDGES

ARCANE BACKGROUND

Mad scientists get the *Mechanically Inclined* Edge for free, since they don't get spells like the other characters with *Arcane Background*. They also get any one gizmo of their choice. See Chapter Five for a list of new gizmos.

We've also included two new *Arcane Backgrounds* in this book. In Chapter Three, you can find the rules on making and playing an Indian shaman, while in Chapter Five there are rules for the alchemist.

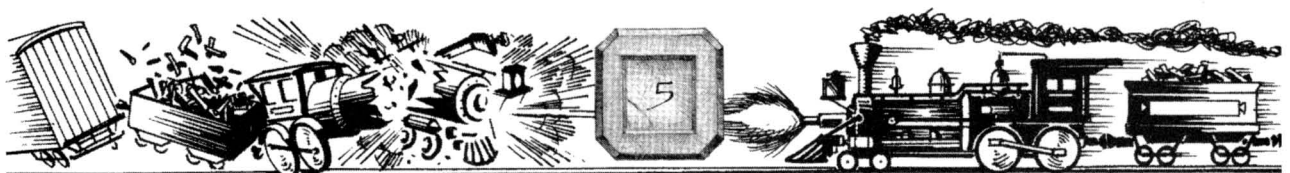
CRACK SHOT

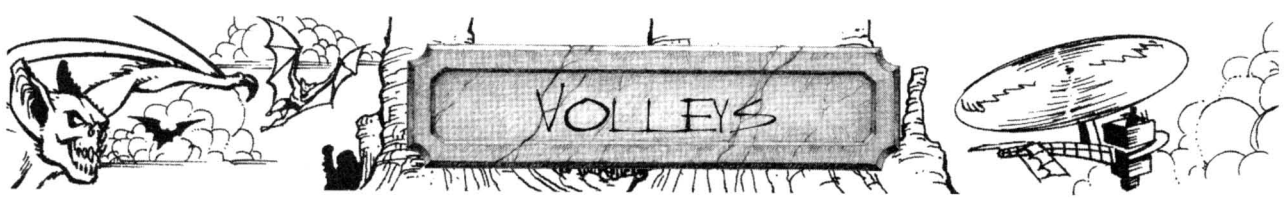
A troop with *Crack Shot* no longer gets a +2 bonus to *Shootin'*. Those darned Sharpshooters were just a little too deadly. We're pretty sure you never expected to hear us say that!

The troop can still modify the roll on the Critical Hit table by ± 2 in either direction. It can also modify its roll by ± 2 on the Rig Critical Hit Table if you're using *Derailed!*

INFILTRATION

A troop with the *Infiltration* ability can use its ability on any hired gun troop card (the plain, tan ones) that says "Posse" on it. That means your infiltrator can sneak into a band of Buffalo Hunters or Scouts, but not a Cannon Crew or Sawbones.





If two (or more) players in a multiplayer game choose the same target to *Infiltrate*, all players involved secretly roll *Smarts*. Spend any chips on the roll before revealing the results. The winner is the *Infiltrator*, and the loser is gone. If the result is a tie, both *Infiltrators* are lost.

LAWMAN

A player can only get one free posse of deputies, no matter how many *Lawman* heroes he has, even if your opponent has an *Outlaw*.

REOWN

A hero can only take this Edge once, and only one *Renowned* hero per side gets the free posse.

HINDRANCES

UGLY AS SIN

Ugly as Sin is incorrectly listed on the Hindrance chart in *GRW* as a roleplaying Hindrance. Use its *GRW* game effect instead.

An *Ugly as Sin* hero who is also *Renowned* or a *Lawman* does get a posse of Gunmen and must remain attached to them. The ugly cuss still can't attach to other troops.

COMBAT

The following changes are suggestions we've come up with to help your battles flow smoother. We've tried to address some of the rules where our meaning wasn't as clear as it could have been, or ones that seemed like a good idea at the time but don't seem to flow as smoothly as we had intended.

HOLDING ACTIONS

Those confounded Hold counters have thrown a wrench into many an enforcer's plans. Waiting to see what your opponent is planning before committing your forces is often a wise choice. However, there are a few areas of this subject that need clarifying.

HOLD ON THERE, PARTNER

A unit may only be put on Hold if it remains stationary during its turn. It may not move before being put on Hold.

When a unit is taken off of Hold, it may move up to half of its Pace. If the unit has more than one action, it must still obey the Golden Rule of Movement. For instance, if a hero with two actions moved her full Pace on her first action, and went on Hold with her second action, she may not move if she uses her held action during the same turn.

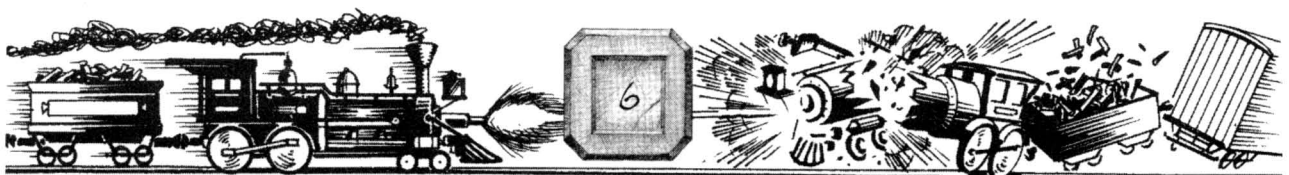
If any figure in a posse uses the held action, the entire unit loses its Hold counter. In other words, the held action may not be split among figures, and the entire unit must act together when the Hold counter is used. Those figures that do not act with the posse lose their held actions.

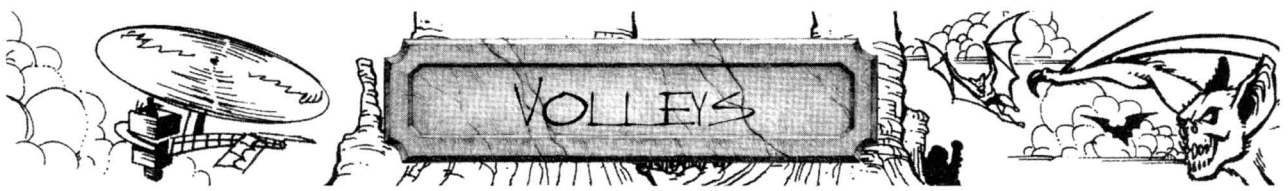
INTERRUPTING OTHER TROOPS

In *The Great Rail Wars* rulebook, we said a troop can discard its Hold counter at anytime to claim the rest of its action, even during the middle of another troop's action. This is still true. However, it's just a little harder to do than it was before.

Anytime a troop on Hold wants to interrupt another troop's action, it has to win a contest of *Smarts* with the other unit. If it wins, it gets to act immediately. Otherwise, it has to wait until the other troop finishes its current action. Once a troop has discarded its Hold counter and rolled the contest of *Smarts*, it can't change its mind and remain on Hold.

This rule applies whether the troop is taking a regular action or using a Hold counter itself.





PANICKED TROOPS

We told you how Panicked troops behave in a battle in *GRW*, and we also told you what happens to the quivering cowards if someone corners them into a fight. What we left off was that Panicked troops get a -2 modifier to all skill rolls. Panicked troops *don't* have to make *Guts* checks (except to Rally, and the TN is then an 8).

BOUNTY POINTS

Troops are worth the total Bounty Points spent to purchase them. That may sound like good, common horse sense, but sometimes its not always clear.

If you mount a group of Gunmen for an extra 10 points, the posse now costs 60 Bounty Points. Each member of the mounted unit is worth 12 points, whether he's on horseback or not.

Or if you put a limber on a 6-pound Cannon, each crewmember's value goes up as well. The base cost for the cannon is 45 points, plus 10 for the limber, for a total of 55 Bounty Points. That means each crewmember is now worth 11 Bounty Points, and the bonus for taking out the last crewmember is also 11 points.

The same also applies for heroes. If your gunslinger (who normally costs 50 Bounty Points) buys some dynamite, she's now worth 60 Bounty Points to the player that bags her.

HEROES AND CRITICAL HITS

The heroes of the Rail Wars are tough hombres, that's for sure! But, no matter how hardy they may be, they are still human.

Heroes who fail their *Vigor* roll to resist damage by 10 or more points no longer roll on the Critical Hit Table. Now, when a hero takes that much physical abuse, he's just plain, graveyard dead!

If a hero fails his *Vigor* roll by 5-9 points, he still rolls on the Critical Hit Table as before.

ENDING THE GAME

Some folks can't get enough mayhem and destruction. They're just getting their own personal Apocalypse underway when that blasted die roll ends the game!

For most games, we recommend you keep the four-turn rule as we wrote it originally. However, there are occasions when you simply need more time to accomplish the scenario goals. For those instances, we recommend two ways to extend the scenario.

The first is to simply extend the length. Begin rolling on the fifth or even the sixth turn instead of the fourth. We advise against taking it beyond the sixth turn, just because the game could begin to drag, especially for the poor sod who's getting whipped. Here's a good rule of thumb: For armies over 500 Bounty Points, begin rolling on the fifth turn of the battle, and for armies over 1,000 Bounty Points, begin rolling on the sixth turn.

The other option is to set a milestone in the scenario and begin counting turns from that point on. For example, the goal of the scenario may be to enter an old mine and retrieve a hunk of ghost rock. You decide entering the mine is the milestone, so you don't begin counting the turns until the first troop enters the mine. Then, on the fourth turn after that milestone is reached, you begin rolling the die to see if the scenario ends.

This method allows you and your opponent reasonable time to attempt to achieve the goal, without removing the element of the unknown from the confrontation.

ROGUES

Rogues are third-party troops or abominations the gangs of the Rail Barons roust from their dens during the course of battle. A rogue may be anything from a posse of outlaws holed up in an abandoned shack to a California Maze dragon. We gave you the basics on handling rogue troops in *The Great Rail Wars*, and now we're giving you more detailed rules on these wild-card combatants.

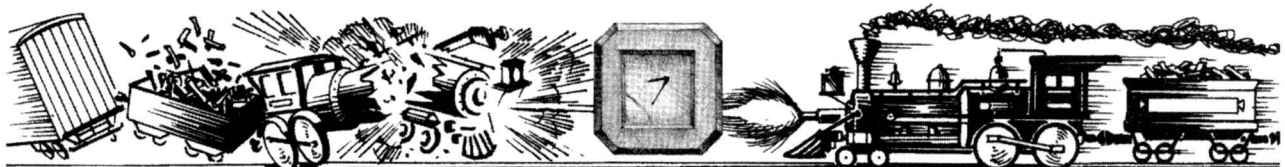
RANGED ATTACKS & ROGUES

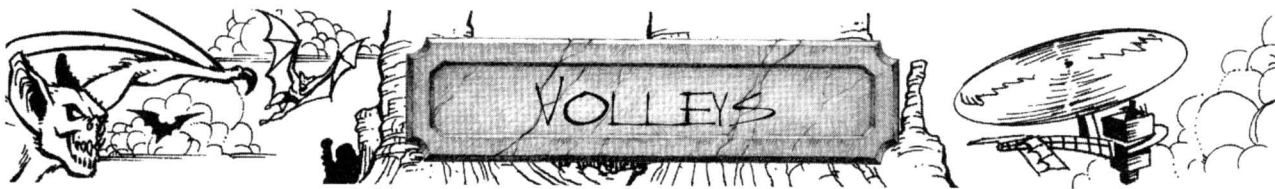
The basic rules for rogues in *The Great Rail Wars* covered bloodthirsty abominations with little more than their fangs and claws. As you'll see in some of the encounters in Chapter Two, not all rogues are limited to simple hand-to-hand weapons anymore.

Rogues with ranged weapons, including spells, shoot at the closest target. If there are any ties, roll a die to pick the poor sap who gets the attack. In other words, rogues are everyone's enemy, and it's a good idea to avoid them.

HIGH-TAILN' IT

Did you pay close attention to that bit about rogues attacking the closest target? Good, because we like it so much we've applied it to cover chases and Fightin' combat as well.





At the beginning of each of its actions, a rogue simply chooses the closest target. To the fickle critter, it doesn't matter who it was chasing or attacking on its last action. Again, roll a die to break any ties. Troops already in Fightin' combat with the rogue are always considered the closest target.

A rogue picks its prey from all the troops in its line of sight. It can look behind it, but it can't see through walls, buildings, hills, or other obstacles (unless it's *really* nasty!).

TRIGGERING ROGUES

Sometimes, the racket of a couple of rail gangs shooting it out can literally wake the dead! For that reason, rogues are always ready when some fool stumbles into their dens.

When a rogue pops up on the board, assume it has a Hold counter and is just waiting to be provoked. Remember, it still has to win a *Smarts* contest to interrupt another troop's action.

However, it doesn't get to draw an Action Card again until the beginning of the next turn.

WANDERING ROGUES

If a rogue can't see anyone to attack, it wanders the battlefield at its full Pace. Add its running bonus if it doesn't have a ranged attack or any other Action Cards this turn. Randomly determine its direction with the Boom! Template.

If it runs into a solid object or a dangerous area (like an open chasm), it stops there for the turn. If the obstacle is climbable, it climbs it. Rogues avoid any obvious hazards (they don't walk off cliffs), but they're oblivious to things like pit traps and wander right into them.

TAKING THE GUNS

Any troop with the *Artillery* ability can crew any normal gun, such as a Gatling or a cannon. That means you can capture your opponent's guns and use them as well. You can also redistribute crewmen among your cannons if needed (to keep up a good rate of fire).

A crewman must be able to reach a gun using its normal Pace (without running) in order to man it during the current turn. Once transferred, the replacement crewman moves and acts with the Action Card of its new unit.

The only restriction is your railroad's crewmen cannot man weapons specific to another railroad. A Dixie Rails cannoner, for instance, can't man an Iron Dragon Celestial Thunderer. Only Iron Dragon troops may crew that weapon.

TROOPS

After reevaluating their effectiveness, we've decided to make some changes to the costs of a couple of troop types.

GATLING GUNS

The first crew member of a Gatling gun that's Put Down earns 10 Bounty Points for the cowpoke that nailed him. The second is also worth 10 Bounty Points. If you destroy the gun somehow, it's worth an extra 5 points.

HANGIN' JUDGES

Early in the Rail Wars, Hangin' Judges were a fearsome opponent on the battlefield. Now that every two-bit enforcer can Put Down one of these nightmares six different ways to Sunday, Mina Devlin has reevaluated the terms of her pact with the unholy magistrates.

Hangin' Judges are now worth (and cost) 75 Bounty Points.

WALKIN' DEAD

Bayou Vermillion has refined its reanimation process to the point that it's even more effective for it to field posses of Walkin' Dead. Walkin' Dead are now worth (and cost) 65 Bounty Points.

NEW STUFF

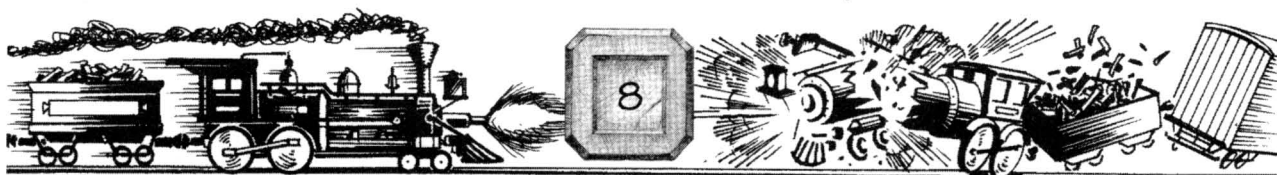
It's time to move on to the new additions to GRW. There are a couple of completely new things here, as well as a comprehensive list of all the rules we've added to GRW since it first hit the shelves.

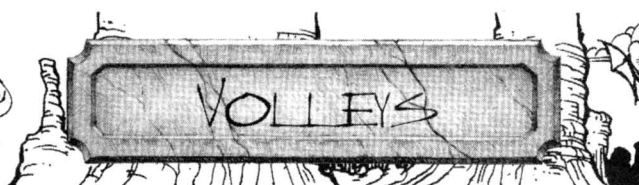
NEW EDGES & HINDRANCES

Here are expanded tables with all the new Edges and Hindrances we've added for heroes. Those marked with *italics* are roleplaying Edges or Hindrances, and those followed by an asterisk (*) are new. You'll find the descriptions of any new non-roleplaying ones following the tables.

EXPANDED HINDRANCES

d100	Hindrance
1	Accursed*
2-3	Ailin'
4	All Thumbs
5	Bad Ears
6-7	Bad Eyes

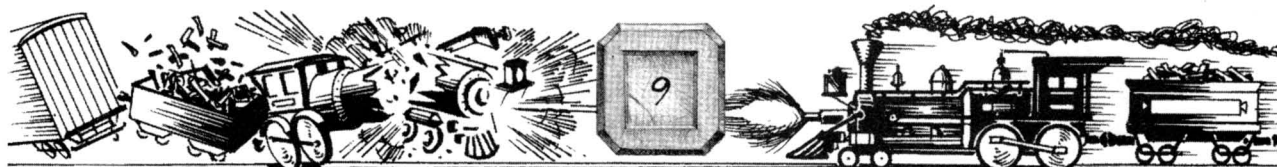


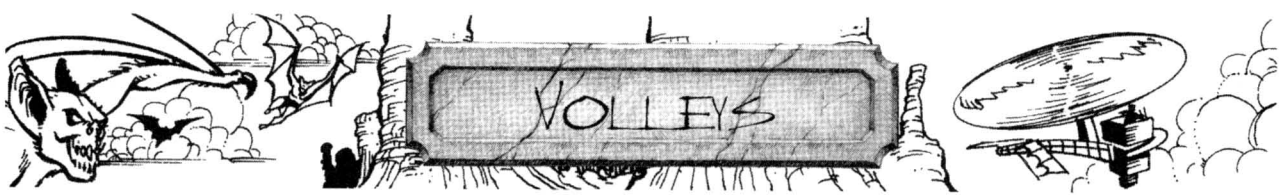


8	Bad Karma*
9-10	Bad Luck
11-13	Big Britches
14	Big 'Un
15-16	Bloodthirsty
17	Big Mouth
18-19	Cautious
20-21	Clueless
22-23	Crisis o' Faith*
24-26	Curious
27	Death Wish
28	Doubting Thomas
29-32	Enemy
33	Ferner
34-35	Geezer
36-37	Greedy
38	Grim Servant o' Death
39-41	Habit
42	Hankerin'
43-47	Heroic
48-49	High-Falutin'
50	Illiterate
51	Intolerance
52	Kid
53-55	Lame
56-57	Law o' the West
58-59	Loco
60	Loyal
61	Lyin' Eyes
62-63	Mean as a Rattler
64-66	Miser
67	Motion Sickness*
68	Night Terrors
69-70	Oath
71-72	Obligation
73-74	Outlaw
75	One-Armed Bandit
76	Pacifist
77-78	Poverty
79	Randy
80	Scrawny
81	Self-Righteous
82-84	Slowpoke
85	Squeamish
86-88	Stubborn
89-90	Superstitious
91	Tuckered
92	Thin-Skinned
93	Tinhorn
94-95	Ugly as Sin
96-97	Vengeful
98	Yearnin'
99	Yeller
100	Roll two Hindrances (Ignore this result if you get it again.)

EXPANDED EDGES

d100	Edge
1-2	Arcane Background
3-4	Artillery
5-6	Belongin's
7	Big Ears
8	Born on Horseback*
9-10	Brave
11-12	Brawny
13	Bushwack
14	Climbin'
15	Clown*
16-18	Crack Shot
19-20	Dinero
21-22	Eagle Eyes
23	Fannin'*
24-26	Fleet-Footed
27-28	Frenzy
29-30	Friends in High Places
31	Gift of Gab
32-33	Infiltration
34-35	Keen*
36-37	Kemosabe
38-39	Law Man
40-43	Leadership
44-47	Level-Headed
48	Light Sleeper
49-51	Luck o' the Irish
52	Martial Artist
53-54	Mechanically Inclined
55-58	Nerves o' Steel
59-61	Occult
62-63	Purty
64-65	Rank*
66-69	Renown
70-73	Sand
74-75	Sawbones
76	Sense o' Direction
77-79	Sidekick
80-82	Sneaky
83	Steam Jockey
84	Stone Faced
85-88	The Stare
89-91	Tale-Tellin'
92-93	Thick-Skinned
94-95	Tough as Nails
96	Two-Fisted
97	Veteran o' the Weird West
98-99	The Voice
100	Roll two Edges (Ignore this result if you get it again.)





NEW EDGES

AQUATIC

The troop is a natural swimmer. It doesn't have to make the usual *Strength* rolls to avoid drowning when in deep water.

While in the water, it can swim equal to its Pace plus its *Aquatic* die. For example, a Maze Dragon can move 10" (its Pace) plus another 1d10" while underwater.

The troop can still be swept away in a whitewater river or flash flood, and firearms are just as useless for it when submerged as they are for normal troops.

ARCANE PRODIGY

Only a huckster, houngan, or witch can be an *Arcane Prodigy*. A hero with this Edge learns hexes and spells faster than the usual six-gun sorcerer in the Weird West. It only costs the hero 1 Experience Point to buy a new spell at 1 die type lower than her *Smarts*.

ARTILLERIST

The troop is an experienced artilleryist. The figure can adjust the result on the Rig Critical Hit Table by ± 2 points in either direction.

BORN ON HORSEBACK

The troop is a natural horseman. The figure can ignore the usual -1 modifier for *Shootin'* rolls while mounted.

BURROWN'

Creatures that burrow can use an action to tunnel underground and reappear elsewhere. In between points, they cannot be attacked, even by those with Hold counters. However, they can be attacked just before going underground or after they've emerged.

The distance a creature can burrow in a round is its Pace plus its burrowing die. A Mojave Rattler, for example, can burrow 15" plus 1d10".

If a burrowing creature moves its Pace or more and then emerges beneath an opponent, it gains a +4 to its *Fightin'* roll for that action.

CLOWN

In an Indian tribe, a clown has a certain honor afforded him. The character's contrariness also grants him a strength of spirit. The hero gets a +2 bonus to all *Guts* rolls.

You should only take this Edge if your hero is an Indian. If not, reroll or take the *Brave* Edge.

DRIVIN'

This is the ability to maneuver a rig without smashing into everything that doesn't move.

The first time this ability is bought gets the hero a *Drivin'* ability equal to 1 die type less than his *Shootin'*. Each time you buy it thereafter raises the *Drivin'* ability +1 die type, to a maximum of d12.

Of course, if you're not using *Derailed!* and the vehicle rules in it, your troop probably doesn't have much use for this ability.

FAMILIAR

Normally, these are restricted to Black River witches. Hucksters, however, have picked up on this trick as well and can now buy familiars just like witches. Those who do add +1 to all of their spell rolls.

FANNIN'

A figure with a single pistol and this ability can "fan" by holding back the trigger on her pistol while slamming the hammer back with her opposite hand. Fanning throws a rain of lead into the air, but it isn't a particularly accurate way to go around shooting.

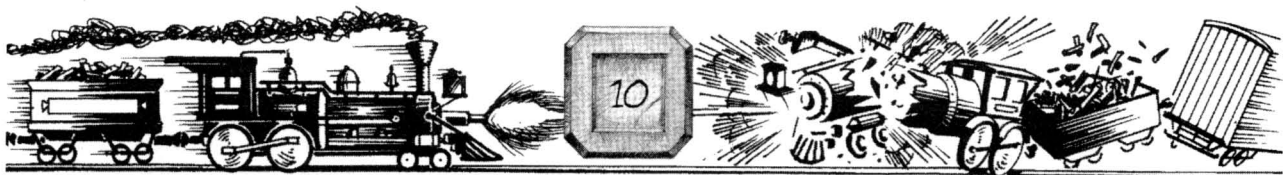
Fannin' counts as an entire attack, so a heroine can't fire one of her pistol shots and then fan on her second. Also, *Fannin'* requires she have one hand free to work the hammer, so even a *Two-Fisted* gunslinger can't use two pistols while *Fannin'*.

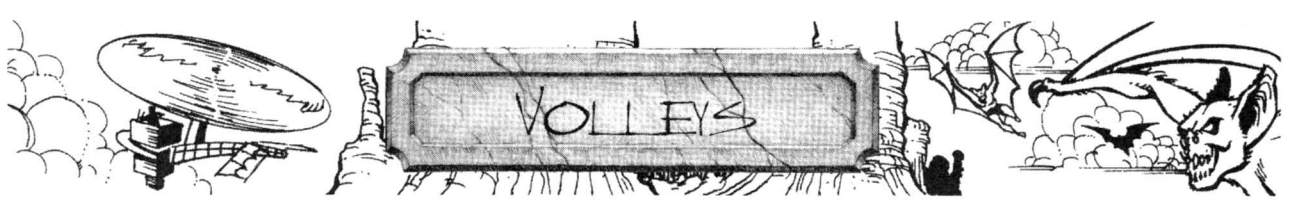
To fan, a heroine declares her attack and fires three to six shots. All the shots must be at targets in short range and to the heroine's front.

Each shot suffers a cumulative -1 modifier, so the first shot is at -1, the second is at -2, and so on. In addition, a character who fans more than three shots in an action must spend an action reloading before she can fire the weapon again. This is true even if she only fires four rounds—so she might as well fill the air (and hopefully her targets as well) with all six shots!

If your hero gets into a duel with another character, *Fannin'* can be quite handy. Consider the number of shots fired to be the weapon's *ROF*. This means the heroine could get up to a +6 to her roll for the purposes of speed. Of course, the shot (only one attack actually counts) would then be at -6 to hit her opponent. It's your call as to how much accuracy you want to sacrifice for speed.

A hero converted from the *Deadlands* roleplaying game who had 5 or better in the *shootin': pistols* Aptitude gets this Edge for free.





KEEN

The troop is very aware of her surroundings—and what's hiding in them! The troop may ignore the -2 penalty for firing on troops with the *Sneaky Edge*.

OLD HAND

This Edge is only available to hucksters. A spellslinger with this Edge has been around long enough to know when to hold and when to fold.

Anytime the hero rolls an unmodified 1 on his spell die, he has a chance to avoid backlash. If he succeeds at a Hard (8) *Smarts* roll, his spell simply fails, and he doesn't suffer from a supernatural power surge. If he fails, he takes backlash as normal.

RANK

There's something about a uniform that inspires folks—particularly on a battlefield.

The hero may spend an action to attempt to rally a friendly Shaken or Panicked troop within 12". The troop rolls a *Guts* check against the Rallying TN for their current morale, using the hero's *Guts* die instead of their own. If it's successful, it's morale improves by +1 level.

STEAM JOCKEY

Your troop is a natural with these newfangled rigs. It can literally drive circles around its opponents. The troop receives a +2 bonus to all *drivin'* rolls.

If you're not using the vehicle rules in *Derailed* reroll this Edge.

NEW HINDRANCES

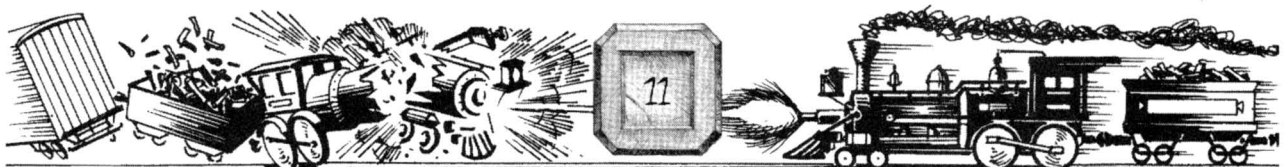
ACCURSED

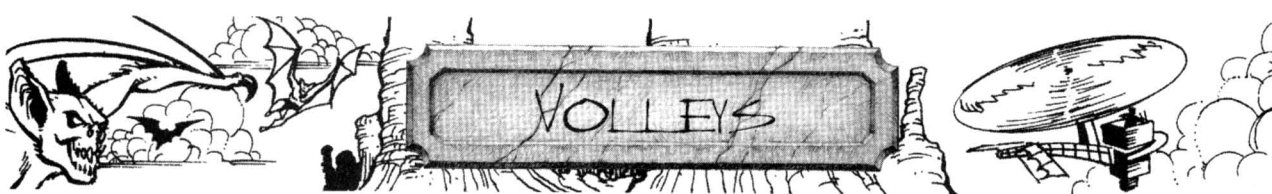
The hero's family bears a terrible curse. Draw 1 less Fate Chip at the beginning of the game for each of your heroes with this Hindrance.

BAD KARMA

This Hindrance only affects hucksters, witches, and hounigans. If your hero isn't one of these spellslingers, reroll this Hindrance.

The hero has a bad name in the Hunting Grounds—so bad, in fact, that just about every manitou is itching to take a lick at her! Any time she suffers backlash, roll twice on the Backlash Table and your opponent gets to choose which result affects her!





CRISIS O' FAITH

This Hindrance only applies to heroes with the *Arcane Background: Blessed Edge*, so if your hero isn't blessed, reroll this Hindrance. The hero has seen a few too many ghastly sights and has begun to doubt his calling. All his rolls to cast miracles are at -1.

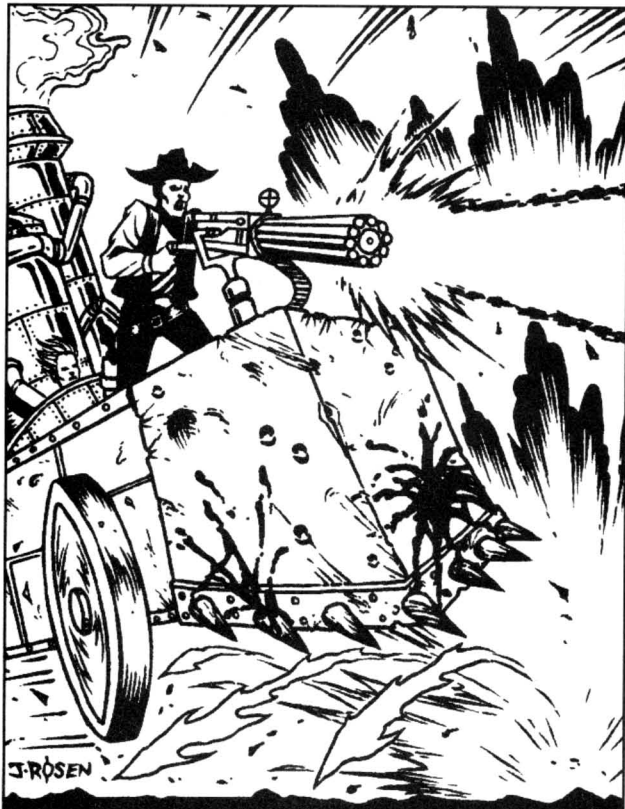
DAMNED

Sometime in the past, the hero stepped on some powerful entity's toes, and now she's paying for it. No beneficial spells of any sort work on her. They automatically fail, regardless of the spell roll. Of course the harmful ones work just fine!

MOTION SICKNESS

Your hero just doesn't take to these new modes of locomotion. They make him plumb sick in fact. This hero can never ride in any rig other than on a train or inside of one of its cars.

This Hindrance isn't really a drawback unless you're using the vehicle rules from *Derailed!* Reroll this result if you're not using vehicles in your game. Or keep it if you're planning on giving them a try.



NATIVE AREA

Troops with *Native Area* never stray far from home. A specific battlefield region is named as the troop's *Native Area* in its description. The troop can only participate in battles in that region.

NEW WEAPONS

BUNTLINE

Buntline pistols were crafted specially for a few notable legends of the Old West (Wyatt Earp supposedly carried one himself), and the Buntline soon after became a legend in its own right. Only heroes are allowed to purchase Buntlines.

A Buntline has a 16-inch barrel and a 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".

CROSSBOW

Crossbows aren't much use on a normal battlefield. They're a fair sight less effective than a good Peacemaker when it comes to generating business for the undertaker. Still, they do have their uses, and as the Rail Barons take their fight to other battlefields around the Weird West, this outdated weapon is finding new life among the enforcers.

Crossbows can be purchased for troops for an additional 5 Bounty Points.

Heroes can also purchase this weapon for the same cost.

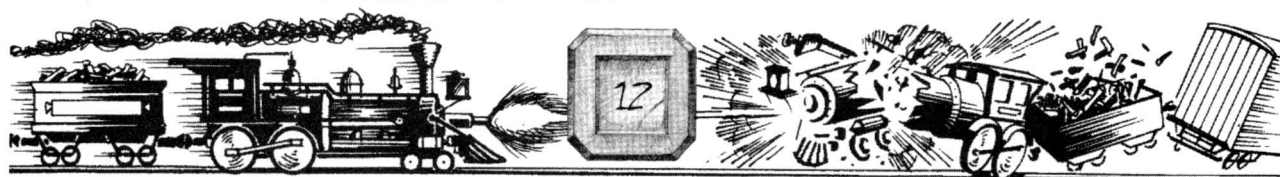
LEMAT

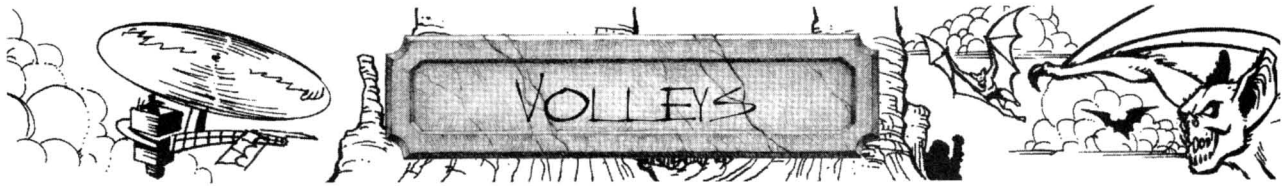
The LeMat grapeshot revolver is a pistol that also sports a single-shot, 16-gauge shotgun. The first models were cap-and-ball weapons, but the advances of technology allowed later models to fire cartridges. Like the Buntline, only heroes can purchase a LeMat.

When the weapon is fired at a target within 3", the user gets the benefit of the shotgun barrel and rolls 3d6 damage instead of the usual 2d6 for a pistol.

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, nor can it fire while mounted. Also, since muskets are muzzle-loaders, prone troops must stand up to shoot and then remain standing until their next action.

Muskets are free to heroes (although they can only take one), and they can be carried in addition to a pistol or other small weapon.

BUYING GEAR

Your hero can purchase a mount for 5 Bounty Points. When you purchase a mount, place a Mounted Counter on the hero's card.

Just like before, your hero gets a basic firearm free of charge. Basic firearms include rifles, pistols, or shotguns. If you want a second basic weapon for some reason, the cost is 5 points. Special weapons like buffalo rifles, Buntlines and LeMats replace a basic weapon for the cost listed below.

The basic hand weapon is a Bowie knife. If you want to purchase additional weapons for the hero, you have to pay the costs listed on the table below.

You can't purchase additional weapons for a nonhero troop unless its description says so.

HAND WEAPONS & FIREARMS

Weapon	Range	ROF	Damage	Cost
Bow	24	1	2d6	5
Bowie knife	—	—	STR+1	5
Buntline	30	1	2d6	5
Buffalo rifle	48	1	2d10	10
Crossbow	24	1	2d6	5
Dynamite	STR+2	1	2d8 (Boom!)	10
Katana	—	—	STR+2	5
LeMat	24	1	2-3d6	5
Musket	36	1	2d8	0
Pistol	24	2	2d6	5
Rifle	48	1	2d8	5
Saber	—	—	STR+2	5
Shotgun	24	1	1-3d6	5
Spear	—	—	STR+2	5
Whip	—	—	STR+1	5

DUELS

For the most part, the forces of the Rail Barons clash in large battles, but occasionally, a particularly headstrong hero may decide he wants to face his opponent in single combat. Here's the lowdown on handling a showdown in *The Great Rail Wars*.

CALLIN' OUT

It takes two to have a gunfight, and a gunslinger without an opponent looks mighty foolish standing in the middle of Main Street all by his lonesome. A hero can call out any other hero. Other troops, including single figures, can't be called out.

To call out another hero, your hero must get within 12" of his chosen enemy and use an action to call the guy out. While there's no special effect for using a good speech (like "Nevada Smith, you backstabbin', murderin', two-bit excuse for a Blue-Belly errand boy! I'm a callin' you out!"), it does have style.

Your hero can call out Shaken foes, but not Panicked ones. These yellow-bellies are already cowering in fear, and they're not too likely to find the backbone for a shootout.

Once a hero's been called out, both parties involved make a *Smarts* roll. The caller rolls his total first, spending any Fate Chips he wants to crank the number up as high as he can. Then the other hero tries to beat that number. She can spend Fate Chips on this roll too.

If the caller wins, he's goaded his opponent into a duel. If the defender wins, she gets to choose whether or not to duel, with no chance of losing the respect of her troops. Of course, if the defender is a particularly ornery hombre, she can always accept the challenge without even rolling her *Smarts*.

If there's no duel, the caller's action is wasted, and play moves on.

THE DUEL

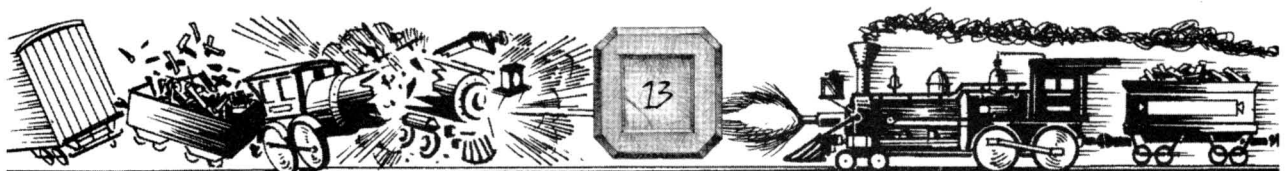
There are several steps to a duel. When two shootists step out to square off, the battle halts. Move the heroes to an appropriate spot and range, and resolve their differences.

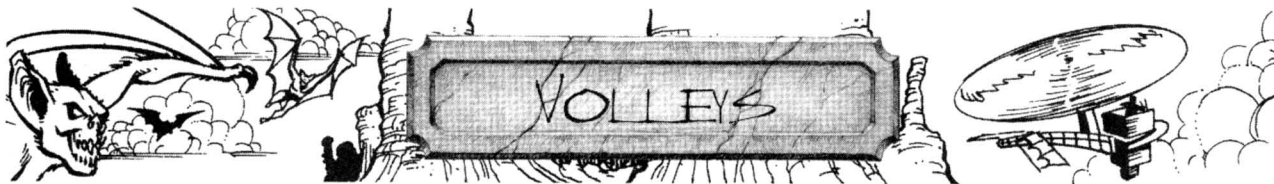
STOPPIN' THE BATTLE

It's the "law o' the West" that cowpokes, no matter how ornery, don't interrupt a duel. Most duels last only a couple of seconds, so even the few lowdown dogs who would think about plugging one of the duelists don't have the chance.

To put it in plain language, the rest of the battle pauses while a duel takes place. There are no exceptions to this. Troops with Hold counters have to wait until the duel is over, just like everyone else.

If either of the duelists has a Hold counter, it's lost when the duel begins.





GRAB SOME GROUND

Most dime novel shootouts take place in the middle of Main Street at high noon. Heroes in the Rail Wars seldom have this luxury and have to make due with the best patch of clear ground they can find.

The caller moves to the nearest clear spot, and his opponent moves to the same area, 6" away from him. Don't worry about Pace when doing this. Just move the hombres there without measuring their moves.

If either duelist is in cover, he has to step out into the open. No going prone either. A duelist has got to face Fate with his boots on.

Both gunslingers have to be standing in the open before the duel can begin. If there is no available clear ground (for instance, the board is covered in forest), the shootists have to do the best they can.

SKIN THAT SMOKEWAGON

Once the duelists have found their killing ground, it's time to make the attack rolls. Duelists can attack with firearms, gizmos, or spells. They can also use hand-to-hand weapons, but that's a different type of duel, and we'll tell you about that later.

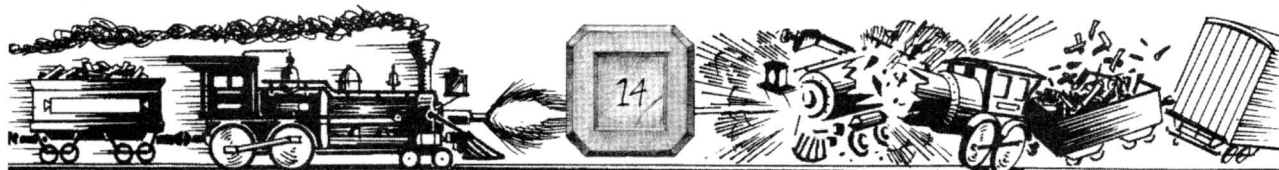
The caller makes his roll first. He's the one who's hosting this party after all. He rolls his *Shootin'* die, regardless of the type of attack or action. For duels, *Shootin'* is the best measure of a duelist's speed. He can spend any Fate Chips, and use any abilities or whatever to raise his total if he wishes. It goes without saying that he rolls the dice in the open so everyone can see the result.

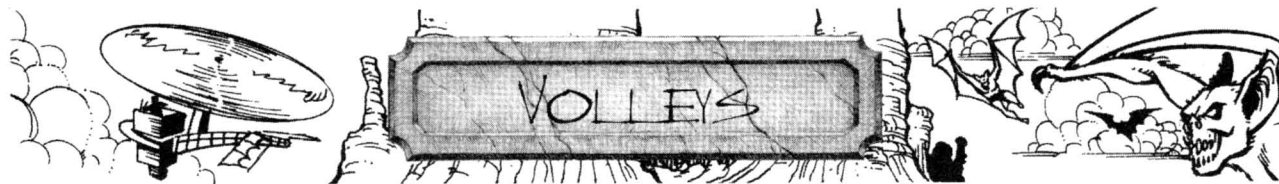
Regardless of the weapon's *ROF*, the shooter only gets one attack roll for it. However, if he's a two-gun pistolero, he rolls for each weapon, applying the appropriate penalties.

Once the caller's made his play, hold off on determining any effects. The defender now makes her attack roll. Follow the same procedure as for the attacker.

The highest attack roll hits first. If the attack was from a firearm, all damage is applied normally for that weapon. If it wasn't a shot, but another type of action, like a spell or special ability, roll the appropriate die to resolve its effect at this time.

If a duelist is Put Down, the duel ends, and no further effects are applied to either duelist. Otherwise apply the damage from the second-highest attack and so on until all successful attacks are resolved.





Modifiers from damage (results from the Critical Hits Table, for instance) take effect immediately between shots. That means a duelist's shot that would have hit may now miss its mark! Speed kills, especially when it's packing a six-gun.

The only exception to this sequence is that an attack still has to achieve the TN the shootist needs to hit the target. For example, a pistol shot at a character 6" away normally hits on a 4. If one gunslinger's roll is a 3, his shot misses—even if his total was higher than his opponent. And, no offense, but that's some pretty sorry shooting, by the way.

WEAPON SPEEDS

The race isn't always to the swift—but that's the safe way to bet! And a pistol is a good bit easier to clear than a buffalo rifle.

Whatever the hero's weapon, add its *ROF* to his attack roll total for purposes of determining who shoots first *only*. A fast gun isn't always an accurate one.

If your gunslinger's using two weapons, apply the *ROF* of each only to the *Shootin'* roll for that weapon.

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

AREA-EFFECT WEAPONS

By now, some of you high-tech wags are asking, "But what about my flamethrower?" Well, a hero with an area-effect weapon like that still has to make a *Shootin'* roll to see how fast he is. When and if the attack goes off, roll damage normally.

UNTIL THE FAT LADY SINGS

If no one's Put Down after resolving all shots, just start the whole shebang over again. Once the lead has started flying, there's no way out.

Make the attack rolls again, taking into account any modifiers resulting from the previous round's damage. This goes on until one of the gunslingers gets a date with the undertaker.

EATIN' DIRT

Imagine what folks would think if the great Sterling Ben Stern curled up in a ball and cried for his momma the first time he caught a bullet!

Heroes never Eat Dirt in a duel. If a hero fails her *Vigor* roll to resist damage by 4 or less, she just shrugs off the measly flesh wound and keeps plugging away. There's plenty of time for bleeding after the duel's done.

However, if a hero gets an *Eatin' Dirt* result from the Critical Hits Table, she suffers a -4 modifier to her attack rolls for the duration of the duel instead. Other effects of the Critical Hits Table are applied normally. And, remember, if a hero ever misses her *Vigor* roll to resist damage by 10 or more points, she's pushing up daisies!

There's no effect from being made to Eat Dirt again, and there's no way to recover from the penalty until the shooting match is over. Once the fight's over, a hero who was *Eatin' Dirt* automatically recovers—assuming she's still standing, that is.

FEAR AND TERROR

If your opponent naturally causes *Fear* or *Terror*, your hero must make a *Guts* check before he can attack. Since a duel is a little more up close and personal than a skirmish, this applies even though your hero is 6" away and shooting.

Of course, pride overcomes a lot of other emotions—and fear is one of them. No matter how scared he gets, your hero is even more afraid of running. He'd be a laughingstock in the papers, the bunkhouse, and saloons—not to mention what his Rail Baron boss would likely do to him.

A Shaken hero suffers the usual -1 penalty to his die rolls. Panicked heroes don't run from the duel, but they're quaking so hard they get a -4 to all attack rolls and a -1 to all other rolls (like *Vigor*). The penalty for Panicked or Shaken heroes is cumulative with the -4 for *Eatin' Dirt*.

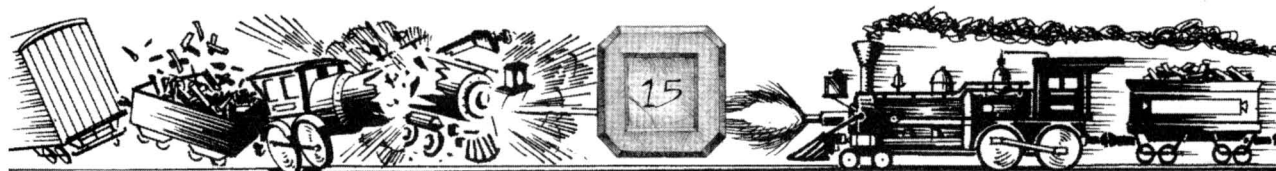
HAND-TO-HAND DUELS

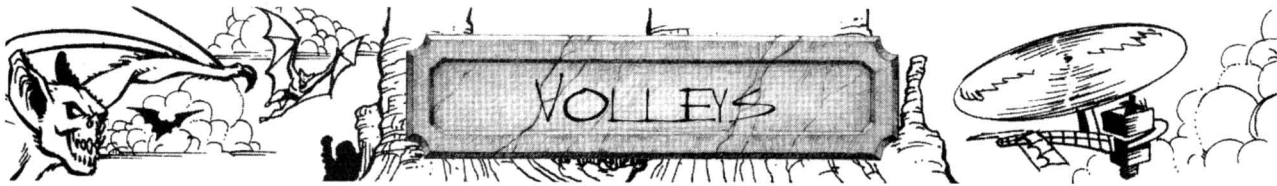
There are a few really tough hombres in the Weird West who think firearms are for wimps and duels should be handled hand-to-hand. These grizzled fighters call out their opponents as normal.

If the target has a ranged weapon, she can choose whether she wants to enter the fighting duel or just drill the fool with her weapon on her next regular action. If she doesn't want to pump a round into the caller, she has to roll *Smarts* as usual.

Once the duelists have agreed on a hand-to-hand duel, ranged weapons are strictly off-limits. Even pistols or other ranged weapons normally allowed in Fighting combat are forbidden.

On a side note, if your hero's got a ranged weapon and her opponent doesn't, she can't call him out in a regular duel. He simply refuses to step out. Heroes may be brave, but they're not stupid—at least not *that* stupid.





MIXING IT UP

Hand-to-hand duels work just like shooting duels, except the opponents move into close combat range. The duelists still roll *Shootin'* to see who attacks first. Remember, we use *Shootin'* as a measure of a character's quickness in duels. Then, after the order of attacks is determined, roll *Fightin'* contests as usual to determine hits.

Since no one Eats Dirt in a duel, the "No Mercy" rule doesn't apply. The duelists keep carving at each other until one drops.

FAME AND FORTUNE

When your hero wins a duel, his side gets the Bounty Points of the enemy hero, plus a draw from the Fate Pot.

Duels are all the rage in the papers, so if a muckraker is attached to the winner of a duel, you get a 50 Bounty Point bonus to boot!

CHEATIN'

Cheating in a duel is perfectly legal—as long as it follows the rules.

GIZMOS AND SPELLS

Bulletproof vests are a favorite of gunslingers trying to cheat death. We've already told you about using offensive gizmos like a flamethrower in a duel. Just remember to roll *Shootin'* to see who shoots first. And, yes, a Gatling pistol does add its *ROF* to your *Shootin'* roll for speed.

Another way to bend the rules is for your hero to already be under the effect of a spell before going into a duel. Better yet, magically curse your opponent before calling her out.

THE HARROWED

Those dead folks get all the breaks. First of all, they get the benefits of being *Undead*. (See the following section on **Special Abilities**.)

The real advantage the Harrowed hero has comes when he loses. Unless the enemy hero has the *Occult* ability or is Harrowed herself, your Harrowed is gone for the rest of the game. By the next game, however, his undead flesh has mended itself, and you can keep using him.

If the enemy does have *Occult* or is Harrowed herself, she knows enough to put a bullet in your hero's brain pan before rejoining the battle. As the saying goes, "Kill the brain, and you kill the Harrowed." Your hero is dead and cannot be brought back again.

SPEED

Speed in the Weird West can keep a cowpoke alive. Every point of *Speed* a hero has over 2 adds +2 to her *Shootin'* roll in a duel for the purposes of seeing who hits first. This modifier has no effect on determining if the attack actually hits.

SPECIAL ABILITIES

A few Edges and Hindrances have additional effects in a duel. We've listed these below, along with their effects. Remember, these only apply during duels, and not during normal combat procedures. Use the standard descriptions for regular battlefield effects.

DEATH WISH

An hombre with this Hindrance can never turn down a duel if he's called out. Who knows? Maybe he'll get lucky and catch a bullet.

HEROIC

This Hindrance works like *Death Wish*, but for a different reason. A true hero can never turn down a duel when she's called out.

LEVEL-HEADED

A *Level-Headed* hombre keeps a cool head, even in a duel. He takes the time to make sure his smokewagon's pointed in the right direction instead of just spraying lead.

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

PACIFIST

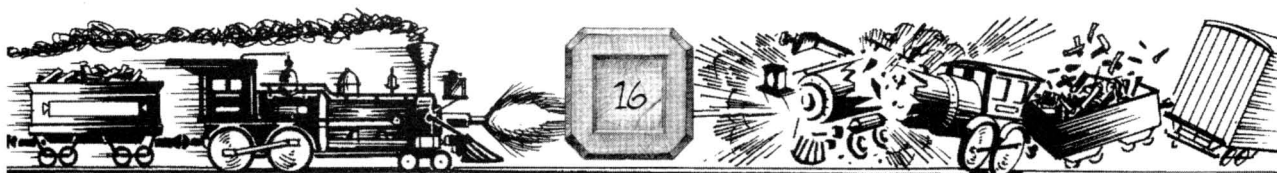
A cowpoke with this Hindrance can never be forced into a duel. Don't even bother with the *Smarts* roll. He can always choose whether or not to step out. On the other hand, he can never call out another hero.

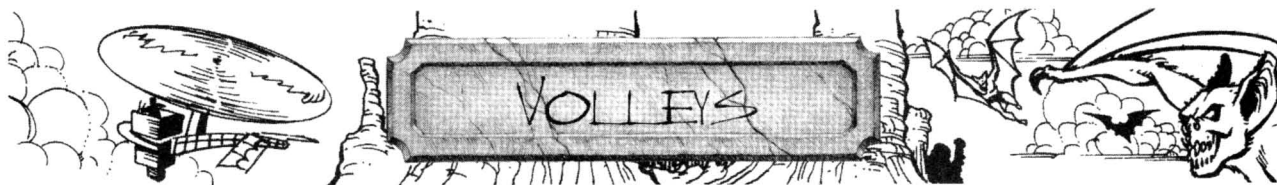
SNEAKY

It's tough for a sneaky hombre to escape a challenge. A slippery varmint with this Edge is a little out of his element when he's in a duel. For the length of the duel, his opponent doesn't have to worry about the -2 to her *Shootin'* rolls.

THE STARE

The hero's steely-eyed gaze sends cold chills up her opponents' spines. This is doubly effective in a duel.





If your cowpoke wants to make full use of *The Stare*, she has to sacrifice an action, as normal. But even without really bringing the full weight of her gaze to bear, it still has an unnerving effect on her opponent. Her foe receives a -2 to his attack roll. This counts against both the attack's speed and accuracy.

UNDEAD

Harrowed heroes make tough opponents in a showdown. Besides the usual advantages to being *Undead* (like +2 to resist damage), heroes with this Edge can ignore the penalties for Eating Dirt during a duel.

VENGEFUL

Some folks take revenge mighty seriously. If a *Vengeful* hero is made to Eat Dirt in a duel, her attack penalty is only -2 instead of the usual -4. This counts only for the speed of the attack. She still gets a -4 to see if her shot actually hits.

YELLER

A *Yeller* hero who's made to Eat Dirt in a duel has to immediately make a Hard (8) *Guts* check. If he fails, he bolts for the nearest hiding place.

This is handled like a Panicked result, but unlike most duelists, this coward has no compunctions about running. Move him his full Pace immediately and end the duel. His opponent gets the yellow-belly's full Bounty Points. If someone else puts down the milksop later in the battle, she gets no Bounty Points for it. There's no honor in gunning down a coward!

Of course, *Yeller* cowpokes aren't as likely to get suckered into risking their precious hides in a showdown in the first place. The craven heroes get +4 to their *Smarts* roll when trying to resist being called out.

EXPERIENCE

We gave you some basic rules for earning and spending Experience Points in the *Great Rail Wars* rulebook. Well, now that some of you have got some pretty experienced troops, you're probably wondering what to do with them.

VETERANS

If you've spent Experience Points on a troop, you're probably going to want to hire them again in a future battle.

The best way to keep track of your veterans is to name them and record their vital information on a roster.

You can buy from this list of veterans whenever you choose troops for an upcoming battle, or even in the middle of a campaign. You can only buy veterans you've spent Experience Points on. No poaching your opponent's troops!

The next time you buy the veterans, they've replaced any casualties they may have suffered in the last battle. The surviving "leaders" of the posse whip any green replacements into shape in a hurry, so the new figures have the improved abilities of the veterans as well.

The only exception to this is if your entire posse of veterans pays a visit to the boneyard. In that case, these veterans are gone for good.

BUYING VETERANS

Not surprisingly, these veteran troops cost a little more than regular gunmen. This added cost is called the troop's Hiring Bonus.

Every Experience Point spent on the troop raises the basic Bounty Point cost by 5%. So, a troop that cost 50 points and had 2 Experience Points would cost an extra 10%, or 55 points.

Round all Bounty Point costs up to the nearest 5 points. There's no maximum to the troop's Hiring Bonus. It's possible for a posse to be worth 200% or more of its original cost.

Finally, refigure the Bounty by dividing the total cost of the troop by the number of figures in it. Round up to the nearest point here.

SINGLE TROOPS

Single troops pay 2 Experience Points to raise a Trait. Heroes only pay 1 Experience Point. Heroes are built on a slightly different point system than other single figures who don't get the benefit of the Critical Hit Table and cost more to begin with.

Single figures who aren't heroes can't buy hero-only effects, like a new Edge or Hindrance.

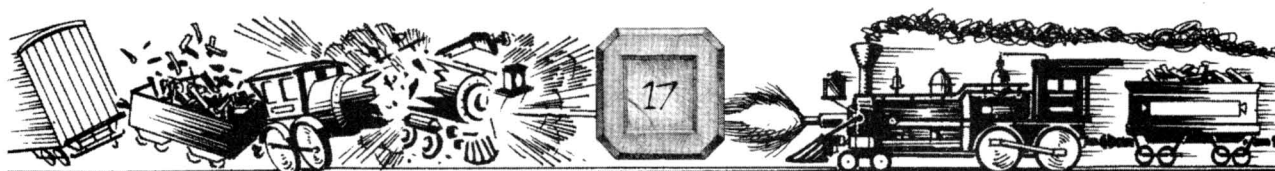
RAISING SPECIAL ABILITIES

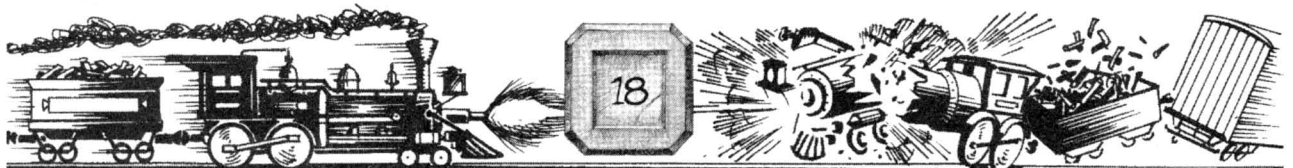
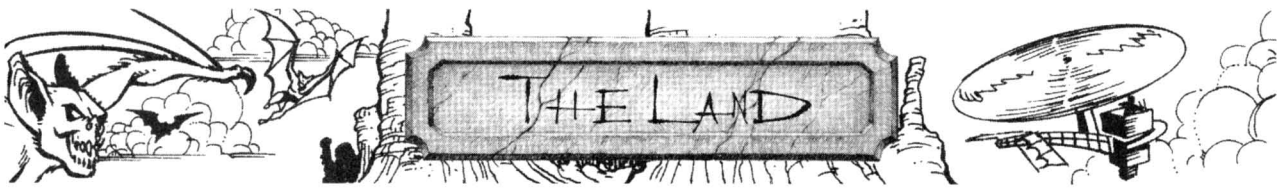
Special abilities, like *Malfunction* or *Artillery*, can be raised with Experience Points. The costs are the same as for raising a Trait: 1 for heroes and 2 for any other troops.

RAISING SPEED

In *The Great Rail Wars*, we didn't allow you to raise a troop's Speed, but now you can. The cost to raise a troop's Speed is 4 Experience Points.

The highest Speed a troop can ever have is twice its original score. That means a max of 2 for most troops and a 4 for heroes.







CHAPTER TWO: THE LAY O' THE LAND



We just talked about how you fight your battles, and now we're going to talk about where you fight them. Here, we clarify a couple of areas from the *GRW* rulebook, but we also give you some new regions and strange locales for your battles.

There's also a section detailing the Strange Locales rail warriors may encounter. We've beefed these up and given the heroes more reason to explore these outposts of the Weird West.

Finally, if you want to add even more spice to your battles, check out the end of this chapter. There, you can find the optional rules on weather and how to employ it in your games.

DIFFICULT TERRAIN

If you've been playing *GRW* for a while, you probably already know that difficult terrain costs a troop 2" of movement for every inch it actually moves. The hard part is figuring out exactly what *is* difficult terrain. The description of each type of terrain tells whether or not it's considered difficult—but that can be time consuming, especially in the middle of a game.

So, we've compiled a list of all the terrain considered difficult terrain for movement purposes, and we put it below in a handy list. Other types of terrain, specifically buildings, hills, and cliffs, are dealt with in the next section.

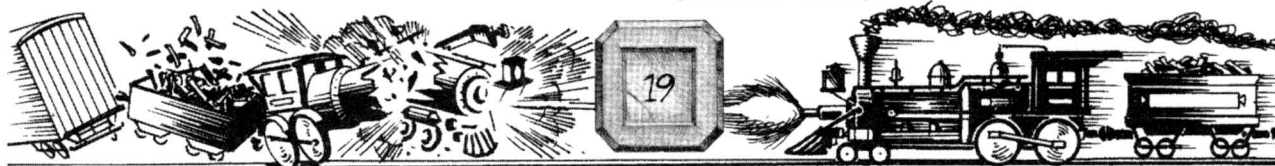
DIFFICULT TERRAIN

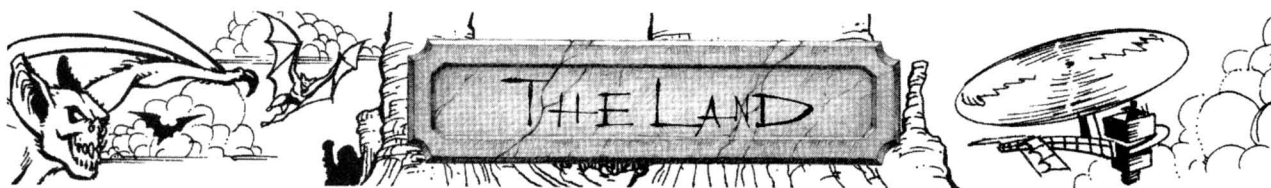
Bayou
Boulder field
Dry creek bed
Field of bones (new Strange Locale)
Forest
Marsh
Rail line
River
Rocky hills
Shallow stream
Thickets
Watering hole (any)
Whitewater river

SIMPLE HILLS AND STAIRS

In addition to difficult terrain, a troop suffers movement penalties when ascending to another level of elevation. (When we refer to levels, we simply mean an obvious change in the height of the hill or building.) Ascending a building on a set of stairs (all multilevel buildings are assumed to have a set inside) and climbing hills simply costs a troop an additional 2" of movement for each level ascended. Thus, climbing a two-level hill costs a troop 4" movement, plus the normal cost for its forward move.

And, yes, rocky hills do take 3" of movement to ascend one level (2" for climbing up, and 1" for difficult terrain).





CLIMBING CLIFFS AND SUCH

When climbing cliffs and buildings, each figure in the troop has to make an Easy (4) *Strength* roll for every 4" of elevation it ascends. Regardless of its Pace, the troop can only climb 4" each turn. Each figure in the troop must make a *Strength* roll each turn it is climbing. If a figure misses the *Strength* roll, it plummets to the ground, taking 1d6 damage for each 4" of height it falls (maximum of 6d6).

Troops with *Wallwalker* or *Flight* can ascend cliffs and walls like they're normal terrain.

DEEP WATER

In *GRW*, we told you how to go about getting across streams, rivers, and watering holes. (In *Cry Havoc!*, we've added a new battlefield region, the swampland.) We thought we'd expand a little on the effects of taking a dip in the middle of a shootout.

As before, troops in deep water (rivers or deep watering holes) have to make an Easy (4) *Strength* check to stay afloat. Those that fail get a lungful of water and take 2d4 damage. Cannons, Gatling guns, and land vehicles that somehow get into deep water just sink, although their crews can attempt the usual *Strength* roll to swim.

Now, even those that do make the roll are barely keeping their heads above water. They can move through the water, but it counts as difficult terrain. Not surprisingly, running in deep water is impossible, unless the troop has the ability *Aquatic*.

The troop can't use firearms from deep water because, even if the water hasn't spoiled the gunpowder, the swimmer's got his hands full not drowning! Some Rail Barons have specially equipped troops with weapons for aquatic combat, and those work fine. The troop's description lets you know if it has this special ability. The good news is, if the troop makes its *Strength* roll, it can swim underwater during its move—effectively *Burrowing* for the length of its swim.

FLYING TROOPS

In *Derailed!*, we detailed the procedures for flying vehicles, including rules for ascending and descending elevations while airborne. Well, if a troop is a natural flyer—that is it has the ability *Flight*, either naturally or magically—it can ignore all that. Just assume the troop can ascend or descend its full Pace in a turn.

DRAWING A BEAD

The final thing we want to address before moving on to the new battlefield descriptions is determining line of sight. Usually, this is pretty easy. Just eyeball it from the shooter to her target. If you can see the target, so can the shooter. But when you're dealing with hills and buildings and other elevated pieces of terrain, it's not always as cut and dry as that. We'll try to make things a little more clear.

A good rule of thumb is that a figure can see over any terrain of a lower elevation than his current elevation. Use common sense here, as always. A figure on a 4" hill could see over a 2" hill or building, but couldn't see an opponent directly behind a 2" wall.

Prone figures can't be seen by figures on a lower elevation as long as the prone figure is at least 1" from the edge of the hill or rooftop. If it's prone behind a wall, it can't be seen, even right at the edge of the elevation level.

NEW BATTLEFIELDS

In *The Great Rail Wars*, we gave you four regions where you could stage battles. Well, the Rail Wars have expanded since then to include a new battleground—the swamplands of the South.

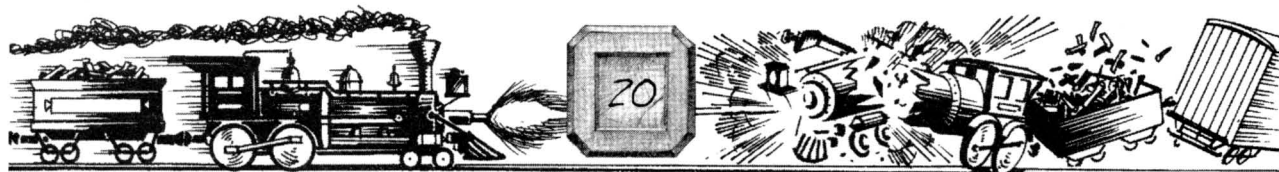
You'll see by the table below that this new region is about as common as the original four. Either way, feel free to choose it whenever you've got a hankering!

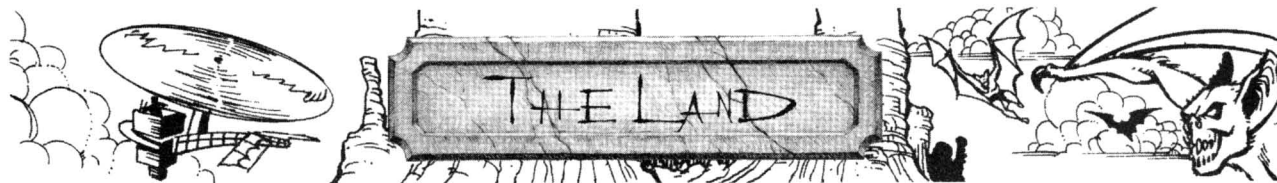
BATTLE REGION	
d12	Region
1-3	Sandy Desert
4-5	Rocky Desert
6-8	High Plains
9-10	Mountains
11-12	Swampland

SWAMPLAND

Swamplands are found mainly in the southeastern portion of the country. The bayous of Louisiana, the Florida Everglades, or Virginia's Great Dismal Swamp are good examples of this type of region.

Swamplands are very wet and often heavily forested with a variety of flora and fauna. Battles in the swamps tend to be close, messy affairs, since the thick vegetation often limits visibility to spitting distance.





SWAMPLAND TERRAIN

d20 Terrain Feature

- 1-2 Roll twice more
- 3-5 Barren
- 6 Hill

d6 Hill Level

- 1-5 Level 1
- 6 Level 2

- 7-11 Marsh
- 12-13 Scrub
- 14-15 Forest
- 16-17 Water (1-2: Stream; 3-4 Waterin' Hole; 5-6 Bayou)

d6 Stream Depth

- 1-3 Shallow
- 4-6 River

- 18-19 Hazards

d6 Hazard

- 1-3 Quicksand
- 4-6 Thicket

- 20 Strange Locale

d6 Strange Locale

- 1-2 Deserted Cabin
- 3 Graveyard
- 4 Ancient Mound
- 5 Eerie Clearing
- 6 Weird Tree

NEW TERRAIN

Here are brief descriptions of the new terrain you need for battles in swamps. Remember, you and your opponents should take turns rolling for each "sector" of the battlefield. The player that rolls the terrain for the sector can then place the terrain as she chooses, as long as it conforms to the result rolled.

BAYOU

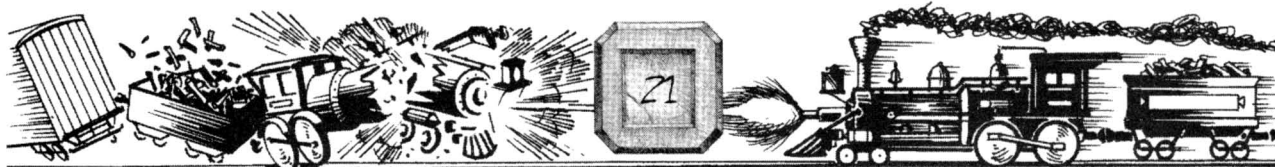
This entire sector of the battlefield is covered with water. The water is only about waist deep, so walking and horse-mounted troops can move through it, although it counts as difficult terrain.

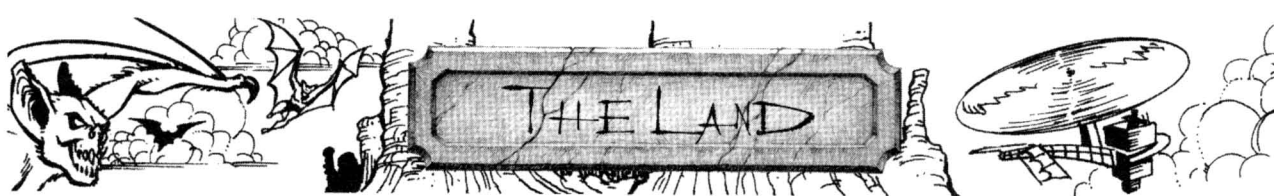
Vehicles, artillery pieces, and similar models can't enter a bayou without a boat.

HAZARDS

THICKETS

Thickets are areas of densely packed briars, thorns, and small trees. They are difficult terrain. Thickets provide troops within them soft cover.





Additionally, any troop trying to move in thickets must make an Easy (4) *Strength* roll or be unable to move that action. The troop can still shoot or perform other activities.

MARSH

Marshes are patches of low ground covered in stagnant water. Often, patches of quicksand are hidden beneath the brackish water. Marshes are considered difficult terrain and provide no cover to troops mired in them.

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

The placer must cover at least half of the sector of the battlefield with marsh. It's a good idea to mark marsh terrain with patches of green felt or similar material.

EVEN STRANGER LOCALES

In the *Great Rail Wars* rulebook, we described a couple of eerie places the armies of the rail barons may stumble across. These Strange Locales harbored danger for the troops, but also the possibility of rewards.

Well, we've decided to make them even stranger! And just so that doesn't scare cowpokes away from investigating them, we've also included more rewards as well.

All the original Strange Locales are listed below, with their new contents. There are also a few totally new ones as well. Finally, at the end of the chapter's about weather, there are revised terrain tables listing these new Strange Locales so you can include them in your next game.

CURIOSITY OR BRAVERY?

Few things build a gunslinger's reputation like bravery in the face of the unknown. Fortunately for the gunmen of the Weird West, most folks can't tell the difference between curiosity, bravery, and outright greed. In fact, with a good storyteller, even the basest coward can sound like a dashing hero.

Whenever a hero investigates a Strange Locale, it adds to his reputation.

The hero's side gets a bonus of 25 Bounty Points if the hero is the first one into the Strange Locale. Waiting for henchman to make sure it's safe doesn't make for a good story! Also, the bonus can only be claimed once per strange locale per game. Once it's been collected, it's gone, so don't drag your feet!

Optionally, if you're playing a campaign scenario, the hero can choose to get a bonus Experience Point instead of the Bounty Points normally awarded after each battle. This Experience Point can only be spent by the hero who earned it, and not by any of the other troops in his army.

STRANGE LOCALES

In the sections below, there are brief descriptions of some Strange Locales. After each description, there's a table detailing the contents of the location.

Certain Strange Locales provide a modifier to any troop at the location. This modifier applies no matter what else is at the site.

As soon as the first troop enters the area, roll 1d6 to find out what's lurking there. Unless the description says otherwise, the contents are only rolled once, no matter how many times the location may be entered during the course of a battle.

Sometimes, a Strange Locale already has inhabitants. These could be anything from a horde of Walkin' Dead to a posse of outlaws on the run. They may attack the first troop they see, or they may sell their services to the highest bidder.

Rogue troops emerge as posses, unless the location says otherwise. Assume these bushwackers were on Hold, just waiting to pounce on the first troop foolish enough to blunder into them.

Once the troop's in play, pull a Troop Card out for the creatures in it. The player currently in control of the troop keeps track of its Action Cards and any other modifiers that might come up.

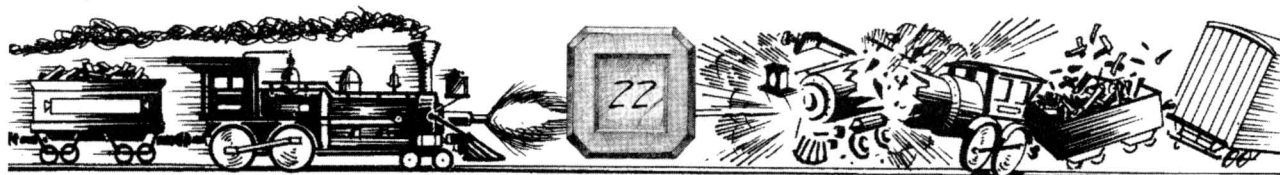
BIDDING

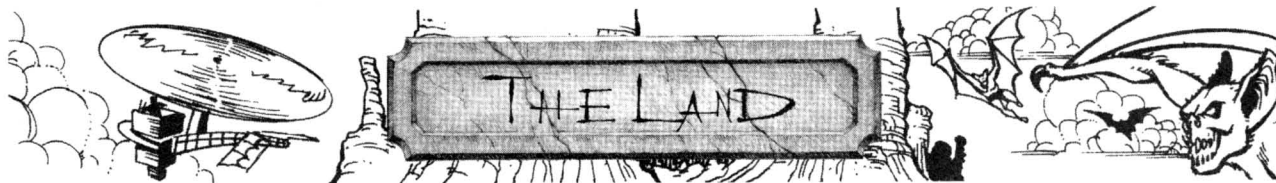
From time to time, a Strange Locale is inhabited by a troop willing to fight—if the Rail Baron can offer the right price. In this case, the location's description calls for a Bounty Point bid.

Whenever such a bid is called for, any player can bid Bounty Points to gain the troop. The player who bids the highest gets the troop for the remainder of the game.

Players can't bid more Bounty Points toward a troop than they actually have.

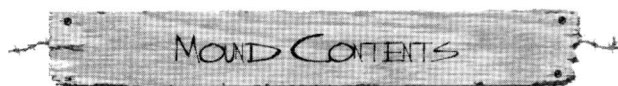
The troop is worth the amount of Bounty Points the winning player bid for it. For posses, divide this number by 5 to find the individual value, of individual figures.





ANCIENT MOUND

Long before Europeans came to the New World, the natives constructed strange hills. These are burial mounds or sacred sites.



d6 Result

- 1 Secrets cowpokes weren't meant to know! The troop is faced with some horror beyond its understanding. The troop must make a Hard (8) *Guts* check or run screaming off the nearest board edge. Regardless, the poor saps pick up the *Hindrance Loco (Paranoid)*. *Fearless* troops just lose an action.
- 2 Cottonmouth den. Sorry compadre, but you've just put your boot into nest of poisonous cottonmouth snakes. These venomous snakes attack immediately.
- 3 It's just a big pile of dirt.
- 4 Collector of rare antiquities. A dashing and daring archaeologist by the name of Illinois Johnson is exploring the ruins. He's had little luck of late and needs to bankroll his next expedition. He joins the highest-bidding player's side.
- 5 Solid-gold goodies! It turns out this mound was a mighty ruler's burial site. The first troop onto the mound finds 1 Loot! Token worth 25 Bounty Points.
- 6 Ancient temple. Fate smiles on the first side to climb the mound. The player controlling the first troop to reach the top of the mound immediately gets two draws from the Fate Pot.

COTTONMOUTHS (POSSE)

Strength d4 **Smarts d4** **Vigor d4**
Shootin' – **Fightin' d8** **Guts d10**

Weapon: Poison fangs (2d6, unliving targets are immune)

Special Abilities: Fleet-Footed

Speed: 1

Bounty: 5

ILLINOIS JOHNSON (HERO)

Strength d6 **Smarts d8** **Vigor d8**
Shootin' 10 **Fightin' d10** **Guts d12**

Weapon: Pistol, Whip (+2 STR)

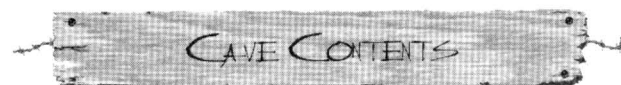
Special Abilities: Crack Shot, Luck o' the Irish, Heroic

Speed: 2

Bounty: The winning bid

CAVE

This dark hole in the ground could be some critter's lair, or—better yet—maybe it's home to potential allies. Caves are always situated in two- or three-level hills (the placer chooses which). Any troop hiding in a cave gets the benefit of hard cover.



d6 Result

- 1 Let sleeping bears lie. One to two bears charge out at the troop that disturbed their slumber.
- 2 Mad hermit. A crazed old hermit attacks any "claim jumpers" on his land. He's a tough old coot—treat him as a hero—but killing him gives a -25 Bounty Point penalty. Killing "defenseless" old men makes the Rail Barons look bad!
- 3 Empty.
- 4 Mountain men. A posse of mountain men (treat like Buffalo Hunters) are holed up in the cave. They're down on their luck and join up with the highest-bidding side.
- 5 Hidden treasure. An outlaw gang has hidden its take from a recent bank job here. The Loot! is worth 25 Bounty Points.
- 6 Wise hermit. An old sorcerer has taken up residence here. He passes on some of his knowledge to the first troop to enter his abode. If the troop investigating the cave has *Arcane Background*, he teaches it one spell (appropriate to the spellslinger's type) of the player's choice at the troop's *Smarts* die type. Otherwise, the player can take a draw from the Fate Pot.

MAD HERMIT (SINGLE)

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

Weapon: Shotgun

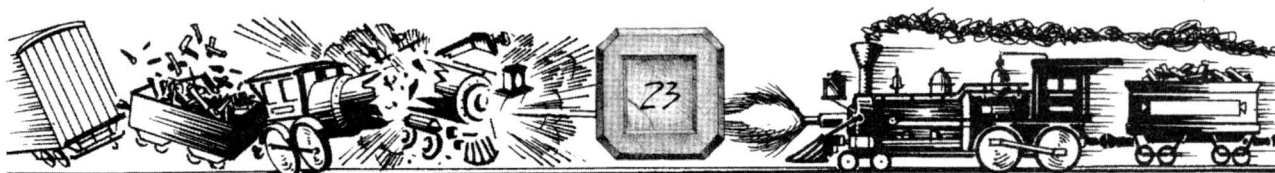
Special Abilities: Crack Shot, Tough as Nails, and Loco (delusional)

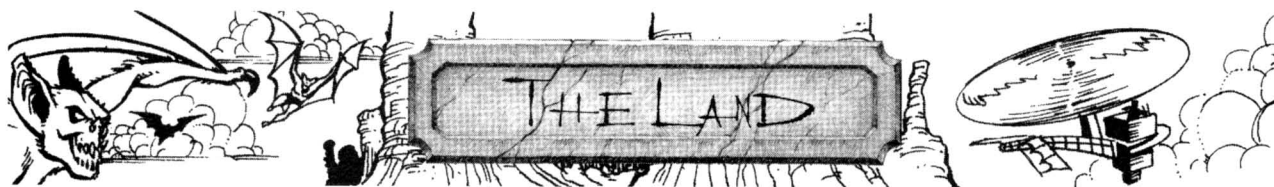
Speed: 1

Bounty: -25

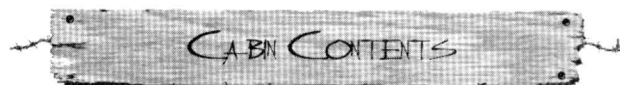
DESERTED CABIN

A lonely cabin sits in the middle of nowhere. The cabin can be situated in nearly any kind of terrain—roll again on the Terrain Table to see what the surrounding area is like. If the cabin is in the Maze or a swamp, it's automatically on solid ground of some sort—placer's choice.





Any troop within the cabin has hard cover. Time has taken its toll on the building, however, and the cabin can only take 25 points of damage before collapsing. (Remember, only cannons and the like can damage buildings.)



d6 Result

- 1-2 Outlaw hideout! A posse of outlaws is hiding out from the law. They've been down on their luck lately and have no Loot! They stay holed up in the cabin and fire on the closest troop in range.
- 3 Empty, but still good cover.
- 4 Outlaw gang as above. However, these gunmen are willing to hire out to the highest bidder!
- 5 Claim map. This cabin used to belong to a prospector, and he left his map here. Any troop with the map can use the local terrain more effectively. The troop gains the *Sneaky* edge for the length of the battle. There's also a sample of the find from his mine—a bag of Loot! worth 15 Bounty Points.
- 6 This was once the house of a great person.

d6 Result

- 1 Mad scientist. Choose a gizmo with a *Malfunction* of d12.
- 2 Gunslinger. You find his prized weapon. Choose any basic weapon as a Legendary Gun relic.
- 3 Sorcerer. Choose a spell. The first spellslinger to the cabin can read through the arcane tomes here to gain a spell of her choice at her *Smarts*.
- 4 Preacher. A holy man once dwelt here. The first blessed hero to enter the cabin gains a new miracle of his player's choice at his *Smarts*.
- 5-6 Treasure. In the ruins, your troops find jewelry or other goodies worth a hefty sum. The Loot! is worth 25 Bounty Points.

OUTLAW GANG (POSSE)

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

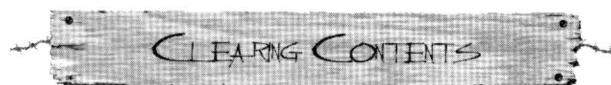
Weapon: Pistols

Speed: 1

Bounty: 12 (or one fifth of the winning bid)

FORE CLEARING

The clearing is always found in Forest terrain. The placer decides the size and location of the clearing in the sector. The clearing is at least 4" in diameter.



d6 Result

- 1 Bokkor. Whoops! You've just interrupted a houngan whipping up a nasty gris-gris. He doesn't leave the clearing, but he does attack any troop in sight of it. While he's in his clearing, he gets extra protection from spirits he's bound. All *Shootin'* and *Fightin'* rolls against him get a -2 modifier, and all his *Vigor* rolls are at +2.
- 2 Get off my land! A posse of swamp hunters has laid claim to this parcel of ground. Treat them as Buffalo Hunters. They don't leave the clearing, but they do take pot shots at any troop they can see.
- 3 Empty.
- 4 Swampers. A posse of Cajuns is resting in the clearing after an unsuccessful hunting trip. They hire on with the highest-bidding player.
- 5 Southern comfort. In the center of the clearing is a crude moonshine still. Any troop that takes a swig of the contents must make a Hard (8) *Vigor* roll. Roll once for the entire troop. If they succeed, the liquid courage gives them a bonus of +2 to all *Guts* and *Vigor* rolls. If they fail, the homebrew hooch knocks them on their backside, *Eatin' Dirt*. There's only enough for one troop in the still.
- 6 Voodoo magic. A lone houngan sits at the edge of the clearing. He gives the first hero to reach the clearing a Voodoo Doll. The hero chooses one of her opponent's heroes to be represented by the doll. She can use the relic, even if she's not a houngan (see *The Great Rail Wars Army Book* for details on the Voodoo Doll).

HOUGAN (HERO)

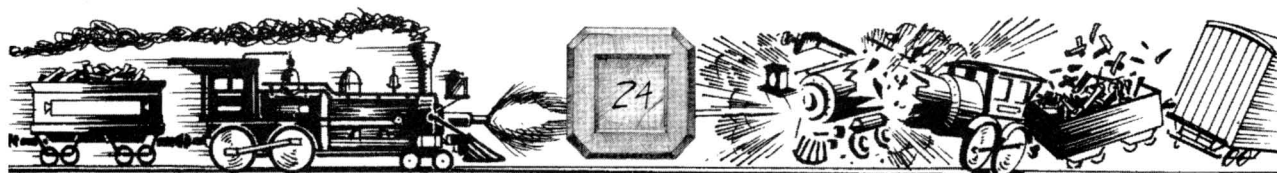
Strength d6	Smarts d10	Vigor d8
Shootin' d4	Fightin' d4	Guts d8

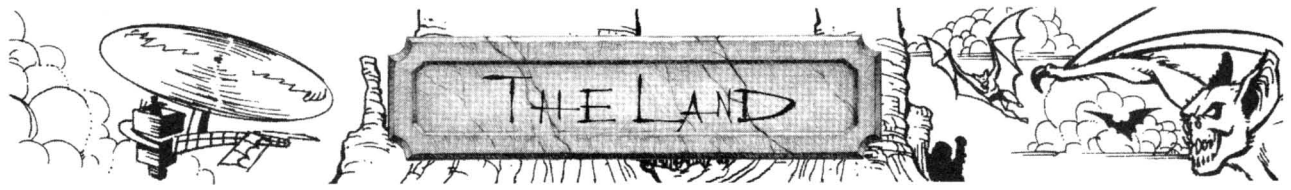
Weapons: Shotgun, Dagger (STR+1)

Special Abilities: Arcane Background: Houngan (Spells: Deadly Creepers, Phantasm, Soul Blast)

Speed: 2

Bounty: 70





FIELD O' BONES

This flat area is covered knee-deep in sun-bleached bones. The field is treated as difficult terrain.

The spirits of the slain haunt the area. Any hero slain in the field of bones draws five extra cards to see if she comes back Harrowed.

FIELD CONTENTS

d6 Result

- 1 Spirit possession. The ghosts infesting the field attempt to seize control of the trespassers. Any troop entering the field o' bones must roll a contest of *Smarts* against the spirits. The spirits have a *Smarts* of d8. If the troop loses, it gains the Edge *Fearless* and becomes rogue, attacking the nearest troop.
- 2 Skeletal guardians. The spirits haunting the place animate a posse of skeletons to attack any interlopers. Treat these as Walkin' Dead. They come after the trespassers with their bare bones. These *undead* get a bonus of +2 to all *Fightin'* attacks. When the trespassers leave the area, the bones drop lifeless to the ground. New ones reanimate the next time the field is entered.
- 3 Nothing but a whole passel of bones.
- 4 Ghostly champions. The spirits of the fallen warriors smile on the first troop brave enough to enter the field. The troop gets a +2 to all rolls for the remainder of the battle. However, the spirits' influence also cause the troop to become *Bloodthirsty* for the rest of the battle as well.
- 5 Supernatural fortune. The first troop entering the field inadvertently puts the tormented ghosts to rest. In gratitude, they grant their owner a blue Fate Chip from the pot.
- 6 Fallen heroes. Amid the carnage, the first troop to brave the field finds a Battle Banner relic.

GRAVEYARD

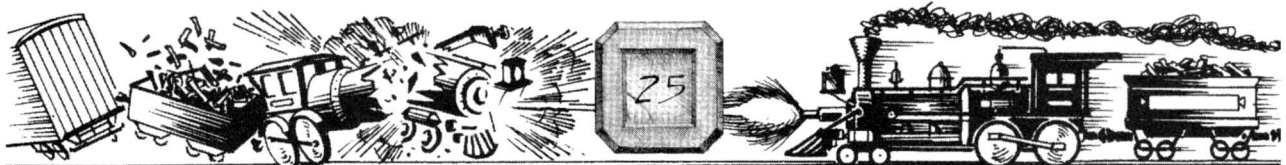
An old graveyard sits out in the prairie or on a lonely hill. The placer can choose where to place this Boot Hill.

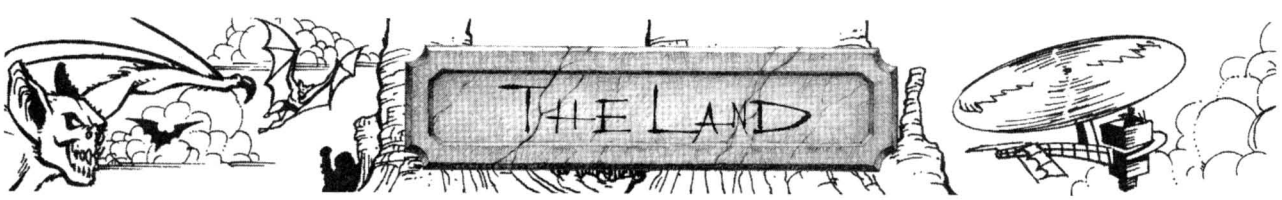
The eerie surroundings give *Guts* rolls made in the graveyard a -2. The tombstones provide light cover to any troop brave enough to take refuge here.

GRAVEYARD CONTENTS

d6 Result

- 1-2 Haunted! Walkin' Dead erupt from their fresh graves and attack. These zombies don't have any guns, but they attack the nearest troop with their bare hands.
- 3 Empty.
- 4 Medical "Researcher." A demented sawbones wanders among the graves, looking for new subjects. He needs funding for his "research," and is willing to work for the highest bidder. Treat the doctor as a hero.
- 5 Grave robbers! A group of unsavory characters have been interrupted in the process of robbing the dead. Chasing them out of the graveyard earns a bonus of 25 Bounty Points.
- 6 Arcane treasure. A crypt in the center of the graveyard holds the legendary book of the dead, *The Necronomicon* (see the *Great Rail Wars* rulebook for details). Unfortunately, it's guarded by a posse of Walkin' Dead. They're unarmed, but they attack any looters with their bare hands.





THE DOCTOR (HERO)

Strength d4 Smarts d12 Vigor d6
Shootin' – Fightin' d8 Guts d10

Weapon: Saw (+2 to *Fightin'* damage)

Special Abilities: Sawbones, Frenzy, Bloodthirsty.

Speed: 2

Bounty: The winning bid

GRAVE ROBBERS (POSSE)

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

Weapons: Pistols, shovels (+1 to *Fightin'* damage)

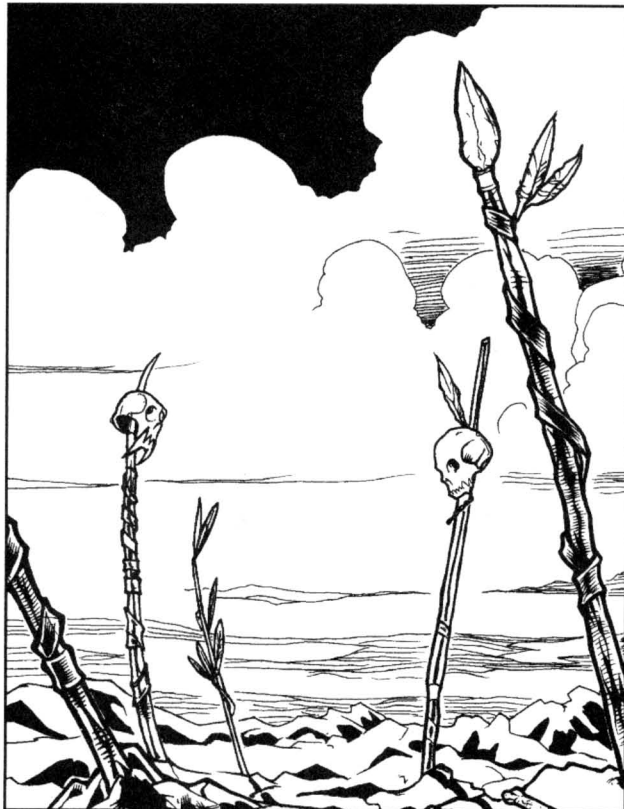
Speed: 1

Bounty: 10

INDIAN BURIAL GROUNDS

Burial grounds are more than just Indian cemeteries. They are places of great spiritual importance, and transgressors are seldom welcome.

This site is either on a small hill or on a flat area (placer decides). The raised burial platforms provide no special cover, but even the densest cowpoke can sense the power of the spirits. All *Guts* checks made in the area are at -2.



Additionally, the spirits occupying the burial ground frown on the unnaturalness of the living dead. *Undead* troops, including Harrowed heroes, suffer a -2 to all of their skill rolls while in a burial ground.

BURIAL GROUND CONTENTS

d6 Result

- 1 Shaman's spirit. The ghost of a powerful shaman curses any troop that enters the sacred burial ground. The troop receives a -2 to all of its skill rolls for the duration of the battle.
- 2 Burial ceremony. The troop trespassing on the burial ground has interrupted an ancient and sacred ceremony. It's immediately attacked by a band of angry Indian braves! These braves can't leave the burial ground, but they attack any troop entering the area or attacking them.
- 3 Empty.
- 4 Renegade Comancheros. A posse of Comancheros (treat as Scouts) are camped in the burial grounds. They are in need of some loot, and they are willing to fight for the highest bidder.
- 5 Valuable artifacts. The troop finds rare Indian relics. The Loot! Token is worth 25 Bounty Points.
- 6 Shaman's fetish. The troop finds the medicine bag of a powerful shaman. If you can get a hero to the site, she can use the bag to perform a single shaman spell of your choice once, with a d12 as the spell's die type.

BRAVES (POSSE)

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

Weapons: Muskets, tomahawks (*Strength* +2)

Special Abilities: Sneaky

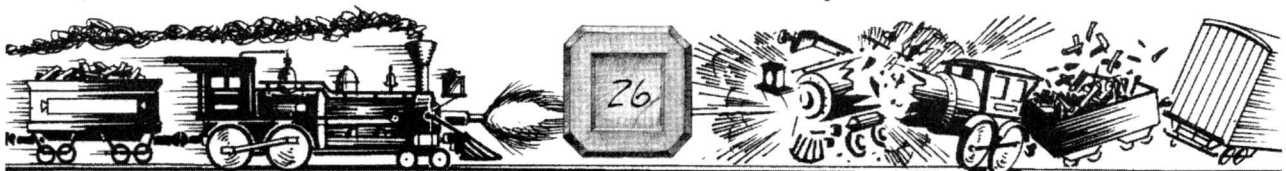
Speed: 1

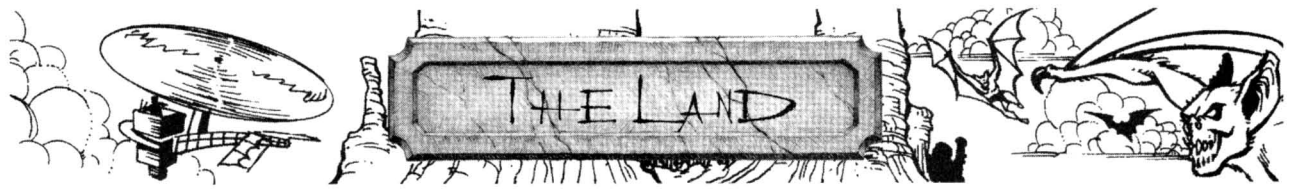
Bounty: 14 (or one fifth the winning bid)

MINE SHAFT

This mine could hold a rich strike or nothing more than fool's gold. The entrance of the mine is located in a medium- or large-sized hill (placer decides).

Any troop taking cover in the mine gets hard cover. The mine opening caves in if it takes 50 points of damage from heavy weapons like cannons or explosives.





MINE CONTENTS

d6 Result

- 1 Devil Bat lair. There's a reason this mine's abandoned. A posse of Devil Bats has taken up residence here! These rogues attack any posse that moves within 12" of the mine. The Devil Bats return to the mine if the intruder moves outside of 12".
- 2 Trigger-happy Forty-Niners. This mine is still in use, and the miners don't want anybody cutting in on their claim. The miners attack the nearest troop and any other troops entering the area. The miners' stats are given below. The Forty-Niners will also attack any troop type attacking them without entering the mine. If the miners are dispatched, any troop spending a turn in the area can dig out a single Loot! token worth 25 Bounty Points.
- 3 Empty.
- 4 Miners. These miners have struck nothing but dirt, and they're none too happy about it. In order to make up for their loss, they abandon their mine and fight for the railroad that pays them the most. See below for their stats.
- 5 Secret tunnels. This mine has long been abandoned, but shafts riddle the region. Any troop entering the mine can move through these tunnels to any other point on the board on its next move.
- 6 Mother lode. This mine is abandoned, but there's still gold in these hills. Each action the troop spends in the mine digs up a Loot! token worth 25 Bounty Points.

MINERS (POSSE)

Strength d8 **Smarts d6** **Vigor d6**
Shootin' d6 **Fightin' d8** **Guts d6**
Weapon: Shotgun, pickax (*Strength* +2)
Speed: 1
Bounty: 11 (or one fifth the winning bid)

RATTLER PIT

This isn't any old rattler pit—it's a Mojave Rattler pit! It may hold valuable Rattler eggs or even a shrine for the Cult of the Worm—and there's always a chance the Rattler is home.

The pit is a hole in the ground surrounded by steep cliffs. Any troop trying to enter the pit has to make an Easy (4) *Strength* roll or fall for 1d6 damage. Once inside the pit, the troop can't be seen except from the rim of the pit.

PIT CONTENTS

d6 Result

- 1 Worm attack! A huge Mojave Rattler bursts into the pit and tries to gobble up the unfortunate troop. Of course, these things have huge appetites, so it spends the rest of the battle filling its belly with any troop it can find.
- 2 Enraged cultists. These Cult of the Worm loonies actually worship Rattlers. Maybe they're angry about being interrupted or just embarrassed about their kooky religion. Whatever the reason, this rogue posse attacks the nearest troop.
- 3 Empty.
- 4 Cultists. A band of cultists (see #2, above) offers to join the highest bidding railroad.
- 5 Rattler egg. The troop finds an unhatched Rattler egg. This Loot! token is worth 50 Bounty Points. Unfortunately, this baby's near hatching. If a Freak Event occurs during the remainder of the battle, don't roll for it. Instead, a Young Rattler replaces the Loot! Token, and begins attacking the nearest troop. Once the Young Rattler appears, the Loot! Token is lost.
- 6 Altar. The troop stumbles upon a sacrificial altar of the Cult of the Worm. An unscrupulous troop can use the altar to send a Rattler to attack any troop on the board, as in **Worm Attack!**, above. Once it Puts Down the entire troop, it leaves. However, the troop using the altar automatically loses one of its own members as "payment."

CULTISTS (POSSE)

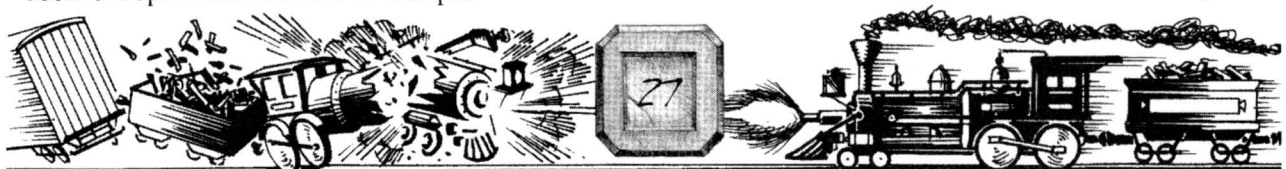
Strength d6 **Smarts d6** **Vigor d6**
Shootin' – **Fightin' d4** **Guts d8**

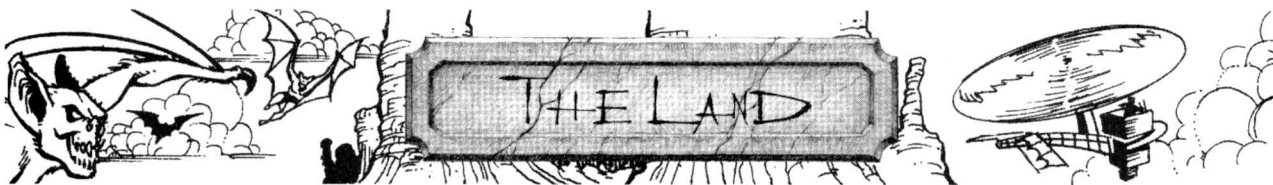
Gear: Dagger (STR+2)

Special Abilities: Arcane Background: Cultist (The cultists know *Geyser*. The Cultists cast spells like heroes but must combine their power to do so. To cast a spell, roll the Cultists' *Smarts*. Add +1 to the roll for every active Cultist over 1 in the posse. For example, with one cultist Put Down or Eatin' Dirt, the cultists add +3 to the *Smarts* roll. On a 1, roll backlash separately for each cultist. Casting *Geyser* takes the entire posse's action.), occult

Speed: 1

Bounty: 11 (or one fifth the winning bid)





MOTAVE RATTLER (SINGLE)

Strength d12+10 **Smarts** d8 **Vigor** d12+12
Shootin' – Fightin' d6 Guts –

Weapon: Teeth (STR+2)

Special Abilities: Armor 2, Burrowing +d10, Fearless, Terror, Pace 15

Speed: 1

Bounty: 50

YOUNG RATTLER (SINGLE)

Strength d6 **Smarts** d4 **Vigor** d8
Shootin' – Fightin' d6 Guts d6

Weapon: Teeth (STR+2)

Special Abilities: Burrowing +d10, Fear, Pace 6

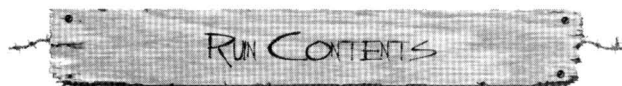
Speed: 1

Bounty: 10

RUN

An abandoned monastery, Spanish fort, or some more ancient and sinister structure looms at this location. The original owners may have long since gone (perhaps even centuries ago), but does something else lurk within its weathered walls?

The ruin may be on flat terrain or a one- or two-level hill (placer's choice). The ruins offer hard cover to any troop within its walls.

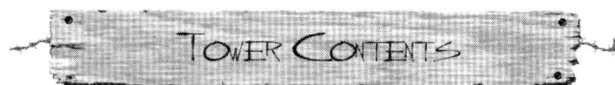


d6 Result

- 1-2 Vampire lair! Apparently, the original owners haven't left the ruins. A posse of rogue Nosferatu attack the trespassers.
- 3 Empty.
- 4 Children of the night. As above, a posse of Nosferatu hides in the ruins. However, these bloodsuckers are a little more intelligent than most and offer their unique abilities to the highest-bidding railroad.
- 5 Hidden treasure. The troop finds a chest of lost Conquistador gold. Whoever carries it off the board gets a Loot! Token worth 50 Bounty Points. However, it's quite heavy and takes a combined *Strength* of 18 to carry it.
- 6 Ancient magic. A strange relic transforms the first troop that enters the ruins. The troop becomes *Undead* and gains the *Edges Fear* and *Fearless*. If the troop is a hero, it becomes Harrowed, with one random Harrowed power. The troop is still controlled by its owner.

STRANGE TOWER

This odd, stone tower rests atop steep cliffs. Climbing the cliffs takes an action and two Easy (4) *Strength* rolls. Any troop failing the *Strength* roll takes 2d6 damage.



d6 Result

- 1 Avalanche! Climbing the cliffs, the troop dislodges a boulder. Unfortunately, this brings the whole cliff down—including the tower. The troop takes 4d6 damage. The tower and cliff are now rubble. The area counts as difficult terrain and provides hard cover to any troop in it.
- 2 Devil Bat nest. A posse of Devil Bats has nested in the tower. They swoop down and attack any figure that approaches within 12" of the tower. Any troop managing to reach the top of the tower (another Easy (4) *Strength* roll) finds a Loot! Token worth 15 Bounty Points.
- 3 Empty, but the tower counts as hard cover.
- 4 Mad scientist. A mad scientist has made the tower his laboratory. Scientific research needs funding, however, and he employs his talents for the highest-paying railroad. He even throws in "Frankie"—an artificial man!
- 5 Abandoned creation. The first player to get a troop into the tower gets control of a single Automaton.
- 6 Gizmo! The troop finds a single gizmo of your choice with a *Malfunction* of d12. Give the prize to one of your heroes.

MAD SCIENTIST (HERO)

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

Weapon: Acid Gun

Special Abilities: Arcane Background, Mechanically Inclined, Loco, Malfunction d6

Speed: 2

Bounty: Half the winning bid

"FRANKIE" (SINGLE)

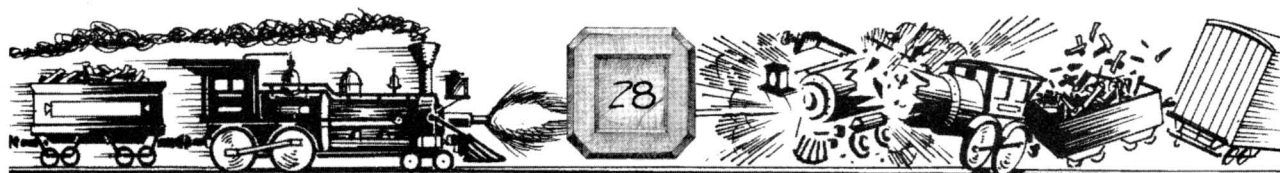
Strength d12+2 **Smarts** d4 **Vigor** d12
Shootin' – Fightin' d6 Guts –

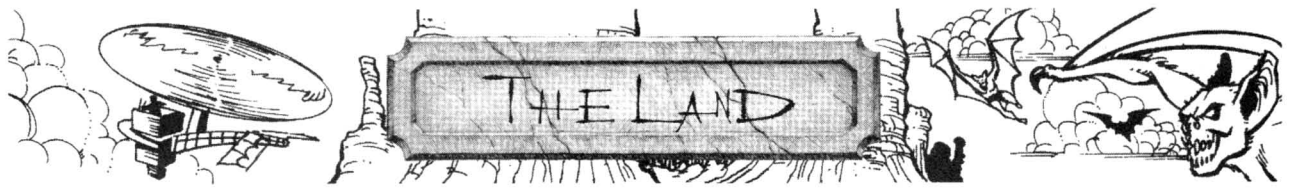
Weapon: None

Special Abilities: Fear, Fearless, Undead, Slowpoke

Speed: 1

Bounty: Half the winning bid

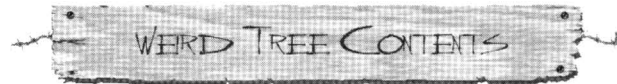




WEIRD TREE

A strange, old tree sits atop a lonely, one-level hill. Is it a hangin' tree? Or is there something even more sinister lurking in its tangled branches?

Roll when the first figure gets within 3" of the tree to see what happens.



d6 Result

- 1 Hangin' tree! The tree is actually an evil abomination. Any troop within 3" of it must make a Hard (8) *Strength* roll or be snatched up and killed by one its noose-like tentacles. Destroying the tree takes 50 points of damage from artillery, explosives, or fire. Folks nearby consider killing the tree a heroic deed and award the side doing so 50 Bounty Points.
- 2 Hangin' Judge's court. A Hangin' Judge appears to pronounce sentence. The rogue Judge attacks the nearest troop.
- 3 It's just a tree. Don't be so paranoid!
- 4 Lawmen. A posse of duly deputized gunmen sell their guns and badges to the highest bidder. They are mounted.

5 Notorious outlaw. A lowdown, wanted outlaw lurks around the tree. The yellow-belly surrenders to the first troop to approach the tree. If your troops can escort him off of the nearest edge of the board, the reward is a Loot! Token worth 50 Bounty Points.

6 A man hangs from the tree. Is he dead, or just undead? Save him from this grisly "death" (by getting a figure to touch him) and a Harrowed hero joins your side.

DEPUTIES (POSSE)

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

Equipment: Rifle, horse.

Speed: 1

Bounty: One fifth the winning bid

HARROWED HERO

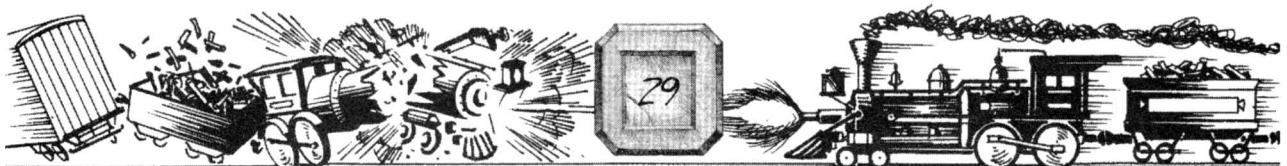
Strength 6 Smarts d6 Vigor d6
Shootin' 10 Fightin' d6 Guts d8

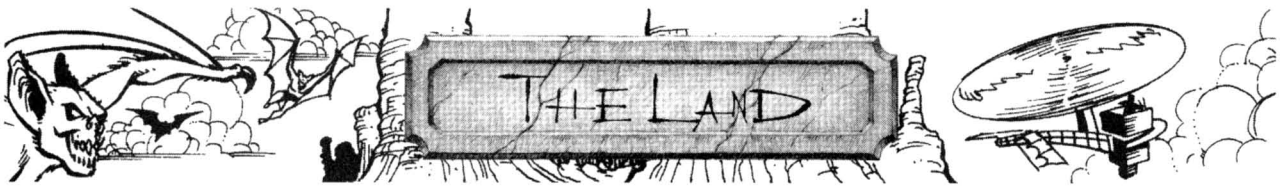
Gear: A Legendary Gun of your choice.

Special Abilities: Undead, and one random Harrowed Power. Also, roll two Edges at random and choose the best.

Speed: 2

Bounty: 80





REVISED STRANGE LOCALE TABLES

Since we've added a whole bunch of new Strange Locales, you're probably wondering how to get these unique places into your game. Well, we've provided these handy, revised Terrain Tables to let you get these weird locations into your game as quick as possible.

Anytime a roll on the Terrain Table in the *Great Rail Wars* rulebook indicates a Strange Locale, locate the Strange Locale table for the appropriate region below, and determine which eerie site your armies have stumbled across.

SANDY DESERT TERRAIN

d6	Strange Locale
1	Deserted Cabin
2	Field o' Bone
3	Indian Burial Ground
4	Rattler Pit
5	Ruin
6	Weird Tree

ROCKY DESERT TERRAIN

d6	Strange Locale
1	Cave
2	Deserted Cabin
3	Field o' Bone
4	Mine Shaft
5	Ruin
6	Strange Tower

HIGH PLAINS TERRAIN

d6	Strange Locale
1	Deserted Cabin
2	Field o' Bone
3	Graveyard
4	Indian Burial Ground
5	Rattler Pit
6	Weird Tree

MAZE TERRAIN

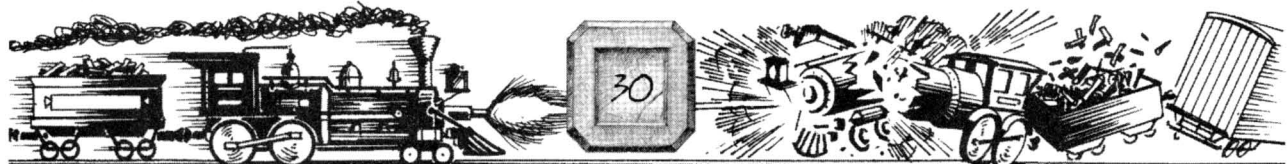
d6	Strange Locale
1	Deserted Cabin
2	Mine Shaft
3-4	Sea Cave
5-6	Sunken Ship

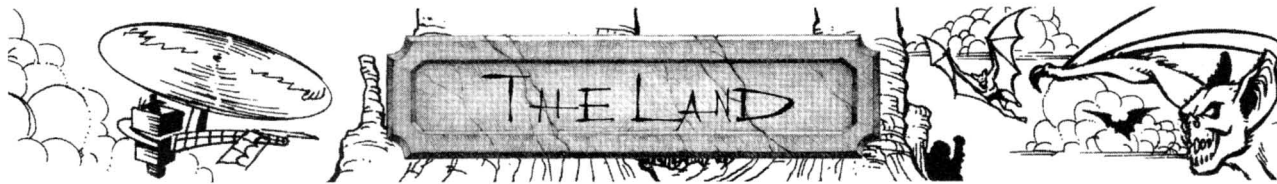
MOUNTAINOUS TERRAIN

d6	Strange Locale
1	Cave
2	Deserted Cabin
3	Graveyard
4	Mine Shaft
5	Ruin
6	Strange Tower

SWAMPLANDS TERRAIN

d6	Strange Locale
1-2	Deserted Cabin
3	Graveyard
4	Ancient Mound
5	Eerie Clearing
6	Weird Tree





MOTHER NATURE

Up until now, your troops have had it easy. All the battles they fought were on nice, sunny days in August. Well, that's no longer the case. In this section, we've got rules on how to make the rail warriors' lives even more miserable!

These effects are entirely optional. Don't feel like you have to worry about determining weather for each and every battle if you don't want to. We've included these rules for you if you want to throw a twist into your usual knockdown drag-outs.

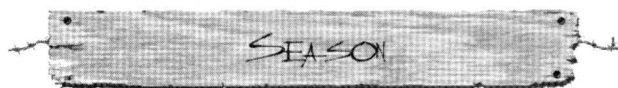
NIGHT FIGHTIN'

It's not exactly an effect of weather, but sometimes an enforcer may want to use the cover of darkness to mask a raid or tip the scales against a better-armed opponent. If you want to simulate a battle after nightfall, limit vision to 12". All ranged attacks suffer a -2 penalty as well.

SEASONS

Everybody knows the weather in mid-January is a whole lot different than that in the middle of August. After all, it's not too often you'll see a snowstorm on the 4th of July! With that in mind, we've broken down the weather into two different seasons. Yes, we know there are really four seasons, but we didn't want to burden you with a whole passel of charts just to figure out if it was raining on your troops or not.

Summer means anytime from April to September. **Winter** includes the months October through March. You can either choose which season your battle is being fought in (this is a good idea if you're playing a campaign) or roll randomly on the table below.



d6	Season
1-3	Summer
4-6	Winter

METEOROLOGY FOR THE NOVICE

Just like the seasons affect weather, the region plays a big part as well. To determine the weather for your battle, find the battlefield region and roll a d10. Cross-index this against the correct season. The effects of each type of weather are described at the end of the charts.

SANDY DESERT WEATHER

d10	Summer	Winter
1-5	Clear	Clear
6	Heat wave	Cold snap
7	High winds	High winds
8	Sandstorm	High winds
9	Showers	Rain
10	Showers	Sleet

ROCKY DESERT WEATHER

d10	Summer	Winter
1-5	Clear	Clear
6	Heat wave	High winds
7	High winds	Cold snap
8	Mud	Rain
9	Rain	Snow
10	Thunderstorm	Snowstorm

HIGH PLAINS WEATHER

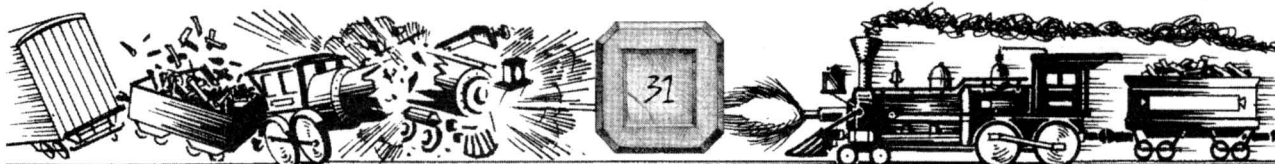
d10	Summer	Winter
1-4	Clear	Clear
5	Heat wave	Cold snap
6	High winds	High winds
7	Mud	Snow
8	Rain	Deep snow
9	Showers	Snowstorm
10	Thunderstorm	Blizzard

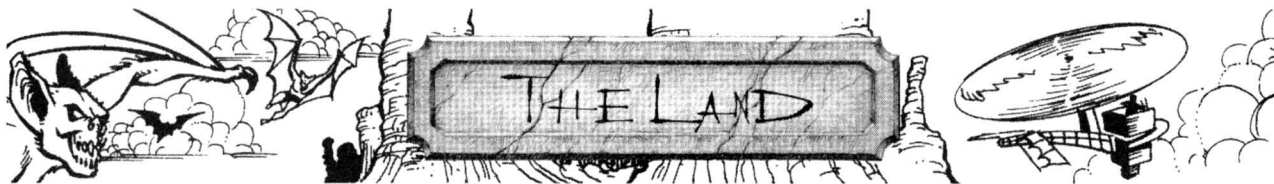
MOUNTAIN WEATHER

d10	Summer	Winter
1-5	Clear	Clear
6	Fog	Cold snap
7	Mud	Snow
8	Rain	Deep snow
9	Showers	Snowstorm
10	Thunderstorm	Blizzard

SWAMP WEATHER

d10	Summer	Winter
1-4	Clear	Clear
5	Heat wave	Fog
6	Mud	Fog
7	Mud	Mud
8	Rain	Rain
9	Showers	Rain
10	Showers	Sleet





DESCRIPTIONS OF EFFECTS

BLIZZARD

This is a real howling winter blast! Maximum vision in a blizzard is 13"-18". Roll 1d6 at the beginning of each turn and add it to 12" to determine visibility for the turn. All ranged attacks are at -2. Additionally, all terrain types are considered difficult.

Flight isn't possible in a blizzard.

CLEAR

It's a perfect day for shooting up the countryside! There are no modifiers for this weather type.

COLD SNAP

Jack Frost's pulled out all the stops today. There's a biting cold in the air that makes every little scratch hurt like the dickens. All living troops suffer a -1 to *Vigor* rolls to recover from Eatin' Dirt.

Burrowing troops move at half their normal Pace in the frozen ground caused by this weather.

DEEP SNOW

The battlefield is covered in waist-deep snow. The only good thing to say about it is at least the Rail Baron didn't send you out while the storm was dumping this stuff onto the ground.

All ground troops move at half their normal Pace. *Burrowing* troops suffer this effect as well. The ground is frozen solid.

Running troops halve the running bonus as well. Any ground vehicle that draws a Deuce gets stuck in a drift. It's unable to move this turn, in addition to any other effects the Deuce may cause. It can move normally next turn.

Prone troops are almost invisible in deep snow. Any troop targeting a prone troop gets a -2 modifier instead of the normal -1. However, no troop can fire from the prone position. The snow blocks its vision.

HEAT WAVE

It's hotter than a fully-stoked ghost-rock boiler today! All troops must make an Easy (4) *Vigor* roll to run. If they fail, the heat's just too oppressive, and they decide to cover the ground at their normal Pace.

Undead suffer a little worse than living troops in hot weather. Nothing speeds up decay like stifling heat! *Undead* get a -1 to all *Vigor* rolls in a heat wave.

Heat like this is just as tough on gizmos and vehicles as it is on the hombres out there in it. The abnormally high temperatures make them prone to overheating and malfunctions. Any *Malfunction* rolls get a -1 modifier.

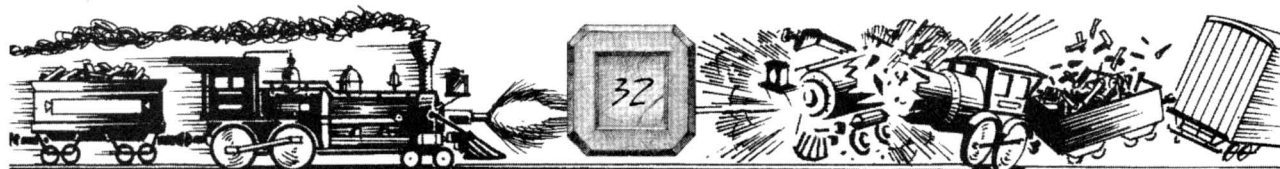
HIGH WIND

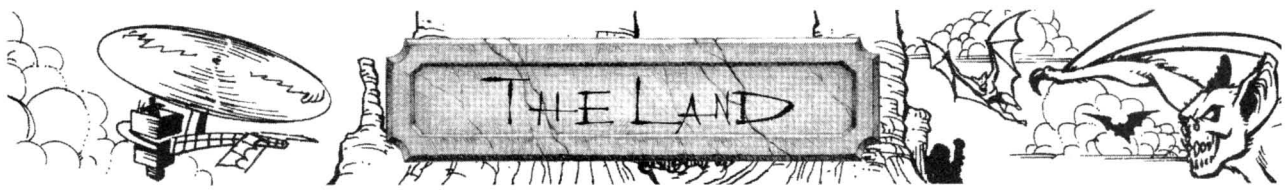
Strong winds sweep and swirl across the battlefield. Any ranged attacks are at -2 due to the unpredictable effects of the changing winds. Troops armed with bows or rockets have a tougher time of it. They get a -4 to all rolls to use these weapons!

Any flying troop must make an Easy (4) *Smarts* roll at the beginning of each turn. Roll once for the entire troop. If it fails, place a Boom! Template on it, roll a d12 for direction, and move it 1d10" in that direction. Flying vehicles follow the same procedure but substitute *Drivin'* for *Smarts*.

MUD

A heavy rainfall has saturated the ground, making it a thick and gooey mud. All non-burrowing ground troops lose -2 from their normal Pace.





Ground vehicles, cannons, and crew-operated artillery pieces take -4 to their Pace. If the vehicle or artillery piece draws a Deuce as an Action Card, it becomes mired and stuck for the turn, in addition to any other effects. It can move normally on the next turn.

RAIN

This is an average, miserably damp, rainy day. All ranged attack rolls receive a -2 modifier.

Powder can get soaked in this kind of weather. All cannons get a *Malfunction* die of d8. If the weapon draws a Deuce or Joker, roll for a malfunction normally. If one occurs, the powder charge is wet, and the gun can't fire this turn.

SANDSTORM

These are high winds—desert style!

In addition to all the effects listed for **High winds** (page 30), the air is filled with gritty sand. Vision is limited to 13"-18". Roll 1d6 at the beginning of each turn and add it to 12" to determine how far troops can see that turn.

SHOWERS

A sudden, summer shower has broken over the battlefield, pouring rain down by the gallon!

Vision is limited to 24", and ranged attack rolls get a -2 modifier. Cannons malfunction as described under **Rain** (above), but they now only have a d6 *Malfunction*.

In rocky or sandy deserts, any stream becomes a Whitewater River (see the *GRW* rulebook) on the third turn of the game, provided the downpour lasts that long.

Showers like this are usually short-lived. At the beginning of each turn after the first, roll 1d6. On a 6, the rain stops, and the weather clears, and all effects of the downpour end.

SLEET

This freezing rain covers everything in a slippery coating of ice. All ranged attack rolls are at -1. Cannons get a d8 *Malfunction* die, as described under **Rain**.

All non-burrowing ground troops move at half normal Pace. Any running troops of this sort slip and fall on a result of 1 on a running die. If so, they lose their action this turn.

SNOW

A foot or so of snow has recently fallen on the battlefield. All ground troops and vehicles lose -2 from their normal Pace. This includes burrowing troops.



SNOWSTORM

A moderately heavy snowfall is blanketing the battlefield. Wind and snow combine to obscure vision and hamper any sort of movement.

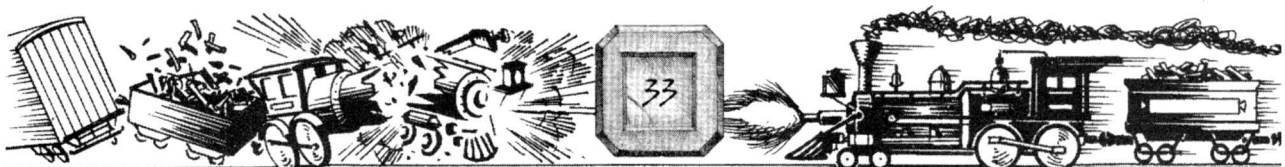
Maximum vision in a snowstorm is 24". All ranged attack rolls are at -2. All troops and vehicles lose -2 from their normal Pace.

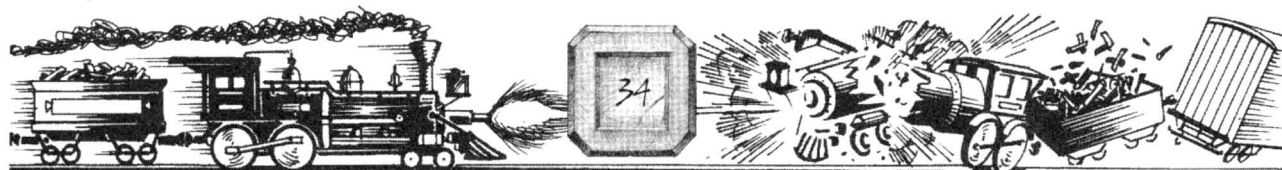
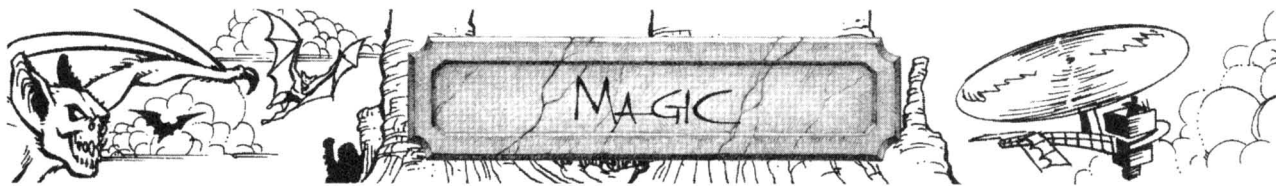
THUNDERSTORM

This is as bad as it gets! Mother Nature is fighting mad, and she is going to take it out on everyone. When a really earthshaking thunderstorm like this one cuts loose, it pays to hunker down and hug the ground.

Thunderstorms have all the effects described under **Showers**—with an added bonus! Whenever a troop not in a building, forest, or boulder field draws a Black Joker, it's in for a good helping of wholesome trouble. A figure in the troop (determine randomly for posses) is struck by lightning. Lightning causes 2d10 damage to any figure targeted by the strike.

Just like a shower, thunderstorms don't usually last very long. At the beginning of every turn after the first, roll a d6. The storm abates on a result of 6.







CHAPTER THREE: MORE MAGIC, MORE MAYHEM



In the *Great Rail Wars* rulebook, we gave you about a dozen spells to arm your spellslingers. Since then, we've come out with a stampede of *Deadlands: The Weird West* sourcebooks filled with new arcane incantations and miracles to make the average cowpoke's ride even rougher.

This chapter contains the *GRW* conversions of many of those new spells. We've also tacked on complete spell lists for all the types of spellslingers in the game. These are at the end of this chapter.

But before we get down to spell descriptions and effects, we're going to give the lowdown on a new type of spellslinger: the mystical Indian shaman.

SHAMANS

A shaman is a Native American wise man, skilled in the ways of magic. Like the other types of spellcasters in *The Great Rail Wars*, a shaman draws his powers from the Hunting Grounds. However, he isn't as foolhardy—or just plain foolish—as a huckster.

Instead of engaging in dangerous games of chance, a shaman contacts nature spirits and other denizens of the Hunting Grounds. By means unknown to “civilized” folk, he petitions these entities for supernatural aid, and these entities respond by granting a favor (spell).

A character must have the *Edge Arcane Background* to be a shaman.

CASTING SHAMAN SPELLS

Just like every other spellcaster, a shaman has a rating in every spell he knows. At the beginning of a game, a shaman has one spell at his *Smarts*, and two spells at the next-lower die type, to a minimum of d4. This is the spell's rating.

It takes two actions for a shaman to cast a spell, unless the spell's description says otherwise. To cast a spell, roll the appropriate die and check the spell's description to see what happens.

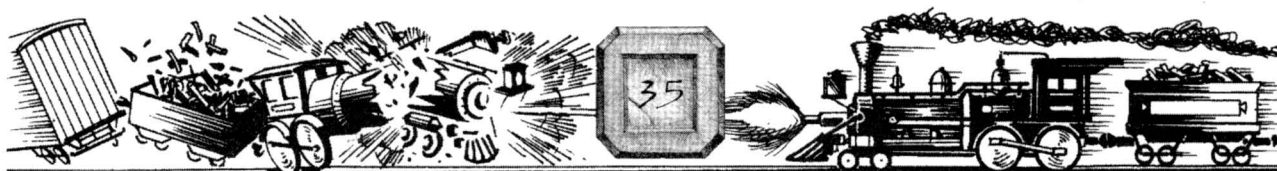
Like the blessed, shamans don't have to worry about backlash when they roll a 1 on their spell die.

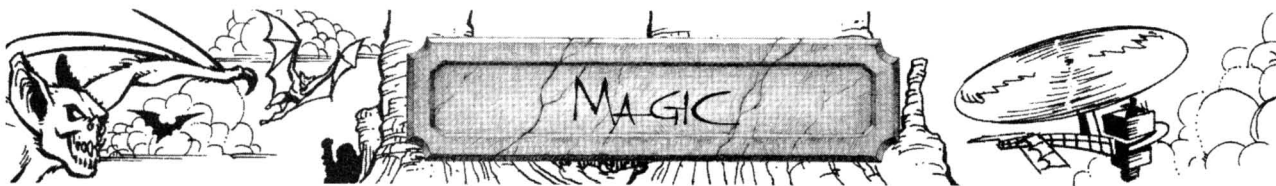
We've provided a complete list of all spells available to shamans (given at the end of this chapter).

THE OLD WAYS

Some shamans follow the Old Ways and avoid using the evils of technology—like guns and dynamite. This pleases the spirits and makes dealing with them easier. As long as a shaman is armed with only “natural weapons”—like a bow, tomahawk, or spear—he gets a +1 to his spell rolls.

A shaman receives a bow and tomahawk as basic weapons. If for some reason he wishes to purchase a firearm, he must pay the cost listed on the Special Weapons Tables on page 11.





APPEASIN' THE SPIRITS

The spirits grant power to those who show the proper respect, but it usually takes a bit of time to show that respect. Shaman spells tend to take just a little longer to cast than those of other spellslingers.

It normally takes a shaman two actions to cast a spell. A shaman must spend one action preparing and performing the proper appeasement rituals, and one action to cast the spell. A shaman can use a Hold Counter for the first action.

Now, even the most devout follower of the old ways can't always take the time to do a full-blown appeasement ritual. A shaman can rush the process and cast the spell in a single action, but he receives a -2 to his spell roll for doing so.

GUARDIAN SPIRITS

Shamans can purchase a *Guardian Spirit* for 20 points. The *Guardian Spirit* gives the shaman a +1 on all spell rolls. When the shaman purchases the *Spirit*, he also picks an extra spell.

He must spend a Fate Chip whenever he wants to cast this spell. However, he receives a +2 bonus to cast this spell, in addition to the bonus from the *Guardian Spirit* itself.



CONVERTIN' YOUR DEADLANDS SPELLSLINGER

Those of you interested in bringing your spellslinger from *Deadlands* into the *GRW* should find most of the spells useful on the battlefield listed here or in the *GRW* rulebook. You may not find every spell your character knows listed, because not every one we've created has a place in a shootout. Look over the spell lists at the end of this chapter to find which ones have been converted into *GRW*.

You may notice some of the spell names are a little different from those in *Deadlands*. That's because whenever a spell was fairly close to another in effect, we doubled up and combined all the similar spells under one name. That way, we don't waste your time (or ours) with a whole pack of spells that are basically the same. Each spell that's been combined like this lists the other spells it duplicates at the end of its description.

SPELLS

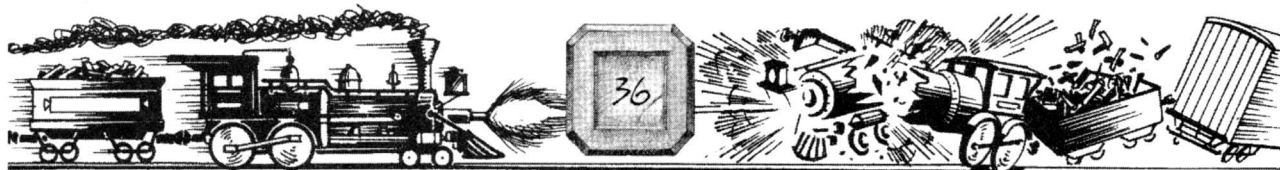
As in the basic rules, each spell lists the Target Numbers the spellcaster needs to get to achieve certain effects. Each spell also describes its range, duration, and its effects on the targets of the burst of arcane power.

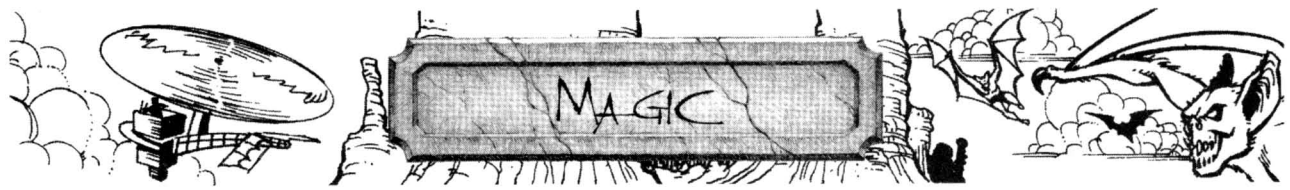
Range: The range is how far away the caster can affect a target with her spell. If the range is equal to the caster's *Smarts*, it is read as a number of inches equal to the die type. For example, a blessed with a *Smarts* of d10 would have a range of 10 inches.

If the spell's range is listed as "touch," the caster must be in contact with at least one member of the troop at the time of casting.

Duration: This is how long the spell lasts. Some spells are instant. The hero casts the spell, resolves its effects immediately, and moves on.

On the other hand, some spells last for a number of rounds. Use a die to mark how many rounds a spell should last on the spellslinger's Troop Card, or on the target's Troop Card for spells affecting another unit. At the beginning of each new turn, change the die to the next lowest number. This allows you to track when the spell will expire. After the turn in which the "1" on the die is showing, the spell expires, and the duration die is removed from the spellslinger's card.





CONCENTRATE!

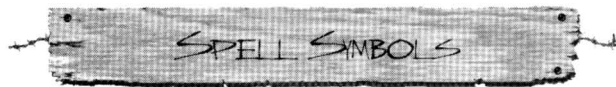
Spells listing the duration as "concentration" are now a run a little differently than before. The caster must spend an Action Card to maintain each spell that requires him to concentrate. This begins with the next turn after the spell is cast. The caster draws 1 less Action Card for each spell he's maintaining this way. In other words, he is forfeiting one of his actions to maintain the spell.

If the spellcaster is made to Eat Dirt or is Put down, he automatically loses concentration. If he's hit by an attack but resists the damage with a successful *Vigor* roll, he can maintain his concentration by making a Hard (8) *Smarts* roll.

A spellslinger may concentrate on as many spells as he has Action Cards. However, using all of your hero's actions in this fashion can be dangerous, since he can't do anything else.

SPELL SYMBOLS

Each spell is marked with a symbol or a number of symbols that tell you which spellslingers may cast it. We've included the symbol for the Chinese sorcerer on the spells. The rules for using the sorcerer are in *Dogs o' War: All's Fair*.



Blessed	+
Houngan	☠
Huckster	🃏
Shaman	☸
Sorcerer	☯
Witch	⚡

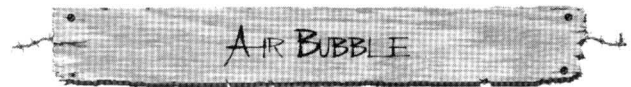
AIR BUBBLE

Range: Smarts

Duration: Concentration

This spell allows a troop to breathe while underwater. The troop suffers no damage if it fails its *Strength* check to stay afloat in deep water. The troop may survive a *flash flood*, but it's still swept off the board and out of the battle.

It also allows the troop to ignore the effects of the spells *brimstone* and *swamp gas*. Finally, *air bubble* makes the unit immune to effects based on smell or breathing, like a Harrowed's *charnel breath* or the stench of a skunk ape.



Troop	TN
Single or Hero	4
Posse	8

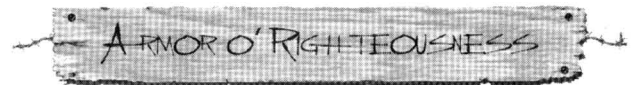
ARMOR O' RIGHTEOUSNESS

Range: Caster only

Duration: 1d4 turns

This miracle armors the spellslinger in the strength of her faith. The caster gains the *Edge Armor* for the duration of the spell. The level is based on her spell die roll.

This spell also substitutes for: *turtle's shell* (favor).



A armor	TN
2 points	4
4 points	8

BABBLE ON

Range: Smarts x 2

Duration: Special

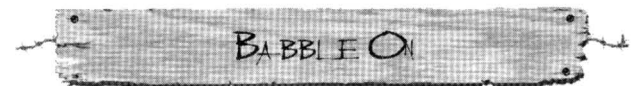
As if keeping a bunch of hired guns under control wasn't enough, along come the blessed with this spell. When successfully cast, *babble on* causes a troop to misinterpret its orders.

On its next action, the troop becomes confused and immediately moves in a random direction. Place a Boom! Template on the center of the troop with the 12 pointing directly opposite the caster. Then, roll 1d12 and move the troop it's full normal Pace in that direction.

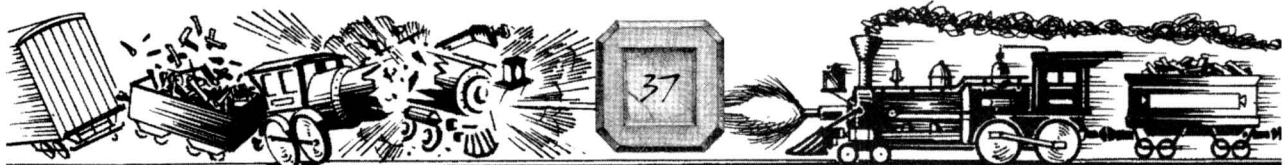
After moving, the troop can fire on any available targets—but not before!

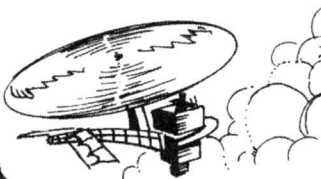
If an obstacle prevents the unit from moving the full distance, the troop stops at the obstacle.

The TN for the spell depends on the distance between the caster and the target.



Range	TN
Smarts	4
Smarts x 2	8





BALL O' DOOM



Range: 48"

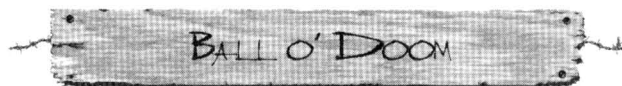
Duration: Instant

This spell is a Black River witch's bread and butter. It combines the two things Black River is famous for: sorcery and explosions.

The caster fires a ball of glowing green energy at her target. Place the Boom! Template on the target. If the caster makes her spell TN, which is shown below, the *Ball o' Doom* lands where she wants it and everyone under the Boom! Template takes 2d8 damage.

If she misses her spell TN, the arcane explosion still happens—just not where the spellslinger had planned. Determine the *Ball o' Doom*'s deviation by rolling 1d12 for direction and 1d10" for distance.

As the explosion is magical, damage modifiers for cover or being prone are ignored.



Range

24"

48"

TN

4

8



J. ROSEN

BARON'S PACT

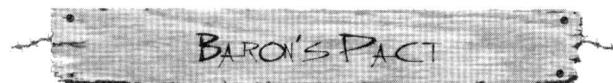


Range: Caster only

Duration: Battle

This spell lets a houngan make a devilish deal with one of powerful lords of the dead: Baron Samedi. Casting this spell is a fatalistic move. It only works if the houngan is killed.

The houngan draws bonus cards, based on his spell roll, to determine if he comes back as a Harrowed. The player that Put Down the houngan still gets the full Bounty Points for the hero, even if the voodoo child climbs back out of his grave.



Extra Cards

3

6

TN

4

8

BASH



Range: Smarts x 2

Duration: Instant

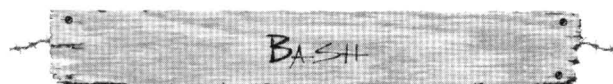
When this spell is used, the caster turns the awesome power of the manitou loose to break things, and there are few things a manitou is better at!

Bash functions exactly like *soul blast*. The caster must have clear line of sight to her target. Her roll is also modified normally by cover and the like.

This spell only effects inanimate targets, like buildings or vehicles. It also puts a hurting on troops like Automaton or Clockwork Tarantulas, but for some reason has no effect on *Undead* troops.

If *Bash* is cast at a living or *Undead* troop, it simply has no effect.

Bash does 2d8 damage, plus the difference between the spell's TN and the caster's spell roll.



Range

Smarts

Smarts x 2

TN

4

8

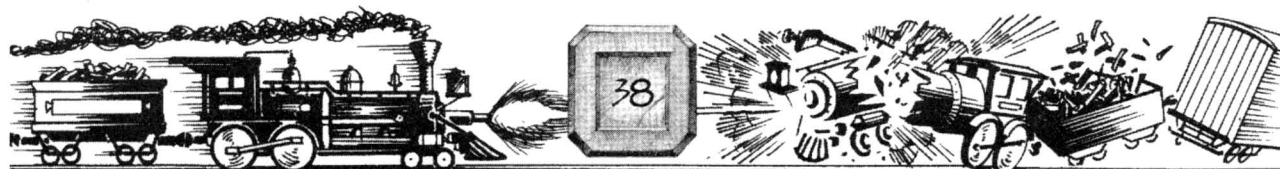
BATTLE HYMN

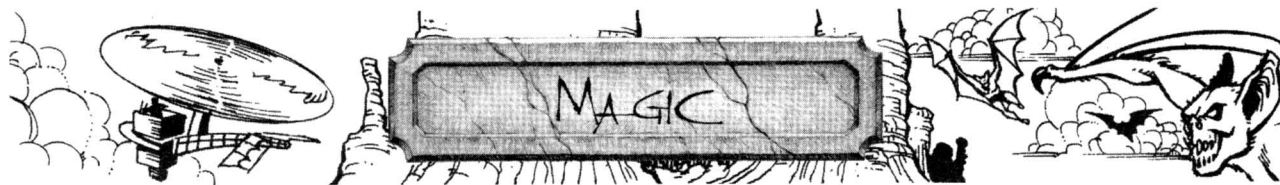


Range: Smarts

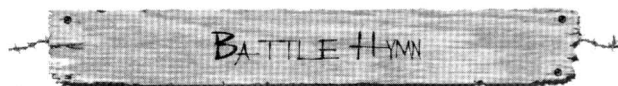
Duration: Concentration

When a blessed casts *battle hymn*, he begins singing a rousing song, lifting the spirits of his nearby troops.





All troops on the blessed's side gain the benefits of the spell while they remain within range—including the caster himself. The exact effect depends on the caster's roll.



Bonus	TN
+2 to <i>Guts</i> rolls	4
+2 to <i>Fightin'</i> and <i>Guts</i> rolls	8

BEASTMASTER

Range: *Smarts*

Duration: Concentration

Beastmaster lets a spellslinger take magical control of animals on the battlefield.

The caster must roll her spell die versus the troop's *Smarts*. If she wins, she controls the entire troop for the spell's duration.

If the troop is under the arcane control of another spellslinger—for example from a *call o' the wild* spell—the caster must roll against the other magician's *Smarts* instead.

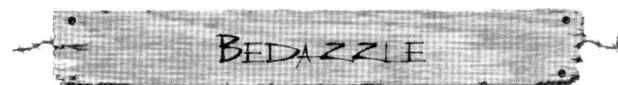
BEDAZZLE

Range: *Smarts*

Duration: Instant

Bedazzle creates a flash of brilliant light bursting from the huckster's cards. All figures (in up to a single troop) that can see the huckster must make a *Smarts* roll against the TN for the power of the flash or be blinded for 1d4 rounds. Roll the duration once for all affected figures.

Blinded figures receive a -4 to all *Shootin'* and *Fightin'* rolls. Additionally, blinded figures can only move half their normal Pace—and no running allowed!



Smarts TN	TN
4	4
8	8

BLACK LIGHTNIN'

Range: *Smarts*

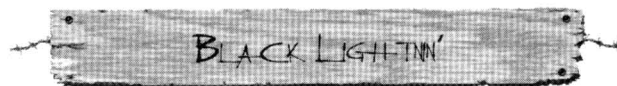
Duration: Until bolts are exhausted

This spell creates 1d6 crackling black lightning bolts the caster can hurl at her foes. The spellslinger can hurl one of these bolts on each of her actions. The bolt strikes a single troop in range. No roll is necessary for the caster to hit.

Black lightnin' is also effective in hand-to-hand combat. *Black lightnin'* does double damage to the caster's foe when the caster makes a successful *Fightin'* attack. This damage roll replaces the normal *Strength* damage roll.

Metal armor—like bulletproof vests or that of an Automaton—doesn't protect against this spell.

This spell can't be cast if the spellslinger's swimming or if the weather conditions indicate rain, showers, or thunderstorms.



Damage	TN
1d6+2	4
1d8+2	8

BLOODHOUND

Range: 48"

Duration: Instant

Bloodhound reveals the location of a single enemy troop hidden using the *bushwack* edge. If more than one such troop is in range, randomly determine which troop is affected.

The caster must beat the troop in a *Smarts* roll for the spell to be successful. If he wins, the troop's hiding place is exposed, and the troop is placed on the battlefield.

This spell also substitutes for *sentinel* (miracle).

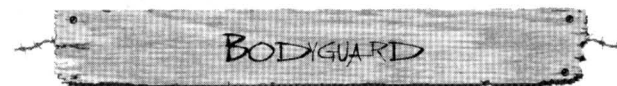
BODYGUARD

Range: Caster only

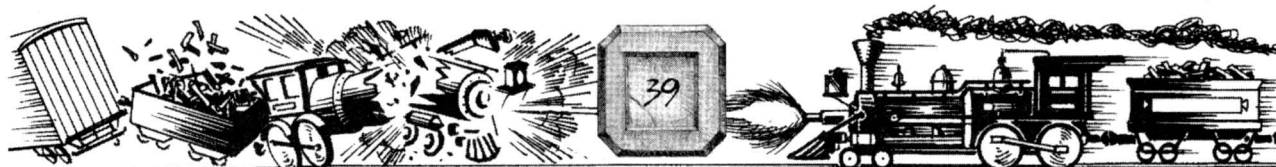
Duration: Special

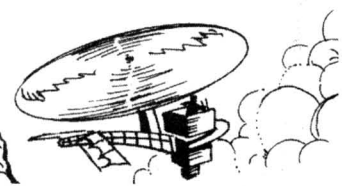
This spell provides the caster with temporary magical protection against death. As long as her arcane *bodyguard* is in effect, the caster can't be Put Down. She can still be made to Eat Dirt, and the spell doesn't give any bonus to *Vigor* rolls to resist or recover from damage. *Bodyguard* simply prevents the caster from being killed by any means, including "no mercy" attacks.

The spell only protects against one or two attacks, depending on the caster's roll. Every attack that hits the spellslinger counts against this amount—even if the caster successfully resists the damage inflicted.



Attacks	TN
1	4
2	8





BRIMSTONE   

Range: Touch

Duration: 1d4 turns

This spell summons up a cloud of sulfurous smoke straight from the pits of Hell—or at least that's what folks who've been caught in the fumes claim! If you're one to argue with them, you might just catch a bit of that fire that comes along with the brimstone.

Brimstone conjures up a burning coal that spews out thick, yellowish smoke. On the next Action Card, place a Cloud Template where the *brimstone* coal lies, to mark the smoke. Even the strongest winds can't disperse the thick fumes of this spell.

The smoke blocks all vision into or through it. It also burns the eyes and lungs of any living troops the template touches. Any living troop suffers a -2 to all Trait rolls while in the thick, sulfurous smoke.

The spellslinger can throw the *brimstone* coal like a stick of dynamite on the same action he creates it. Of course, he's welcome to hold onto it, but then he suffers the same effects as everyone else.

The TN to cast this spell is Easy (4).



BULLETPROOF 

Range: 6"

Duration: 1d4 turns

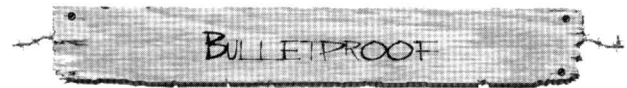
This hex is just as handy as it sounds, and you don't want to leave home without it. After just a few moments on a battlefield, most cowpokes find themselves wishing they were bulletproof—and those that aren't bulletproof usually find themselves calling for Colonel Mommy.

The spell causes rusty, scalelike, metallic growths on the target's skin. As unpleasant as this sounds, it does provide the troop some protection against wounds. For the duration of the hex, the troop gains *Armor* of 2.

However, the metal scales pinch uncomfortably and hamper movement. The troop's *Fightin'* Trait drops -1 level, and it also loses -2 from its Pace until the hex expires.

This hex has no effect on troops that already have the *Armor* Edge.

The huckster's TN determines who he can affect with this spell.



Troop	TN
Single or Hero	4
Posse	8

CALM  

Range: Unlimited

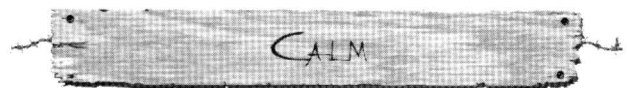
Duration: Battle

Everybody knows you can't fool Mother Nature, but this spell lets the caster sweet-talk her a little. He may want to throw in a little flattery, just for good measure.

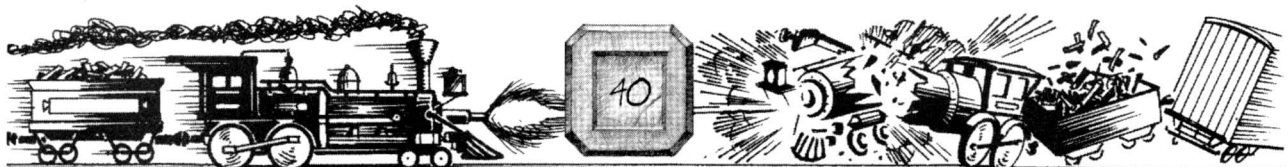
Calm improves the current weather conditions according to the caster's roll. The spellslinger can move the weather 1 or 2 steps closer to clear, according to her roll. Each number on the Weather Table is considered a step, even if it duplicates the previous weather condition.

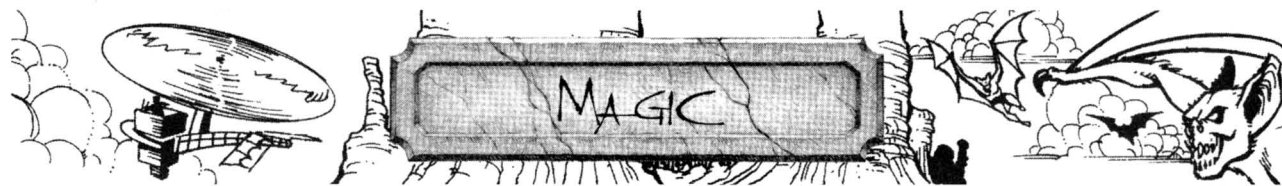
Once the weather condition reaches clear, no further improvement is possible.

This spell also substitutes for *call drought* (favor).



Weather Improvement	TN
1 step	4
2 steps	8





CALTROPS

Range: Touch

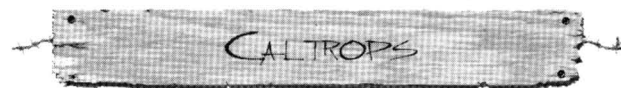
Duration: 1d6 turns

This hex conjures up hundreds of razor-sharp spikes capable of shredding a cowpoke's boots to pieces.

Caltrops covers an area in jack-like shards. Mark the area with a Caltrops Template. Any troop entering the area must make a *Vigor* roll. The TN for this roll is determined by the huckster's spell roll.

If the troop fails the roll, it stops its move at the edge of the Caltrops Template and can't attempt to cross again until its next action. If the troop wants to cross the caltrops later, it troop must once again make the *Vigor* roll.

Of course, nothing prevents the troop from going around the area—except maybe bullheadedness.



Vigor TN	TN
4	4
8	8

CHASTISE

Range: *Smarts*

Duration: Instant

A preacher spouting fire and brimstone sermons can shake even a grizzled veteran of the Rail Wars—especially when the padre gets a little arcane assistance.

When this spell is cast, the blessed rolls a contest of his spell die against the target troop's *Guts*. If he wins, the troop's morale is lowered by -1 level (from normal to Shaken or Shaken to Panicked). The troop's morale remains at this level until it rallies.

CLEAR OUT!

Range: *Smarts*

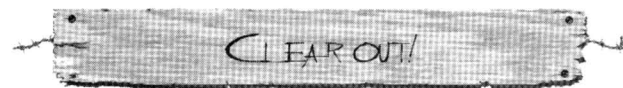
Duration: Concentration

Most spellslingers try to keep themselves out of hand-to-hand combat, but sometimes it's just plain unavoidable. This spell helps the caster get herself out of a brawl—by getting the brawl off of her.

Any troop within range of the caster must win a contest against the spell's *Strength* at the beginning of each of its actions. A troop attempting to move into the area of the spell's effect must win the *Strength* contest before it can enter it.

A troop that loses the contest moves away from the caster at a Pace equal to the spell's *Strength*, until it reaches the spell's maximum range. If the troop is forced against a solid object, like a building, it's trapped until it makes the *Strength* check or the caster moves away.

A troop forced to withdraw from hand-to-hand combat by the spell's effect suffers the usual penalties for leaving combat.



Spell Strength	TN
4	4
8	8

CLOAK

Range: Caster only

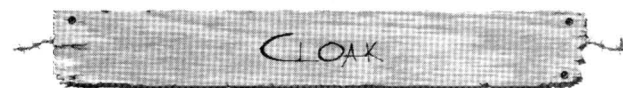
Duration: Concentration

This spell conceals the caster from sight. Any figure making a ranged attack (including *Shootin'*, spells, and so on) at the caster must make a *Smarts* roll versus a TN determined by the caster's roll.

If the attacker makes her *Smarts* roll, he can make a normal attack.

If the *Smarts* roll is failed, the attacker can't find the caster and loses the rest of his action. He can still move normally.

This spell also substitutes for *incognito* (hex) and *invisibility* (favor).



Smarts TN	TN
4	4
8	8

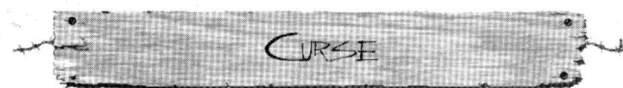
CURSE

Range: *Smarts*

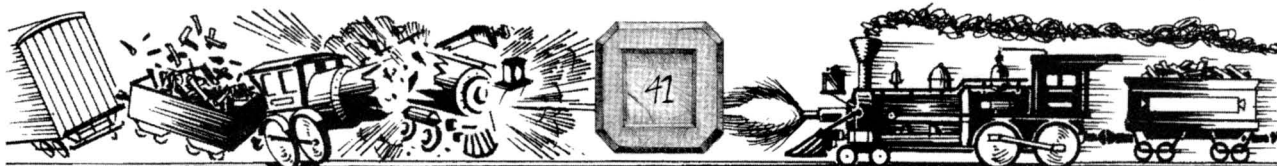
Duration: Concentration

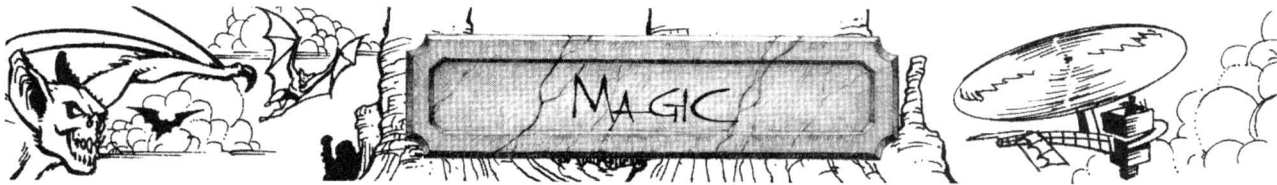
This spell afflicts the target troop with a temporary but severe sickness. If successfully cast, *curse* affects the entire troop.

For the duration of the *curse*, all *Vigor* rolls made by the troop suffer a penalty based on the caster's roll.



Penalty	TN
-2	4
-4	8





DARK PROTECTION

Range: Caster only

Duration: Concentration

The good guys have *armor o' righteousness* to protect them, so it's only fair that the black hats have a little arcane armor of their own.

Dark protection gives the caster *Armor* of 4 for the spell's duration. The TN is Easy (4).

DEAD MAN'S WALK

Range: Smarts

Duration: 1d4 turns

Dead man's walk is a misleading title. It's more like a frenzied clawing through the dirt.

This spell can only be cast on *Undead* troops. It gives the troops the *Burrow* special ability for the duration of the spell. The troop has a Pace of 6, and its *Burrow* bonus die is based on the houngan's spell roll.

DEADLY CREEPERS

Range: Sight

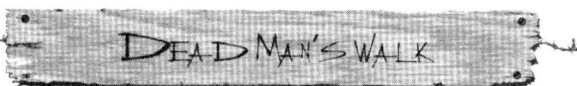
Duration: Concentration

This spell turns a peaceful forest into an entangling gauntlet of thrashing vegetation.

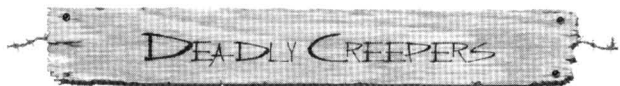
Deadly creepers can only be cast at forest, marsh, or scrub terrain. Place a *Creepers Template* on the target. Every troop the template touches is affected by the spell.

When the spell is first cast and at the beginning of each subsequent round, any affected troop suffers damage according to the spellslinger's roll. Any troops that enter the area after the spell is cast also suffer from the effects.

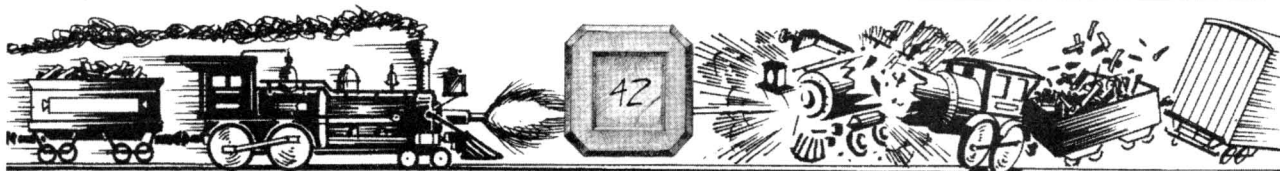
The vegetation entangles and entwines any creatures within the area as well. Any figure caught by *deadly creepers* must make an Easy (4) *Strength* roll to leave the area.



Burrowing Die	TN
+1d6	4
+1d8	8



Damage	TN
1d6	4
1d8	8





DEATH'S MASTER

Range: Smarts

Duration: Concentration

A Rail Baron who uses *Undead* enforcers against LaCroix's voodoo practitioners may find his own troops to be his deadliest enemies!

Death's master allows a houngan to seize control of *Undead* troops, either controlled by an opponent or rogue. The caster must beat the target in a contest of his spell die versus the troop's *Smarts*. If he wins, he controls the entire troop for as long as he concentrates. Note, unlike *puppet*, this spell lets the houngan control a whole posse.

If the troop is under the arcane control of another spellslinger, the caster must roll against the other caster's *Smarts* instead.

Harrowed heroes and *Undead* troops that are also *Unearthly* are resistant to this spell. They gain a +2 to their *Smarts* rolls and can test *Smarts* with the houngan on each of their actions to try to break free.

DELIRIUM

Range: Smarts

Duration: 1d4 turns

Delirium temporarily unhinges the target's mind by exposing it to the reality-warping power of the Hunting Grounds.

The target rolls a contest of *Smarts* against the caster's spell die. If the victim loses, he gains the *Loco (paranoid)* Hindrance for the duration of *delirium*. The victim refuses to get within 6" of any other figure, friendly or otherwise. If other figures approach, he must use his next action to move away. Posse members can break the 4" inch rule while under this effect.

This spell has no effect on most unliving troops, although Harrowed heroes are affected normally by *delirium*.

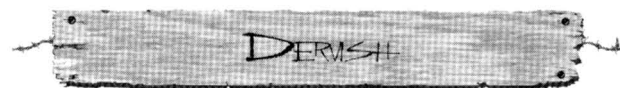
DERVISH

Range: Caster only

Duration: 1d4 turns

This spell turns the spellslinger into a veritable whirlwind in hand-to-hand combat.

The caster gains extra attacks in *Fightin'*, depending on her spell roll, as shown below.



Bonus

1 extra attack/action
2 extra attacks/action

TN

4
8

DEVL'S PLAYTHING

Range: Caster only

Duration: Concentration

The battlefields in the Great Rail Wars are full of devious machines of scientists. This miracle provides a blessed with some much-needed protection against those diabolic creations of mad science.

If the blessed makes an Easy (4) roll, no gizmo works against him, nor may mechanical troops like Automaton or Clockwork Tarantulas attack him. Flamethrowers sputter, Gatling pistols misfire, and acid sprayers clog. Well, knowing how gizmos work, they may do this on their own, but miracle helps.

However, normal mechanical devices (those not created by mad science)—including regular, crew-operated Gatling guns—continue to work just fine for sending the blessed to his eternal reward ahead of schedule.

Unlike *protection*, *devil's plaything* provides protection only for the blessed using the miracle. His companions must fend for themselves on the battlefield!

DISPEL

Range: 24"

Duration: Instant

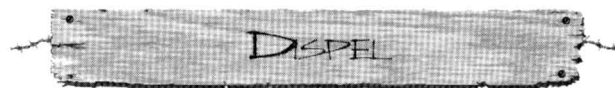
More than once a spell has clenched a victory in the Great Rail Wars. It seems like just about every Rail Baron's got a spellslinger or two to foul up his opponents' strategies with one arcane sorcery or another. Fortunately, *dispel* can remove the effects of a lasting spell plaguing your side.

The spell can be cast at any troop that's under the effect of another spell such as *corporeal tweak* or *puppet*. It can also be cast at an area currently affected by a spell like *texas twister* or *deadly creepers*.

The only spells *dispel* can't effect are those listed with a duration of either "instant" or "permanent".

If *dispel* is successfully cast, the other spell and its effects are immediately ended. The TN for *dispel* depends on who or what the other spell is affecting.

This spell also substitutes for *disrupt* (hex).

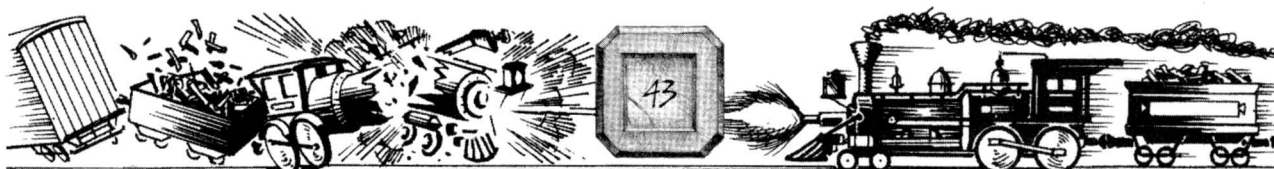


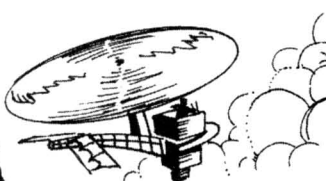
Troop/Area Affected

Single troop or hero
Posse or area of effect

TN

4
8



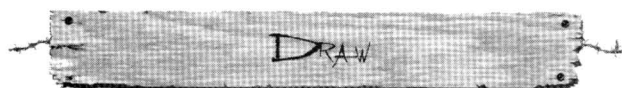


Range: Smarts

Duration: Special

This spell lets the caster draw an Action Card and give it to a friendly troop in range. If the card is higher than the current Action Card, the troop must use it immediately (although it may go on hold).

The TN for the spell depends on the type of troop the caster is targeting. The spellslinger can target herself, but there's not likely to be much advantage to doing so.



Troop	TN
Single or hero	4
Posse	8



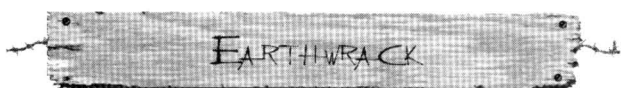
Range: Smarts

Duration: Battle

Earthwrack causes the ground to churn and rocks to thrust up, creating an instant earthworks. Use the Earthwrack Template to show the affected area.

The mounds of dirt and rock give cover to any troop within the area. The defense provided by the spell depends on the caster's roll.

Also, any area affected by this spell is treated as difficult terrain for the rest of the battle.



Cover	TN
Light	4
Hard	8

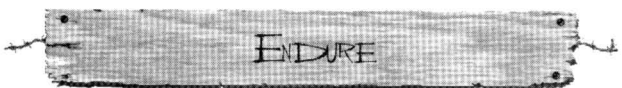


Range: Smarts

Duration: Battle

With this miracle, a blessed calls on her patron to bolster mortal shells.

The caster gives a bonus to all the troop's *Vigor* rolls, depending on her roll. A troop can only be affected by a single *Endure* at a time.



Bonus	TN
+1	4
+2	8

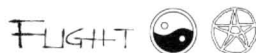


Range: Smarts

Duration: Special

Few folks can stand up to a blistering sermon from a fire and brimstone preacher who is on a roll. This spell amplifies that charismatic power tenfold.

The blessed rolls a contest of his spell die against the *Smarts* of the target troop. If the blessed wins, the entire troop loses its next action this turn. If it was on Hold, it loses its Hold counter instead.

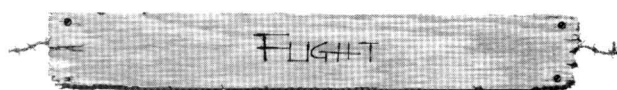


Range: Caster only

Duration: 1 Turn

This spell lets a Black River witch levitate herself off the ground and race around the battlefield. When combined with *ball o' doom*, the witch becomes a deadly airborne troop-buster.

If successful, the witch may fly, ignoring all terrain for movement purposes. The spell's TN determines the witch's Pace for the Turn. The caster can't run while under the effects of this spell.



Pace	TN
12"	4
24"	8



Range: Caster only

Duration: 1d6 turns

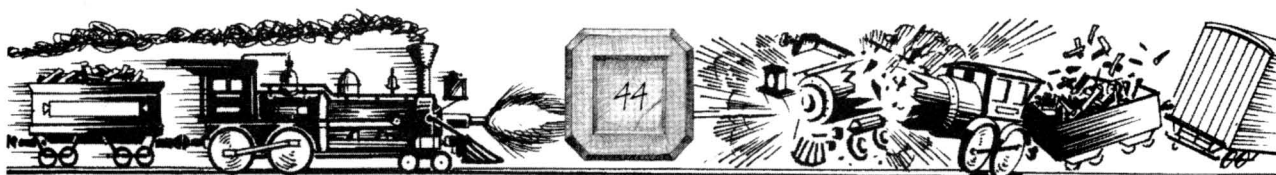
This spell makes the caster's hands and feet become incredibly adhesive, and the hero gains several benefits while on the field of battle.

Anytime the spellslinger has to make a *Strength* roll to climb a building, cliff, or similar object, she gets a bonus of +2 to her roll.

Flypaper fingers is also gives a +2 bonus to hit an opponent who is trying to withdraw from hand-to-hand combat with the spellslinger, whether her foe is backing away or outright running. This bonus applies only to the caster's *Fightin'* roll.

Finally, if she's attacked by Devil Bats, *flypaper fingers* might just save her life. Those oversized, flying rats have to beat her *Fightin'* roll by 6 (instead of the usual 4) to snatch her up and drop her.

The TN for *flypaper fingers* is Easy (4).





Range: 24"

Duration: Instant

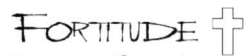
While handy, *dispel* isn't of much use to a spellslinger facing a Black River witch who's hurling *balls o' doom* right and left. For those times, there's *foil*.

Foil lets a caster actually interrupt another's spellslinger's sorcery and attempt to foil the spell. It's a little harder to use than *dispel*, but since it affects all types of spells, it's usually worth the effort.

The caster must have a Hold counter to use *foil*. When another spellslinger attempts to cast a spell he wants to stop, the caster discards his Hold counter and casts *foil*.

After the enemy spellslinger rolls her spell die and cranks it up as high as she wants with Fate Chips, the caster of *foil* rolls his spell die. He can also spend Fate Chips to boost his number. If his final number beats hers, her spell is foiled. Otherwise, the original spell has full effect.

This spell also substitutes for *censure* (miracle).



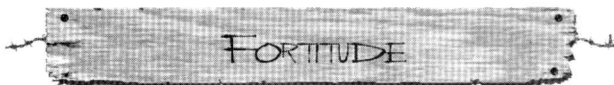
Range: Smarts

Duration: 1d6 turns

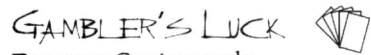
A blessed with this spell can give his troops a little holy boost to their health.

The affected troop's *Vigor* is raised by +1 or +2 die types for the duration of the spell based on the caster's roll.

Undead or *Unearthly* troops gain no benefit from *endure*. A troop can only be affected by a single *fortitude* at a time.



Bonus	TN
+1 step	4
+2 steps	8

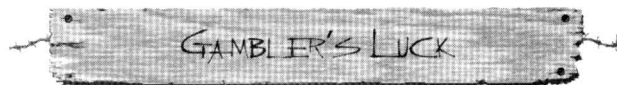


Range: Caster only

Duration: Instant

This spell lets the caster play a little game with Fate. To cast *gambler's luck*, the spellslinger must spend a Fate Chip. The caster then draws from the Fate Pot, based on the TN she rolls.

If she rolls a 1 on her spell die, in addition to backlash, her opponent gets a draw a chip from the Fate Pot. Hey, you pay your money, you take your chances!



Fate Pot Draws

1
2

TN

4
8



Range: 36"

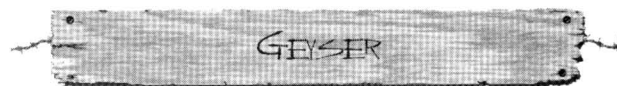
Duration: Instant

This spell calls up an eruption of water that's hot enough to make even Old Faithful jealous.

Place a Geyser Template on the target. If the spell is successful, any figure directly under the center dot of the Geyser Template takes 2d10 damage as the superheated water and steam engulfs it. All other figures under the Geyser Template are splashed by the scalding water for 2d6 damage.

The center figure gets no benefits from cover or being prone. The other models do get the benefit of cover, but not being prone.

Unlike *ball o' doom* or a shrapnel shell, *geyser* does not deviate if the spell roll is missed—the spell simply fails. The TN for the spell is determined by the range to the target.



Range

18"
36"

TN

4
8



Range: Caster only

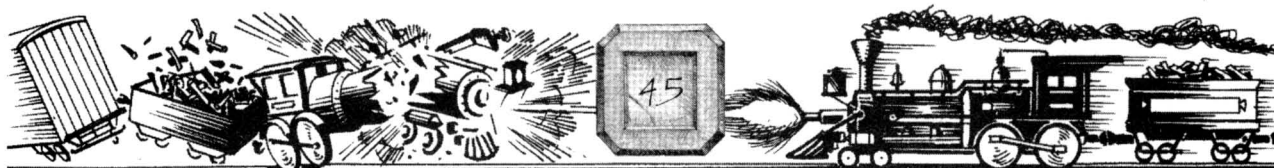
Duration: Battle

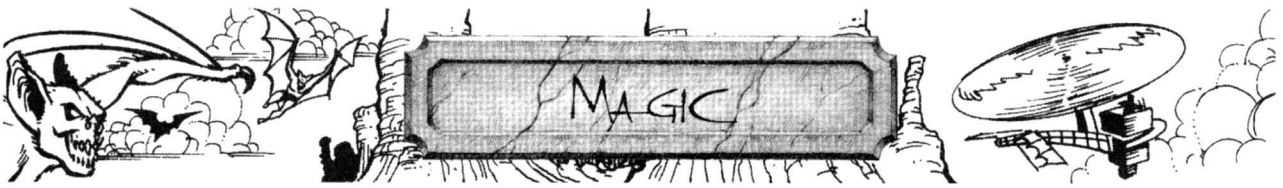
Sometimes the old heel-toe express just isn't fast enough—especially when the spellslinger's trying to outrun flying lead! This spell conjures a ghostly-gray spirit horse for the caster to ride.

If you're not using the horse rules from *Derailed!*, the effect of this spell is pretty simple. On an Easy (4) TN, the spellslinger becomes mounted, and if he rolls a Hard (8) TN, his horse has a Pace of 20. The caster follows all rules for mounted models, including *Shootin'* modifiers, mounting, and dismounting.

If you are using *Derailed!*, an Easy (4) TN gets the spellslinger a standard horse with a *Guts* Trait of d8. If the caster makes a Hard (8) TN, he gets a Trusty Steed with a *Guts* of d8 and a Pace of 20.

A spellslinger can have only one ghostly steed at a time.





GRAVEYARD MISTS

Range: Battlefield

Duration: Concentration

Most of the time folks talk about "the fog of war," they aren't speaking literally, but *graveyard mists* makes that figure of speech reality. When this spell is cast, the battlefield is covered by a fog so thick a Texas Ranger could cut it with his Bowie knife.

The TN to cast *graveyard mists* is Hard (8). When successfully cast, all *Shootin'* and *Artillery* rolls are at -2, and visibility is reduced to 24".

This spell also substitutes for *veil* (miracle).

GRENADE

Range: Caster only

Duration: Instant

This hex temporarily creates a powerful hand-grenade the huckster can hurl at her foes.

Like a stick of dynamite, the spellslinger throws the *grenade* (on the same action it's created). However, the spell itself gives the caster a little boost, so she can throw the bomb to a range of *Strength+4*" (as usual, half that distance is short range). Figure deviation using the Boom! Template, just like when throwing dynamite.

Any figure touched by the Boom! Template when the *grenade* detonates takes damage based on the spell's TN. Cover and *Armor* protect from this damage normally.



Damage

2d8

2d10

TN

4

8

GUIDING WIND

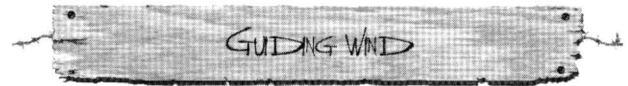
Range: Touch

Duration: 6 rounds

Using this favor, a shaman petitions the spirits of the wind to guide the flight of a hurled weapon or arrow to its target.

The favor affects an entire troop, giving it a *Shootin'* bonus with thrown weapons or bows. It provides no modifier for firearms or gizmos.

The exact bonus depends on the spell's TN. A troop can be affected by only a single *guiding wind* at a time.



Shootin' Bonus

+2

+4

TN

4

8

HARD WATER

Range: 48"

Duration: Concentration

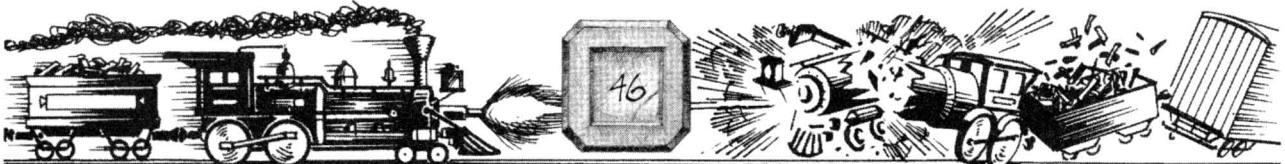
While it's not a lot of use to a spellslinger in the middle of the Mojave, this spell is quite handy for folks in the swamps of the Deep South. Like its name suggests, *hard water* makes water thick and viscous—sometimes even thick enough for troops to walk on it!

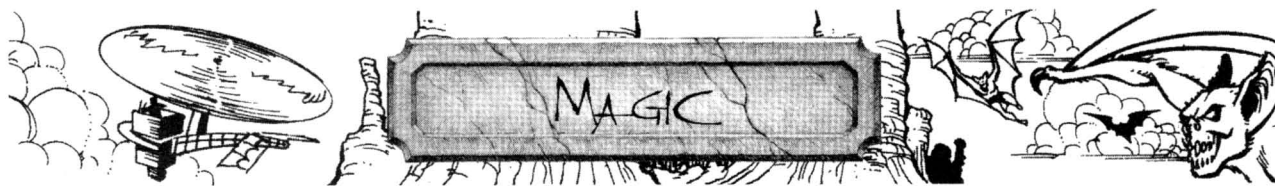
Hard water affects a 3" x 3" area. Use a Hard Water Template to mark the area affected. The exact density of the water depends on the spell's TN.

On an Easy (4) TN, the spell makes the water thick and buoyant, but not quite solid.

Regardless the of depth, troops can cross it without making a *Strength* roll, as if it were difficult terrain. Waterborne vehicles have their current *Steam* reduced -2 levels.

On a Hard (8) TN, the water becomes almost completely solid. Troops can cross the water like clear terrain, and all waterborne vehicles are stopped for the duration of the spell.





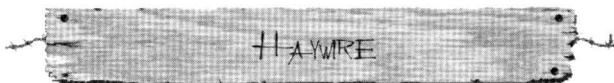
HAYWIRE

Range: 24"

Duration: Special

Haywire gives a single gizmo a visit from gremlins. This spell affects any device with a *Malfunction* die.

If the spell is successful, the affected model must roll on the appropriate Malfunction Table for the gizmo. The TN for this spell is determined by the range to the target.



Range	TN
12"	4
24"	8

HINDER

Range: Touch

Duration: 1d4 turns

This spell uses the energies of the Hunting Grounds to make its target clumsy or inept.

Choose *Fightin'* or *Shootin'*. The Trait of the entire troop is lowered by -1 or -2 die types, to a minimum of d4.

Unlike *tweaks* or *twists*, *hinder* works equally well on living or nonliving troops. However, a troop affected by *hinder*, *tweak*, or *twist* is immune to any other *hinders*, *tweaks*, or *twists*.

This spell also substitutes for *clumsiness* (favor).

HOLY VESTMENTS

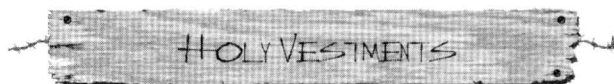
Range: Touch

Duration: Battle

This miracle provides complete protection against natural temperature extremes. For the duration of the battle, the troop can ignore the effects of the weather conditions cold snap and heat wave.

Also, against primarily heat- and cold-based attacks, the troop gains 2 levels of *Armor*. A burst of shrapnel from a cannon isn't heat based, but a flamethrower's blast is.

The TN for the spell determines who the caster can affect. A troop can only be affected by a single *holy vestments* spell at a time.



Troop	TN
Single or hero	4
Posse	8

HOME GROUND

Range: Caster only

Duration: Battle

With this spell, the caster gains arcane insight into the lay of the land, thus familiarizing herself with the battlefield. The exact effect depends on the spell's TN.

With an Easy (4) TN, the caster knows all the secret paths on the board. She can ignore terrain effects that cost additional movement. However, climbing hills is considered movement through difficult terrain—but she doesn't need to worry about the *Strength* roll to get up a cliff face.

On a Hard (8) TN, in addition to the first effect the spellslinger learns the location of all hazards on the board. This knowledge allows her troops to avoid the effects of these hazards for the course of the battle.

She also learns the contents of any Strange Locale on the board without entering it. She rolls the result secretly and records it, revealing the result to the other players when a troop actually enters the Strange Locale.

HOWL

Range: 4"

Duration: Instant

It's not enough the battlefield's full of armed posses and worse. Now even harsh language can hurt you!

When a spellslinger casts *howl*, every figure in range must make a *Guts* roll using the caster's spell result as the TN. Any that fail takes the difference between the rolls as damage.

Howl can only make a troop Eat Dirt. It can't Put Down any figures, no matter how much damage is suffered.

Fearless troops are immune to this spell.

HUNGER PANGS

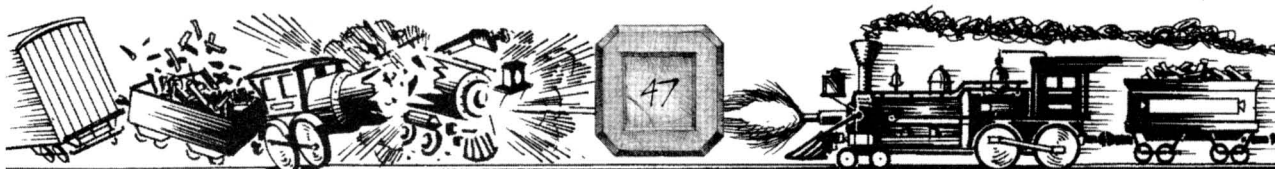
Range: Smarts

Duration: Instant

The ravages of hunger can kill as surely as a bullet. Unfortunately, it's usually just not quick enough to be useful on the typical battlefield of the Weird West. This spell speeds up the process, giving the victim a supernatural taste of starvation.

The spellslinger rolls a contest of his spell die against the target's *Vigor*. If he wins, the target loses all interest in everything except filling its belly. The figure Eats Dirt until it makes a Hard (8) *Vigor* roll.

Hunger Pangs affects a single figure. It has no effect on nonliving or *Unearthly* troops.





HURRY UP!



Range: Smarts

Duration: 1d4 turns

The target of this spell gains a burst of speed. There are two possible effects of the spell roll.

On an Easy (4) TN, anytime the target troop runs, it may roll double the usual running dice and take the best result.

On a Hard (8) TN, the target troop can roll double the usual running dice and add them together.

This spell works equally well on single figures, heroes, or posses. *Hurry up!* can be cast on any troop. The spell has no effect on vehicles, although it does work on horse-mounted troops.

This spell also substitutes for *speed of the wolf* (favor).

IMPOSTER



Range: Touch

Duration: Special

Who needs a disguise kit when you've got magic? When successfully cast, this spell gives the caster the *Infiltrate* Edge. This spell is the only one which must be used *before* the battle actually begins.

At the beginning of any game the spellslinger wants to *Infiltrate*, roll his spell die against an Easy (4) TN. If he makes the TN, the caster can *Infiltrate* one of his opponent's tan-carded posses. On the other hand, if he fails, he wasn't clever enough, and he simply starts out with his own troops.

Should he be unlucky enough to roll a 1, he gets caught and spends the first round of the battle sneaking back to friendly lines. He comes on the board anywhere in your starting area at the beginning of the second turn.

This spell also substitutes for *false face* (favor).

INFERNAL MACHINE



Range: Smarts

Duration: 1d4 rounds

This spell lets a huckster become an instant mad scientist—without all of the bad press associated with those wacky characters. *Infernal machine* converts the caster's basic firearm (rifle, pistol, or shotgun) into a Gatling weapon of the same type.

The huckster's weapon functions in all respects like the appropriate Gatling weapon—including malfunctions! The caster's *Malfunction* die is determined by his spell roll.

If the huckster doesn't get at least a TN of 4 on his spell die, *infernal machine* fails.

INFERNAL MACHINE

Malfunction Die

d6

d8

TN

4

8

JERRY-RIG



Range: Touch

Duration: Instant

Technology can be a powerful force on the battlefield—when it works. *Jerry-rig* helps get those malfunctioning gizmos and vehicles up and fighting again faster than you can dive out of the way of a runaway train!

This spell helps a gizmo or vehicle overcome the effects of a malfunction. It doesn't repair damage done as a result of the malfunction. It does, however, get an non-operational gizmo, such as a stalled Automaton, working once again.

The severity of malfunction this hex can affect depends on the huckster's spell roll. Regardless of the caster's roll, a gizmo that's suffered a catastrophe is just plain out of luck. Some things even magic can't fix!

JERRY-RIG

Malfunction Result

Minor malfunction

Major malfunction

TN

4

8

KENTUCKY WINDAGE



Range: 3"

Duration: 1d4 turns

With *Kentucky windage*, a spellslinger can turn a bunch of average gunmen into a posse of deadeye crack shots.

This spell doesn't provide any bonus to *Shootin'* rolls. Instead, it negates any negative modifiers. Examples of modifiers *Kentucky windage* affects are those from *Sneaky* troops, cover, or pop-up attacks. It even offsets the affects of the *missed me!* hex.

The spell's TN determines who it can affect.

KENTUCKY WINDAGE

Troop Affected

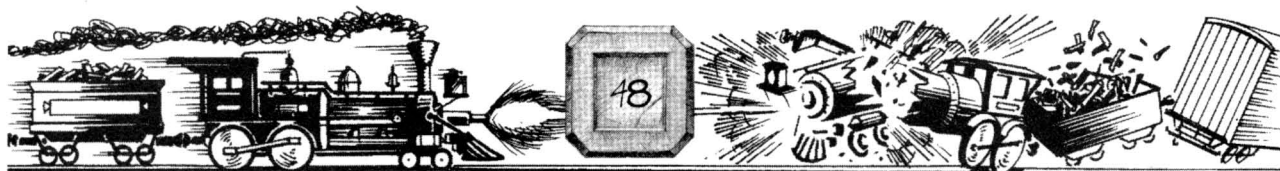
Single or hero

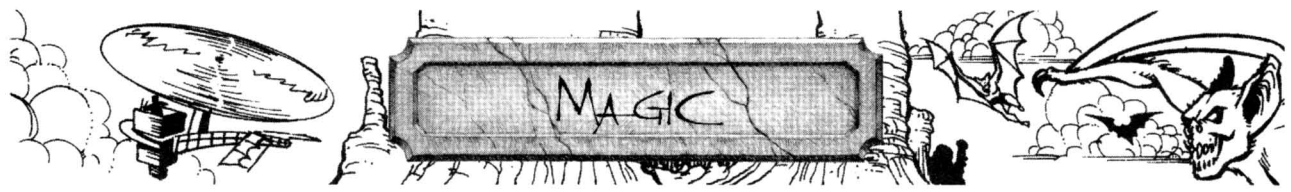
Posse

TN

4

8





LIGHTNIN' STRIKE

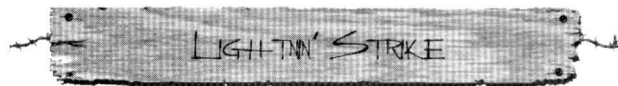
Range: 48"

Duration: Instant

This spell calls on the spirits to hurl lightning down on the shaman's enemies. *Lightnin' strike* can only be used during a thunderstorm.

The lightning strikes a single figure, doing 2d10 damage. The shaman must be able to see his target to cast this spell.

The TN for the spell depends on the range from the target to the caster.



Range	TN
24"	4
48"	8

LION'S DEN

Range: Caster only

Duration: Concentration

A blessed's patron can give her dominion over the beasts of the field with this miracle.

If the blessed makes an Easy (4) roll, no normal animal can attack her.

LONG-WINED

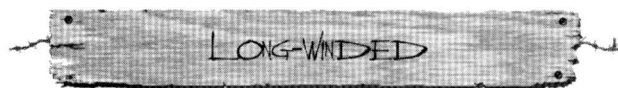
Range: Smarts x 2

Duration: Instant

Good communication is important to victory, and this spell gives the caster just that! This spell carries the hero's words across the battlefield to her allies.

The caster can rearrange the Action Cards of friendly troops who have at least one figure within her range.

The spell's TN determines the maximum range of the effect.



Maximum Range	TN
Smarts	4
Smarts x 2	8

MAGIC BULLET

Range: Caster only

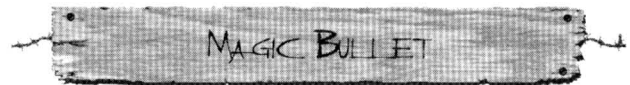
Duration: 1d4 turns

With this hex, hucksters can give a basic firearm (rifle, pistol, or shotgun) an arcane charge. *Magic bullet* doesn't increase the damage done by a firearm. It causes the bullet to ricochet to multiple targets!

Whenever the caster hits a target with a *Shootin'* roll, roll damage normally. Then, the *magic bullet* bounces to another target. The new target must be within the spellslinger's *Smarts* in inches of the original. The caster must make another *Shootin'* roll to hit the other target. If the bullet hits the next target, it damages it normally.

A bullet can bounce back to a previous target that it has already hit—after all, it's magic!

The maximum number of bounces depends on the spell's TN. If the caster misses a *Shootin'* roll, the bullet stops bouncing. A huckster can only be affected by a single casting of *magic bullet* at a time.



Maximum Bounces	TN
1	4
2	8

MARTYRDOM

Range: Unlimited

Duration: Instant

Some righteous folks just can't stand to see another fellow suffer. And with *martyrdom*, they don't have to!

The TN for this miracle is always Easy (4). *Martyrdom* allows the caster to receive the damage from an attack instead of the intended victim.

To do this, the caster must discard a Hold counter and cast the spell when damage is rolled. The caster then takes the damage herself. She rolls *Vigor* to resist and suffers other effects of the attack. Special abilities based on attacks, like *Paralysis*, are also transferred to the blessed by *martyrdom*.

If she takes the damage for an area-of-effect attack, like *ball o' doom*, she can only protect a single figure from the damage. All other figures under the Boom! Template (which never deviates) suffer the full effects.

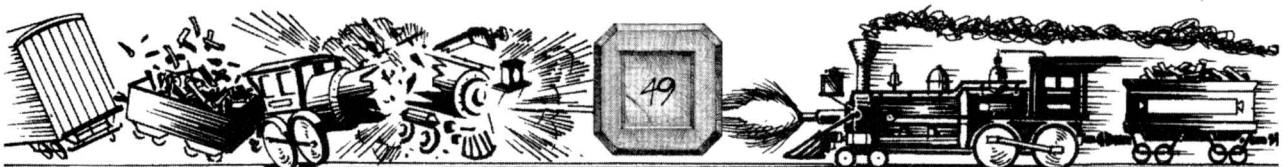
MARTYR'S MIRROR

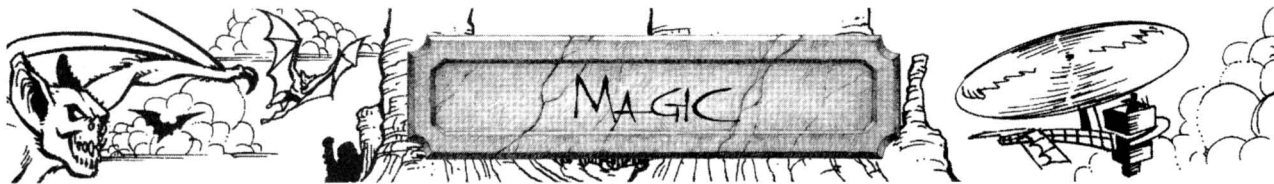
Range: Caster only

Duration: 1d4 turns

This spell lets the caster get a little arcane payback on an opponent.

After this spell is cast a figure doing damage to the caster takes a like amount of damage. It doesn't protect the caster from any of the damage. It only inflicts the same back on the attacker.





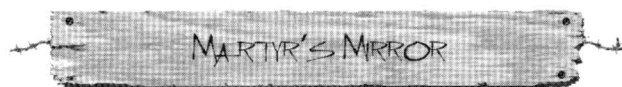
For example, a gunman shoots a huckster protected by *martyr's mirror*. He does 8 points of damage to the hexslinger, so he takes 8 points of damage as well.

For crewed weapons like cannons and Gatling guns, a single crewmember is selected at random as a target for the damage.

The spell only mirrors one or two attacks. The exact number is determined by the caster's roll. Once this number is reached, the spell ends, regardless of the duration.

A spellslinger can only be under the effect of a single *martyr's mirror* at a time.

This spell also substitutes for *retribution* (miracle).



Number of Attacks	TN
1	4
2	8

MIGHTY FORTRESS

Range: Touch

Duration: Battle

This miracle strengthens a structure against damage. It's most effective on buildings, but it can boost the sturdiness of vehicles as well.

When cast on a building, it increases the damage needed to destroy the building. An Easy (4) spell roll allows the building an extra 25 points of damage before crumbling, and a Hard (8) roll gives it an extra 50 points.

If the miracle is cast on a vehicle, it's not as potent. On an Easy (4) TN, the vehicle gains a +2 to all its *Durability* rolls, and on a Hard (8) TN, it gets a +4 bonus.

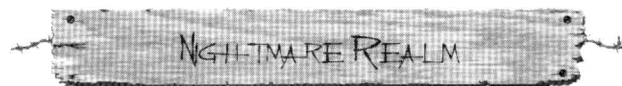
A vehicle or building can only be affected by *mighty fortress* once per battle.

NIGHTMARE REALM

Range: Smarts x 2

Duration: 1d4 rounds

This spell thrusts a troop into a waking nightmare. For the duration of the spell, all *Guts* checks made by that troop receive a modifier according to the caster's roll.



Penalty	TN
-2	4
-4	8

PACT

Range: Smarts

Duration: Concentration

Pact lets a witch gain control of an *Unearthly* troop, whether it's under the control of an opponent or a rogue troop. The caster must beat the target in a contest of her spell die versus the troop's *Smarts*. If she wins, she controls the entire troop for as long as she concentrates.

If the troop is under the arcane control of another spellslinger, the caster must roll against the other caster's *Smarts* instead.

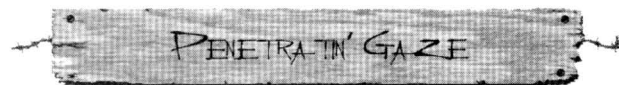
PENETRATIN' GAZE

Range: 48"

Duration: 1d4 turns

Penetratin' gaze lets a troop see clearly even under the worst conditions. The affected troop can ignore any vision penalties or limits for weather, darkness, or even other spells.

The caster's spell roll determines who the spell can affect.



Troop	TN
Single or hero	4
Posse	8

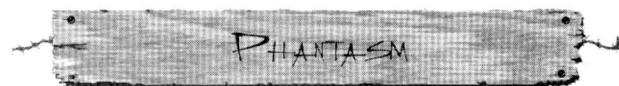
PHANTASM

Range: Smarts

Duration: Instant

Nothing knows what scares folks better than the manitous, and this spell uses that knowledge to good effect. With *phantasm*, the spellslinger shows the unfortunate victim the nastier side of a manitou's nature.

The caster can force an enemy troop to make a *Guts* check versus a TN determined by his roll.



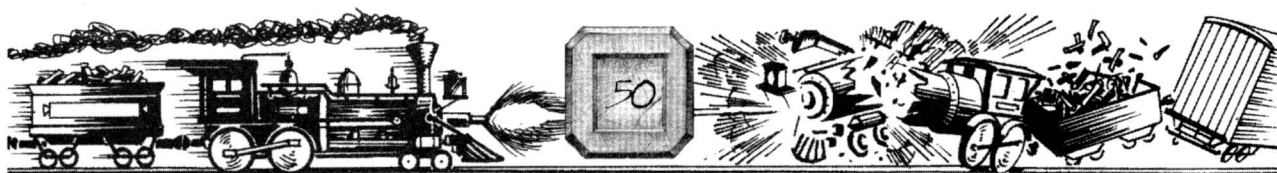
Guts Check TN	TN
4	4
8	8

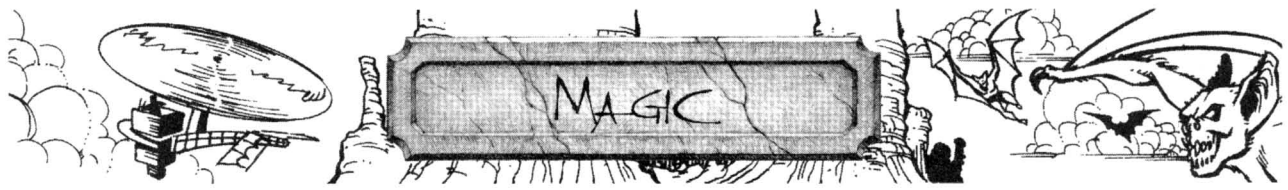
POLTERGEIST

Range: Smarts

Duration: Instant

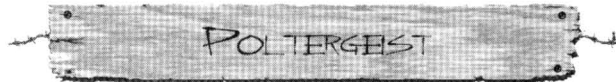
This spell whips up all small objects in range and violently hurls them around. Anyone in this tempest finds out the hard way that sticks and stones do indeed break bones!



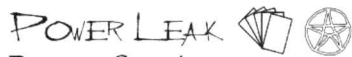


Any troop within range of the huckster when she casts this spell takes damage based on the TN—including the caster! This makes some spellslingers a little gun-shy about using *poltergeist*.

The enormous area affected by the spell makes some of the braver spellslingers consider a little bruising worth the damage—particularly when being overwhelmed by a horde of frenzied Tongs.



Damage	TN
1d6	4
1d8	8

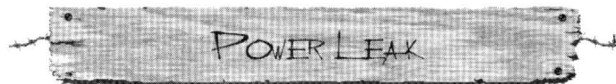


Range: *Smarts*

Duration: 1d4 turns

Power leak puts a supernatural drain on a vehicle's power source.

For the duration of the spell, the vehicle has its Pace reduced. The numbers on the table below indicate the Pace lost to each Steam level as follows: Quarter Steam/Half Steam/Full Steam.



Pace Lost	TN
2/4/6	4
3/6/9	8



Range: *Smarts*

Duration: Concentration

A spellslinger casting this hex stirs up the manitou in a Harrowed, causing the *Undead* hero to fight for control of her own body.

The spell isn't powerful enough to allow the manitou to seize control, but it may cause enough trouble to distract the Harrowed momentarily.

On each of the Harrowed's Action Cards, she has to make an Easy (4) *Smarts* roll or lose the action struggling against the manitou. If she makes the *Smarts* roll, she can act normally during that action.

Spellslingers should take care when casting this spell. It does tend to aggravate the Harrowed, and since it requires concentration to maintain—well, let's just say most Harrowed are better with guns than their brains!

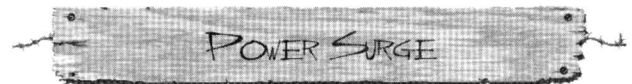


Range: *Smarts*

Duration: 1d4 turns

This spell is the opposite of *power leak*. It increases the output of a vehicle's power plant, thus increasing the vehicle's performance.

For the duration of *power surge*, the vehicle's Pace is increased according to the spell roll. The numbers on the table below indicate the bonus gained as follows: Quarter Steam/Half Steam/Full Steam.



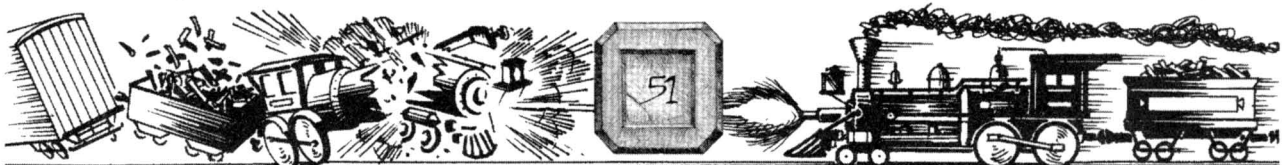
Pace Increase	TN
2/4/6	4
3/6/9	8

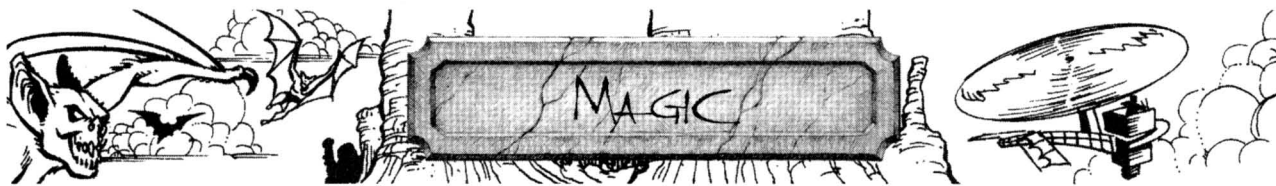


Range: *Smarts*

Duration: Concentration

One of the nastier tricks in a spellslinger's bag is *puppet*. This spell lets the caster attempt to take control of another person's body.





The spellslinger rolls a contest of his spell die against the target's *Smarts*. If the caster wins, he takes control of the figure for the rest of the turn.

The victim still acts on its normal Action Cards. At the start of each of her actions, she must try to break free by winning a contest of her *Smarts* against the caster's spell die. If the victim is successful, she is released from the spellslinger's control and can act normally that turn.

The caster must be in range when he first attempts to control a victim, but the range is ignored once the victim is controlled. A spellslinger may only ever control one victim at a time, and he must follow all of the rules for concentrating while the spell is in effect. Finally, the caster may choose to release his victim at anytime.



Range: *Smarts* x 2

Duration: Battle

So, the battlefield terrain's not nasty enough for you? Well, this spell remedies that problem—pronto!

The caster selects a portion of the battlefield (an entire 2' by 2' section of the terrain board you used to determine the original battlefield's terrain). That section is now considered to be covered with the pit traps (see the *GRW* rulebook) in addition to any other terrain currently there.

The TN for the spell is Easy (4) if the caster is in the section of the battlefield to be affected. For any other terrain section within range, the TN is Hard (8).



Range: Unlimited

Duration: Battle

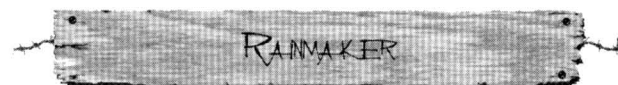
This spell has the general effect of poking Mother Nature with a stick. It riles her up like a rabid badger, and until she's ready to give some cowpokes one heck of a wallop.

Rainmaker worsens the current weather condition according to the caster's roll. The spellslinger can move the weather +1 or +2 steps higher on the weather chart, according to her roll. Each number on the chart is considered a step, even if it duplicates the previous weather condition.

Showers and thunderstorms whipped up by this spell follow all the usual rules—including the chance for the storm to suddenly end.

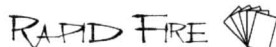
This spell can only increase the severity of the weather, not improve it. Once the weather condition reaches the worst result for the region and season, no further effect is possible.

This spell also substitutes for: *call weather* (favor).



Weather Effect

Weather Effect	TN
1 level	4
2 levels	8

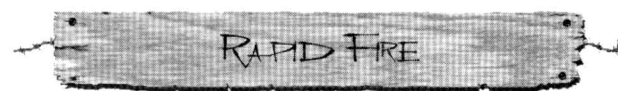


Range: *Smarts*

Duration: 1 round

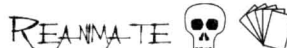
This spell magically speeds up a firearm's Rate of Fire. It only affects normal rifles, pistols, and shotguns. *Rapid fire* has no effect on gizmos or artillery pieces.

The affected weapon has its Rate of Fire raised by +1 for the round. The TN for the spell depends on who the caster is trying to affect.



Troop

Troop	TN
Single or hero	4
Posse	8



Range: *Smarts*

Duration: Permanent

Sometimes even the *Undead* need a hand—a *helpin' hand*, that is! This spell works just like the *helpin' hand* spell, except it only heals the undead. Any *Undead*, including a Harrowed, can be healed or even brought back to unlife by *reanimation*.



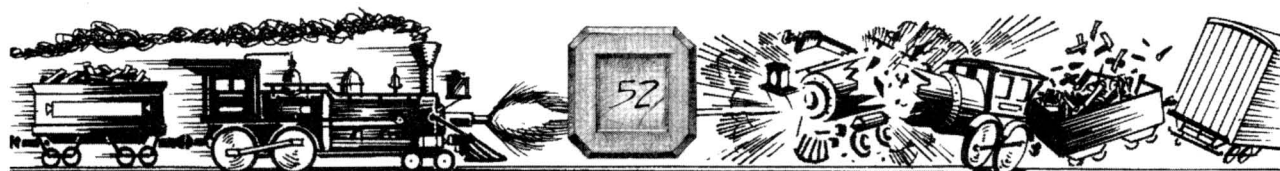
Range: *Smarts*

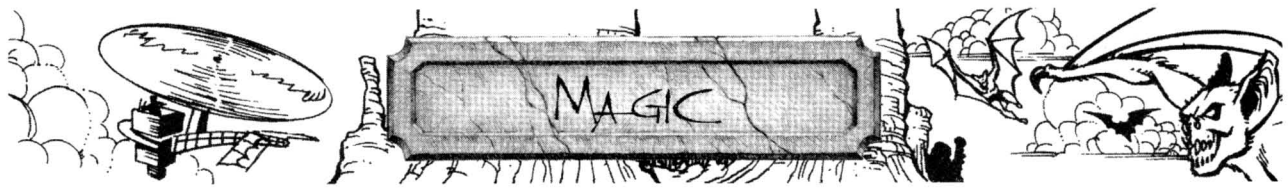
Duration: Instant

If there's one thing the blessed are good at, it's saying a kind word at the right time. This spell lets the caster boost the morale of a broken troop.

The caster can improve the condition of a Shaken or Panicked troop. Depending on the blessed's roll, she can raise the morale by +1 or +2 levels.

This spell has no effect on a troop not already Shaken or Panicked.





REASSURANCE

Bonus	TN
1 level	4
2 levels	8

REFLECT

Range: Caster only

Duration: Instant

This spell acts as a mirror to other spells, turning an opposing spellslinger's magic back onto her. It can only affect spells that actually target the hero himself.

The caster must have a Hold counter to be able to use *reflect*. When another spellslinger attempts to cast a spell on the hero, he discards his Hold counter, casts *reflect*, and attempts to turn the spell on the caster.

After the enemy spellslinger rolls her spell die and cranks it up as high as she wants with Fate Chips, the caster of *reflect* rolls his spell die. He can also spend Fate Chips to boost his number. If his final number beats hers, her spell bounces back and has full effect on her. Otherwise, the original spell has full effect.

Area-of-effect spells not centered on the hero can't be affected by *reflect*, so a *ball o' doom* cast 1" to the hero's right couldn't be bounced back at the caster.

RUST

Range: Touch

Duration: Special

Ashes to ashes, gizmos to rust. This spell speeds the natural process of decay on weird technological devices.

Rust affects any gizmo or vehicle with a *Malfunction*. When used on a troop, it affects all the gizmos the entire troop is carrying or riding in. The gizmo or vehicle gets a negative modifier to all *Malfunction* rolls, based on the spellslinger's roll.

A troop or vehicle can only be affected by *rust* once in a single battle. Further attempts to cast the spell fail automatically.

This spell also substitutes for *back to nature* (favor).

RUST

Malfunction Modifier	TN
-2	4
-4	8

SANDSTORM

Range: Unlimited

Duration: Concentration

This spell whips up a blistering desert wind—complete with clouds of gritty sand.

The spell blankets the entire battlefield in a heavy sandstorm. The effects are exactly the same as described for a sandstorm on page 31.

Now, a good *sandstorm* is easier to raise in some areas than others. The TN for the spell is determined by the battlefield's region.

SANDSTORM

Region	TN
Sandy or rocky desert, high plains	4
All other regions	8

SANDMAN

Range: Smarts

Duration: Instant

The spell affects a single living troop. The target must make a *Vigor* roll against a TN determined by the caster's spell roll. If he fails, it's nappy time. The victim Eats Dirt.

The victim can attempt to recover normally from Eatin' Dirt on each of his actions. Additionally, he can be roused from his sorcerous slumber if another friendly troop moves into contact with him. Of course, if an unfriendly troop moves into contact with him, it can No Mercy him!

This spell has no effect on unliving troops.

SANDMAN

Vigor TN	TN
4	4
8	8

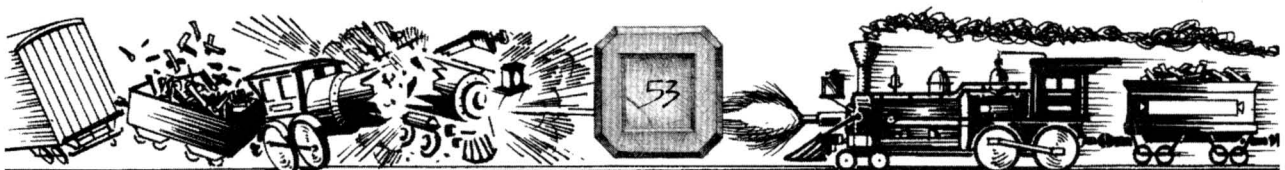
SEDUCTION

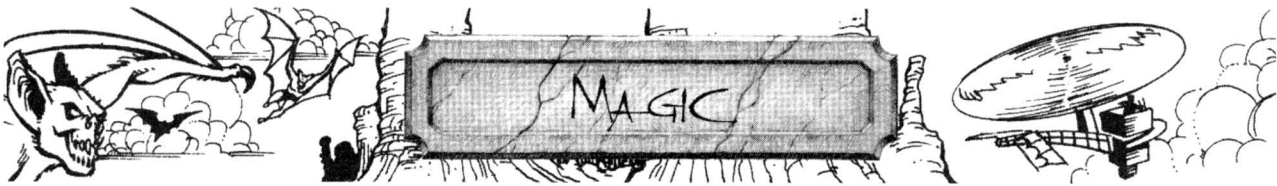
Range: Caster only

Duration: Concentration

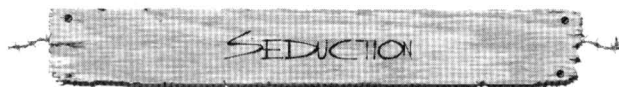
This plays on the weaknesses of man's heart. Leave it to Mina Devlin's witches to develop a spell like this one! No troop of the opposite sex may attack a witch (and any troops attached to her) while she's under the effect of *seduction*, unless it can make a *Smarts* roll against a TN determined by her initial spell roll.

The troop can roll the contest at the beginning of each of its Action Cards, but if it fails, it can only move that action.





The effect of *seduction* is negated if the witch or her attached troops attack the troop affected by the spell. The hombres on the battlefield may be dazzled by her stunning good looks, but they're not that stupid. Unearthly and unliving troops are unaffected by this spell.



Smarts TN	TN
4	4
8	8



Range: Caster only

Duration: Concentration

This spell wraps the spellslinger in shadows, camouflaging her so she appears to be part of her surroundings. This allows her to move around more effectively during the battle.

If the spellslinger makes an Easy (4) TN, she gains the ability *Sneaky* for the duration of the spell.

This spell also substitutes for *wilderness walk* (favor).



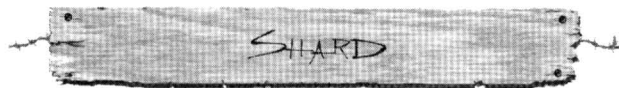
Range: Smarts

Duration: Instant

Lots of spellslingers carry *soul blast* like a gunfighter carries a pistol. However, when you're being overrun by a pack of ravenous Wolves, you need to be able to hit more than one target at a time. This spell gives the spellslinger the power of a shotgun.

Shard creates and then hurls one or more jagged metal spikes into targets near the huckster. The spikes do 2d6 damage to any targets they successfully hit.

The spell's TN determines how many targets are hit. The huckster can select any target within range of the spell. A single target may be hit multiple times, but if the huckster chooses to do this, resolve the damage from each hit separately.



Targets Hit	TN
1	4
3	8



Range: Caster only

Duration: Special

This spell lets the caster change her form to that of a normal living animal. The caster can select any normal animal listed for *GRW* and gain all of that creature's Traits and special abilities for the duration of the spell.

The caster can also choose a bird shape. The profile for an average bird is listed at the end of the spell description. Only the caster's *Smarts*, *Guts*, and mental Edges and Hindrances remain unchanged. The caster can't cast any spells while in the animal shape. The caster is subject to any spell which affects normal animals while under the *shapeshift*.

Shapeshift lasts until the caster Eats Dirt, is Put Down, or spends an Action Card to end it.

This spell also substitutes for: *skinchange* (hex).

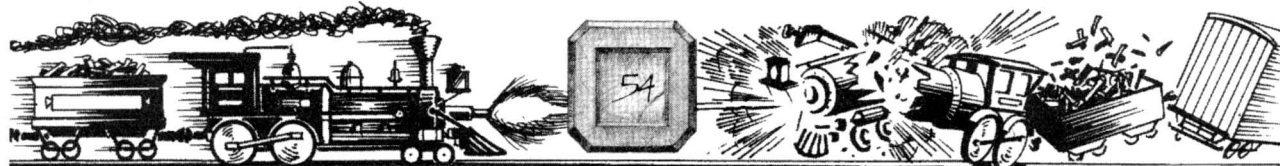
BIRD OF PREY (SINGLE)

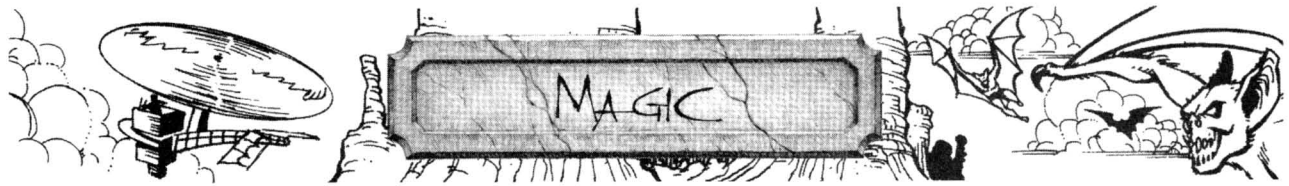
Strength d4 **Smarts** * **Vigor** d4,
Shootin' — **Fightin'** d6 **Guts** *

Weapons: Claws and Beak (*Strength* +2)

Special Abilities: Eagle Eyes, Fleet-Footed, Flight (Pace 15).

*Trait is as caster's.





SIREN SONG

Range: *Smarts*

Duration: Concentration

Siren song provides the power to soothe the savage rail warrior.

This spell creates a bewitching melody which dulls the mind of a target troop. The troop must make a *Smarts* roll against a TN determined by the caster's spell roll. If it fails, the troop will no longer perform any normal actions. It simply listens blissfully to the strange song.

The caster can lead the troop around, up to its full Pace each turn, anywhere within range of the spell. Attempting to lead the troop into a hazard or deep water allows it to attempt the *Smarts* roll again with a +2 bonus.

Troops with *Bad Ears* get a +2 bonus to the *Smarts* roll to resist the spell.

SIREN SONG	
Smarts TN	TN
4	4
8	8

SLIVERSPRAY

Range: Touch

Duration: Instant

This hex produces a shower of razor-sharp splinters that fan out from the huckster.

When the spell is cast, use the Flamethrower Template to represent the area of effect. Place the tip of the template at one of the huckster's hands and orient it in any direction. Any figure touched by the template is damaged by slivers.

The spell's TN determines the damage done by *sliverspray*.

SLIVERSPRAY	
Damage	TN
2d4	4
2d6	8

SPIRIT COILS

Range: *Smarts* x 2

Duration: 1d6 turns

This spell wraps a single model in ethereal coils of energy. The trapped figure must make a *Strength* check on each of its Action Cards to break free of the bonds. If it fails, it's bound up tight and loses that Action Card, but if it succeeds, it breaks the bonds and is freed.

A model bound by *spirit coils* is automatically hit whenever it is attacked by another figure in *Fightin'* combat.

This spell also substitutes for: *razor coils* (hex).

SPIRIT COILS	
Strength TN	TN
4	4
8	8

SPIRIT WARRIOR

Range: Touch

Duration: Battle

With this favor, a shaman calls on the spirits of nature for aid in battle.

It increases the die type of the affected troop's *Fightin'* or *Shootin'* rolls. The bonus to *Shootin'* rolls can only be used by troops with bows. This favor provides no bonus for using weapons of technology, since the nature spirits frown on such things.

The spell's Target Number determines the exact bonus. No troop may be affected by more than a single *spirit warrior* favor at a time.

SPIRIT WARRIOR	
Bonus	TN
+1 step	4
+2 steps	8

SPIRITUAL BACKHAND

Range: *Smarts*

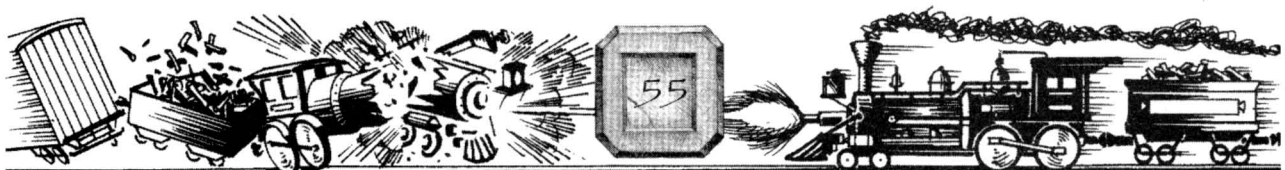
Duration: Instant

A blessed with this miracle can call on the hand of his divine patron to apply a little love tap to the unbeliever.

This miracle allows the blessed to strike a single model. When hit with a *spiritual backhand* the target must make an Easy (4) *Vigor* roll or Eat Dirt. The troop automatically recovers on its next Action Card, but it can take no other actions on that card.

The TN for the miracle is determined by the range to the target.

SPIRITUAL BACKHAND	
Range	TN
Half <i>Smarts</i>	4
<i>Smarts</i>	8





STRIKE BLIND

Range: 6"

Duration: 1d4 turns

This spell effectively blinds a single model. The target must make a *Vigor* roll against the caster's spell roll. If it fails, it's blinded. Blinded figures receive a -4 penalty to all *Shootin'* and *Fightin'* rolls, move at half pace and no running is allowed.

STUN

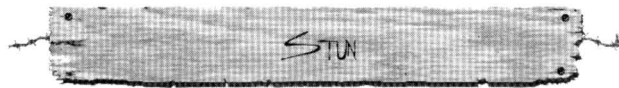
Range: Caster only

Duration: 1d4 turns

This wicked little spell makes even the weakest spellslinger a dangerous opponent in hand-to-hand combat.

For the duration of *stun*, whenever the caster makes a successful *Fightin'* attack, he has a chance to paralyze his opponent. First, resolve any damage as normal. Then the opponent must make a second *Vigor* check against a TN determined by the caster's spell roll. If failed, the model starts *Eatin' Dirt*.

Unlike the *Paralysis* ability, *stun* works just as well on nonliving troops as it does living ones.



Vigor TN	TN
4	4
8	8

SWAMP GAS

Range: 24"

Duration: 1d4 turns

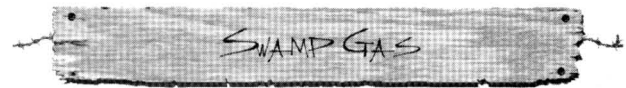
This spell digs down into the dankest bayou in Louisiana and drops that rank stench right on top of an unsuspecting posse.

When this spell is cast, place a Cloud Template on the board to mark its area of effect. Any troop touched by the template must make a *Vigor* roll at the beginning of each of its actions or immediately move out of the *swamp gas*. Those that remain suffer a -2 to all rolls while in the cloud.

Any troop attempting to enter the cloud must make the same *Vigor* TN or stop at the edge of the *swamp gas*.

The TN for the *Vigor* roll to enter or remain in the cloud is determined by the spell roll.

Any explosion or fire-based attack gets a bonus die of damage against any troop in the *swamp gas*. For example, a shrapnel shell would do 3d8 to any troop standing in the cloud.



Vigor TN	TN
4	4
8	8

TEMPTATION

Range: Smarts

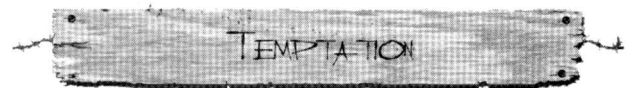
Duration: 1d4 turns

It's not polite to lead the righteous astray. Then again these are the Rail Wars, not an afternoon tea party. There are plenty of enforcers on the field who aren't angels!

This spell is only effective against blessed or shamans. *Temptation* takes the psalm-singer on a short mental trip down the wide and curvy road, presenting him with all sorts of improper thoughts.

For the duration of the spell, the target spellslinger can't focus his thoughts on his faith as well as he should. All the victim's spell rolls receive a modifier based on the original spell roll to cast *temptation*.

This spell also substitutes for *spiritual disfavor* (hex).



Modifier	TN
-2	4
-4	8

THE SPIRITS FLEE

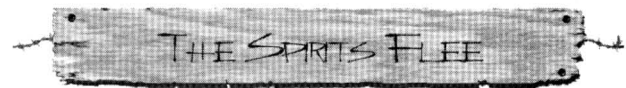
Range: Unlimited

Duration: Instant

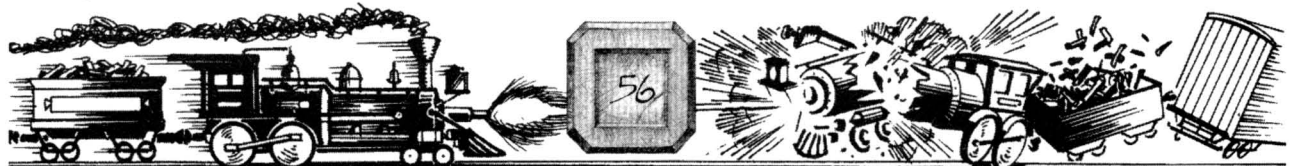
A shaman can use this favor to call on the spirits to work against a foe.

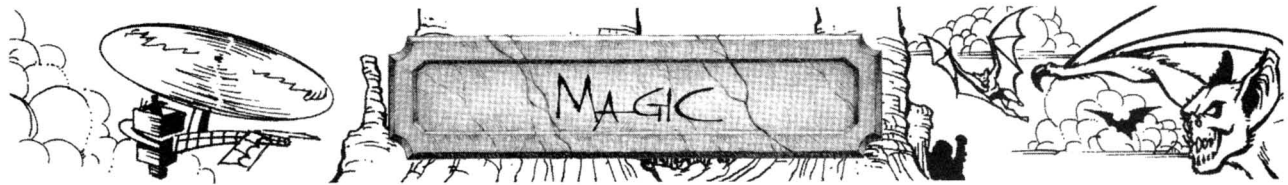
To use this spell, the shaman must have a Hold counter. When another troop attempts to spend a Fate Chip, the shaman can try to negate the effect of the chip. The TN for the spell depends on the color of Fate Chip being spent.

If the shaman is successful, the opponent still spends the Fate Chip, but gains no benefit from it. On the other hand, if the shaman fails, his player loses his own highest Fate Chip.



Color of Fate Chip	TN
White	4
Red or blue	8





THUNDERCLAP

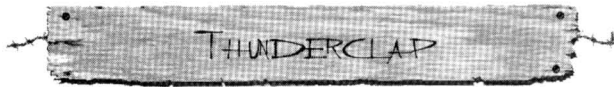
Range: 48"

Duration: Instant

If you can't bring a full-blown thunderstorm to the battle, at least this spell provides a loud peal of thunder.

Place a Boom! Template on the area where the *thunderclap* occurs. All figures touched by the template must make a *Vigor* roll against an Easy (4) TN. Those that fail Eat Dirt.

The Boom! Template is only to represent the area of effect. If the caster misses the spell's TN, the spell simply fails.



Range	TN
24"	4
48"	8

TIMESLIP

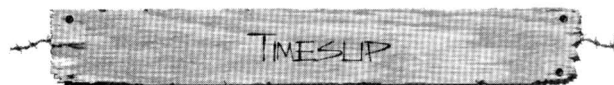
Range: Caster only

Duration: Special

When this spell is cast, the caster steps momentarily outside the normal stream of time and reappears a short time in the future. The exact length of the *timeslip* is determined by the spell's TN. This is the ultimate getaway spell.

During this time, the spellslinger is removed from the game. She can't be affected by any attacks, spells, or other effects while she's *timeslipped*. However, she can't cast spells, or do anything else while she's out of the game either.

She remains out of the game for the full time indicated by the spell roll. The caster reappears at her original location. There is no negative effect if she is out of play when the game ends.



Turns Skipped	TN
1	4
2	8

TOUCH O' DEATH

Range: Touch

Duration: Instant

This spell lets the caster reach out and touch his opponent—with the Grim Reaper's hand!

To cast this spell, the spellslinger must first score a hit on his opponent in hand-to-hand. In other words, he must beat her in a contest of *Fightin'*. No damage is dealt by this attack.

The caster then casts *touch o' death*. (This may seem like he's getting two actions from one Action Card, but the *Fightin'* roll is actually part of the spell.) The caster rolls a contest of his spell die against the target's *Vigor*. If the target fails, her heart seizes up, and she's off to Boot Hill. If the target wins, she suffers no ill effects.

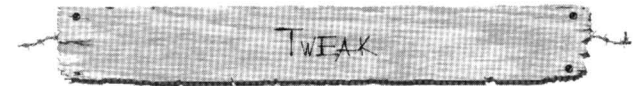
This spell has no effect on unliving or *Unearthly* troops.

TWEAK

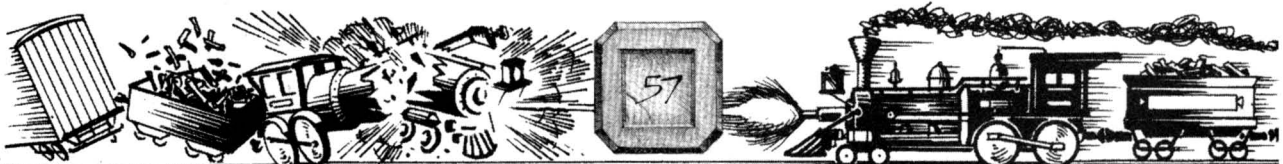
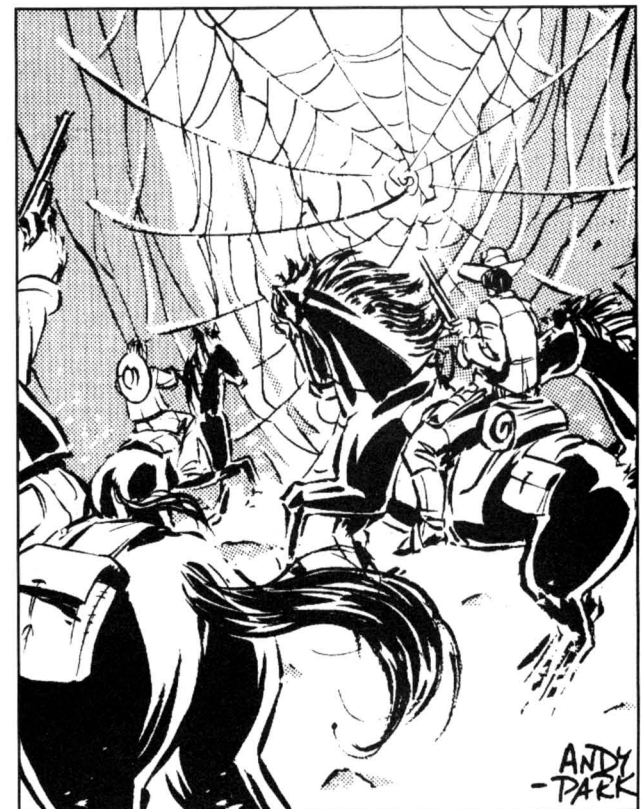
Range: Smarts

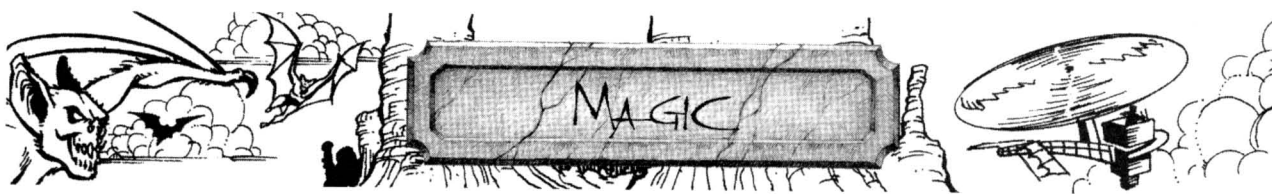
Duration: 1d6 turns

Since mad scientists unwittingly draw their inspiration from the manitous, it only makes sense those same beings could make a gizmo even more effective. This spell boosts the level of a troop's *Malfunction* die by +1 or +2 steps. The increase depends on the caster's roll.



Bonus	TN
+1 step	4
+2 steps	8





WIDOW'S WEB

Range: 24"

Duration: Battle

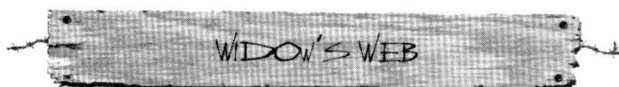
This spell creates an enormous spider's web. The web must have two vertical anchor points to hang from. These can be buildings, trees, cliffs, or the like. Use a Web Template to mark the web's area.

The strands are thick and difficult to break. Any troop attempting to pass through the widow's web must make a *Strength* roll against a TN determined by the caster's spell roll. Those that fail can't break through the strands and are held until they make an Easy (4) *Strength* roll.

Vehicles moving at Half Steam or better can pass through the web, but those going slower are stopped until they increase their Steam level.

Even if a troop or vehicle breaks through the widow's web, the hole immediately closes. Any model attempting to penetrate the web must force its own way through.

Fire destroys the web in a single Action Card, but any troops caught in it take 2d6 damage.



Strength TN	TN
4	4
8	8

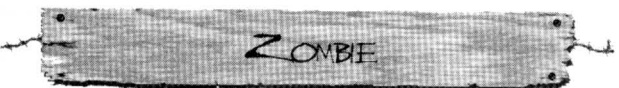
ZOMBIE

Range: Smarts

Duration: Permanent

The spell can only be cast on a dead human troop. The troop must have been killed in this battle and had to be living to start with. *Zombie* can't bring the *Undead* back. The TN for this spell depends on the number of troops the houngan is turning into zombies.

If the spell is successful, the troop rises at the beginning of the next turn as Walkin' Dead. All its Traits are d6, and it has the special abilities *Fear*, *Fearless*, and *Undead*. Any other special abilities the troop may have possessed are lost in the fog of undeath. The newly risen Walkin' Dead is armed with the weapon it had in life—even if it's a gizmo like a flamethrower!



Zombies	TN
Single figure or hero	4
Up to a Posse	8

CONSOLIDATED SPELL LISTS

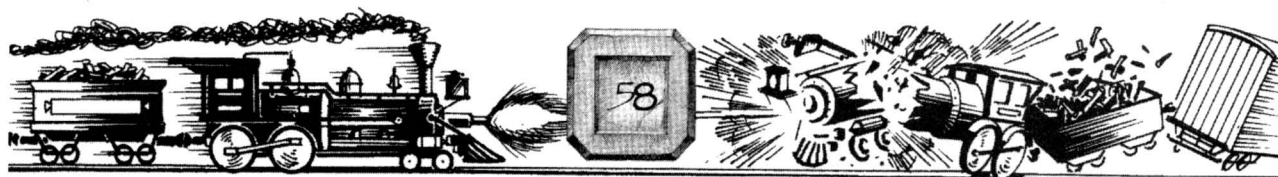
Here are complete lists of all the spells available to each spellslinger hired by the Rail Barons of the Weird West. Spells listed in *italics* are found in *The Great Rail Wars* rulebook, or the GRW army book.

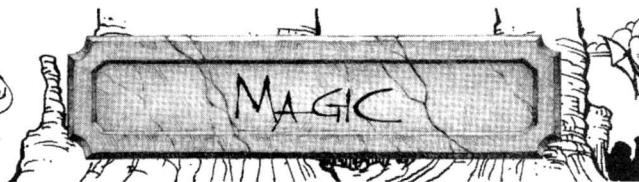
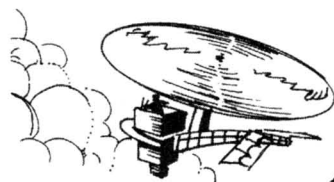
BLESSED SPELLS

Armor o' Righteousness	Foil
Babble On	Fortitude
Battle Hymn	Graveyard Mists
Bloodhound	<i>Helpin' Hand</i>
Calm	<i>Holy Roller</i>
Chastise	Lion's Den
Cloak	Martyrdom
<i>Consecrate Weapon</i>	Martyr's Mirror
Dervish	Mighty Fortress
Devil's Plaything	Protection
Dispel	Reassurance
Holy Vestments	<i>Smite</i>
Endure	Spiritual Backhand
Falter	Strike Blind

HOUNGAN SPELLS

Baron's Pact	<i>Mental Twist</i>
Black Lightnin'	<i>Missed Me!</i>
Bloodhound	Nightmare Realm
Brimstone	Penetratin' Gaze
<i>Call o' the Wild</i>	Phantasm
Clear Out!	Poltergeist
<i>Corporeal Tweak</i>	Power Struggle
<i>Corporeal Twist</i>	Puppet
Curse	Quicksand
Dark Protection	Rainmaker
Deadly Creepers	Reanimate
Dead Man's Walk	Rust
Death's Master	Sandman
Delirium	<i>Shadow Walk</i>
Dispel	Shapeshift
Earthwrack	<i>Soul Blast</i>
Foil	Spirit Coils
Ghost Rider	Strike Blind
Graveyard Mists	Stun
Home Ground	Swamp Gas
Howl	Temptation
Hunger Pangs	Timeslip
Long Winded	Touch of Death
Martyr's Mirror	Zombie
<i>Mental Tweak</i>	Widow's Web





HUCKSTER SPELLS

Air Bubble
Bash
Beast Master
Bedazzle
Black Lightnin'
Bloodhound
Bodyguard
Brimstone
Bulletproof
Caltrops
Call o' the Wild
Clear Out!
Cloak
Corporeal Tweak
Corporeal Twist
Deadly Creepers
Delirium
Dispel
Draw
Earthwrack
Flypaper Fingers
Foil
Gambler's Luck
Geyser
Ghost Rider
Graveyard Mists
Grenade
Hard Water
Haywire
Helpin' Hand
Home Ground
Howl
Hunger Pangs
Hurry Up!
Impostor
Jerry Rig
Kentucky Windage

Long-Winded
Magic Bullet
Martyr's Mirror
Mental Tweak
Mental Twist
Missed Me!
Nightmare Realm
Penetratin' Gaze
Phantasm
Phantom Fingers
Poltergeist
Power Leak
Power Struggle
Power Surge
Quicksand
Rainmaker
Rapid Fire
Reanimate
Reflect
Rust
Sandstorm
Sandman
Shadow Man
Shadow Walk
Shapeshift
Siren Song
Sliverspray
Soul Blast
Spirit Coils
Swamp Gas
Temptation
Texas Twister
Thunderclap
Timeslip
Touch of Death
Tweak
Widow's Web

WITCH SPELLS

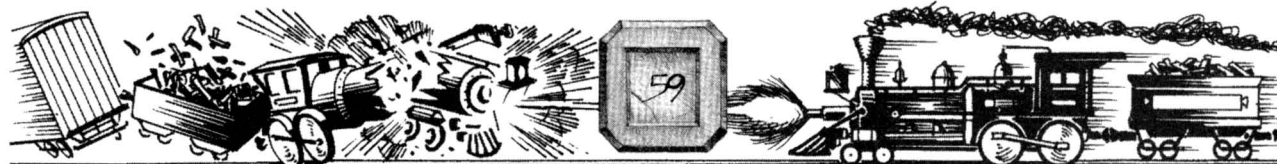
Ball o' Doom
Bash
Beast Master
Black Lightnin'
Bloodhound
Bodyguard
Brimstone
Call o' the Wild
Clear Out!
Corporeal Tweak
Corporeal Twist
Dark Protection
Deadly Creepers
Dispel
Draw
Earthwrack
Flight
Foil
Geyser
Graveyard Mists
Haywire
Home Ground
Howl
Hurry Up!
Long-Winded

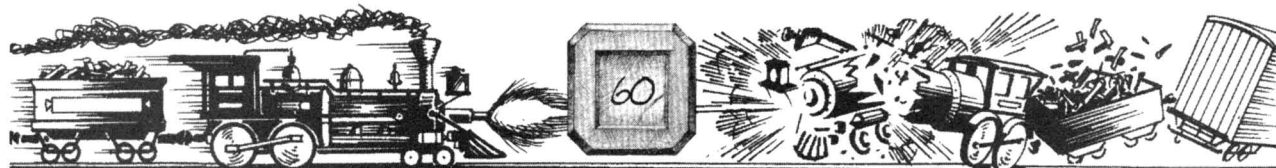
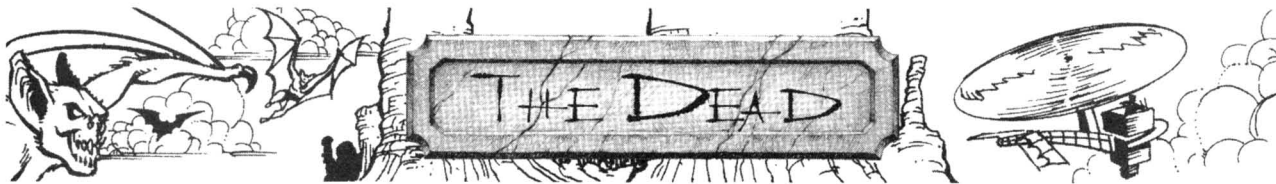
Martyr's Mirror
Mental Tweak
Mental Twist
Nightmare Realm
Pact
Penetratin' Gaze
Phantasm
Phantom Fingers
Poltergeist
Power Leak
Power Surge
Rainmaker
Sandstorm
Seduction
Shapeshift
Siren Song
Spirit Coils
Soul Blast
Stun
Temptation
Texas Twister
Thunderclap
Timeslip
Touch of Death
Widow's Web

SHAMAN SPELLS

Armor o' Righteousness
Beast Master
Bloodhound
Calm
Cloak
Curse
Guiding Wind
Helpin' Hand
Hinder
Holy Roller
Home Ground
Hurry Up

Impostor
Lightnin' Strike
Phantom Fingers
Puppet
Rainmaker
Rust
Shadow Man
Shapeshift
Smite
Spirit Warrior
The Spirits Flee







CHAPTER FOUR: FLESHIN' OUT THE DEAD



In the original *Great Rail Wars* rulebook, we gave you just the bare bones on using the Harrowed in your games. In this chapter, we show you how to make a Harrowed hero, plus we've got special Hindrances just for them, and a lot of powers available only to these Boot Hill rejects. We've also included guidelines for converting your Harrowed character from the *Deadlands: The Weird West* roleplaying game.

DIGGING UP A HARROWED HERO

Up until now, the only way to get a Harrowed hero was to get the poor fool killed and hope he came back. As entertaining as that may be, odds are you're just going to fill up Boot Hill with a bunch of dead heroes. So, if you're set on having a corpse lead your army, and you don't want to wait on nature to take its course, read on.

MAKE A HERO...

Follow all the usual steps for making a hero as outlined in the *Great Rail Wars*, including drawing for Traits, rolling for Edges and Hindrances, and paying 50 points.

As usual, you can pay an additional 20 points to choose a particular Edge or Hindrance.

Once you create a hero normally, you're ready for the next step.

...AND KILL HIM.

Death comes pretty easy in the *Great Rail Wars*, so if you want him dead he's dead—and, of course, back again. Now all that's left to do is roll up what nasty power—and Hindrance—he brought back with him.

You can roll your Harrowed's power randomly, or you can pay 20 points to choose it. See the Harrowed Powers Table on page 61.

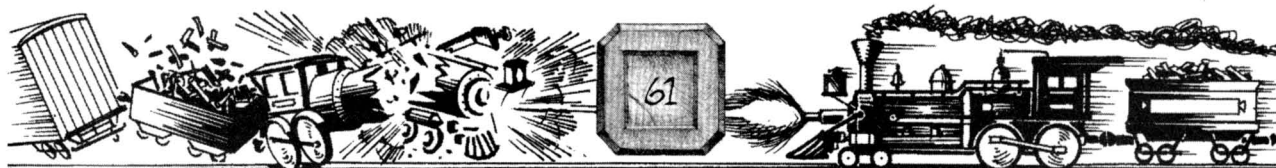
Nothing comes for free in the afterlife, so you've got to balance your Harrowed's power with a Harrowed Hindrance. Again, you can roll this randomly or pay 20 points and pick. The Harrowed Hindrances Table is on page 60.

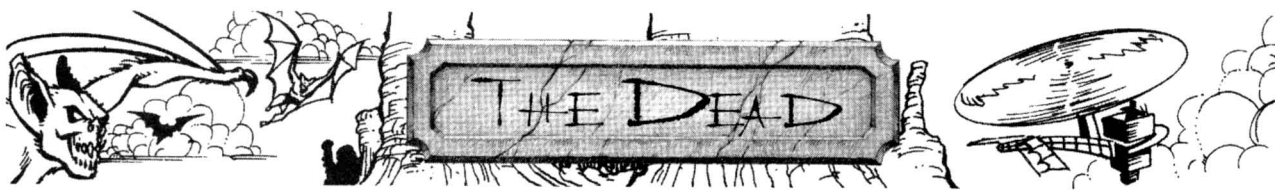
COST

The cost to become Harrowed is 15 points. That's in addition to the base cost of 50 points for a hero. Don't forget to add any additional points you spent if you chose your dead hero's Edge, Hindrance, or Harrowed power.

JUST ONE MORE THING

When Death comes for a fellow, it expects him to stay dead! By ignoring the time-honored tradition of not getting up from one's grave, a Harrowed earns a bad blood with Fate. At the start of a game, your opponent gets an extra draw from the Fate Pot. (In a multiplayer game, one randomly selected opponent gets a draw.)





CONVERTING A HARROWED HERO FROM DEADLANDS

If you want to convert your *Deadlands* Harrowed character to *Great Rail Wars*, most of the powers from *The Book o' the Dead* are detailed below (at least the ones that could have an effect on a battle). We've also include some of the Harrowed Hindrances. Just look over the descriptions for the appropriate power or Hindrance to find out what effect it has in *GRW*.

Not all the powers or Hindrances in *The Book o' the Dead* are appropriate to the battlefields of the Rail Wars. If you have a power or Hindrance that isn't listed here, treat it as a roleplaying effect. In other words, if it's a power, you get an extra draw from the Fate Pot, and if it's a Hindrance your opponent (randomly determined if there's more than one) gets one instead.

THE DEVIL INSIDE

In the *Great Rail Wars* rulebook, we told you about how the Harrowed's manitou tries to take control. This is a bad thing, as the demon tends to lash out at anyone unfortunate enough to be nearby—particularly if they're former allies.

Well, that hasn't changed.

An opponent may, once per turn, spend a blue Fate Chip to allow the manitou an attempt to rebel. Your opponent rolls a d12. He can spend additional Fate Chips to increase the result in the usual way, but the initial blue Fate Chip spent to start the test doesn't count.

The number your opponent gets is called "Dominion," and it represents the power of the manitou's attempt to take control.

Once your opponent has cranked up the number as high as he can, your hero must roll a *Smarts* test against it. If the Harrowed equals or beats the number, you maintain control. However, if the hero fails, the opponent who initiated the test controls your hero for the rest of the turn!

HARROWED HINDRANCES

Not surprisingly, some folks who come back from the dead with a demon squirming in their guts suffer from problems all their own.

If you're making a Harrowed from scratch, roll once on this table to see what Harrowed Hindrance she brought back from the grave. On the other hand, if your hero was lucky enough to come back from the grave during a battle, you don't have to worry about this step.

HARROWED HINDRANCES

d100 Hindrance

1-15	Angst
16-32	Aura o' Death
33-50	Degeneration
51-65	Haunted
66-83	Rage
84-98	Unnatural Appetite
99	Roll twice on the normal Hindrances Table, and your opponent chooses which one your hero gets.
100	Roll a Harrowed Hindrance and a normal Hindrance! (Ignore this result if you get it again.)

HINDRANCES

ANGST

Being dead has a way of dampening a hero's spirits. A Harrowed with *Angst* has a tendency to wallow in self-pity—which can be rather distracting.

A hero with this Hindrance receives a -2 modifier to all Trait rolls. He can spend a White Fate chip anytime after the first turn to negate this modifier, but he has to suffer the penalty for at least the first full turn.

AURA O' DEATH

The hero causes normal folks to feel downright nervous when she's around. A sense of death and foreboding hangs over her like a cloud.

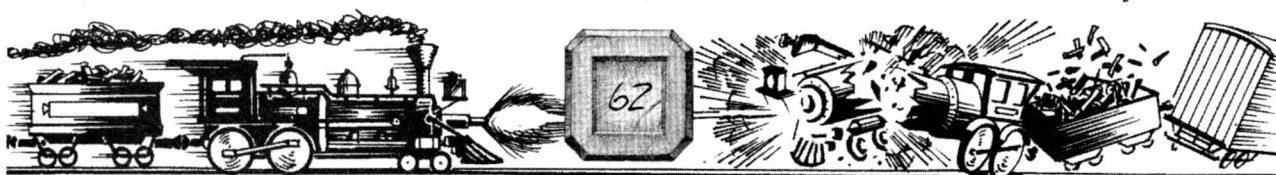
Friendly troops are uncomfortable around the hero. The hero can't attach to a living troop unless the troop's *Fearless*. In fact, friendly living troops (without *Fearless*) attempt to keep at least 6" from the hero—even to the point of leaving cover and exposing themselves to enemy fire.

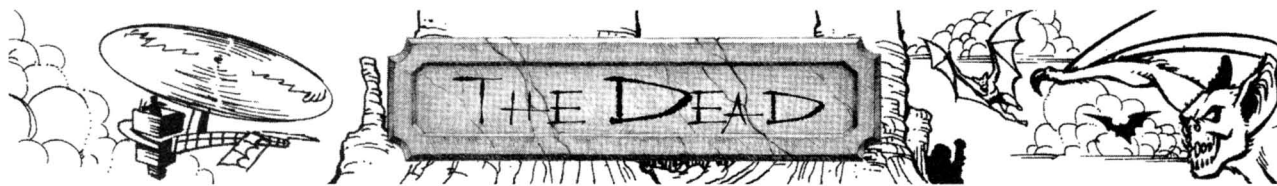
The good news is enemy troops aren't any more fond of the hero than her own are. The hero gains the *Fear Edge* free of charge.

DEGENERATION

The manitou of a hero with *Degeneration* hasn't been keeping very good house with its reanimated body. A Harrowed with this Hindrance is noticeably rotting—complete with bloating and fluid discharge.

The Harrowed gains the *Fear Edge* for free, but it can never attach to living troops. Also, a hero with this Hindrance can't be mounted. Horses are just as sensitive to the stench of decay.





HAUNTED

Every night, a hero with this Hindrance is taken on a hayride to Hell, courtesy of her manitou. This nightly torment weakens her willpower, making it easy for the demon inside to gain control.

An opponent can spend a red or blue Fate Chip to force your hero to test her control over the manitou (see the *Great Rail Wars* rulebook for more on this). As if that weren't enough, whenever an opponent spends a blue Fate Chip to attempt to take control of your Harrowed, he gets a +4 bonus to his roll.

RAGE

One thing about the undead. They sure know how to hold a grudge. A Harrowed with this Hindrance makes a *Bloodthirsty* hero look like a Sunday-school teacher!

The first enemy troop to cause your hero to Eat Dirt becomes the target for his vengeance. The Harrowed concentrates all his attacks on that troop until it is Put Down or out of sight or range. Simply shooting the poor sap isn't enough for your hero. He wants to do it with his bare hands (or maybe claws).

The enraged Harrowed moves toward the target in the straightest line possible and doesn't take cover or go prone. However, he doesn't have to run, so he can keep plugging away at his foe with a gun while he's closing.

Once he's dropped his foe, the next troop enemy troop to cause him to Eat Dirt gains his ire. Isn't revenge a wonderful thing?

UNNATURAL APPETITE

The undead eat the damndest things! Some have a hankering for dirt or mold, while others look for fresh entrails.

Your hero has an overwhelming hunger for some unusual (and probably disgusting) substance. Whatever food—we use that term in the loosest possible sense—your Harrowed needs, it's fairly obscure.

In other words, it's not on the game board.

She has to spend 1 Turn off the board, digging up her special grub. Until then, she gets a -2 modifier to all rolls.

HARROWED POWERS

All Harrowed, whether they rise on the battlefield or are created as new heroes, have the *Undead* ability and one of the special Harrowed powers rolled randomly on the Harrowed Powers Table.

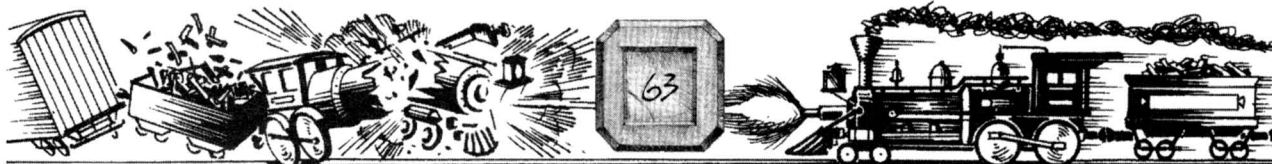
HARROWED POWERS

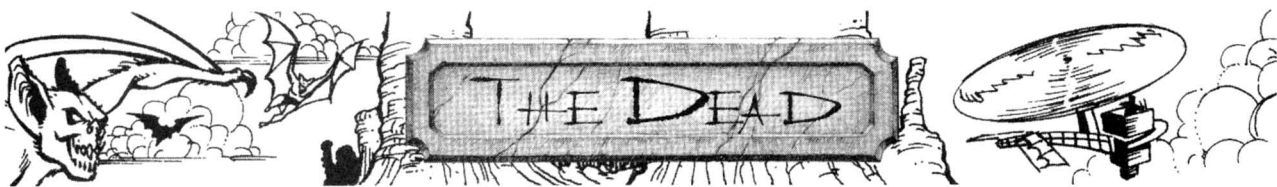
d100 Harrowed Power

1-2	Arcane Protection
3-4	Bad Mojo
5-7	Berserker
8-9	Burrow
10-13	Cat Eyes
14-15	Charnel Breath
16-17	Chill o' the Grave
18-21	Claws
22-23	Death Mask
24	Devil's Touch
25-26	Eulogy
27-29	Evil Eye
30-32	Fast as Death
33-34	Ferryman's Fee
35-37	<i>Ghost</i>
38-39	Hell Beast
40-41	Hell Fire
42-43	Hell Wind
44-45	Infest
46-47	Jinx
48	Luck o' the Draw*
49	Mad Insight*
50-51	Marked for Death
52-53	Mimic
54-55	Nightmare
56-58	Reconstruction
59-61	Relic
62-63	Rigor Mortis
64-65	Sicken
66-67	Silent as a Corpse
68-69	Skull Chucker
70-71	Sleep o' the Dead
72-75	<i>Soul Eater</i>
76-77	Spider
78-80	Spook
81-84	<i>Stitchin'</i>
85-89	<i>Supernatural Trait</i>
90-91	Unholy Host
92-94	Unholy Reflexes
95-96	Voice o' the Damned
97-98	Varmint Control
99	Roll two Harrowed Powers and choose one of those.
100	Roll two Harrowed Powers. (Ignore this result if you get it again.)

Powers marked with *italics* are found in *The Great Rail Wars* rulebook.

Powers marked with an asterisk (*) are only useful to characters with a certain type of *Arcane Background*. Reroll if the power isn't appropriate to your hero.





GAINING NEW HARROWED POWERS

After your hero has earned a few Experience Points, she may want to buy another Harrowed power or two. It costs 2 Experience Points to gain a new power, but she doesn't have to roll on the table. Simply choose the power you want her to have.

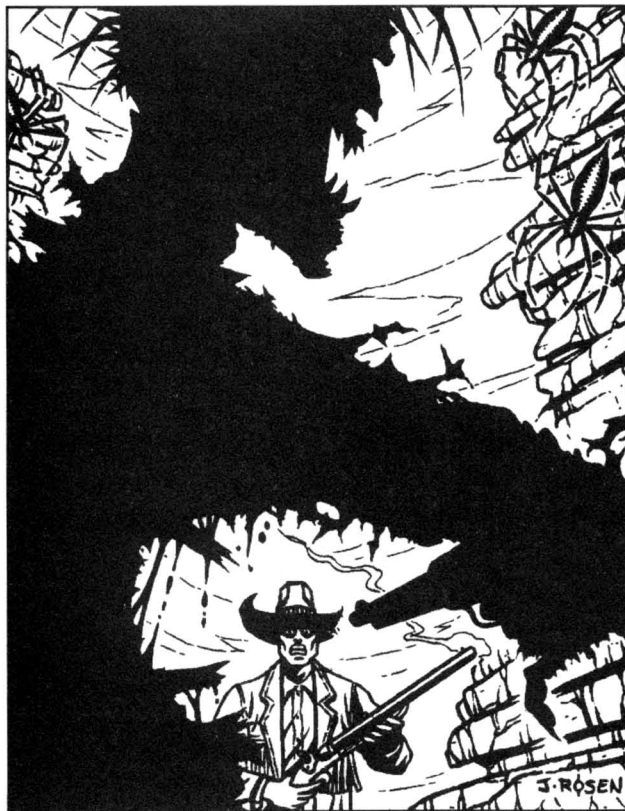
Remember, you can only spend Experience Points on a troop once after each battle.

HARROWED POWERS

The powers of the Harrowed vary greatly. Some are always in effect, while others require the hero to use an Action Card to use the power or to maintain it. The description and effect of each power, including its requirements, are detailed below.

ARCANE PROTECTION

A Harrowed with this power is slippery as a greased-up eel when it comes to matters of the arcane. Any spellslinger casting a spell at the hero has to beat the Harrowed in a contest of *Smarts*. If the caster wins the contest, he rolls to cast his spell as normal.



If the sorcerer fails, the spell fizzles—but roll the spell die anyway. The spellslinger can still suffer backlash!

Area-of-effect spells not centered on the Harrowed aren't affected by this power.

BAD MOJO

The Harrowed's manitou doesn't take kindly to hucksters and the like hurling spells at it or its host.

Bad mojo doubles an enemy spellslinger's chance of suffering a supernatural backhand when he casts spells at the Harrowed. Any spell roll of an unmodified 1 or 2 causes him to suffer backlash. As with *arcane protection*, this power only effects spells targeting the Harrowed hero specifically.

Spellcasters not normally susceptible to backlash, like blessed heroes or shamans, are not effected by *bad mojo*.

BERSERKER

This power lets just a little of the ferocity of the manitou hidden inside the Harrowed come to the surface. A hero with *berserker* can temporarily raise some of her Traits at the expense of others.

The Harrowed's *Strength*, *Fightin'*, and *Vigor* and *Guts* Traits all increase by +1 level for 1d4 turns. However, her *Smarts* and *Shootin'* decrease by -1 level for the same amount of time. A Trait can't be lowered below d4 in this manner.

It takes an action for the Harrowed to activate this ability, and the hero can only use *berserker* once per battle.

BURROW

Digging its way out of the grave a few times gives a Harrowed a special knack for getting around in the dirt.

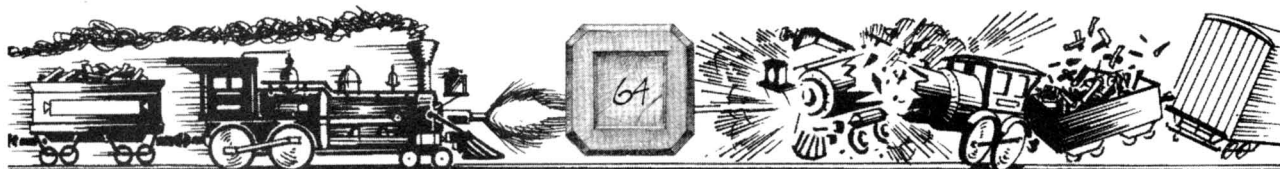
A hero with this power gains the ability *Burrow*. See page 8 for the burrowing rules.

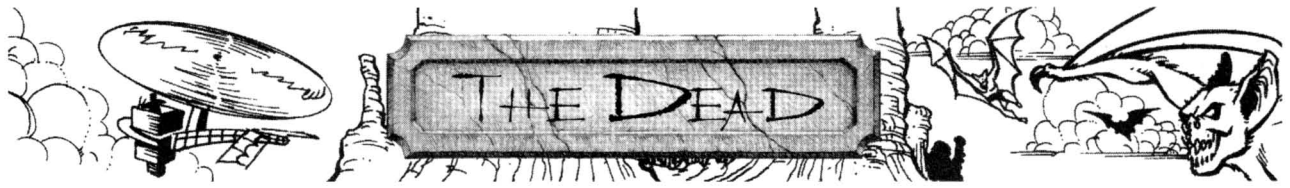
CHARNEL BREATH

A Harrowed with this power can blow out a supernatural miasma of rot and decay onto a figure in hand-to-hand combat with him.

When he's in hand-to-hand combat a hero can spend an action to use *charnel breath*. He simply rolls his *Strength* die twice and adds the results. His opponent takes that much damage.

If the opponent doesn't beat the *charnel breath* damage, she Eats Dirt. A figure can't be Put Down by this power, no matter how much damage is done.





CHILL O' THE GRAVE

The Harrowed usually don't come back from the other side alone. Sometimes they bring a little bit of the cold of the grave back with them. This power lowers the air temperature around the Harrowed figure.

To use *chill o' the grave*, the Harrowed must spend an action. He can also spend an Action Card each turn to maintain the power's effects.

The power causes the air temperature to lower and a thick fog to descend on the battlefield in an area 12" in radius, centered around the Harrowed figure. For the effects of the fog, see Chapter Two.

The creepy fog tends to put normal folks' nerves on edge, and that causes them to get jittery on the battlefield. In addition to the other effects, all *Guts* checks made while the Harrowed maintains *chill o' the grave* are at -1.

DEATH MASK

Using a supernatural illusion, a Harrowed with *death mask* can appear to be almost anyone else. A Harrowed with this power can *Infiltrate* one of his opponent's posses.

Unlike the *Edge Infiltrate*, this power allows the hero to replace a figure in any human posse—living or dead. Animals, abominations, and mechanical constructs like Automaton still can't be *Infiltrated*, even by a Harrowed.

Other than those restrictions, only single figures and heroes can't be replaced.

DEVIL'S TOUCH

With this power, a Harrowed can increase the chance of a gizmo going haywire. Each use of the *devil's touch* takes an action and affects an entire troop's gizmos. It's just as effective against single figures and heroes toting weird inventions as well.

For the power to work, the Harrowed must be within 12" of the troop she wants to affect when she uses the power. For the remainder of the battle, the troop suffers a -2 to any *Malfunction* roll it makes.

EULOGY

Some Harrowed can say a fellow's last words before he's even in the ground. Often as not, these words are the last thing the poor cowpoke hears.

The Harrowed must get within 12" of his intended victim and spend an action saying a short eulogy—just as if the victim was already dead.

Next, the Harrowed rolls a contest of his *Smarts* versus his target's *Vigor*. If the Harrowed wins, the victim takes 2d8 damage, plus the difference between his *Smarts* roll and his victim's *Vigor* roll.

If the Harrowed loses the contest, the victim gets off with only a good scare and chest pains.

A figure can only be affected by a single *eulogy* each battle, although the Harrowed can use the power as often as he chooses.

This power has no effect on *Unearthly*, *Undead*, or nonhuman troops like Automaton.

EVIL EYE

Getting vexed with *evil eye* is usually a good sign it's time to make out a last will and testament.

To use *evil eye*, the Harrowed must get within 24" of her target and spend an action. For as long as the Harrowed keeps the power in effect, every Trait roll the victim makes suffers a -2 penalty. Unless the Harrowed lifts the curse, the *evil eye* lasts the remainder of the battle.

The Harrowed can spend an action later to change her victim, but this lifts the effects of the *evil eye* from her original target. *Evil eye* can only affect a single target at a time.

Killing the Harrowed that placed the *evil eye* ends the effect. This power has no effect on *Unearthly*, *Undead*, or nonhuman troops.

FAST AS DEATH

Most folks expect a corpse to lie still and not move around. But not only do some get up and walk around in *The Great Rail Wars*, a few are downright speed demons.

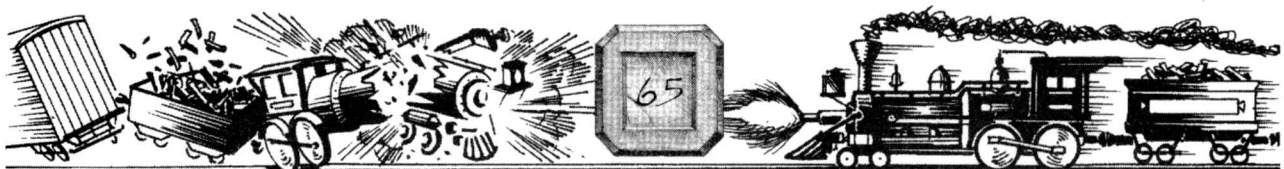
A Harrowed with this power can move his full move on each of his actions. Of course, if he runs on an action, he can't perform other activities—like shooting or casting a spell—on that action.

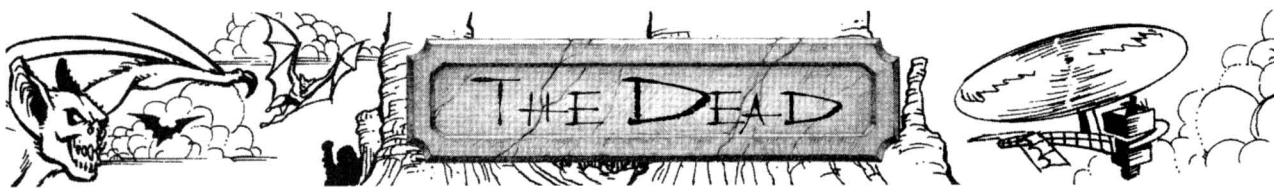
The Harrowed can only use this power when he's moving courtesy of the heel-toe express. In other words, *fast as death* has no effect when he's riding a horse or vehicle.

FERRIMAN'S FEE

Once you've crossed the River Styx a couple of times, even the Rio Grande isn't all that impressive.

The Harrowed ignores any penalties for crossing water, no matter how deep it is. She simply walks across the top of the water, whether it's a shallow pond or a roaring, whitewater rapid.





HELL BEAST

Normally, horses don't take too well to being ridden by a corpse. *Hell beasts* don't mind though, because they're just as dead as their riders! This power creates a special, undead mount for the hero.

When the Harrowed dismounts, the *Hell beast* can move or fight on its own, as long as it stays in sight of its owner. Usually, it can't go into buildings (except stables and barns), mines, caves, or any place too small to fit a horse.

The *Hell beast* can be shot, run over, or blown up. However, it can't be stolen by another troop.

If the critter is attacked, it resists damage normally. The *Hell beast* has the following statistics:

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

Special Abilities: Fearless, Undead.

Killing a *Hell beast* is never worth Bounty Points.

If your hero's *Hell beast* is killed in a battle, don't worry. He just makes another one before the next battle.

HELL FIRE

When a Harrowed plays with fire, it's usually someone else who gets burned—and if it's *Hell fire*, it's going to be one bad burn!

Against fire-based attacks, like those from a flamethrower, the Harrowed gets +4 to his *Vigor* roll to resist the damage.

The hero can also use an action to spit a gout of flame at a single target within 12". *Hell fire* does 2d8 damage to the target. Burping up flame isn't exactly a healthy practice, so each time the Harrowed uses this power, he has to make an Easy (4) *Vigor* roll or Eat Dirt.

HELL WIND

Ever heard the expression "It'll be a cold day in Hell?" Well, this must be the day, because this power whips up a chilling wind most cowpokes swear comes howling straight from the gates of Hell itself.

This power takes an action to activate, and the Harrowed must spend an Action Card each turn to keep the *Hell wind* blowing.

The hero can whip up a nasty windstorm on the battlefield. All *Shootin'* and *Artillery* rolls are at -2. Also, no troop can see farther than 24".

While the *Hell wind* is blowing, the Harrowed can fly by riding the air currents around the battlefield. She ignores all terrain movement penalties and moves with a Pace of 15 when doing so.

INFEST

This power allows the Harrowed to call up a thick, black swarm of biting, stinging insects to attack a single target.

The Harrowed must spend an action to use this power. Also, he must be within 48" of his target and able to see the intended victim at the time he begins *infest*. The Harrowed can spend an Action Card each turn to maintain *Infest*.

The target gets a -2 on all his actions and takes 2d6 damage at the end of each turn he suffers from *infest*.

The only way to escape the swarm is to either jump into a waterhole or kill the Harrowed maintaining *infest*.

JINX

Maybe coming back from the dead is a sign of good luck—but dying in the first place is certainly a sign of bad. A Harrowed with *jinx* can spread some of that bad luck around to her enemies.

The hero using this power must be able to see her target and spend an action. The power has no restriction on its range, but it only affects a single target at a time.

The Harrowed and her target roll a contest of *Smarts*. If the Harrowed wins, the victim suffers some embarrassing stroke of bad luck and loses his next Action Card.

LUCK O' THE DRAW

A hero with this power can use his own manitou to good effect when casting a spell.

Luck o' the draw only benefits witches, hucksters, or hougans. Blessed and shamans don't gain any benefit from consorting with manitous.

Obviously, this power isn't of much use to a Harrowed who isn't a spellslinger, so reroll for a new power if your hero doesn't have the appropriate *Arcane Background Edge*.

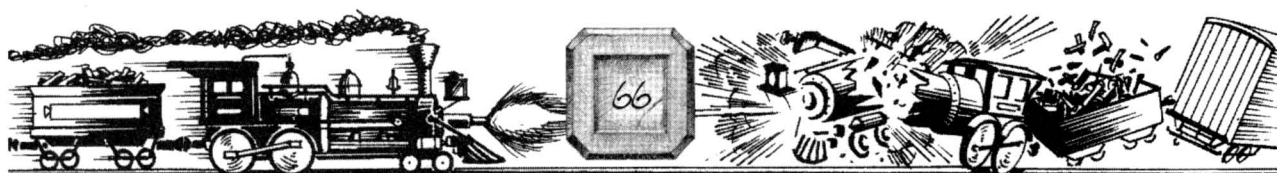
This power gives the Harrowed a +2 bonus to all spell-casting rolls. A natural (unmodified) roll of 1 still causes backlash.

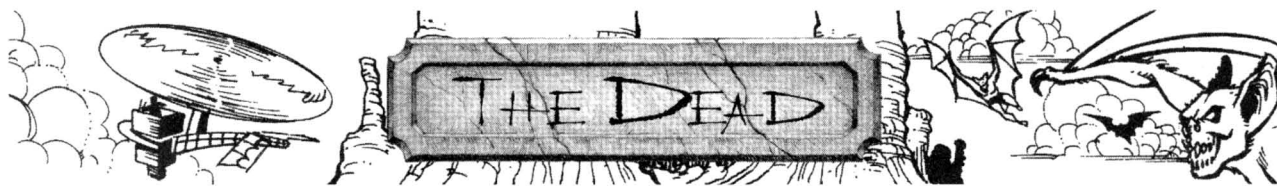
MAD INSIGHT

Much like a Harrowed with *luck o' the draw* uses her manitou to aid her spells, *mad insight* gives a mad scientist an extra edge when creating weird inventions.

As with *luck o' the draw*, if your hero isn't a mad scientist, reroll for another power.

Any gizmo the character uses has a *Malfunction* of d12.





MARKED FOR DEATH

If you think normal folks can carry a grudge, you've never met a Harrowed with this power.

To use this power, a Harrowed spends an action and rolls a contest of *Smarts* with his intended victim. The power only affects one target, but the Harrowed can choose any other figure he can see on the battlefield. If the Harrowed wins, his target is *marked for death*. No Fate Chips can be spent for any of the figure's actions—including *Vigor* rolls.

There is a drawback to manipulating Fate in such a manner. As long as she maintains *marked for death*, no Fate Chips can be spent on the Harrowed's actions either.

Marked for death doesn't require any effort to maintain. The power lasts until the Harrowed lifts its effect—which she can do at anytime, except when she is under attack herself.

MIMIC

Some folks are just plain unoriginal, and even coming back from the dead can't help that.

This power lets the Harrowed duplicate another power or spell he's seen used by someone else within the last turn. *Mimic* can duplicate huckster hexes, witch or hounigan spells, and even other Harrowed powers. However, the power can never recreate the effects of a spell cast by a blessed or a shaman.

A Harrowed must spend an action and beat the original user in a contest of *Smarts*. If he's successful, he can immediately use the just-seen power as if he possessed it himself.

Using *mimic* is physically stressful for the hero. Every time the Harrowed uses *mimic*, he has to make an Easy (4) *Vigor* roll or Eat Dirt.

NIGHTMARE

Nightmares are the manitou's home territory, and a Harrowed with this power can take other folks on a tour of the property.

At the beginning of any game, choose one of your opponent's heroes to be tormented by horrific dreams. The enemy hero suffers from the Hindrance *night terrors* for this battle, and he rolls to see if he was able to get a good night's sleep before the battle.

Also, your hero can inflict waking daymares on her opponent's heroes. Doing so takes an action, and she must be able to see her victim to use this effect.

She rolls a contest of *Smarts* with her victim. If she wins, the target loses its next action as it reels from the effects of the vision.

RECONSTRUCTION

This power lets the Harrowed heal serious wounds even quicker than the run-of-the-mill walking corpse. *Reconstruction* makes the hero more resistant to the effects of Critical Hits.

Any time the hero suffers a Critical Hit, he gets a +2 to his *Vigor* roll to avoid being Put Down. Groin hits temporarily disable him, but he only needs to make an Easy (4) *Vigor* roll to recover from them.

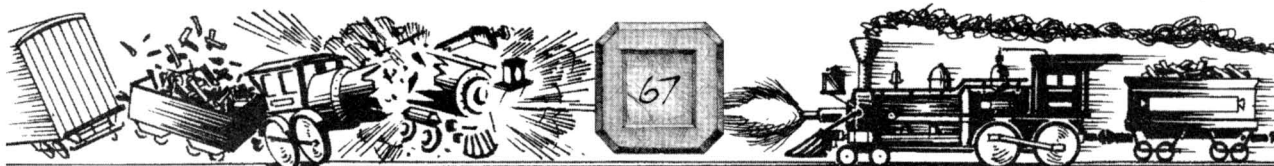
On top of that, he's immune to the lasting effects of weapon arm or leg hits. He still Eats Dirt, but can never be lame or winged.

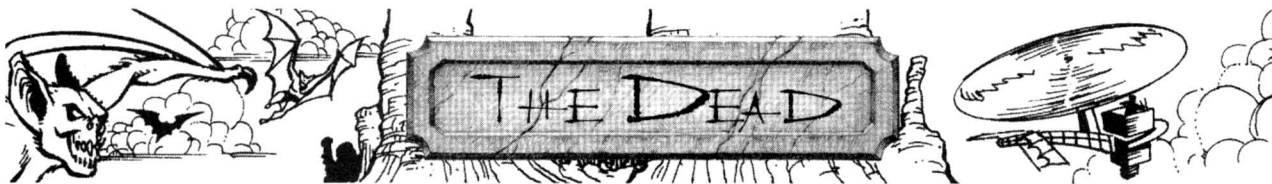
The Harrowed hero is still Put Down if a damage ever exceeds his *Vigor* roll by 10 or more, but he could be back for the next battle.

RELIC

Sometimes, one of the more legendary folks running around the Weird West manages to imbue a personal item with a bit of supernatural ability. A hero with this power has instilled some of her unnatural power into a prized belonging.

The hero has a relic (see *The Great Rail Wars* rulebook). If the item is a weapon, in addition to its usual effects, it can also affect *Unearthly* creatures.





RIGOR MORTIS

You'd expect a walking dead man to be a little stiff—but few folks expect that stiffness to be contagious!

If the hero causes a figure to Eat Dirt in hand-to-hand combat, the victim must make a Hard (8) TN just to recover. Even once the poor sap recovers, agonizing stiffness in his joints give him -2 to all Trait rolls for the remainder of the battle.

This modifier is not cumulative with subsequent uses of *rigor mortis*—even if the victim is unlucky enough to run into other Harrowed opponents during the course of the battle.

SICKEN

Since they're already dead, Harrowed don't worry too much about disease. A few of them actually carry around virulent plagues they can pass on to mortal folks.

Most illnesses don't work fast enough to be effective during the course of a battle. However, a hero with this power has a particularly nasty little virus that causes sneezing and coughing fits almost immediately.

To pass on the disease, the Harrowed must make a successful *Fightin'* attack on her intended victim. She does damage as normal to her opponent, and in addition she infects the poor cowpoke with disease.

On each of its actions, a figure under the effect of *sicken* must make an Easy (4) *Vigor* roll or lose the action to a wracking fit of sneezes and coughs. If the figure makes a Hard (8) *Vigor* roll, it shakes off the effects of *Sicken*.

The victim can't transfer the disease to other figures. Only a Harrowed with this power can.

Sicken has no effect on unliving or *Unearthly* troops.

SILENT AS A CORPSE

Some Harrowed are as quiet as a body laid out for a funeral. Of course, that's only fitting, since they're also just as dead!

A hero with this power is unnaturally sneaky. The Harrowed has the Edges *Sneaky* and *Bushwack*.

SKULL CHUCKER

Who needs dynamite when you have this power? This power allows the Harrowed hero to hurl skulls and other bones at her enemies with devastating effect—not to mention it's also a terribly frightening sight to behold.

The hero can throw a supernaturally explosive skull up to twice her *Strength* in inches. Short range (TN 4) is the Harrowed's *Strength* and long range (TN 8) is twice that distance.

Place a Boom! Template on the target and roll a *Strength* roll. If she makes her roll, the skull lands on target and shatters explosively. Everything under the template takes 2d6 damage.

If the skull misses, it deviates 1d6" in a d12 direction and detonates.

SLEEP O' THE DEAD

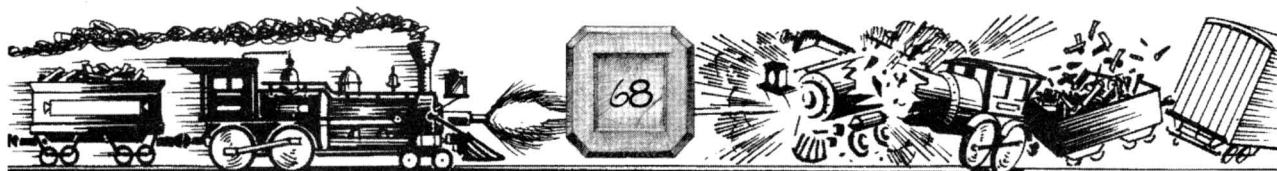
While Harrowed don't sleep much themselves, there are a few that have the power to send folks off to the Land of Nod with just a touch. Sweet dreams, partner.

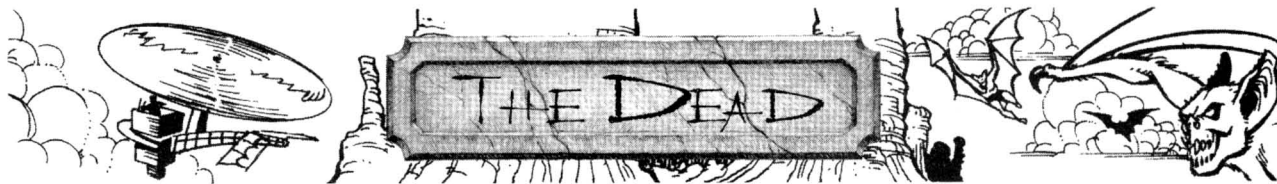
The Harrowed has the ability *Paralysis*.

SPIDER

Coming back from the dead isn't creepy enough for some folks. They've got to go scuttling along walls and ceilings like some two-legged cockroach. It's bound to give any cowpoke the chills just thinking about it.

The Harrowed has the Edge *Wall Walker*.





SPOOK

If you think an undead gunslinger is an unusual sight, you should get a look at the thing crawling around in its gizzard. *Spook* gives an opponent the chance to do just that.

The hero uses an action to cause an enemy troop within 12" to make a Hard (8) *Guts* check.

UNHOLY HOST

There's an old saw that says "You can't keep a good man down." If there's a Harrowed with this power around, you can't even count on keeping the bad ones down.

To use the power, the hero must spend an action within 4" of a Put Down figure. *Unholy host* raises the figure as a walkin' dead armed with whatever weapons it had in life. The walkin' dead must immediately be attached to the Harrowed who raised it.

A hero can never raise more than five walkin' dead at a time with *unholy host*. Any walkin' dead created by this power must remain attached to him for the course of the battle.

There is a drawback to this power. If an opponent seizes Dominion of a Harrowed through the manitou, he also gets control of any walkin' dead created by *unholy host*!

Walkin' dead created by this power are destroyed if the Harrowed that raised them is Put Down. No Bounty Points are gained for any walkin' dead destroyed in this way. Otherwise, an opponent earns Bounty Points for killing walkin' dead just as if they were normal troops.

Since few players leave miniatures on the board after they've been Put Down, you need to find a way to mark the location of fallen troops if your hero has this power. That way, you know where your hero can find "allies."

UNHOLY REFLEXES

Not having to worry about little things like dying helps a fellow keep a clear head in a gunfight.

This power raises the Harrowed's *Speed* by +1. No Harrowed can ever have this bonus more than once (although it can increase her *Speed* above the normal maximum of 4).

VOICE O' THE DAMNED

There are few things as disturbing as a voice from beyond the grave—especially when the rest of the body is standing in front of you!

To use this power, the Harrowed must spend an action and choose an enemy troop within 12". He and his victim roll a contest of *Guts*.

If the Harrowed wins, his target's morale is lowered by -1 level (normal to Shaken; Shaken to Panicked!). If he beats his victim's roll by more than 5, his target is scared senseless and is automatically Panicked.

This power works equally well on posses, single figures, or other heroes, but it has no effect on *Fearless* troops.

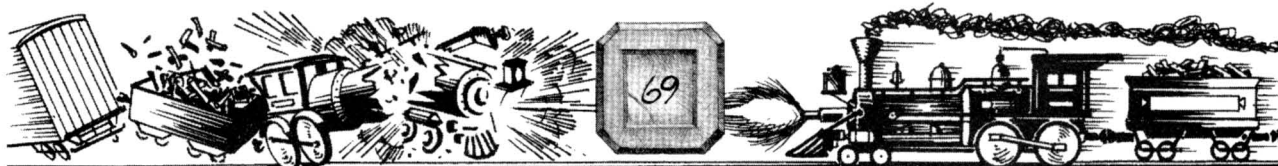
VARMIT CONTROL

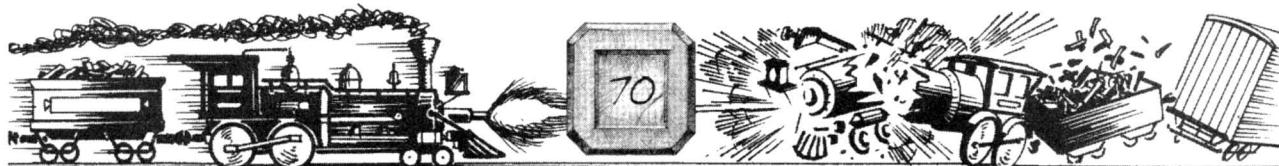
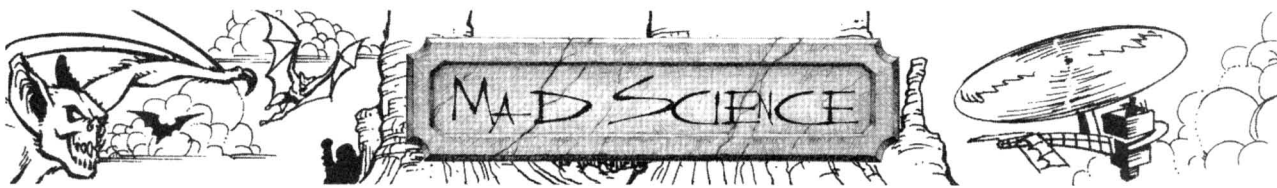
With this power, the Harrowed can seize control of the mind of an animal.

The hero spends an action and chooses a single animal figure within 12". She must beat the target in a contest of *Smarts*. If she wins, she controls the animal for as long as she concentrates.

If the animal is under the arcane control of a spellslinger or Harrowed—for example, by means of a *call o' the wild* spell—the Harrowed must roll her *Smarts* against the spellslinger's spell die instead.

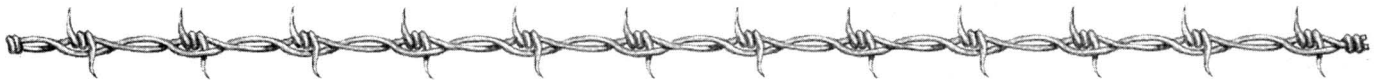
On each of the contested animal's actions, the enemy magician may attempt to wrest control back from the Harrowed by rolling a test of his spell die against the Harrowed's *Smarts*. If he wins, he regains control of the beast.







CHAPTER FIVE: THE MIRACLES O' WEIRD SCIENCE



There's a whole passel of strange devices that have found their way onto the battlefields. Guns that shock an opponent into next week, contraptions that let a man move underwater, and even steam-powered chainsaws! And there's the latest development in the area of science: alchemy and its potent chemical effects.

GIZMOS

Here are the latest inventions to make an appearance on the battlefield. If you can't find a device to suit your needs here, chances are you aren't going to anywhere!

ACID GUN

Acid guns are a particularly nasty blend of chemistry and engineering. This marvel of modern technology uses pressurized air to propel a thin stream of concentrated acid through the air.

The acid gun has a longer range than the flamethrower, but it only affects a single target. Because the stream is thin, the user must make a *Shootin'* roll to hit his target, with a TN of 4 for 9" or less, and a TN of 8 up to 18". As always, the user must see his target to fire on it.

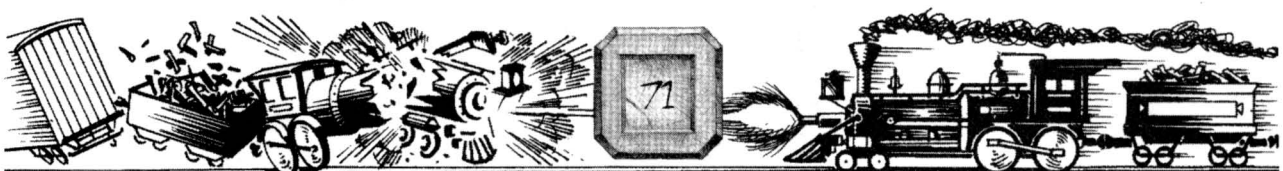
Due to the ability of the acid to splash and coat its target, cover does not provide any modifier to the user's *Shootin'* roll. *Armor* that's worn like that of Iron Dragon's Pyromasters or bulletproof dusters is bypassed by the acid. Even the iron plating of Automatons is also no protection against the acid. It simply seeps through seams and gaps. Magical armor from spells or natural armor (like that of a Mojave Rattler) is effective against the acid.

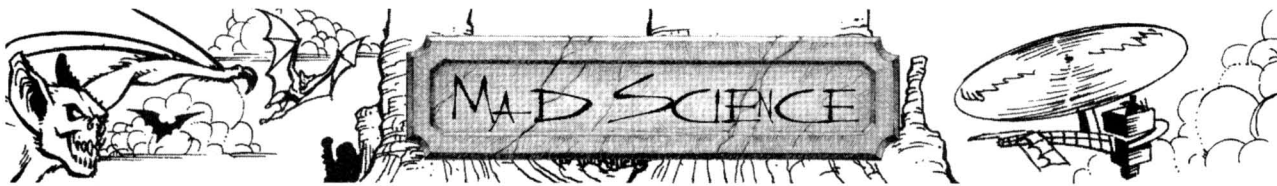
MAJORITY

Minor Malfunction: The tank loses air pressure and the gun can't fire. It takes an action and an Easy (4) *Smarts* roll to fix the problem.

Major Malfunction: An air seal dissolves, and a stream of acid squirts in a random direction. Place a Boom! Template on the figure, with 12 facing the figure's front. Roll a d12 for direction. Measure out to 12" from the center of the template. The blast hits the first target in range for 2d10 damage. If a 12 is rolled for direction, the wearer is hit.

Catastrophe: The tank ruptures, showering the unlucky troop in acid. The figures each take 3d10 damage.





AIR CATCHER

No matter how good a pilot is, sometimes she's going to have to bail out. It's a mighty long drop without an air catcher.

An air catcher is huge piece of canvas that allows a figure to waft safely to earth—assuming it deploys that is. When first deployed, roll an automatic *Malfunction*. On a Minor or Major *Malfunction*, the chute opens normally. On a Catastrophic *Malfunction*, the chute fails, and the troop falls taking normal falling damage.

A rig or figure descending by air catcher drops -1 altitude level on its first Action Card of each turn, and it drifts 1d6" with the wind.

While in the air, a figure can fire any personal weapons it has at a -2 penalty, plus any other penalties for height.

BULLET-PROOF DUSTER

It only makes sense to wear one of these if you know you're going to get shot at, and in the Rail Wars, that's a given!

These long, leather coats have heavy, metal plates sewn into the lining. They give the wearer *Armor* 2. This is cumulative with other types of *Armor*—say, for example, from a spell.

The drawback to these lifesavers is they are hot and heavy—a bad mix on the battlefields of the Weird West! Any troop wearing these armored overcoats subtracts -2 from its normal Pace. It can still run when the going gets tough—but don't forget the -2 modifier to the base Pace!

MALFUNCTION!

Minor Malfunction: The coat shifts and trips up the troop, causing it to lose an additional -2 from its Pace this round. (That's a total of 4!)

Major Malfunction: Some of the metal plates tear loose from the lining. The coat provides -1 less point of *Armor* for the remainder of the battle.

Catastrophe: Better hope the coat's still under warranty because it just fell completely apart! The troop loses all *Armor* from the coat, but it gains back its full Pace.

CHAINSAW

This is a version of the Smith & Robards labor-saving device which has been modified to be attached to a battlesuit. The saw replaces one of the suit's gripping claws. If the driver wins a *Fightin'* roll, the saw does the driver's modified *Strength*+8 damage.

A chainsaw is subject to its own special malfunctions. If a *Malfunction* check is missed, use the *Malfunction!* Table below.

While this particular version is designed for use in the battlesuit, a similar gizmo can be bought for heroes with the *Belongin's* or *Dinero* Edge. These are smaller, however, and cause only *Strength*+4 damage. A catastrophe with one of these smaller saws causes only 2d6 damage instead of 2d8.

MALFUNCTION!

Minor Malfunction: The chain jams. The weapon is useless unless the driver can make a Easy (4) *Smarts* roll.

Major Malfunction: The chain breaks, or the tank runs out of fuel. The chainsaw is useless, and may now only be used as a makeshift club (*Strength*+1).

Catastrophe: The saw's steampack explodes, doing 2d8 damage in the area of a Boom! Template centered on the saw.

DIVING SUIT

This amazing device allows a man to breathe underwater by supplying him with a temporary air supply. It includes the suit, a metal helmet, an assortment of ballast weights to change his diving depth, and an air tank.

Troops using this device can travel underwater without risk of drowning. The troop moves at a Pace of 4. While submerged, it can only be attacked by depth charges, other underwater troops, or certain *Aquatic* creatures, like Maze Dragons.

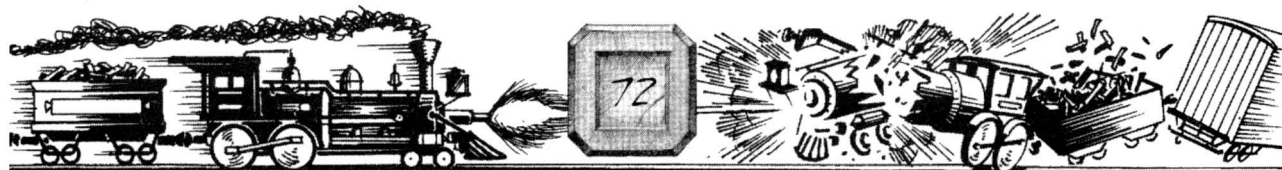
Of course, being underwater has its drawbacks. The troop can't carry firearms on an undersea odyssey. Water and gunpowder don't mix. Instead, for +5 additional points, the troop can be equipped with crossbows.

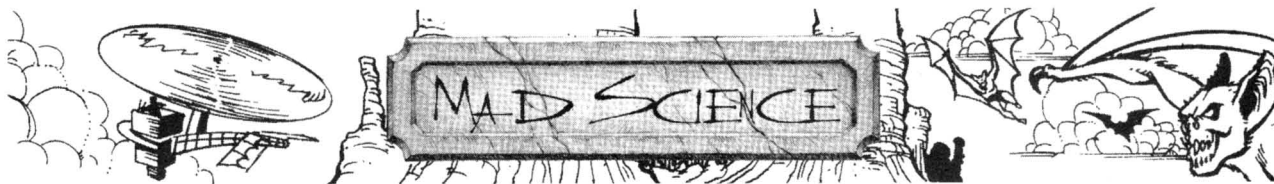
For obvious reasons, diving suit-equipped troops are usually only encountered in deep-water situations.

MALFUNCTION!

Minor Malfunction: The suit's helmet fogs up. The troop suffers a -2 to all *Shootin'* rolls until he makes an Easy (4) *Smarts* roll. He can try this once each action.

Major Malfunction: The helmet begins leaking. The troop has 1d4 turns to make it to dry ground or a boat before the suit is useless. After that time, she has to make an Easy (4) *Strength* roll on each of her actions or take 2d4 damage from drowning.





Catastrophe: The suit's helmet bursts. The diver must make an Hard (8) *Vigor* roll or take 2d4 damage from drowning. The suit is now useless. He'd better hope he's a good swimmer, unless he's on dry land when this happens. On each of his actions, he has to make an Easy (4) *Strength* roll or take 2d4 damage from drowning.

ELECTROSTATIC GUN

While most gunmen prefer to riddle their foes with lead, a few are beginning to realize that an unconscious foe is only a knife away from permanent residency in Boot Hill! A favorite of bounty hunters across the Weird West, electrostatic weapons are slowly finding their way onto the battlefields of the Rail Wars.

The electrostatic gun releases a tremendous charge of static electricity into its target. The resulting charge usually reduces the target to an unconscious mass. The gun does 2d10 to any figure it hits.

An electrostatic gun can't Put Down a figure, no matter how much damage it does. Any target who fails to resist the damage from the charge Eats Dirt, no matter how much badly fails its *Vigor* roll.

One final word of warning. Electrostatic guns are totally useless against *Undead* or *Unearthly* targets, so an attack versus one of these targets does no good. They are, however, effective against mechanical beings like Automaton or Clockwork Tarantulas.

Malfunction!

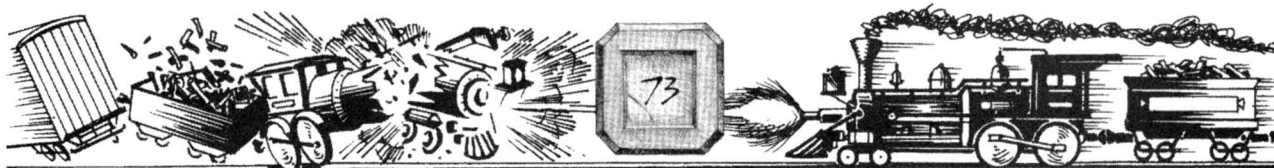
Minor Malfunction: The gun's charge bleeds off. The gun is useless until the troop spends an action and makes an Easy (4) *Smarts* roll.

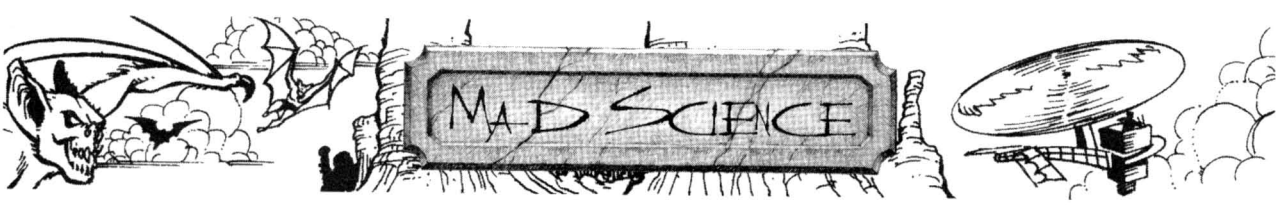
Major Malfunction: The weapon prematurely discharges and gives the user a nasty shock. The troop takes 1d10 damage. Remember, no matter how badly the troop fails the *Vigor* roll to resist the damage, she only Eats Dirt.

Catastrophe: The weapon burns out, releasing its charge directly into the figure using it. He takes 2d10 damage (again, this can't Put Down the troop) and the weapon can no longer be used.

ELECTROSTATIC SABER

This weapon uses the same technology employed in the electrostatic gun. However, it backs it up with a sharp edge and strong arm.





In addition to causing normal saber damage (*Strength*+2) when used in combat, the blade also gives its wielder the *Paralysis* special ability. That means when the wielder hits an opponent in hand-to-hand combat, if it successfully resists the damage with its *Vigor* roll, it's still not out of the woods. The opponent must then make a second *Vigor* roll against an Easy (4) TN, or he's Eatin' Dirt anyway!

Unlike *Paralysis*, the electrostatic saber can affect mechanical beings like Automatons, but not *Undead* or *Unearthly* creatures.

An X-Squad posse equipped with electrostatic sabers can also purchase basic firearms for an additional 10 Bounty Points.

MALFUNCTION!

Minor Malfunction: The saber's charge bleeds off. The saber loses the *Paralysis* ability until the troop spends an action and makes an Easy (4) *Smarts* roll.

Major Malfunction: The blade prematurely discharges and gives the user a nasty shock. She takes 1d10 damage. Remember, no matter how badly she fails the *Vigor* roll to resist the damage, she only Eats Dirt.



Catastrophe: The weapon burns out, releasing its charge directly into the figure using it. He takes 2d10 damage (again, this can't Put Down the troop), and the weapon loses the *Paralysis* ability permanently. It still does *Strength*+2 however.

IMPROVED ROCKET PACK

Smith & Robards are rightly proud of their latest-model rocket pack. Taking their cue from the suggestions of the troops in the Flying Buffaloes unit based in Fort 51, S&R have truly improved on their original model. No longer limited to short hops on the battlefield, this new rocket pack gives individual troops extended mobility.

Unlike the original model of rocket pack described in *The Great Rail Wars* rulebook, this pack actually lets the wearer fly.

Figures wearing rocket packs may move 15" a turn. Rocket packs move in the same way as normal figures. The pack allows the wearer to climb +1 Altitude Level a turn, or drop twice this amount. Rocketeers can perform pop-up attacks like a flying vehicle. (See *Derailed!*)

All attacks made while flying with a rocket pack suffer the -1 mounted-shooter penalty.

MALFUNCTION!

Minor Malfunction: The steering jams. Roll on the Outta Control Table (see *Derailed!*).

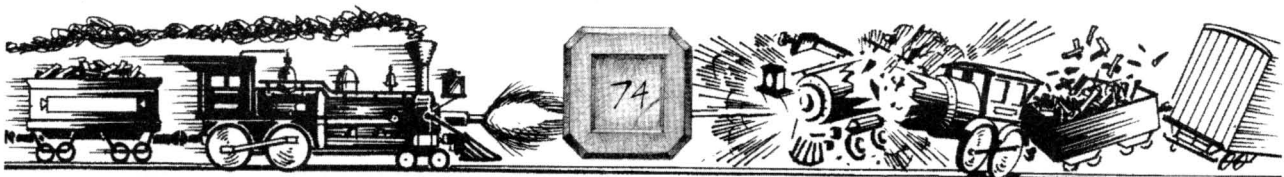
Major Malfunction: The pack's thrusters stutter. The wearer drops 1 Altitude Level immediately. If the figure reaches the ground, it takes normal falling damage.

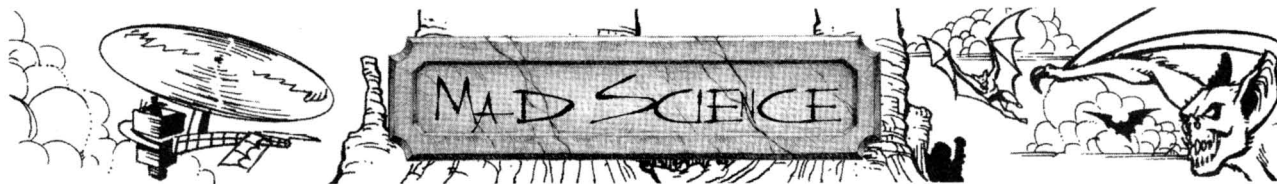
Catastrophe: The steam vessel ruptures in an explosion. Center the Boom! Template over the rocket pack. Everything under the template and takes 2d10 damage. If the wearer survives the explosion, he falls to the ground, taking normal falling damage too.

OWL-EYE GOGGLES

These odd-looking devices fit on the wearer's head like a pair of oversized spectacles. They use magnifying lenses attached to parabolic reflectors to amplify available light. They also come with a special periscope attachment that allows the wearer to peer around corners, over walls, and so on.

Owl-eye goggles allow a troop equipped with them to ignore any penalties for fighting at night. The troop suffers no modifiers to *Shootin'*, and it otherwise sees normally.





The periscope attachment lets the troop observe the battle while remaining under cover. A troop equipped with this device doesn't suffer the usual -1 modifier normally applied to pop-up attacks.

Owl-eye goggles are only useful at night. The light-amplifying properties blind any troop trying to wear them during the day.

Malfunction!

Minor Malfunction: The lenses are knocked out of focus. The wearer is -2 to *Shootin'* rolls until he spends an action making an Easy (4) *Smarts* roll.

Major Malfunction: The mirrors have been knocked out of alignment. The goggles are useless for the remainder of the battle.

Catastrophe: The lenses are too sharply focused, and a beam of intense light burns the troop's eyes. The poor sap has to roll a Hard (8) *Vigor* roll or be permanently blinded (-4 to *Shootin'* and *Fightin'*). Even if he makes the roll, he gets a -2 to *Shootin'* and *Fightin'* for the rest of the battle.

TELESCOPIC SIGHTS

Who needs sharpshooters when you can equip your troops with these top-of-the-line optical wonders?

These long, precision-ground sights give a troop equipped with them a +2 bonus to *Shootin'* when firing at targets at long range. Additionally, they negate the penalty for shooting at *Sneaky* troops.

It takes a little longer to sight in on a target with a telescopic sight, so any troop using these can't fire if it's moved over half its Pace in a turn. Nor can a troop equipped with these sights fire from horseback. The jostling from the mount jars the sight picture too much.

Telescopic sights can only be mounted on rifles or buffalo rifles.

Malfunction!

Minor Malfunction: The scope is out of focus. The troop gets a -2 to all *Shootin'* rolls until an Easy (4) *Smarts* roll is made. The *Smarts* roll can be made once each action, but the troop can still perform other actions like shooting or running.

Major Malfunction: As above, but the *Smarts* roll is Hard (8), and trying to fix the scope takes the troop's entire action.

Catastrophe: The lens shatters, and the scope is useless.

GIZMO WEAPONS

Weapon	Range	ROF	Damage
Acid gun	18	1	2d10
Chainsaw	—	—	STR+8
Electrostatic gun	24	1	2d10 (Eat Dirt)
Electrostatic saber	—	—	STR+2+ <i>Paralysis</i>
Flamethrower	—	1	2d10
Gatling pistol	24	3	2d6
Gatling rifle	48	2	2d8
Gatling shotgun	24	2	1-3d6

ALCHEMY

Not all weird technology is limited to constructs of iron and steel. Some mad scientists have turned their peculiar insight to the realm of chemistry—or rather alchemy.

Studying the works of Albertus Magnus and other medieval practitioners, alchemists have developed many startling compounds. The potency of some of these elixirs have brought alchemists to the attention of the Rail Barons.

CONCOCTING AN ALCHEMIST

Alchemists are built just like any other hero. Like mad scientists, alchemists must have the Edge *Arcane Background: Mad Science*. Unlike a "normal" mad scientist, an alchemist doesn't get a gizmo of his choice. Instead, he gets to choose three alchemical compounds from this chapter.

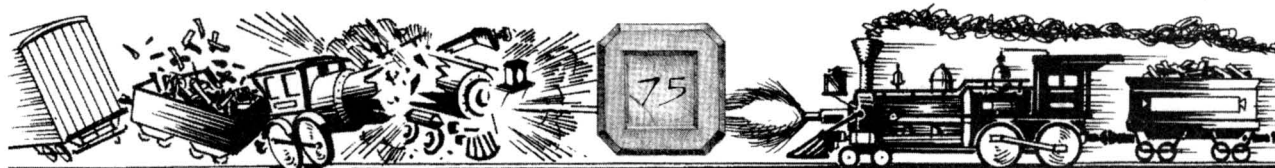
The alchemist is assumed to have enough of each compound on hand to last him the duration of the battle, so don't worry about tracking his usages. He never runs out.

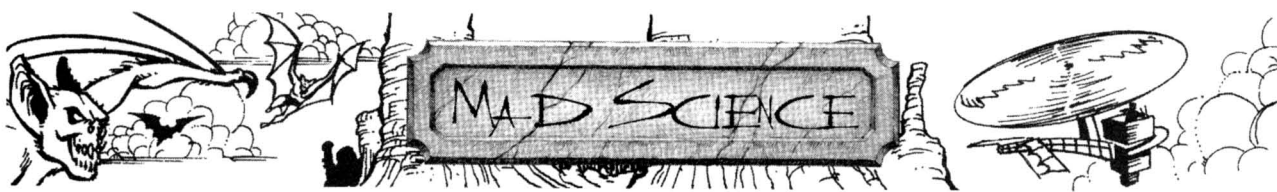
BAD CHEMISTRY

Alchemical compounds are subject to unpredictable results, just like the other inventions of mad science. However, unlike gizmos and vehicles, elixirs, pills, and so on don't malfunction when the alchemist draws a Joker or a Deuce.

Instead, whenever an alchemist uses one of his concoctions, he has to make a *Smarts* roll. As long as he doesn't roll a 1, his elixir works as he'd planned. If he rolls an unmodified 1, the compound reacts in an unexpected manner, and he has to roll on the Malfunction Table.

If he's administering the elixir to another troop, the recipient suffers any ill effects. But if he's using it himself or hurling a vial at an opponent, the alchemist gets to enjoy the results of the Malfunction.





POTIONS, Elixirs, AND PILLS, Oh My!

An alchemist's creations come in a variety of forms. Some are tonics, some are pills or pellets, and a few are bottled gases that expands on contact with air. Each concoction's description tells you what your hero must do to use it.

CHUCKIN' THE STUFF

Any compound that requires the alchemist throw it to deliver its effects can be thrown as per the rules for dynamite. In short, the hero can hurl the concoction a distance equal to her *Strength* plus 2" by making a *Strength* roll. Up to half that distance, her TN is a 4, and over half, it's an 8. If she misses her roll, figure deviation as normal, but it only deviates by 1"-3".

Of course, the alchemist can always drop the container at her feet without having to make a roll. While this might work for smoke pellets, we'd advise against it when using Greek fire!

COMPOUNDS

CHOKING GAS

This devilish mixture of various caustic chemicals causes a debilitating gas when exposed to the air. This compound is usually thrown at the target—unless the alchemist wants to be gagging along with everyone else!

The alchemist chooses a target and rolls a *Strength* roll as detailed above. Use the Boom! Template to figure any deviation. When the container lands, it breaks, releasing the gas.

Mark the affected area with a Cloud Template. Any creature touched by the Cloud Template suffers the effects of the gas. The choking cloud persists for 1d4 turns.

At the beginning of each its actions, an affected troop must make an Easy (4) *Vigor* roll or be forced to immediately move out of the gas. The troop can perform no other actions besides moving out of the cloud on that action, due to tearing, choking, and gagging on the gas. Any troop attempting to move into the area covered by the gas must also make an Easy (4) *Vigor* roll or stop, choking and unable to act, at the edge of the gas.

Even if the troop makes the *Vigor* roll, its rolls are at -2 for as long as it remains in the gas.

The gas has no effect on nonliving or *Unearthly* troops.

MALFUNCTION!

Minor Malfunction: Something's wrong with the formula! Nothing happens.

Major Malfunction: Bad throw! Put a Boom! Template on the alchemist and roll for deviation—1d12 for direction and 1d6" for distance. That's where the bottle lands.

Catastrophe: Look out, compadre! This was a really bad throw. Just center the Cloud Template on the alchemist and leave it there. Every figure under it suffers full effects.

COHESION COATING

Do you have troops that have an Achilles' heel? This miracle of chemistry smoothly coats any target, seeping into cracks and flaws. It then hardens to a tough glaze, strengthening the subject against damage or breakage.

This wonder liquid can be applied to almost any surface: metal, cloth, and even skin. It provides the subject with protection equal to *Armor* 2. It is cumulative with other *Armor* the subject may already have.

However, it makes the subject rigid and stiff. A troop coated by it has its *Shootin'* and *Fightin'* dice reduced by -1 level each. Vehicles give their drivers a -2 modifier to all *Drivin'* rolls.

An alchemist can affect any single troop or hero with one application of the cohesion coating. He must spend 1 of his actions in base to base contact with the figure to apply it. He can coat a vehicle by spending 2 actions in contact with it.

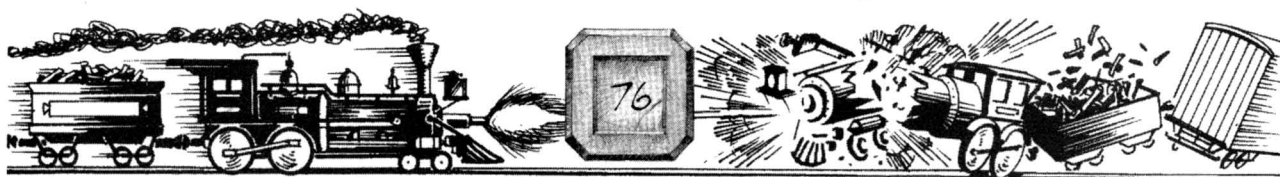
Cohesion coating, unlike many alchemical compounds, is effective on nonliving or *Unearthly* troops.

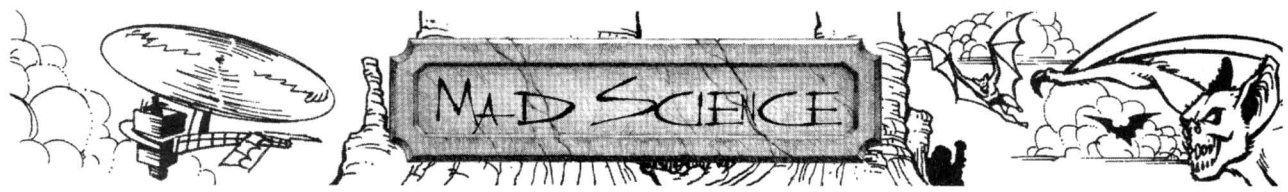
MALFUNCTION!

Minor Malfunction: The coating works, but the coated object glows brightly—noticeable even in the daytime. This offsets the modifiers if the troop was *Sneaky*, and it gives foes a +1 bonus to hit the troops night. Any rogue troops on the board lock on to the affected troop and ignore all others as long as they can see it.

Major Malfunction: The coating is unnaturally hard and stiff. If the subject is a troop, it gains *Armor* 4. In addition to the usual penalties, the troop can only move half its normal Pace. Vehicles so affected by the coating give their drivers a total of -4 to all *Drivin'* rolls.

Catastrophe: The coating is corrosive. If the subject had any *Armor* of its own, the *Armor* is reduced by -2 levels. Otherwise, the subject suffers 2d6 damage.





GREASED LIGHTNIN' PILLS

A troop under the effects of greased lightnin' pills gains an extra Action Card at the beginning of the next turn. Only one dose of the pills is effective at any time. Multiple doses don't work. Remember, no matter how many actions a troop has, it can't move more than its Pace in a turn.

An alchemist can affect any troop with one application of the pills. He must spend 1 of his actions in base-to-base contact with at least one member of the troop to administer the pills.

The pills have no effect on nonliving or *Unearthly* troops.

MALFUNCTION!

Minor Malfunction: The extra speed makes the troop jittery. It's *Shootin'* and *Artillery* dice drop by -1 level each.

Major Malfunction: The troop is too fast for its own good. It's *Shootin'* and *Artillery* dice each drop by -2 levels.

Catastrophe: The troop has a bad reaction. Not only does it not get the bonus action, it can't act until it makes a Hard (8) *Vigor* roll.

GREEK FIRE

This highly combustible liquid was rumored to have been first discovered by the Greeks. Now, thanks to the marvels of alchemy, rail warriors can experience at least one of the wonders of the Classical Age—whether they want to or not!

Greek fire comes in a breakable container which the alchemist must throw. The alchemist chooses a target and rolls a *Strength* roll as normal. Use the Boom! Template to figure any deviation. When the bottle lands, it shatters, showering the area under the Boom! Template in a blazing liquid. The fire does 2d8 damage to any figure touched by the Boom! Template. Being prone does not provide any protection.

MALFUNCTION!

Minor Malfunction: The fire is abnormally smoky. Leave the Boom! Template on the board or otherwise mark the area. Any *Shootin'* rolls that cross the area get a -2 modifier until the end of the next turn.

Major Malfunction: The fire doesn't fully ignite (doing only 1d4 damage to each target), but it does make a smoke cloud as above.

Catastrophe: The bottle shatters in the alchemist's hand. Center the Boom! Template on the alchemist. Every figure under it takes 2d10 damage from the fire.

HEALING UNGUENT

With this clever and efficacious patent medicine, an alchemist can tend the wounds of his allies as effectively as any barbershop surgeon.

This cream allows the alchemist to treat *Eatin' Dirt* or *Put Down* figures just as if he had the *Sawbones* special ability. He must be in contact with the figure in order to use the elixir. Don't forget the *Smarts* roll to see if it works!

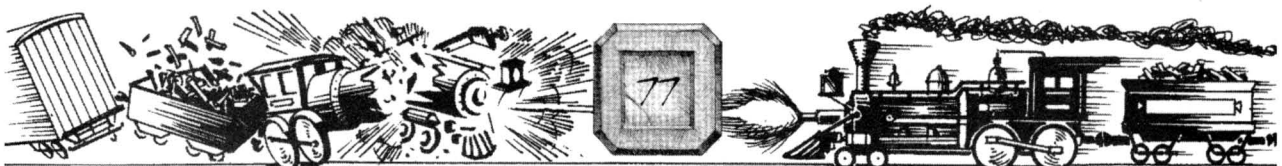
The unguent has no effect on nonliving or *Unearthly* troops.

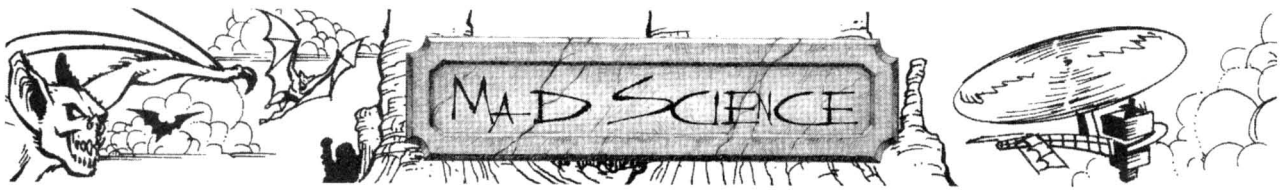
MALFUNCTION!

Minor Malfunction: The unguent doesn't work. The alchemist can't provide any help to the troop. If it's *Put Down*, he'd be better off just calling the undertaker.

Major Malfunction: The unguent aggravates the wound, causing the figure to get a -2 to the next *Vigor* roll to recover. If the model was *Put Down*, it stays that way.

Catastrophe: Whatever she put into that stuff, it isn't medicine! The troop takes 2d6 damage from the unguent. Of course, if it was *Put Down*, this is only adding insult to injury.





LIQUID COURAGE

This elixir is a psychological paint thinner for a yellow stripe up the back. One swig of this potion, and the troop gains enormous confidence in its own abilities—justified or not.

The troop gains +2 to all *Guts* checks for 1d4 turns after drinking the elixir. Multiple doses of the potion have no additional effect—although still check to see if the mixture is flawed.

An alchemist can affect any troop with the elixir. He must spend one of his actions in base to base contact with at least one member of the troop to administer the potion.

The potion has no effect on nonliving or *Unearthly* troops.

MALFUNCTION!

Minor Malfunction: The troop becomes downright foolhardy. It receives a -2 to all *Smarts* rolls for the duration of the elixir.

Major Malfunction: The troop gets the shakes from the adrenal rush. All *Shootin'* rolls are at -2 for the duration.

Catastrophe: Backfire! The troop's morale level drops by -1. (Normal becomes Shaken, Shaken becomes Panicked.)

OWL EYE TONIC

A troop that drinks owl eye tonic can ignore any penalties for darkness or fighting at night.

The alchemist can affect any troop by giving it a swig of owl eye tonic. He must spend 1 of his actions in base to base contact with at least one member of the troop.

Owl eye tonic is very useful for night battles, but any troop drinking it in daylight is blinded for the battle. While this may seem like a good way to incapacitate enemy troops, it cannot be given to an unwilling subject.

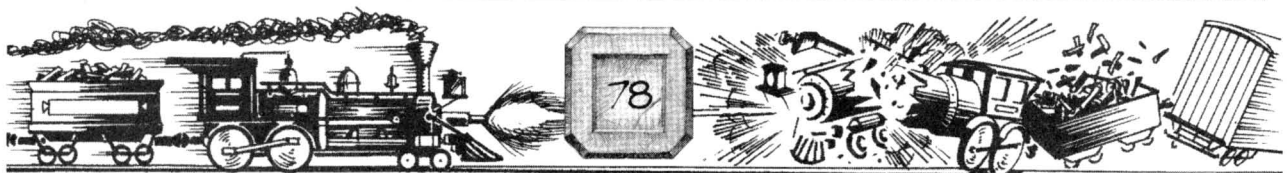
As usual, this tonic has no effect on nonliving or *Unearthly* troops.

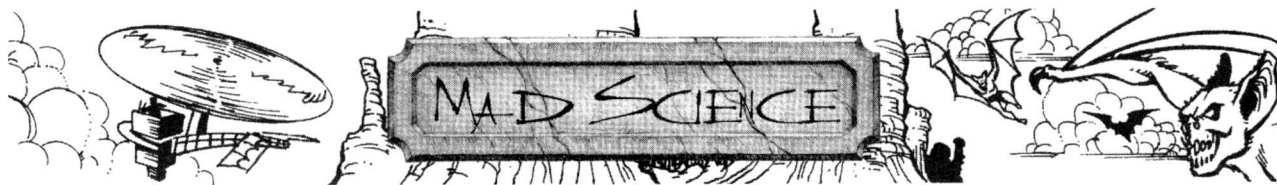
MALFUNCTION!

Minor Malfunction: The tonic doesn't work perfectly. The troop can see in the dark, but its vision is blurry. It gets a -1 to all *Shootin'* and *Artillery* rolls.

Major Malfunction: Not only does the confounded tonic fail, but the troop gets a bad case of night blindness to boot! Double any die-roll modifiers from darkness.

Catastrophe: The concoction blinds the troop for 1d4 turns.





REVITALIZING TONIC

This amazing liquid bolsters a troop's health to astounding levels!

A troop that drinks a dose of revitalizing tonic receives a +2 to all *Vigor* rolls for the next 1d4 turns. Additional doses have no further effect while the troop is under the effects of the first—although the alchemist still rolls *Smarts* to check the mixture for malfunction.

An alchemist can affect any troop by giving it a dose of the revitalizing tonic. She must spend one of her actions in base to base contact with at least one member of the troop to administer the potion.

This is yet another chemical compound that's absolutely no use for nonliving or *Unearthly* troops.

MALFUNCTION!

Minor Malfunction: The tonic doesn't work.

Major Malfunction: The troop gets violently ill and automatically loses the next action. The tonic (obviously) fails to work.

Catastrophe: Just like a Major Malfunction, but the troop also gets a -1 to all rolls for 1d4 turns, due to nausea.

SAMPSON'S ELIXIR

This amazing draught boosts a troop's *Strength* to Herculean levels.

A troop imbibing this elixir raises its *Strength* die by +2 levels for the next 1d4 turns.

As with most tonics and elixirs, the alchemist can affect any troop, single or posse, by giving it a drink. He must spend one of his actions in base to base contact with at least one member of the troop for the elixir to be effective.

MALFUNCTION!

Minor Malfunction: The elixir doesn't work.

Major Malfunction: The troop gains the *Strength* boost, but has trouble mastering the increased power. All *Fightin'* rolls are at -1 for the duration of the elixir.

Catastrophe: The troop has a bad reaction. Not only does the elixir fail, but it reduces the troop's *Strength* by -1 step for the battle.

SLEEPER GAS

Not all folks involved in the Rail Wars are bloodthirsty killers—but those are usually the most successful ones. However, for those who prefer a little subtlety to simple slaughter, there's Smith & Robards' patented sleeper gas.



This concoction comes in a breakable container that has to be thrown when used. The alchemist chooses a target and rolls a *Strength* roll. Use the Boom! Template to figure any deviation. When the container lands, it breaks, releasing the gas into a Cloud Template. Every figure under the Cloud Template is affected and has to make an Easy (4) *Vigor* roll or Eat Dirt.

The gas breaks down and dissipates almost immediately. There is no lasting cloud from this compound. The noxious cloud immediately disappears on the next Action Card.

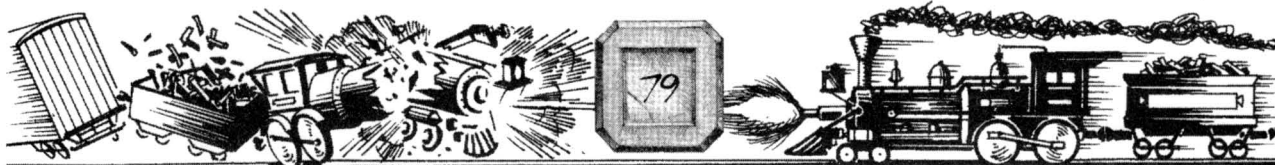
Like most chemical mixtures that affect the metabolism, sleeper gas has no effect on nonliving or *Unearthly* troops. Sorry, but those troops have been revived from eternal slumber.

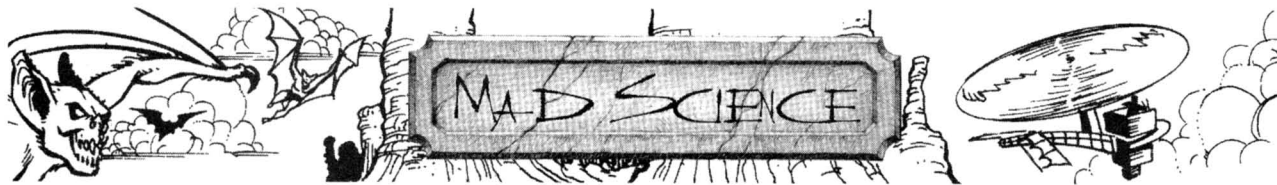
MALFUNCTION!

Minor Malfunction: The gas has no effect.

Major Malfunction: The stopper comes out as the alchemist hurls the concoction. Place the Cloud Template on the alchemist. Any figure it touches must make an Easy (4) *Vigor* roll or Eat Dirt.

Catastrophe: The chemical compound actually works as a stimulant, giving the target +1 to all rolls for 1d4 rounds.





SMOKE PELLETS

These pebble-sized pellets let an alchemist create a thick cloud of opaque, black smoke.

The alchemist can throw these pellets, or simply drop them at his feet (no *Strength* roll necessary). If he throws the pellets, use the Boom! Template to determine deviation.

Place a Cloud Template where the pellets hit. The smoke cloud totally blocks line of sight through it, and it persists for 1d4 turns.

MALFUNCTION!

Minor Malfunction: The pellet doesn't work.

Major Malfunction: The pellet explodes prematurely. The smoke cloud forms 1d3" from the alchemist. Use the Boom! Template to determine direction.

Catastrophe: The pellet explodes in the alchemist's hand, forming the smoke cloud on top of her location. She's blinded and loses her next action cleaning the soot out of her eyes.

UNIVERSAL LUBRICANT

When *universal lubricant* is applied to almost any surface, the substance makes it become almost frictionless.

An alchemist can use an action to apply a swath of the lubricant to the ground in front of her. Use the Universal Lubricant Template to mark its location. Any troop crossing the lubricant must make a Hard (8) *Smarts* roll to avoid slipping on the surface. Troops that do fall flounder around in the area until they can make a Hard (8) *Smarts* roll to get out.

Ground vehicles crossing the area must make an Easy (4) *Drivin'* roll or roll on the Crash Table. Flying or burrowing troops and vehicles are immune to the effects.

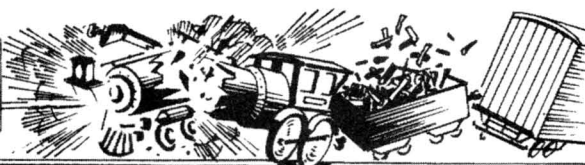
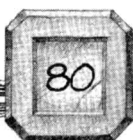
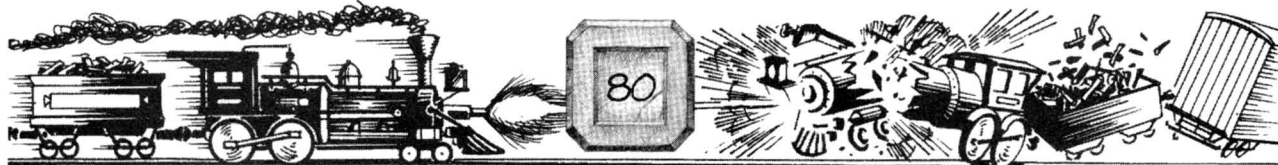
The lubricant lasts the duration of the battle, so keep the Universal Lubricant Template on the battlefield for the entire game.

MALFUNCTION!

Minor Malfunction: The lubricant doesn't work. All troops may move through it normally.

Major Malfunction: The lubricant isn't effective. Troops moving through it need an Easy (4) *Smarts* roll to avoid slipping, and those caught may escape with an Easy (4) *Smarts* roll.

Catastrophe: The user spills the lubricant on himself. He may not hold any weapon, and he moves at Half Pace for the remainder of the battle.



AIR BUBBLE

Range: Smart

Duration: Concentration

Effects: This spell allows a troop to breathe underwater. The troop suffers no damage if it fails its Strength check to stay afloat in deep water. The troop may survive a flash flood, but it's still swept off the board and out of the battle. It also allows the troop to ignore the effects of the spells brimstone and swamp gas. Finally, air bubble makes the unit immune effects based on smell or breathing, like a Harrowed's charnel breath or the stench of a skunk ape.

Troop	TN
Single or Hero	4
Posse	8



ARMOR O' RIGHTEOUSNESS

Range: Caster only

Duration: 1d4 turns

Effects: This miracle armors the spellslinger in the strength of her faith. The caster gains the Edge Armor for the duration of the spell. The level is based on her spell die roll. This spell also substitutes for: turtle's shell (favor).

Armor	TN
2 points	4
4 points	8



BABBLE ON

Range: Smarts x 2

Duration: Special

Effects: As if keeping a bunch of hired guns under control wasn't enough, along come the blessed with this spell. When successfully cast, babble on causes a troop to misinterpret it's orders. On it's next action, the troop becomes confused and immediately moves in a random direction. Place a Boom! Template on the center of the troop with the 12 pointing directly opposite the caster. Then, roll 1d12 and move the troop it's full normal Pace in that direction. After moving, the troop can fire on any available targets—but not before! If an obstacle prevents the unit from moving the full distance, the troop stops at the obstacle. The TN for the spell depends on the distance between the caster and the target.

Range	TN
Smarts	4
Smarts x2	8



BALL O' DOOM

Range: 48"

Duration: Instant

Effects: This spell is a Black River witch's bread and butter. It combines the two things Black River is famous for: sorcery and explosions. The caster fires a ball of glowing green energy at her target. Place the Boom! Template on the target. If the caster makes her spell TN, which is shown below, the Ball o' Doom lands where she wants it and everyone under the Boom! Template takes 2d8 damage. If she misses her spell TN, the arcane explosion still happens—just not where she had planned. Determine the Ball o' Doom's deviation by rolling 1d12 for direction and 1d10" for distance. As the explosion is magical, damage modifiers for cover or being prone are ignored.

Range	TN
24"	4
48"	8



BARON'S PACT

Range: Caster only

Duration: Battle

Effects: This spell lets a houngan make a devilish deal with one of powerful lords of the dead: Baron Samedi. Casting this spell is a fatalistic move. It only works if the houngan is killed. The houngan draws bonus cards, based on his spell roll, to determine if he comes back as a Harrowed. The player that Put Down the houngan still gets the full Bounty Points for the hero, even if the voodoo child climbs back out of his grave.

Extra Cards	TN
3	4
6	8



BASH

Range: Smarts x 2

Duration: Instant

Effects: When this spell is used, the caster turns the awesome power of the manitou loose to break things, and there are few things a manitou is better at! Bash functions exactly like soul blast. The caster must have clear line of sight to her target. Her roll is also modified normally by cover and the like. This spell only effects inanimate targets, like buildings or vehicles. It also puts a hurting on troops like Automaton or Clockwork Tarantulas, but for some reason has no effect on Undead troops. If Bash is cast at a living or Undead troop, it simply has no effect. Bash does 2d8 damage plus the difference between the spell's TN and the caster's spell roll.

Range	TN
Smarts	4
Smarts x2	8



BATTLE HYMN

Range: Smarts

Duration: Concentration

Effects: When a blessed casts battle hymn, he begins singing a rousing song, lifting the spirits of his nearby troops. All troops on the blessed's side gain the benefits of the spell while they remain within range—including the caster himself. The exact effect depends on the caster's roll.

Bonus	TN
+2 to Guts rolls	4
+2 to Fightin' and Guts rolls	8



BEASTMASTER

Range: Smarts

Duration: Concentration

Effects: Beast master lets a spellslinger take magical control of animals on the battlefield. The caster must roll her spell die versus the troop's Smarts. If she wins, she controls the entire troop for the spell's duration. If the troop is under the arcane control of another spellslinger—for example from a call o' the wild spell—the caster must roll against the other magician's Smarts instead.



BEDAZZLE

Range:

Duration: Instant

Effects: Bedazzle creates a flash of brilliant light bursting from the huckster's cards. All figures (in up to a single troop) that can see the huckster must make a Smarts roll against the TN for the power of the flash or be blinded for 1d4 rounds. Roll the duration once for all affected figures. Blinded figures receive a -4 to all Shootin' and Fightin' rolls. Additionally, blinded figures can only move half their normal Pace—and no running allowed!

Smarts TN	TN
4	4
8	8



BLACK LIGHTNIN'

Range: Smarts

Duration: Until bolts are exhausted

Effects: This spell creates 1d6 crackling black lightning bolts the caster can hurl at her foes. The spellslinger can hurl one of these bolts on each of her actions. The bolt strikes a single troop in range. No roll is necessary for the caster to hit. Black lightnin' is particularly effective in hand-to-hand combat. In that case, black lightnin' does double damage the caster's foe when the caster makes a successful Fightin' attack. This replaces the normal Strength damage roll. Metal armor—like bulletproof vests or that of an Automaton—doesn't protect against this spell. This spell can't be cast if the spellslinger's swimming or if the weather conditions indicate rain, showers, or thunderstorms.

Damage	TN
1d6+2	4
1d8+2	8



BLOODHOUND

Range: 48"

Duration: Instant

Effects: Bloodhound reveals the location of a single enemy troop hidden using the bushwack edge. If more than one such troop is in range, randomly determine which troop is affected. The caster must beat the troop in a Smarts roll for the spell to be successful. If he wins, the troop's hiding place is exposed, and the troop is placed on the battlefield. This spell also substitutes for sentinel (miracle).



BODYGUARD

Range: Caster only

Duration: Special

Effects: This spell provides the caster with temporary magical protection against death. As long as her arcane bodyguard is in effect, the caster can't be Put Down. She can still be made to Eat Dirt, and the spell doesn't give any bonus to Vigor rolls to resist or recover from damage. Bodyguard simply prevents the caster from being killed by any means, including No Mercy attacks. The spell only protects against one or two attacks, depending on the caster's roll. Every attack that hits the spellslinger counts against this amount—even if the caster successfully resists the damage inflicted.

Attacks	TN
1	4
2	8



BRIMSTONE

Range: Touch

Duration: 1d4 turns

Effects: This spell summons up a cloud of sulfurous smoke straight from the pits of Hell—or at least that's what folks who've been caught in the fumes claim! If you're one to argue with them, you might just catch a bit of that fire that comes along with the brimstone. Brimstone conjures up a burning coal that spews out thick, yellowish smoke. On the next Action Card place a Cloud Template where the brimstone coal lies, to mark the smoke. Even the strongest winds can't disperse the thick fumes of this spell. The smoke blocks all vision into or through it. It also burns the eyes and lungs of any living troops the template touches. Any living troop suffers a -2 to all Trait rolls while in the thick, sulfurous smoke. The spellslinger can throw the brimstone coal like a stick of dynamite on the same action he creates it. Of course, he's welcome to hold onto it, but then he suffers the same effects as everyone else. The TN to cast this spell is Easy (4).



BULLETPROOF

Range: 6"

Duration: 1d4 turns

Effects: This hex is just as handy as it sounds, and you don't want to leave home without it. After just a few moments on a battlefield, most cowpokes find themselves wishing they were bulletproof—and those that aren't bulletproof usually find themselves calling for Colonel Mommy. The spell causes rusty, scalelike, metallic growths on the target's skin. As unpleasant as this sounds, it does provide the troop some protection against wounds. For the duration of the hex, the troop gains Armor of 2. However, the metal scales pinch uncomfortably and hamper movement. The troop's Fightin' Trait drops -1 level, and it also loses -2 from its Pace until the hex expires. This hex has no effect on troops that already have the Armor Edge. The huckster's TN determines who he can affect with this spell.

Troop	TN
Single or Hero	4
Posse	8



CALM

Range: Unlimited

Duration: Battle

Effects: Everybody knows you can't fool Mother Nature, but this spell lets the caster sweet-talk her a little. He may want to throw in a little flattery, just for good measure. Calm improves the current weather condition according to the caster's roll. The spellslinger can move the weather 1 or 2 steps closer to clear, according to her roll. Each number on the chart is considered a step, even if it duplicates the previous weather condition. Once the weather condition reaches clear, no further improvement is possible. This spell also substitutes for: call drought (favor).

Weather Improvement	TN
1 step	4
2 steps	8



CALTROPS

Range: Touch

Duration: 1d6 turns

Effects: This hex conjures up hundreds of razor-sharp spikes capable of shredding a cowpoke's boots to pieces. Caltrops covers an area 2" x 6" in jack-like shards. Mark the area with a Caltrops Template. Any troop entering the area must make a Vigor roll. The TN for this roll is determined by the huckster's spell roll. If the troop fails the roll, it stops its move at the edge of the caltrops and can't attempt to cross again until its next action. If the troop wants to try crossing the caltrops later, on its next action, it must once again make the Vigor roll to see if it can cross the caltrops. Of course, nothing prevents the troop from going around the area—except maybe bullheadedness.

Vigor TN	TN
4	4
8	8



CHASTISE

Range: Smarts

Duration: Instant

Effects: A preacher spouting fire and brimstone sermons can shake even a grizzled veteran of the Rail Wars—especially when the padre's got a little arcane assistance. When this spell is cast, the blessed rolls a contest of his spell die against the target troop's Guts. If he wins, the troop's morale is lowered by -1 level (from normal to Shaken or Shaken to Panicked). The troop's morale remains at this level until it rallies.



CLEAR OUT!

Range: Smarts

Duration: Concentration

Effects: This spell helps the caster get herself out of a brawl—by getting the brawl off of her. Any troop within range of the caster must win a contest against the spell's Strength at the beginning of each of its actions. A troop attempting to move into the area of the spell's effect must win the Strength contest before it can enter it. A troop that loses the contest immediately moves away from the caster at a Pace equal to the spell's Strength, until it reaches the spell's maximum range. If the troop is forced against a solid object, like a building or wall, it's trapped until it makes the Strength check or the caster moves away. A troop forced to withdraw from hand-to-hand combat by the spell's effect suffers the usual penalties for leaving combat.

Spell Strength	TN
4	4
8	8



CLOAK

Range: Caster only

Duration: Concentration

Effects: This spell conceals the caster from sight. Any figure making a ranged attack (including Shootin', spells, and so on) at the caster must make a Smarts roll versus a TN determined by the caster's roll. If the attacker makes her Smarts roll, he can make a normal attack. If the Smarts roll is failed, the attacker can't find the caster and loses the rest of his action. He can still move normally. This spell also substitutes for incognito (hex); and invisibility (favor).

Smarts TN	TN
4	4
8	8



CURSE

Range: Smarts

Duration: Concentration

Effects: This spell afflicts the target troop with a temporary but severe sickness. If successfully cast, curse affects the entire troop. For the duration of the curse, all Vigor rolls made by the troop suffer a penalty based on the caster's roll.

Penalty	TN
-2	4
-4	8



DARK PROTECTION

Range: Caster only

Duration: Concentration

Effects: The good guys have armor o' righteousness to protect them, so it's only fair that the black hats have a little arcane armor of their own. Dark protection gives the caster Armor of 4 for the spell's duration. The TN is Easy (4).



DEAD MAN'S WALK

Range: Smarts

Duration: 1d4 turns

Effects: Dead man's walk is a misleading title. It's more like a frenzied clawing through the dirt. This spell can only be cast on Undead troops. It gives the troops the Burrow special ability for the duration of the spell. The troop has a Pace of 6, and its Burrow bonus die is based on the hounigan's spell roll.

Burrowing Die	TN
+1d6	4
+1d8	8



DEADLY CREEPERS

Range: Sight

Duration: Concentration

Effects: This spell turns a peaceful forest into an entangling gauntlet of thrashing vegetation. Deadly creepers can only be cast at forest, marsh, or scrub terrain. Place a Creepers Template on the target. Every troop the template touches is affected by the spell. When the spell is first cast and at the beginning of each subsequent round, any affected troop suffers damage according to the spellslinger's roll. Any troops that enter the area after the spell is cast also suffer the effects. The vegetation entangles and entwines any creatures within the area as well. Any figure caught by deadly creepers must make an Easy (4) Strength roll to leave the area.

Damage	TN
1d6	4
1d8	8



DEATH'S MASTER

Range: Smarts

Duration: Concentration

Effects: A Rail Baron who uses Undead enforcers against LaCroix's voodoo practitioners may find his own troops to be his deadliest enemies! Death's master allows a hounigan to seize control of Undead troops, either controlled by an opponent or rogue. The caster must beat the target in a contest of his spell die versus the troop's Smarts. If he wins, he controls the entire troop for as long as he concentrates. Note, unlike puppet, this spell lets the hounigan control a whole posse. If the troop is under the arcane control of another spellslinger, the caster must roll against the other caster's Smarts instead. Harrowed heroes and Undead troops that are also Unearthly are resistant to this spell. They gain a +2 to their Smarts rolls and can test Smarts with the hounigan on each of their actions to try to break free.



DELIRIUM

Range: Smarts

Duration: 1d4 turns

Effects: Delirium temporarily unhinges the target's mind by exposing it to the reality-warping power of the Hunting Grounds. The target rolls a contest of Smarts against the caster's spell die. If the victim loses, he gains the Loco (paranoid) Hindrance for the duration of delirium. The victim refuses to get within 6' of any other figure, friendly or otherwise. If other figures approach, he must use his next action to move away. Posse members can break the 4" inch rule while under this effect. This spell has no effect on most unliving troops, although Harrowed heroes are affected normally by delirium.



DERVISH

Range: Caster only

Duration: 1d4 turns

Effects: This spell turns the spellslinger into a veritable whirlwind in hand-to-hand combat. The caster gains extra attacks in Fightin', depending on her spell roll, as shown below.

Bonus	TN
1 extra attack/action	4
2 extra attacks/action	8



DEVIL'S PLAYTHING

Range: Caster only

Duration: Concentration

Effects: The battlefields in the Great Rail Wars are full of devious machines of scientists. This miracle provides a blessed with some much-needed protection against those diabolic creations of mad science. If the blessed makes an Easy (4) roll, no gizmo works against him, nor may mechanical troops like Automotons or Clockwork Tarantulas attack him. Flamethrowers sputter, Gatling pistols misfire, and acid sprayers clog. However, normal mechanical devices (those not created by mad science)—including regular, crew-operated Gatling guns—continue to work just fine for sending the blessed to his eternal reward ahead of schedule. Unlike protection, devil's plaything provides protection only for the blessed using the miracle. His companions must fend for themselves on the battlefield!



DISPEL

Range: 24"

Duration: Instant

Effects: More than once a spell has clenched a victory in the Great Rail Wars. It seems like just about every Rail Baron's got a spellslinger or two to foul up his opponents' strategies with one arcane sorcery or another. Fortunately, dispel can remove the effects of a lasting spell plaguing your side. The spell can be cast at any troop that's under the effect of another spell such as corporeal tweak or puppet. It can also be cast at an area currently affected by a spell like texas twister or deadly creepers. The only spells dispel can't effect are those listed with a duration of either "instant" or "permanent". If dispel is successfully cast, the other spell and its effects are immediately ended. The TN for dispel depends on who or what the other spell is affecting. This spell also substitutes for disrupt (hex).

Troop/Area Affected	TN
Single troop or hero	4
Posse or area-of-effect	8



DRAW

Range: Smarts

Duration: Special

Effects: This spell lets the caster draw an Action Card and give it to a friendly troop in range. If the card is higher than the current Action Card, the troop must use it immediately, (although it may go on hold). The TN for the spell depends on the type of troop the caster is targeting. The spellslinger can target herself, but there's not likely to be much advantage to doing so.

Troop	TN
Single or hero	4
Posse	8



EARTHWRACK

Range: Smarts

Duration: Battle

Effects: Earthwrack causes the ground to churn and rocks to thrust up, creating instant earthworks. A spellslinger can affect an area of ground up to 6" by 6" in a single casting. Mark the affected area with an Earthwrack Template. The mounds of dirt and rock give cover to any troop within the area. The defense provided by the spell depends on the caster's roll. Also, any area affected by this spell is treated as difficult terrain for the rest of the battle.

Cover	TN
Light	4
Hard	8



ENDURE

Range: Smarts

Duration: Battle

Effects: With this miracle, a blessed calls on her patron to bolster mortal shells. The caster gives a bonus to all the troop's Vigor rolls, depending on her spell roll. A troop can only be affected by a single Endure at a time.

Bonus	TN
+1	4
+2	8



FALTER

Range: Smarts

Duration: Special

Effects: Few folks can stand up to a blistering sermon from a fire and brimstone preacher who is on a roll. This spell amplifies that charismatic power tenfold. The blessed rolls a contest of his spell die against the Smarts of the target troop. If the blessed wins, the entire troop loses its next action this turn. If it was on Hold, it loses its Hold Counter instead.



FLIGHT

Range: Caster only

Duration: 1 Turn

Effects: This spell lets a Black River witch levitate herself off the ground and race around the battlefield. When combined with ball o' doom, the witch becomes a deadly airborne troop-buster. If successful, the witch may fly, ignoring all terrain for movement purposes. The spell's TN determines the witch's Pace for the Turn. The caster can't run while under the effects of this spell.

Pace	TN
12"	4
24"	8



FLYPAPER FINGERS

Range: Caster only

Duration: 1d6 turns

Effects: This spell makes the caster's hands and feet become incredibly adhesive, and the hero gains several benefits while on the field of battle. Anytime the spellslinger has to make a Strength roll to climb a building, cliff, or similar object, she gets a bonus of +2 to her roll. Flypaper fingers is also gives a +2 bonus to hit an opponent who is trying to withdraw from hand-to-hand combat with the spellslinger, whether her foe is backing away or outright running. This bonus applies only to the caster's Fightin' roll. Finally, if she's attacked by Devil Bats, flypaper fingers might just save her life. Those oversized, flying rats have to beat her Fightin' roll by 6 (instead of the usual 4) to snatch her up and drop her.



FOIL

Range: 24"

Duration: Instant

Effects: While handy, dispel isn't of much use to a spellslinger facing a Black River witch who's hurling balls o' doom right and left. For those times, there's foil. Foil lets a caster actually interrupt another's spellslinger's sorcery and attempt to foil the spell. It's a little harder to use than dispel, but since it affects all types of spells, it's usually worth the effort. The caster must have a Hold counter to use foil. When another spellslinger attempts to cast a spell he wants to stop, the caster discards his Hold counter and casts foil. After the enemy spellslinger rolls her spell die and cranks it up as high as she wants with Fate Chips, the caster of foil rolls his spell die. He can also spend Fate Chips to boost his number. If his final number beats hers, her spell is foiled. Otherwise, the original spell has full effect. This spell also substitutes for censure (miracle).



FORTITUDE

Range: Smarts

Duration: 1d6 turns

Effects: A blessed with this spell can give his troops a little holy boost to their health. The affected troop's Vigor is raised by +1 or +2 die types for the duration of the spell, based on the caster's roll. Undead or Unearthly troops gain no benefit from endure. A troop can only be affected by a single fortitude at a time.

Bonus	TN
1 step	4
2 steps	8



GAMBLER'S LUCK

Range: Caster only

Duration: Instant

Effects: This spell lets the caster play a little game with Fate. To cast gambler's luck, the spellslinger must spend a Fate Chip. The caster then draws from the Fate Pot, based on the TN she rolls. If she rolls a 1 on her spell die, in addition to backlash, her opponent gets a draw a chip from the Fate Pot. Hey, you pay your money, you take your chances!

Fate Pot Draws	TN
1	4
2	8



GEYSER

Range: 36"

Duration: Instant

Effects: This spell calls up water that's hot enough to make even Old Faithful jealous. Place a Geyser Template on the target. If the spell is successful, any figure directly under the center of the Geyser Template takes 2d10 damage as the superheated water and steam engulfs it. All other figures under the Geyser Template are splashed by the scalding water for 2d6 damage. The center figure gets no benefits from cover or being prone. The other models do get the benefit of cover, but not being prone. Unlike ball o' doom or a shrapnel shell, geyser does not deviate if the spell roll is missed—the spell simply fails. The TN for the spell is determined by the range to the target.

Range	TN
18"	4
36"	8



GHOST RIDER

Range: Caster only

Duration: Battle

Effects: Sometimes the old heel-toe express just isn't fast enough—especially when the spellslinger's trying to outrun flying lead! This spell conjures up a ghostly-gray spirit horse for the caster to ride. If you're not using the horse rules from Derailed!, the effect of this spell is pretty simple. On an Easy (4) TN, the spellslinger becomes mounted, and if he rolls a Hard (8) TN, his horse has a Pace of 20. The caster follows all rules for mounted models, including Shootin' modifiers, mounting, and dismounting. If you are using Derailed!, an Easy (4) TN gets the spellslinger a standard horse with a Guts Trait of d8. If the caster makes a Hard (8) TN, he gets a Trusty Steed with a Guts of d8 and a Pace of 20. A spellslinger can have only one ghostly steed at a time.



GRAVEYARD MISTS

Range: Battlefield

Duration: Concentration

Effects: Most of the time folks talk about "the fog of war," they aren't speaking literally, but graveyard mists makes that figure of speech reality. When this spell is cast, the battlefield is covered by a fog so thick a Texas Ranger could cut it with a Bowie knife. The TN to cast graveyard mists is Hard (8). When successfully cast, all Shootin' and Artillery rolls are at -2, and visibility is reduced to 24". This spell also substitutes for: veil (miracle).



GRENADE

Range: Caster only

Duration: Instant

Effects: This hex temporarily creates a powerful hand-grenade the huckster can hurl at her foes. The spellslinger throws the Grenade on the same action it's created. However, the spell itself gives the caster a little boost, so she can throw the bomb to a range of Strength + 4" (as usual, half that distance is short range). Figure deviation using the Boom! Template, just like for throwing dynamite. Any figure touched by the Boom! Template when the Grenade detonates takes damage based on the spell's TN. Cover and Armor protect from this damage normally.

Damage	TN
2d8	4
2d10	8



GUIDING WIND

Range: Touch

Duration: 6 rounds

Effects: Using this favor, a shaman petitions the spirits of the wind to guide the flight of a hurled weapon or arrow to its target. The favor affects an entire troop, giving it a Shootin' bonus with thrown weapons or bows. It provides no modifier for firearms or gizmos. The exact bonus depends on the spell's TN. A troop can be affected by only a single guiding wind at a time.

Shootin' Bonus	TN
+2	4
+4	8



HARD WATER

Range: 48"

Duration: Concentration

Effects: While it's not a lot of use to a spellslinger in the middle of the Mojave, this spell is quite handy for folks in the swamps of the Deep South. Like its name suggests, hard water makes water thick and viscous—sometimes even thick enough for troops to walk on it! Hard water affects a 3" x 3" area. Mark the affected area with a Hard Water Template. The exact density of the water depends on the spell's TN. On an Easy (4) TN, the spell makes the water thick and buoyant, but not quite solid. Regardless the of depth, troops can cross it without making a Strength roll, as if it were difficult terrain. Waterborne vehicles have their current Steam reduced -2 levels. On a Hard (8) TN, the water becomes almost completely solid. Troops can cross the water like clear terrain, and all waterborne vehicles are stopped for the duration of the spell.



HAYWIRE

Range: 24"

Duration: Special

Effects: Haywire gives a single gizmo a visit from gremlins. This spell affects any device with a Malfunction die. If the spell is successful, the affected model must roll on the appropriate Malfunction Table for the gizmo. The TN for this spell is determined by the range to the target.

Range	TN
12"	4
24"	8



HINDER

Range: Touch

Duration: 1d4 turns

Effects: This spell uses the energies of the Hunting Grounds to make its target clumsy or inept. Choose Fightin' or Shootin'. The Trait of the entire troop is lowered by -1 or -2 die types, to a minimum of d4. Unlike tweaks or twists, hinder works equally well on living or nonliving troops. However, a troop affected by hinder, tweak, or twist is immune to any other hinders, tweaks, or twists. This spell also substitutes for: clumsiness (favor).



HOLY VESTMENTS

Range: Touch

Duration: Battle

Effects: This miracle provides complete protection against natural temperature extremes. For the duration of the battle, the troop can ignore the effects of the weather conditions cold snap and heat wave. Also, against primarily heat- and cold-based attacks, the troop gains 2 levels of Armor. A burst of shrapnel from a cannon isn't heat-based, but a flamethrower's blast is. The TN for the spell determines who the caster can affect. A troop can only be affected by a single holy vestments spell at a time.

Troop	TN
Single or hero	4
Posse	8



HOME GROUND

Range: Caster only

Duration: Battle

Effects: With this spell, the caster gains arcane insight into the lay of the land, thus familiarizing herself with the battlefield. The exact effect depends on the spell's TN. With an Easy (4) TN, the caster knows all the secret paths and trails on the board. She can ignore terrain effects that cost additional movement. Climbing hills and the like still cost additional movement—but she doesn't need to worry about the Strength roll to get up a cliff face. On a Hard (8) TN, in addition to the first effect the spellslinger learns the location of all hazards on the board. This knowledge allows her troops to avoid the effects of these hazards for the course of the battle. She also learns the contents of any Strange Locale on the board without entering it. She rolls the result secretly and records it, revealing the result to the other players when a troop actually enters the Strange Locale.



HOWL

Range: 4"

Duration: Instant

Effects: It's not enough the battlefield's full of armed posses and worse. Now, even harsh language can hurt you! When a spellslinger casts howl, every figure in range must make a Guts roll, using the caster's spell result as a target. Any that fail takes the difference between the rolls as damage. Howl can only make a troop Eat Dirt. It can't Put Down any figures, no matter how much damage is suffered. Fearless troops are immune to this spell.



HUNGER PANGS

Range: Smarts

Duration: Instant

Effects: The ravages of hunger can kill as surely as a bullet. Unfortunately, it's usually just not quick enough to be useful on the typical battlefield of the Weird West. This spell speeds up the process, giving the victim a supernatural taste of starvation. The spellslinger rolls a contest of his spell die against the target's Vigor. If he wins, the target loses all interest in everything except filling its belly. The figure Eats Dirt until it makes a Hard (8) Vigor roll. Hunger Pangs affects a single figure. It has no effect on nonliving or Unearthly troops.



HURRY UP!

Range: Smarts

Duration: 1d4 turns

Effects: The target of this spell gains a burst of speed. There are two possible effects of the spell roll. On an Easy (4) TN, anytime the target troop runs, it may roll double the usual running dice and take the best results. On a Hard (8) TN, the target troop can roll double the usual running dice and add them together. This spell works equally well on single figures, heroes, or posses. Hurry up! can be cast on any troop. The spell has no effect on vehicles, although it does work on horse-mounted troops. This spell also substitutes for speed of the wolf (favor).



IMPOSTER

Range: Touch

Duration: Special

Effects: Who needs a disguise kit when you've got magic? When successfully cast, this spell gives the caster the Infiltrate Edge. This spell must be used before the battle actually begins. At the beginning of any game the spellslinger wants to infiltrate, roll his spell die against an Easy (4) TN. If he makes the TN, the caster can infiltrate one of his opponent's tan-carded posses. On the other hand, if he fails, he wasn't clever enough, and he simply starts out with his own troops. Should he be unlucky enough to roll a 1, he gets caught and spends the first round of the battle sneaking back to friendly lines. He comes on the board anywhere in your starting area at the beginning of the second turn. This spell also substitutes for false face (favor).



INFERNAL MACHINE

Range: Smarts

Duration: 1d4 rounds

Effects: This spell lets a huckster become an instant mad scientist—without all of the bad press associated with those wacky characters. Infernal machine converts the caster's basic firearm (rifle, pistol, or shotgun) into a Gatling weapon of the same type. The huckster's weapon functions in all respects like the appropriate Gatling weapon—including malfunctions! The caster's Malfunction die is determined by his spell roll. If the huckster doesn't get at least a TN of 4 on his spell die, infernal machine fails.

Malfunction Die	TN
d6	4
d8	8



JERRY RIG

Range: Touch

Duration: Instant

Effects: Technology can be a powerful force on the battlefield—when it works. Jerry rig helps get those malfunctioning gizmos and vehicles up and fighting again faster than you can dive out of the way of a runaway train! This spell helps a gizmo or vehicle overcome the effects of a malfunction. It doesn't repair damage done as a result of the malfunction. It does, however, get an non-operational gizmo, such as a stalled Automaton, moving again. The severity of malfunction this hex can affect depends on the huckster's spell roll. Regardless of the caster's roll, a gizmo that's suffered a catastrophe is just plain out of luck. Some things even magic can't fix!

Malfunction Result	TN
Minor malfunction	4
Major malfunction	8



KENTUCKY WINDAGE

Range: 3"

Duration: 1d4 turns

Effects: With Kentucky windage, a spellslinger can turn a bunch of average gunmen into a posse of deadeye crack shots. This spell doesn't provide any bonus to Shootin' rolls. Instead, it negates any negative modifiers. Examples of modifiers Kentucky windage affects are those from Sneaky troops, cover, or pop-up attacks. It even offsets the affects of the missed me! hex. The spell's TN determines who it can affect.

Troop Affected	TN
Single or hero	4
Posse	8



LIGHTNIN' STRIKE

Range: 48"

Duration: Instant

Effects: This spell calls on the spirits to hurl lightning down on the shaman's enemies. Lightning strike can only be used during a thunderstorm. The lightning strikes a single figure, doing 2d10 damage. The shaman must be able to see his target to cast this spell. The TN for the spell depends on the range from the target to the caster.

Range	TN
24"	4
48"	8



LION'S DEN

Range: Caster only

Duration: Concentration

Effects: A blessed's patron can give her dominion over the beasts of the field with this miracle. If the blessed makes an Easy (4) roll, no normal animal can attack her.



LONG-WINDED

Range: Smarts x 2

Duration: Instant

Effects: Good communication is important to victory, and this spell gives the caster just that! This spell carries the hero's words across the battlefield to her allies. The caster can rearrange the Action Cards of friendly troops who have at least one figure within her range. The spell's TN determines the maximum range of the effect.

Maximum Range	TN
Smarts	4
Smarts x 2	8



MAGIC BULLET

Range: Caster only

Duration: 1d4 turns

Effects: With this hex, hucksters can give a basic firearm an arcane charge. Magic bullet doesn't increase the damage done by a firearm. It causes the bullet to ricochet to multiple targets! Whenever the caster hits a target with a Shootin' roll, roll damage normally. Then, the magic bullet bounces to another target. The new target must be within the spellslinger's Smarts in inches of the original. The caster must make another Shootin' roll to hit the other target as well. If the bullet hits the next target, it damages it normally. A bullet can bounce back to a previous target—after all, it's magic! The maximum number of bounces depends on the spell's TN. If the caster misses a Shootin' roll, the bullet stops bouncing. A huckster can only be affected by a single casting of magic bullet at a time.

Maximum Bounces	TN
1	4
2	8



MARTYRDOM

Range: Unlimited

Duration: Instant

Effects: Some righteous folks just can't stand to see another fellow suffer. And with martyrdom, they don't have to! The TN for this miracle is always Easy (4). Martyrdom allows the caster to receive the damage from an attack instead of the intended victim. To do this, the caster must discard a Hold counter and cast the spell when damage is rolled. The caster then takes the damage herself. She rolls Vigor to resist and suffers other effects of the attack. Special abilities based on attacks, like Paralysis, are also transferred to the blessed by martyrdom. If she takes the damage for an area-of-effect attack, like ball o' doom, she can only protect a single figure from the damage. All other figures under the Boom! Template (which doesn't move from its original target) suffer the full effects.



MARTYR'S MIRROR

Range: Caster only

Duration: 1d4 turns

Effects: This spell lets the caster get a little arcane payback on an opponent. After this spell is cast a figure doing damage to the caster takes a like amount of damage. It doesn't protect the caster from any of the damage. It only inflicts the same back on the attacker. For example, a gunman shoots a huckster protected by martyr's mirror. He does 8 points of damage to the hexslinger, so he takes 8 points of damage as well. For crewed weapons like cannons and Gatling guns, a single crewmember is selected at random as a target for the damage. The spell only mirrors one or two attacks. The exact number is determined by the caster's roll. Once this number is reached, the spell ends, regardless of duration. A spellslinger can only be under the effect of a single martyr's mirror at a time. This spell also substitutes for retribution (miracle).

Number of Attacks	TN
1	4
2	8



MIGHTY FORTRESS

Range: Touch

Duration: Battle

Effects: This miracle strengthens a structure against damage. It's most effective on buildings, but it can boost the sturdiness of vehicles as well. When cast on a building, it increases the damage needed to destroy the building. An Easy (4) spell roll allows the building an extra 25 points of damage before crumbling, and a Hard (8) roll gives it an extra 50 points. If the miracle is cast on a vehicle, it's not as potent. On an Easy (4) TN, the vehicle gains a +2 to all its Durability rolls, and on a Hard (8) TN, it gets a +4 bonus. A vehicle or building can only be affected by mighty fortress once per battle.



NIGHTMARE REALM

Range: Smarts x 2

Duration: 1d4 rounds

Effects: This spell thrusts a troop into a waking nightmare. For the duration of the spell, all Guts checks made by that troop receive a modifier according to the caster's roll.

Penalty	TN
-2	4
-4	8



PACT

Range: Smarts

Duration: Concentration

Effects: Pact lets a witch gain control of an Unearthly troop, whether it's under the control of an opponent or a rogue troop. The caster must beat the target in a contest of her spell die versus the troop's Smarts. If she wins, she controls the entire troop for as long as she concentrates. If the troop is under the arcane control of another spellslinger, the caster must roll against the other caster's Smarts instead.



PENETRATIN' GAZE

Range: 48"

Duration: 1d4 turns

Effects: Penetratin' gaze lets a troop see clearly even under the worst conditions. The affected troop can ignore any vision penalties or limits for weather, darkness, or even other spells. The caster's spell roll determines who the spell can affect.

Troop	TN
Single or hero	4
Posse	8



PHANTASM

Range: Smarts

Duration: Instant

Effects: Nothing knows what scares folks better than the manitous, and this spell uses that knowledge to good effect. With phantasm, the spellslinger shows the unfortunate victim the nastier side of a manitou's nature. The caster can force an enemy troop to make a Guts check versus a TN determined by his roll.

Guts Check TN	TN
4	4
8	8



POLTERGEIST

Range: Smarts

Duration: Instant

Effects: This spell whips up all small objects in range and violently hurls them around. Anyone in this tempest finds out the hard way that sticks and stones do indeed break bones! Any troop within range of the huckster when she casts this spell takes damage based on the TN—including the caster! This makes some spellslingers a little gun-shy about using poltergeist. The enormous area affected by the spell makes some of the braver spellslingers consider a little bruising worth the damage—particularly when being overwhelmed by a horde of frenzied Tongs.

Damage	TN
1d6	4
1d8	8



POWER LEAK

Range: Smarts

Duration: 1d4 turns

Effects: Power leak puts a supernatural drain on a vehicle's power source. For the duration of the spell, the vehicle has its Pace reduced. The numbers on the table below indicate the Pace lost to each Steam level as follows: Quarter Steam/Half Steam/Full Steam.

Pace Lost	TN
2/4/6	4
3/6/9	8



POWER STRUGGLE

Range: Smarts

Duration: Concentration

Effects: A spellslinger casting this hex stirs up the manitou in a Harrowed, causing the Undead hero to fight for control of her own body. The spell isn't powerful enough to allow the manitou to seize control, but it may cause enough trouble to distract the Harrowed momentarily. On each of the Harrowed's Action Cards, she has to make an Easy (4) Smarts roll or lose the action struggling against the manitou. If she makes the Smarts roll, she can act normally during that action. Spellslingers should take care when casting this spell. It does tend to aggravate the Harrowed, and since it requires concentration to maintain—well, let's just say most Harrowed are better with guns than their brains!



POWER SURGE

Range: Smarts

Duration: 1d4 turns

Effects: This spell is the opposite of power leak. It increases the output of a vehicle's power plant, thus increasing the vehicle's performance. For the duration of power surge, the vehicle's Pace is increased according to the spell die roll. The numbers on the table below indicate the bonus gained as follows: Quarter Steam/Half Steam/Full Steam.

Pace Increase	TN
2/4/6	4
3/6/9	8



PUPPET

Range: Smarts

Duration: Concentration

Effects: One of the nastier tricks in a spellslinger's bag is puppet. This spell lets the caster attempt to take control of another person's body. The spellslinger rolls a contest of his spell die against the target's Smarts. If the caster wins, he takes control of the figure for the rest of the turn. The victim still acts on its normal Action Cards. At the start of each of her actions, she must try to break free by winning a contest of her Smarts against the caster's spell die. If the victim is successful, she is released from the spellslinger's control and can act normally that turn. The caster must be in range when he first attempts to control a victim, but the range is ignored once the victim is controlled. A spellslinger may only ever control one victim at a time. Finally, the caster may choose to release his vict



QUICKSAND

Range: Smarts x 2

Duration: Battle

Effects: So, the battlefield terrain's not nasty enough for you? Well, this spell remedies that problem—pronto! The caster selects a portion of the battlefield (an entire 2' by 2' section of the terrain board you used to determine the original battlefield's terrain). That section is now considered to be covered with pit traps (see the GRW rulebook) in addition to any other terrain currently there. The TN for the spell is Easy (4) if the caster is in the section to be affected. For any other terrain section within range, the TN is Hard (8).



RAINMAKER

Range: Unlimited

Duration: Battle

Effects: This spell has the general effect of poking Mother Nature with a stick. It riles her up like a rabid badger, until she's ready to give some cowpokes one heck of a wallop. Rainmaker worsens the current weather condition according to the caster's roll. The spellslinger can move the weather +1 or +2 steps higher on the weather chart, according to her roll. Each number on the chart is considered a step, even if it duplicates the previous weather condition. Showers and thunderstorms whipped up by this spell follow all the usual rules—including the chance for the storm to suddenly end. This spell can only increase the severity of the weather, not improve it. Once the weather condition reaches the worst result for the region and season, no further effect is possible. This spell also substitutes for: call weather (favor).

Weather Effect	TN
1 level	4
2 levels	8



RAPID FIRE

Range: Smarts

Duration: 1 round

Effects: This spell magically speeds up a firearm's Rate of Fire. It only affects normal rifles, pistols, and shotguns. Rapid fire has no effect on gizmos or artillery pieces. The affected weapon has its Rate of Fire raised by +1 for the round. The TN for the spell depends on who the caster is trying to affect.

Troop	TN
Single or hero	4
Posse	8



REANIMATE

Range: Smarts

Duration: Permanent

Effects: Sometimes even the Undead need a hand—a helpin' hand, that is! This spell works just like the helpin' hand spell, except it only heals the undead. Any Undead, including a Harrowed, can be healed or even brought back to unlife by Reanimation.



REASSURANCE

Range: Smarts

Duration: Instant

Effects: If there's one thing the blessed are good at, it's saying a kind word at the right time. This spell lets the caster boost the morale of a broken troop. The caster can improve the condition of a Shaken or Panicked troop. Depending on the blessed's roll, she can raise the morale by +1 or +2 levels. This spell has no effect on a troop not already Shaken or Panicked.

Bonus	TN
1 level	4
2 levels	8



REFLECT

Range: Caster only

Duration: Instant

Effects: This spell acts as a mirror to other spells, turning an opposing spellslinger's magic back onto her. It can only affect spells that actually target the hero himself. The caster must have a Hold counter to be able to use reflect. When another spellslinger attempts to cast a spell on the hero, he discards his Hold counter, and casts reflect, and attempts to turn the spell on the caster. After the enemy spellslinger rolls her spell die and cranks it up as high as she wants with Fate Chips, the caster of reflect rolls his spell die. He can also spend Fate Chips to boost his number. If his final number beats hers, her spell bounces back and has full effect on her. Otherwise, the original spell has full effect. Area-of-effect spells not centered on the hero can't be affected by reflect, so a ball o' doom cast 1" to the hero's right couldn't be bounced back at the caster.



RUST

Range: Touch

Duration: Special

Effects: Ashes to ashes, gizmos to rust. This spell speeds the natural process of decay on weird technological devices. Rust affects any gizmo or vehicle with a Malfunction. When used on a troop, it affects all the gizmos the entire troop is carrying or riding in. The gizmo or vehicle gets a negative modifier to all Malfunction rolls, based on the spellslinger's roll. A troop or vehicle can only be affected by rust once in a single battle. Further attempts to cast the spell fail automatically. This spell also substitutes for back to nature (favor).

Malfunction Modifier	TN
-2	4
-4	8



SANDSTORM

Range: Unlimited

Duration: Concentration

Effects: This spell whips up a blistering desert wind—complete with clouds of gritty sand. The spell blankets the entire battlefield in a heavy sandstorm. The effects are exactly the same as described for a Sandstorm. Now, a good sandstorm is easier to raise in some areas than others. The TN for the spell is determined by the battlefield's region.

Region	TN
Sandy or rocky desert, high plains	4
All other regions	8



SANDMAN

Range: Smarts

Duration: Instant

Effects: The spell affects a single living troop. The target must make a Vigor roll against a TN determined by the caster's spell roll. If he fails, it's nappy time. The victim Eats Dirt. The victim can attempt to recover normally from Eatin' Dirt on each of his actions. Additionally, he can be roused from his sorcerous slumber if another friendly troop moves into contact with him. Of course, if an unfriendly troop moves into contact with him, it can No Mercy him! This spell has no effect on unliving troops.

Vigor TN	TN
4	4
8	8



SEDUCTION

Range: Caster only

Duration: Concentration

Effects: This plays on the weaknesses of man's heart. Leave it to Mina Devlin's witches to develop a spell like this one! No troop of the opposite sex may attack a witch (and any troops attached to her) while she's under the effect of seduction, unless it can make a Smarts roll against a TN determined by her initial spell roll. The troop can roll the contest at the beginning of each of its Action Cards, but if it fails, it can only move that action. The effect of seduction is negated if the witch or her attached troops attack the troop that is affected by the spell. The hombres on the battlefield may be dazzled by her stunning good looks, but they're not that stupid. This spell has no effect on unliving or Unearthly troops.

Smarts TN	TN
4	4
8	8



SHADOW MAN

Range: Caster only

Duration: Concentration

Effects: This spell wraps the spellslinger in shadows, camouflaging her so she appears to be part of her surroundings. This allows her to move around more effectively during the battle. If the spellslinger makes an Easy (4) TN, she gains the ability Sneaky for the duration of the spell. This spell also substitutes for wilderness walk (favor).



SHARD

Range: Smarts

Duration: Instant

Effects: Lots of spellslingers carry soul blast like a gunfighter carries a pistol. However, when you're being overrun by a pack of ravenous Wolves, you need to be able to hit more than one target at a time. This spell gives the spellslinger the power of a shotgun. Shard creates and then hurls one or more jagged metal spikes into targets near the huckster. The spikes do 2d6 damage to any targets they successfully hit. The spell's TN determines how many targets are hit. The huckster can select any target within range of the spell. A single target may be hit multiple times, but if the huckster chooses to do this, resolve the damage from each hit separately.



SHAPESHIFT

Range: Caster only

Duration: Special

Effects: This spell lets the caster change her form to that of a normal living animal. The caster can select any normal animal listed for GRW and gain all of that creature's Traits and special abilities for the duration of the spell. The caster can also choose a bird shape. Only the caster's Smarts, Guts, and mental Edges and Hindrances remain unchanged. The caster can't cast any spells while in the animal shape. The caster is subject to any spell which affects normal animals while under the shapeshift. Shapeshift lasts until the caster Eats Dirt, is Put Down, or spends an Action Card to end it. This spell also substitutes for skinchange (hex).

BIRD OF PREY

Strength d4 Smarts * Vigor d4,
Shootin' - Fightin' d6 Guts *

Weapons: Claws and Beak (Strength +2)

Special Abilities: Eagle Eyes, Fleet Footed, Flight 15.

*Trait is as caster's.



SIREN SONG

Range: Smarts

Duration: Concentration

Effects: Siren song has the power to soothe the savage rail warrior. This spell creates a bewitching melody which dulls the mind of a target troop. The troop must make a Smarts roll against a TN determined by the caster's spell roll. If it fails, the troop loses interest in the battle and listens blissfully to the strange song. The caster can lead the troop around, up to its full Pace each turn, anywhere within range of the spell. Attempting to lead the troop into a hazard or deep water allows it to attempt the Smarts roll again with a +2 bonus. Troops with Bad Ears get a +2 bonus to the Smarts roll to resist the spell.

Smarts TN	TN
4	4
8	8



SLIVERSPRAY

Range: Touch

Duration: Instant

Effects: This hex produces a shower of razor-sharp splinters that fan out from the huckster. When the spell is cast, use the Flamethrower Template to represent the area of effect. Place the tip of the template at one of the huckster's hands and orient it in any direction. Any figure touched by the template is damaged by slivers. The spell's TN determines the damage done by sliverspray.

Damage	TN
2d4	4
2d6	8



SPIRIT COILS

Range: Smarts x 2

Duration: 1d6 turns

Effects: This spell wraps a single model in ethereal coils of energy. The trapped figure must make a Strength check on each of its Action Cards to break free of the bonds. If it fails, it's bound up tight and loses that Action Card, but if it succeeds, it breaks the bonds and is freed. A model bound by spirit coils is automatically hit whenever it is attacked by another figure in Fightin' combat. This spell also substitutes for razor coils (hex).

Strength TN	TN
4	4
8	8



SPIRIT WARRIOR

Range: Touch

Duration: Battle

Effects: With this favor, a shaman calls on the spirits of nature for aid in battle. It increases the die type of the affected troop's Fightin' or Shootin' rolls. The bonus to Shootin' rolls can only be used by troops with bows. This favor provides no bonus for using weapons of technology since the nature spirits frown on such things. The spell's Target Number determines the exact bonus. No troop may be affected by more than a single spirit warrior favor at a time.

Bonus	TN
1 step	4
2 steps	8



SPIRITUAL BACKHAND

Range: Smarts

Duration: Instant

Effects: A blessed with this miracle can call on the hand of his divine patron to apply a little love tap to the unbeliever. This miracle allows the blessed to strike a single model. When hit with a Spiritual Backhand the target must make an Easy (4) Vigor roll or Eat Dirt. The troop automatically recovers on its next Action Card, but it can take no other actions on that card. The TN for the miracle is determined by the range to the target.

Range	TN
Half Smarts	4
Smarts	8



STRIKE BLIND

Range: 6"

Duration: 1d4 turns

Effects: You can't fight what you can't see--and with this spell, the victim can't see anything! The spell affects a single model. The target must make a Vigor roll against the caster's spell roll. If it fails, it's blinded. Blinded figures receive a -4 penalty to all Shootin' and Fightin' rolls. Also, they can only move half their Pace--no running allowed!



STUN

Range: Caster only

Duration: 1d4 turns

Effects: This wicked little spell makes even the weakest spellslinger a dangerous opponent in hand-to-hand combat. For the duration of stun, whenever the caster makes a successful Fightin' attack, he has a chance to paralyze his opponent. First, resolve any damage as normal. Then the opponent must make a second Vigor check against a TN determined by the caster's spell roll. If failed, the model starts Eatin' Dirt. Unlike the Paralysis ability, stun works just as well on nonliving troops as it does living ones.

Vigor TN	TN
4	4
8	8



SWAMP GAS

Range: 24"

Duration: 1d4 turns

Effects: This spell digs down into the darkest bayou in Louisiana and drops that rank stench right on top of an unsuspecting posse. When this spell is cast, place a Cloud Template on the board to mark its area of effect. Any troop touched by the template must make a Vigor roll at the beginning of each of its actions or immediately move out of the swamp gas. Those that remain suffer a -2 to all rolls while in the cloud. Any troop attempting to enter the cloud must make the same Vigor TN or stop at the edge of the swamp gas. The TN for the Vigor roll to enter or remain in the cloud is determined by the spell roll. Any explosion or fire-based attack gets a bonus die of damage against any troop in the swamp gas. For example, a shrapnel shell would do 3d8 to any troop in the cloud.

Vigor TN	TN
4	4
8	8



TEMPTATION

Range: Smarts

Duration: 1d4 turns

Effects: It's not polite to lead the righteous astray. Then again these are the Rail Wars, not an afternoon tea party. There are plenty of enforcers on the field who aren't angels! This spell is only effective against blessed or shamans. Temptation takes the psalm-singer on a short mental trip down the wide and curvy road, presenting him with all sorts of improper thoughts. For the duration of the spell, the target spellcaster can't focus his thoughts on his faith as well as he should. All the victim's spell rolls receive a modifier based on the original spell roll to cast temptation. This spell also substitutes for spiritual disfavor (hex).

Modifier	TN
-2	4
-4	8



THE SPIRITS FLEE

Range: Unlimited

Duration: Instant

Effects: A shaman can use this favor to call on the spirits to work against a foe. To use this spell, the shaman must have a Hold counter. When another troop attempts to spend a Fate Chip, the shaman can try to negate the effect of the chip. The TN for the spell depends on the color of Fate Chip being spent. If the shaman is successful, the opponent still spends the Fate Chip, but gains no benefit from it. On the other hand, if the shaman fails, his player loses his own highest Fate Chip.

Fate Chip	TN
White	4
Red or blue	8



THUNDERCLAP

Range: 48"

Duration: Instant

Effects: If you can't bring a full-blown thunderstorm to the battle, at least this spell provides a loud peal of thunder. Place a Boom! Template on the area where the thunderclap occurs. All figures touched by the template must make a Vigor roll against an Easy (4) TN. Those that fail Eat Dirt. The Boom! Template is used only to represent the area of effect. If the caster misses the spell's TN, the spell simply fails.

Range	TN
24"	4
48"	8



TIMESLIP

Range: Caster only

Duration: Special

Effects: When this spell is cast, the caster steps momentarily outside the normal stream of time and reappears a short time in the future. The exact length of the timeslip is determined by the spell's TN. This is the ultimate getaway spell. During this time, the spellcaster is removed from the game. She can't be affected by any attacks, spells, or other effects while she's timeslipped. However, she can't cast spells, or do anything else while she's out of the game either. She remains out of the game for the full time indicated by the spell roll. No coming back early! She reappears in the exact location where she cast the spell. There is no negative effect if she is out of play when the game ends.

Turns Skipped	TN
1	4
2	8



TOUCH O' DEATH

Range: Touch

Duration: Instant

Effects: This spell lets the caster reach out and touch his opponent—with the Grim Reaper's hand! To cast this spell, the spellcaster must first score a hit on his opponent in hand-to-hand. In other words, he must beat her in a contest of Fightin'. No damage is dealt by this attack. The caster then casts touch o' death. (This may seem like he's getting two actions from one Action Card, but the Fightin' roll is actually part of the spell.) The caster rolls a contest of his spell die against the target's Vigor. If the target fails, her heart seizes up, and she's off to Boot Hill. If the target wins, she suffers no ill effects. This spell has no effect on unliving or Unearthly troops.



TWEAK

Range: Smarts

Duration: 1d6 turns

Effects: Since mad scientists unwittingly draw their inspiration from the manitous, it only makes sense those same beings could make a gizmo even more effective. This spell boosts the level of a troop's Malfunction die by +1 or +2 steps. The increase depends on the caster's roll.

Bonus	TN
+1 step	4
+2 step	8



WIDOW'S WEB

Range: 24"

Duration: Battle

Effects: This spell creates an enormous spider's web. The web must have two vertical anchor points, no farther apart than 6". Use a Web Template to mark the web's area. Any troop attempting to pass through the Widow's web must make a Strength roll against a TN determined by the caster's spell roll. Those that fail can't break through the strands and are held until they make an Easy (4) Strength roll. Vehicles moving at Half Steam or better can pass through the web, but those going slower are stopped until they increase their Steam level. Even if a troop or vehicle breaks through the widow's web, the hole immediately closes. Any model attempting to penetrate the web must force its own way through. Fire destroys the web in a single Action Card, but any troops caught in it take 2d6 damage.

Strength TN	TN
4	4
8	8



ZOMBIE

Range: Smarts

Duration: Permanent

Effects: The spell can only be cast on a dead human troop. The troop must have been killed in this battle and had to be living to start with. Zombie can't bring the Undead back. The TN for this spell depends on the number of troops the houngan is turning into zombies. If the spell is successful, the troop rises at the beginning of the next turn as Walkin' Dead. All its Traits are d6, and it has the special abilities Fear, Fearless, and Undead. Any other special abilities the troop may have possessed are lost in the fog of undeath. The newly risen Walkin' Dead is armed with the weapon it had in life—even if it's a gizmo like a flamethrower!

Zombies	TN
Single figure or hero	4
Up to a Posse	8



CALL O' THE WILD

Range: Unlimited

Duration: Concentration

Effects: This spell summons creatures of the wild to fight for the caster. The creatures appear on the board edge closest to the caster at the beginning of the next round. They remain under his control as long as he continues to concentrate. There is no limit to the spell's range.

Creature	TN
1 Bear	8
5 Wolves	8
5 Rattlers	4
5 Mountain Lions	8

Bear: Strength d10, Smarts d4, Vigor d10, Shootin' →, Fightin' d8, Guts d10; Speed 1; Damage: STR+2; Brawny.

Rattlers: Strength d4, Smarts d4, Vigor d4, Shootin' →, Fightin' d8, Guts d10; Speed 1; Damage: 2d6 (unliving targets are immune); Fleet-footed.

Mountain Lions: Strength d8, Smarts d4, Vigor d6, Shootin' →, Fightin' d8, Guts d8; Speed 1; Damage: STR+2; Frenzy.



CORPOREAL TWEAK

Range: Smarts

Duration: 1d4 turns

Effects: Corporeal tweak imbues living troops with energy to make them stronger and tougher. It has no effect on unliving beings. Choose Strength, Fightin', or Vigor. The Trait of the entire troop is raised by +1 or +2 die types, depending on the caster's spell roll. If this raises a troop's physical Trait over d12, it becomes d12+1 or d12+2, respectively. A troop affected by a tweak or twist is immune to any other tweaks or twists.

Bonus	TN
+1 step	4
+2 steps	8



CORPOREAL TWIST

Range: Smarts

Duration: 1d4 turns

Effects: Corporeal twist lowers an enemy troop's Strength, Fightin', or Vigor Trait by -1 or -2 die types to a minimum of d4. It only works on living targets. A troop affected by a tweak or twist is immune to any other tweaks or twists.

Penalty	TN
-1 step	4
-2 steps	8



HELPIN' HAND

Range: Smarts

Duration: Permanent

Effects: A spellslinger can cast this spell to keep one of his comrades from kicking the bucket. If used on a figure that is Eatin' Dirt, the spell's TN is 4. If the spell is successful, the figure recovers immediately and may act on its next action. You can also use helpin' hand on a figure that was Put Down this round—if your spellslinger is fast enough. If you would like to try and save a figure that was Put Down, simply leave the figure on the table until the end of the current turn. Once the 2 of Clubs passes by, you have to remove any Put Down figures. They're beyond hope now. When used in this way, the TN of the spell is 8. If successful, the model is only Eatin' Dirt and can attempt to recover normally on its next action. Helpin' hand can also be used to heal a hero's wounds. Healing a Winged or Lame hero requires a spell roll of 4.



MENTAL TWEAK

Range: Smarts

Duration: 1d4 turns

Effects: Mind tweak strengthens the psyche to make living troop strong-willed, steady, and brave. It has no effect on unliving beings. Choose Smarts, Shootin', or Guts. This Trait is raised by +1 or +2 die types, depending on the caster's spell roll. If this raises a troop's mental Trait over d12, it becomes d12+1 or d12+2, respectively. A troop affected by a tweak or twist is immune to any other tweaks or twists.

Bonus	TN
+1 step	4
+2 steps	8



MENTAL TWIST

Range: Smarts

Duration: 1d4 turns

Effects: Corporeal twist lowers an enemy troop's Smarts, Shootin', or Guts Trait by -1 or -2 die types to a minimum of d4. It only affects living troops. A troop affected by a tweak or twist is immune to any other tweaks or twists.

Penalty	TN
-1 step	4
-2 steps	8



MISSED ME!

Range: Smarts

Duration: 1d4 turns

Effects: This handy spell surround the caster in an invisible shield of energy that deflects missile attacks. Anyone taking a shot at the troop must subtract the modifier from his Shootin' roll. Fighting and area attacks are unaffected by this spell.

Penalty	TN
-2	4
-4	8



PHANTOM FINGERS

Range: Twice the caster's Smarts

Duration: Permanent

Effects: Hexslinging thieves use this handy hex to steal loot from their opponents. Phantom Fingers can only be cast on a troop with loot. Roll your hex die normally. The strongest opponent in a troop rolls his Strength. If the hexslinger wins, he gets the opponent's loot!



PROTECTION

Range: 6"

Duration: Concentration

Effects: This useful miracle keeps Undead and Unearthly beings at bay. If the spellslinger makes an Easy (4) roll, no Undead or Unearthly being may get within 6" of him, nor may they cast spells, use powers, or fire on anyone within the caster's protective circle. Even a distant target is safe if the circle of protection comes between the supernatural attack and its target. Creatures that were already within the protective circle are not affected, though they cannot enter it again should they otherwise be forced out.



SOUL BLAST

Range: Twice the caster's Smarts

Duration: Instant

Effects: This is the spell that makes spellslingers the equals of deadly gunfighters. Soul blast functions just like a pistol, and it subtracts modifiers for cover and the like. The damage of the soul blast is 2d6 plus the difference between the TN and the caster's hex roll. So if the huckster needs a 4 to hit and rolls a 6, he does 2d6+2 damage.

Range	TN
Short Range	4
Long Range	8



SHADOW WALK

Range: See below

Duration: Instant

Effects: Shadow walk allows the spellslinger to move from one shadow to another. A shadow is created wherever there is deep cover, such as a building, cave, or the like. Rocks and trees don't provide enough cover, but a whole forest or a large boulder field do.

Distance	TN
Up to Smarts in inches	4
Over Smarts in inches	8



SMITE

Range: Caster only

Duration: 1d6 turns

Effects: This miracle gives the spellslinger a heapin' helpin' o' muscle with which to pummel his foes. The spellslinger can add a bonus to his Fightin' and damage, depending on the spell rating, as shown below.

Bonus	TN
+2 to Fightin' rolls	4
+2 to Fightin' and damage rolls	8



TEXAS TWISTER

Range: Sight

Duration: Concentration

Effects: This devious hex creates a dust devil 4" in diameter. Place the Dust Devil Template on the table to show exactly where it is. Any troop inside the twister must win a contest against the twister's Strength to act on its action. A troop that loses the contest is blinded and forfeits its action. Once created, the twister can be moved 2d6" per round as long as it stays in sight of the huckster. Texas twisters can never be created indoors.

Twister Strength	TN
4	4
8	8



CONSECRATE WEAPON

Range: Smarts

Duration: Battle

Effects: A consecrated weapon is capable of killing an Unearthly creature. Treat this just as if the wielder of the weapon has the Occult edge. Such weapons are also more capable of hurting Harrowed and other undead folks. Add +1 to the damage roll of any hit inflicted with a consecrated weapon. This roll doesn't apply to the Shootin' roll, only to the damage done. Consecrated weapons cannot be traded among troops, nor can they be taken from the bodies of the fallen. Once the wielder is Put Down, the power of the blessing fades instantly, as it comes from the ceremony the weapon's owner took part in, not from the actual weapon itself.

Troop	TN
Single or hero	4
Posse	8



HOLY ROLLER

Range: None

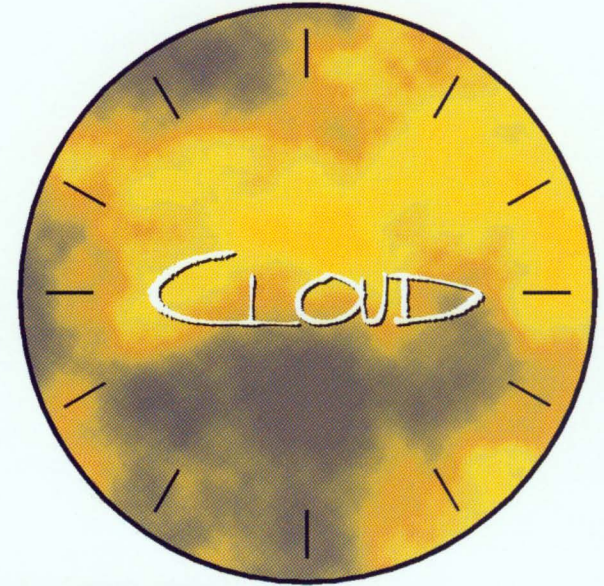
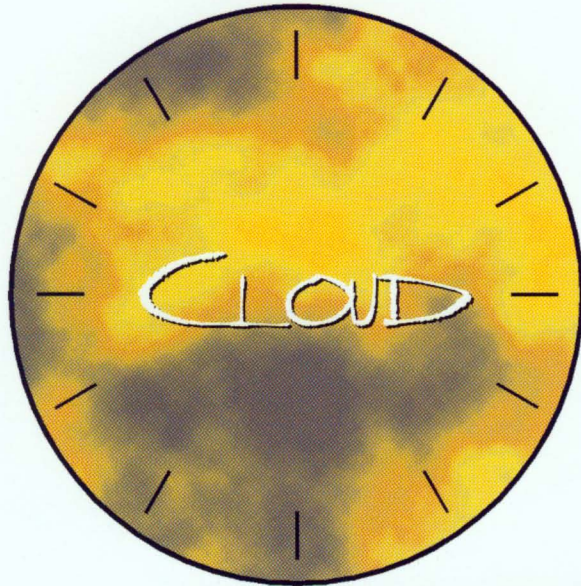
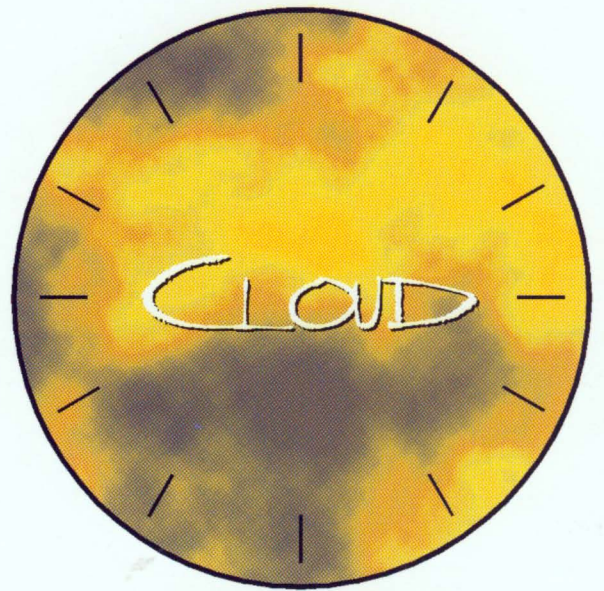
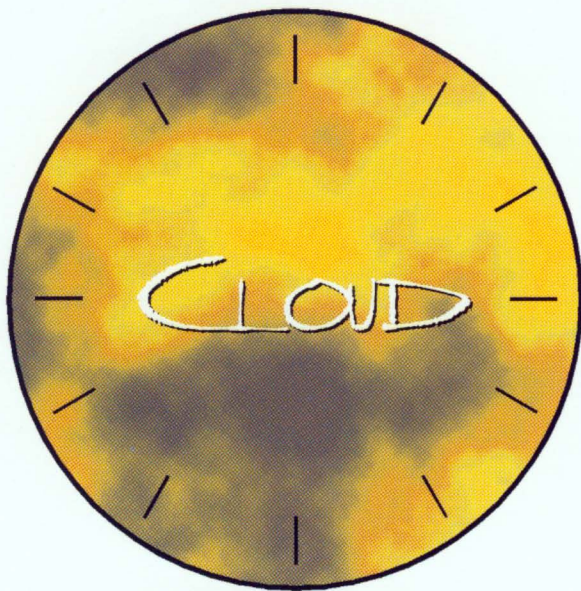
Duration: Instant

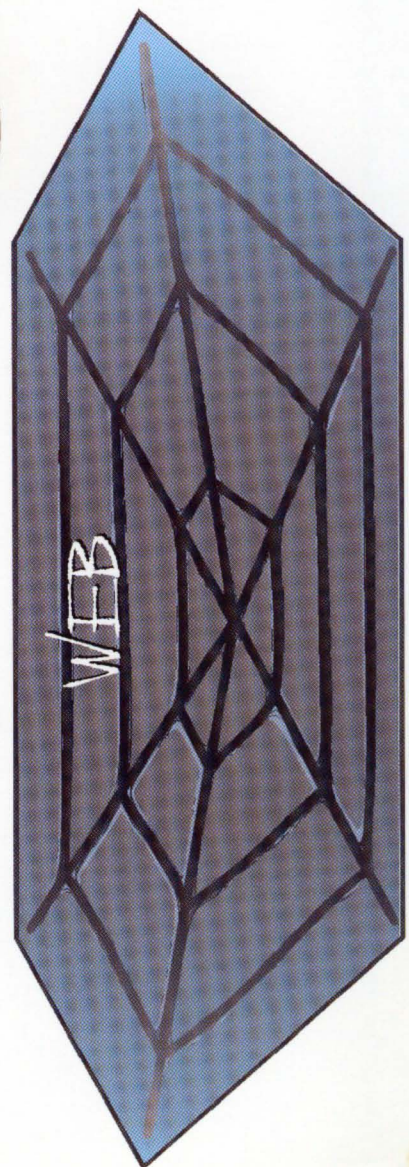
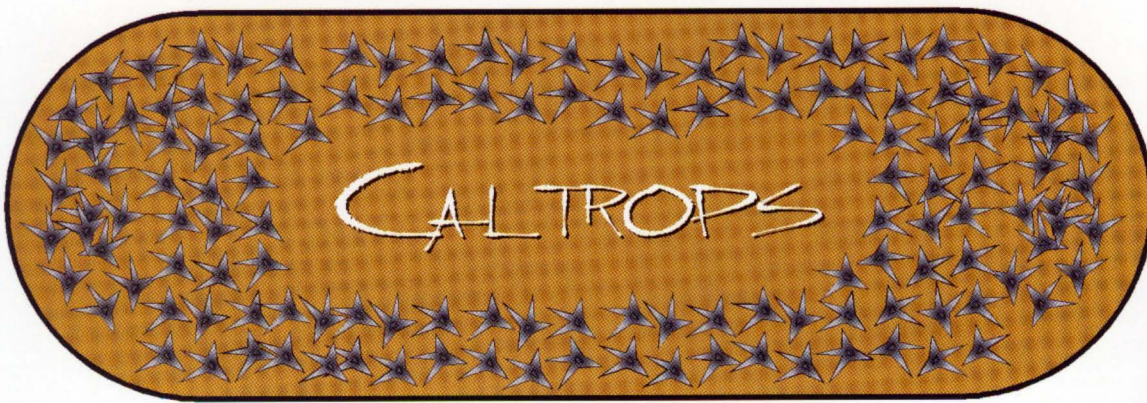
Effects: By praying to the Heavens (or the higher power of the blessed's choice), the miracle worker can call upon Fate to smile down on the supplicant and his flock. The TN for this spell is 8. It's always difficult to pull off, and there is no effect for beating a TN of 4. If you make the roll, you get to take a draw from the Fate Pot. If you roll a natural 1, though, you instantly lose your worst Fate Chip (white, then red, then blue).

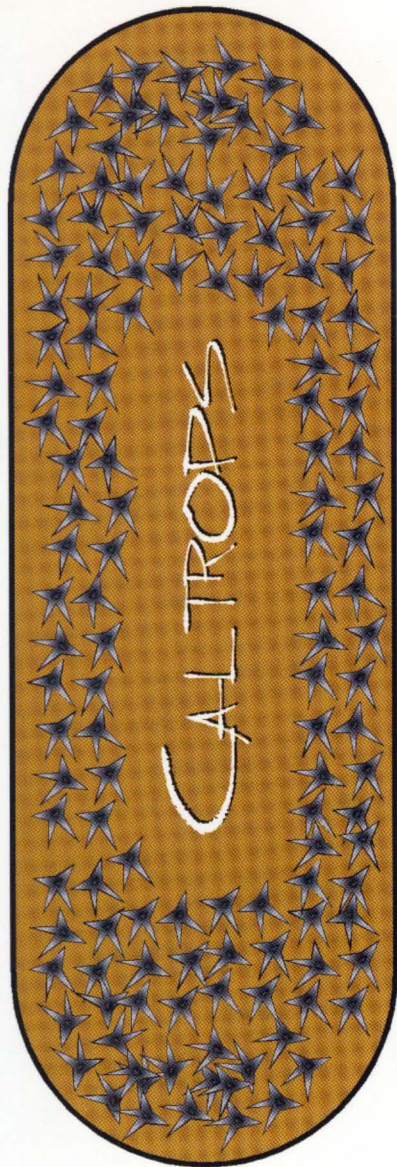


HARD
WATER

HARD
WATER







NEEDFUL THINGS

HAND WEAPONS & FIREARMS

Weapon	Range	ROF	Damage	Cost
Bow	24	1	2d6	5
Bowie knife	—	—	STR+1	5
Buntline	30	1	2d6	5
Buffalo rifle	48	1	2d10	10
Crossbow	24	1	2d6	5
Dynamite	STR+2	1	2d8 (Boom!)	10
Katana	—	—	STR+2	5
LeMat	24	1	2-3d6	5
Musket	36	1	2d8	0
Pistol	24	2	2d6	5
Rifle	48	1	2d8	5
Saber	—	—	STR+2	5
Shotgun	24	1	1-3d6	5
Spear	—	—	STR+2	5
Whip	—	—	STR+1	5

ROCKY DESERT WEATHER

d10	Summer	Winter
1-5	Clear	Clear
6	Heat wave	High winds
7	High winds	Cold snap
8	Mud	Rain
9	Rain	Snow
10	Thunderstorm	Snowstorm

HIGH PLAINS WEATHER

d10	Summer	Winter
1-4	Clear	Clear
5	Heat wave	Cold snap
6	High winds	High winds
7	Mud	Snow
8	Rain	Deep snow
9	Showers	Snowstorm
10	Thunderstorm	Blizzard

GIZMO WEAPONS

Weapon	Range	ROF	Damage
Acid gun	18	1	2d10
Chainsaw	—	—	STR+8
Electrostatic gun	24	1	2d10 (Eat Dirt)
Electrostatic saber	—	—	STR+2+Paralysis
Flamethrower	—	1	2d10
Gatling pistol	24	3	2d6
Gatling rifle	48	2	2d8
Gatling shotgun	24	2	1-3d6

MOUNTAIN WEATHER

d10	Summer	Winter
1-5	Clear	Clear
6	Fog	Cold snap
7	Mud	Snow
8	Rain	Deep snow
9	Showers	Snowstorm
10	Thunderstorm	Blizzard

SEASON

d6	Season
1-3	Summer
4-6	Winter

SWAMP WEATHER

d10	Summer	Winter
1-4	Clear	Clear
5	Heat wave	Fog
6	Mud	Fog
7	Mud	Mud
8	Rain	Rain
9	Showers	Rain
10	Showers	Sleet

SANDY DESERT WEATHER

d10	Summer	Winter
1-5	Clear	Clear
6	Heat wave	Cold snap
7	High winds	High winds
8	Sandstorm	High winds
9	Showers	Rain
10	Showers	Sleet