

DEAD LANDS



THE GREAT RAIL WARS

RAID ON ROSWELL

THE GREAT RAIL WARS RAID ON ROSWELL

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Dedicated To: Employees long past.

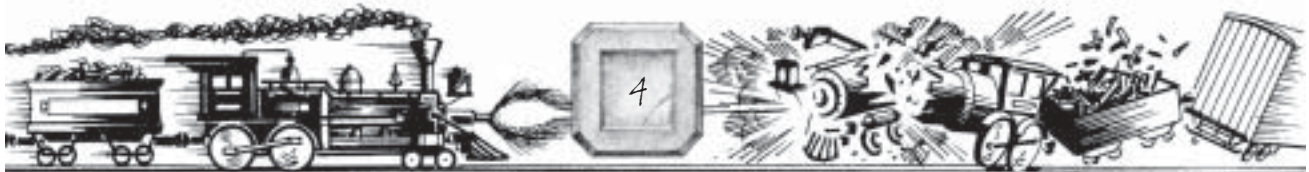
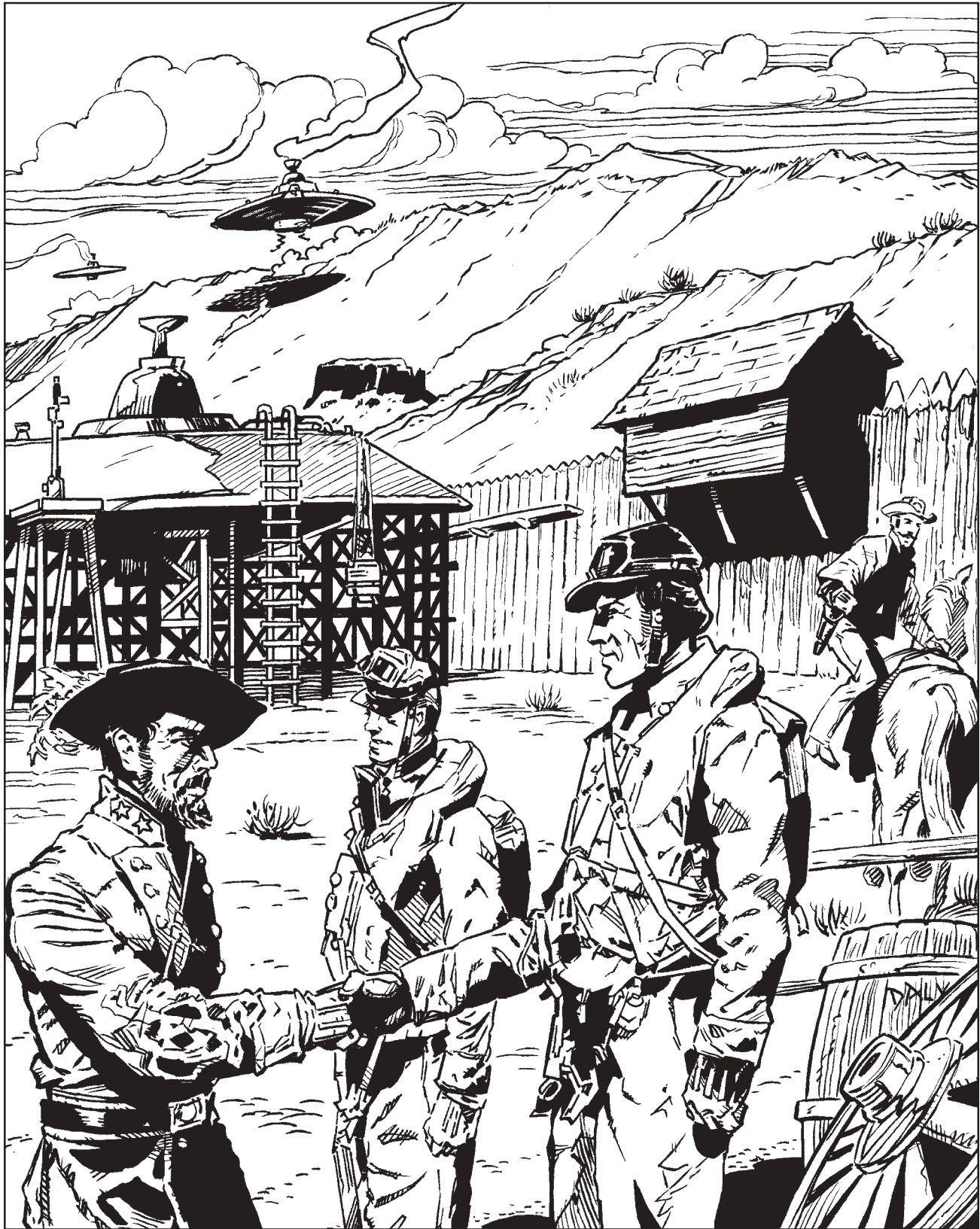


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Deadlands created by Shane Lacy Hensley.





CHAPTER ONE: BACK IN THE SADDLE!



Howdy pardners, and welcome to our second campaign supplement for *The Great Rail Wars*, our Weird Western miniatures battle game. If you're new to the game, just grab the reigns and hang on for one wild ride. If you are a veteran of the Rail Wars, you've probably traded blows with all kinds of ornery folk, but we guarantee you've never seen anything like the oddities rearing their ugly mugs in this book.

In case you haven't heard, Roswell, New Mexico has a history of strange occurrences. At least twice in our nation's history, it's been reported an odd "flying disc" crashed in the deserts near there. The Confederate government says it's just an observation balloon or a story made up by the *Tombstone Epitaph*.

But there are many who believe otherwise. Some think the discs come from outer space, and that Confederate troopers even discovered the bodies of little green men nearby. Others claim the wreckage is part of a top-secret government weapon. A few even believe the debris came from a balloon.

Curious? Hell, yeah, you are. And so are the Rail Barons. They've dispatched some of their best enforcers and most ruthless gangs to Roswell to find out.

The campaign you're about to play reveals the truth about this mysterious disc, but there's an even greater secret to be revealed; one that has major effects on the Weird West. We'll tell you all about it soon enough, compadre.

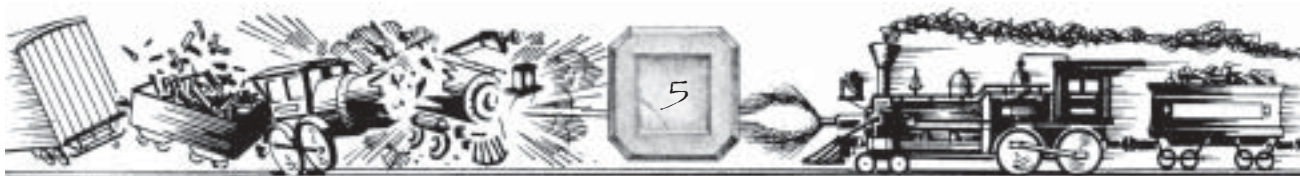
PLAYING THE CAMPAIGN

If you played *A Fist Full o' Ghost Rock*, our first raucous campaign supplement for the Great Rail Wars, you'll recognize how this book is organized. If you haven't, you're one peso short of paying your GRW dues, but we'll let you slide this time and teach you how things work (this time).

Raid on Roswell features five chapters, each containing a series of linked scenarios. The scenarios in each chapter are independent from the scenarios in the other chapters, but they all intertwine to make one big story in the end. Think of them like a movie where you peek in on several different stories that all come together at the conclusion. Don't play them out of order, however, because the events in the previous campaign often determine how things are in a later chapter.

So let's kick this pig. We'll start by telling you how the campaign game works and give you the necessary rules for running it. Then we unleash all the fury the Weird West has to offer, starting with what happened to start this whole shebang and closing with details on all the ornery characters who show up in this epic saga.

Now saddle up, partner. You're about to become part of Deadlands history, and a whole new chapter in the story of the Great Rail Wars and the Weird West itself!





PLAYING SCENARIOS

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

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

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

Deployment tells each player where he places troops at the start of the battle. If the scenario tells you to "march on," it means each troop walks onto the board on its Action Card near a predefined starting point.

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

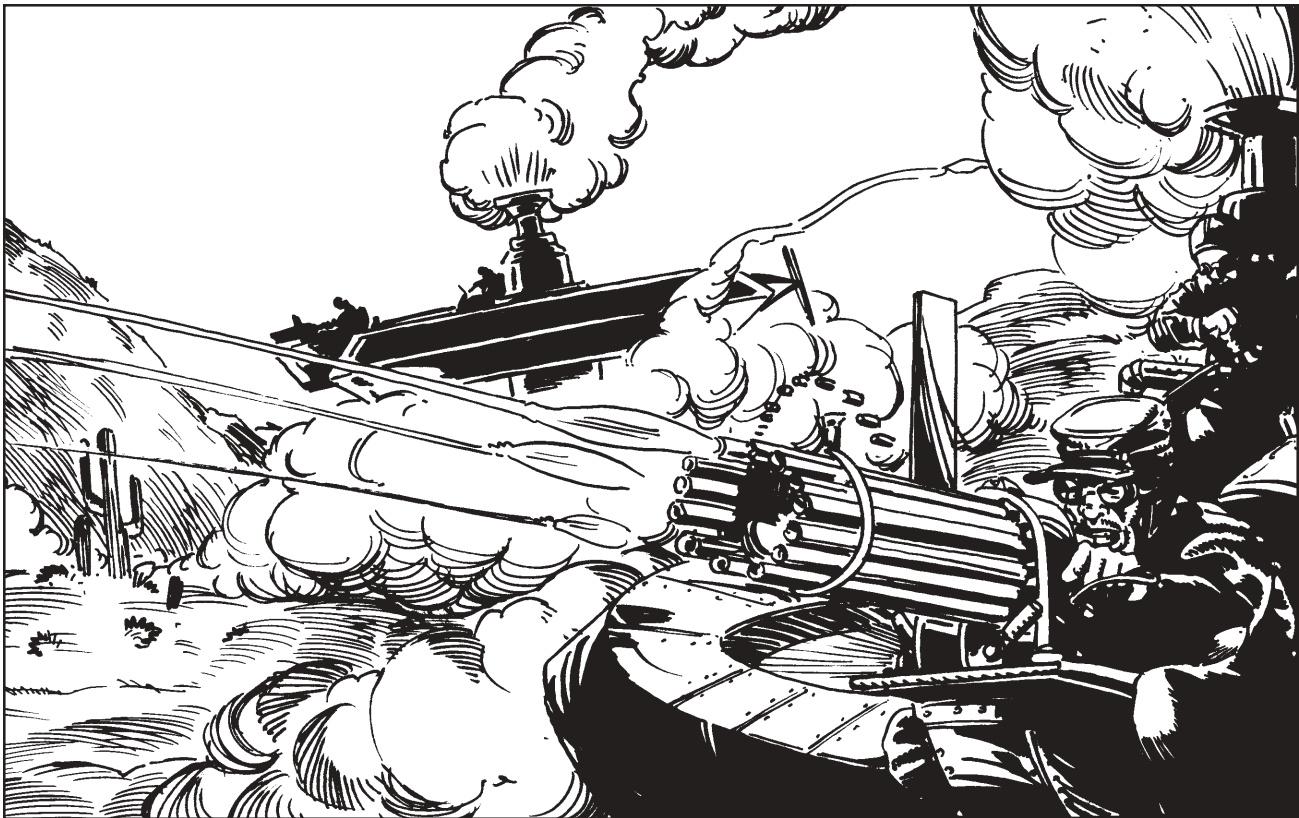
Special Rules describes any unusual rules in force for a particular scenario. Often, the Special Rules section includes *Events*. If any of the conditions listed under Events occurs, the player that triggers it should immediately turn to the entry in Appendix A and follow the instructions.

Sometimes Events are good, sometimes they're bad. You roll your dice and take your chances, amigo.

Throughout this campaign, your opponent won't know your troops, deployment, bonuses or other special rules (unless he's a cheatin' varmint!). The Briefings are designed to give you that "fog of war" feeling. Each one tells you what your secret goals in the scenario are, and it might give you additional troops, benefits, or surprises the "bad guys" don't know about until it's too late. They're listed by numbers which correspond to entries in Appendix A.

Briefings are either listed by railroads or by how your army placed in the previous battle. All six railroads may play in the *Raid on Roswell* campaign, but there are some special rules about sides you'll need to follow from time to time.

Since each Briefing is tailored to a specific railroad or player, make sure you don't read anyone's Briefing but your own. *Raid on Roswell* is full of plot twists and surprises, so if you read someone else's Briefing you may spoil all of the fun. Don't read the Briefings for any battles until you're ready to play them. *Raid on Roswell* has some very interesting plotlines, and





reading ahead only ruins the surprise. Just hang in there and you won't be disappointed. Trust us, compadre.

Well, we've given you the schpiel again, and we aren't going to slap your hand if you stick it into the cookie jar. You may, however, spoil your appetite if you do, and we know you want to save room for the main course.

EVEN MORE NEW STUFF!

In keeping with the trend set in *A Fistful o' Ghost Rock*, the back of this book also has three Appendices. Just like before, Appendix A contains Briefings and Events for the scenarios in the campaign. Make sure you don't peek at them because there's lots of surprises back there.

Appendix B has a plethora of new heroes that are used throughout the book. Not all of them are used in each chapter, so don't just start claiming heroes. You'll be told when and where they come into play.

In Appendix C, the nifty "flying disc" that starts this whole ruckus is revealed in all its shiny metal glory. You're encouraged to use this new gizmo in your own campaigns—once these secrets get out they're hard to reign in. Besides, we don't think up these nifty new gadgets for our own health.

CHOOSIN' SIDES

Some of the scenarios in *Raid on Roswell* play a little differently than what you may be used to. The second and fifth chapters have Briefings and set up rules for all six railroads, but the third and fourth chapters require you to split up into two sides—one side being the attacker and the other side taking the role of the defender.

Not every railroad is required for the middle scenarios, but all the players should stick around until the end, especially the railroad that makes off with the big secret in Chapter Two.

If at all possible, you should have a Dixie Rails player to serve as the defender in those two chapters. If there isn't a Dixie Rails player, the defending side has volunteered to help Dixie Rails in their cause. The defender needs to have at least one hero and one posse of either Texas Rangers or Troopers.

Why would the other railroads help Dixie Rails? Actually, the various railroads ally with each other all the time. Then turn right around and fight them the next day. Also, the Rail



Barons are all nosy hombres. They like to know what everyone is up to and becoming someone's ally gives them the perfect opportunity to spy.

In this case, the railroads all want the rumored flying disc. They'll ally with a weaker foe to thwart a stronger one, then take the device for themselves during the fight.

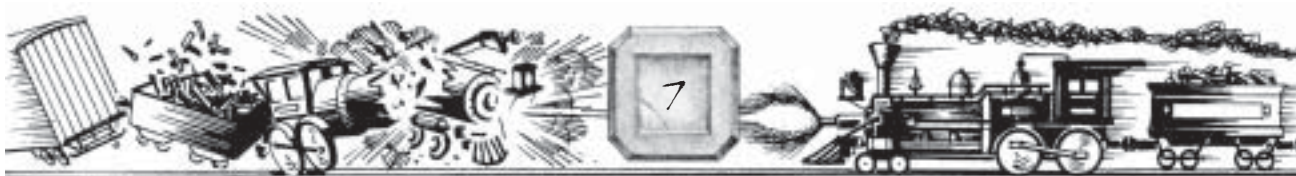
MULTIPLE PLAYERS & ALLIES

If there are multiple players on each side, they are simply serving as temporary allies. Just remember each player keeps track of his own Bounty Points and Fate Chips.

LOSING HEROES

There are lots of characters and heroes in *Raid on Roswell*, and many of them are bound to make a trip to Boot Hill before all is said and done. The Weird West is a mighty dangerous place, and few heroes are completely invulnerable.

If you lose an important hero during a scenario, don't fret too much, partner. Someone always steps up to take a fallen hero's place. Just create another hero from scratch, using the rules from the GRW rulebook.





THE EAGLE





CHAPTER TWO: THE EAGLE HAS LANDED!



THE STORY SO FAR

Late in 1876, the Confederate states agreed the success of their army in the ongoing war with the North will be decided by *The Great Rail Wars* and the ghost rock trade. In an attempt to remedy the stagnant nature of the war, Robert E. Lee pushed to change Dixie's focus to the western states.

The CSA and Dixie Rails began to increase their forces at the secret base in Roswell, New Mexico. From Roswell the Southern army purchased (or bamboozled) any ghost rock claim within their grasp.

Their final goal (along with every other cowpoke out for a buck) is the Great Maze. Unknown to the other Rail Barons, Dixie Rails is already having foreign arms shipments dropped off in the Maze.

Lee has seen the value of attacking with new and unheard of technology from the Battle of Washington back in 1870. Even if the technology isn't truly effective, the terror of introducing a "secret weapon" on the battlefield has routed more than one army before a shot was fired. After conferring with the scientists at the secret Confederate base at Roswell, he chose an experimental new vehicle—the incredible flying disk.

Everything proceeded as planned until the accident occurred. On October 31, 1876 a flying disk (codenamed "Eagle") crashed near the small

town of Dry Gulch, less than 50 miles from Roswell. Word spread quickly of the unusual craft that fell from the sky into the desert late on that chilly evening, and prying ears listened attentively. The muckrakers had a field day, and the Rail Barons' spies confirmed their suspicions of a new Confederate weapon. Now is the time for action. Each of the Rail Barons picks an Enforcer to investigate these reports.

Hope you brought your best dinner jacket, amigos, cause the party is just beginning!

A FLYING WHAT?

The first part of the *Raid on Roswell* campaign is a series of scenarios in which the Rail Barons try to discover the nature of the rumors spreading from Dry Gulch, New Mexico. If there is a flying disk that crashed in the desert, the Rail Barons want it for their very own. Greedy little cusses, aren't they?

Each sends in his Enforcer to investigate the incident. The truth is out there, and they intend to find it.

MULTIPLE PLAYERS

Unlike the scenarios in later chapters, the scenarios in *The Eagle Has Landed!* are designed as a free-for-all. You can add in as many players as you want, all opposed to each other and out for the same objective. The more the merrier!





THE ENFORCERS

For all you cowpokes who have a vested interest in what's happening in Dry Gulch, here are brief descriptions of the Enforcers who have mosied into town.

BAYOU VERMILLION

Bayou Vermillion's Enforcer is Gastone "Jumbo" Molineux, a huge lumbering man from the swamps of the Mississippi. Local legend says Jumbo doesn't have parents; he was born in the wilds and reared by a gator and a bear. He is renowned for his appetite—both for spicy cajun delights and for killing on a whim. He relies on his size and strength to win in a fight, and he literally steps on anyone who gets in his way.



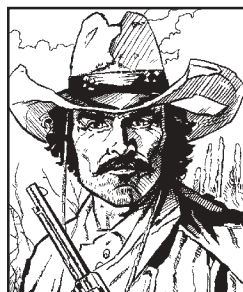
BLACK RIVER

Black River's nefarious spy is none other than Nellie Parker, a beautiful lady from the city of New Orleans. She is as well known for her desire to have a good time as she is to pursue and complete her objectives with relentless fervor. Rumor has it she prefers to use the whip she carries for pleasurable activities, but she is deadly with it nonetheless.



DIXIE RAILS

Dixie Rails' agent is the famous Texas Ranger, John Bullworth. The Confederacy has entrusted some of its most important missions to the formidable Bullworth, and he has never failed to resolve his assignments. He is a tough, no-nonsense man who pursues his duties with the distinction and honor imbued upon him by the great state of Texas. If you stand in his way, he is likely to give you a whooping you won't soon forget.



IRON DRAGON

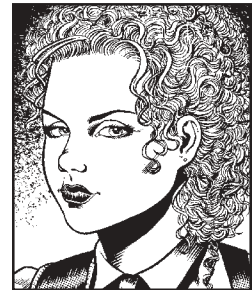
Iron Dragon has dispatched an agent known only as "The Butterfly." She is a beautiful woman who appears as delicate as a leaf floating on the breeze. But as the Chinese proverb says, appearances can be deceiving. The Butterfly is a devastating martial artist, and word has it she also wields some very potent black magic.



The Butterfly is direct and to the point. She tolerates no insolence from her henchmen, nor from anyone who questions her authority.

UNION BLUE

Union Blue has sent the infamous lady agent, Kate Hathoway. Kate was raised on the plains, and she learned to shoot and ride with the rest of the cowpokes in the area.



She was living the life of a cowgirl when her father, a local politician, decided she needed to be more ladylike, and shipped her off to a finishing school. While she was away her parents were slaughtered by an abomination, and Kate swore she would rid the world of evil.

Ms. Hathoway is one of the finest Agency operatives in the country.

WASATCH

Wasatch's Enforcer is Jake "Sawtooth" Yosemite. Jake started off as a steamjack with the Wasatch railroad where he showed a certain knack for "cutting" through trouble. His superiors recognized his ability and began to train him for other tasks.



Jake is a husky man. He carries a pistol as his main weapon, but in hand-to-hand he resorts to "Bessie," a modified steam chainsaw.

Jake is a dangerous, unstable character. His own men fear the wild and unpredictable swings of Bessie.





CHAPTER ONE: MYSTERY AT DRY GULCH

As the day draws to a close in Dry Gulch and the dust begins to settle on Main Street, the Enforcers and their gangs arrive and start their dirty business. An ominous sensation fills the air as the locals notice the ornery strangers slinking into town.

The uninvited guests aren't your typical travelers, and there are too many of them to be coincidence. Trouble is brewing. Rumor is they're after some sort of fancy gizmo. But they'll have to find it first.

THE BATTLE

This is where it all starts, amigos. The Enforcers and their gangs are here to find out if the rumors are true. The only problem is, some white-knuckled, two-bit hired hand just spotted the opposition and jumped the gun. Literally. He pulls his pistol, yanks the trigger, and starts a bloodbath. The fight is on.

THE SETUP

Your table should be set up to match the map of the town provided below. Feel free to add water troughs, crates, and other lesser terrain features one might find around town.

TROOPS

Check the individual Briefings.

DEPLOYMENT

Check the individual Briefings.

BONUS

Notice there are six X's marked X on the map. These represent civilians who might know something about the disc.

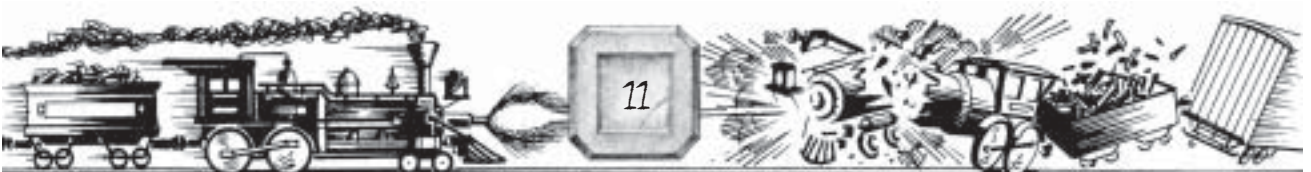
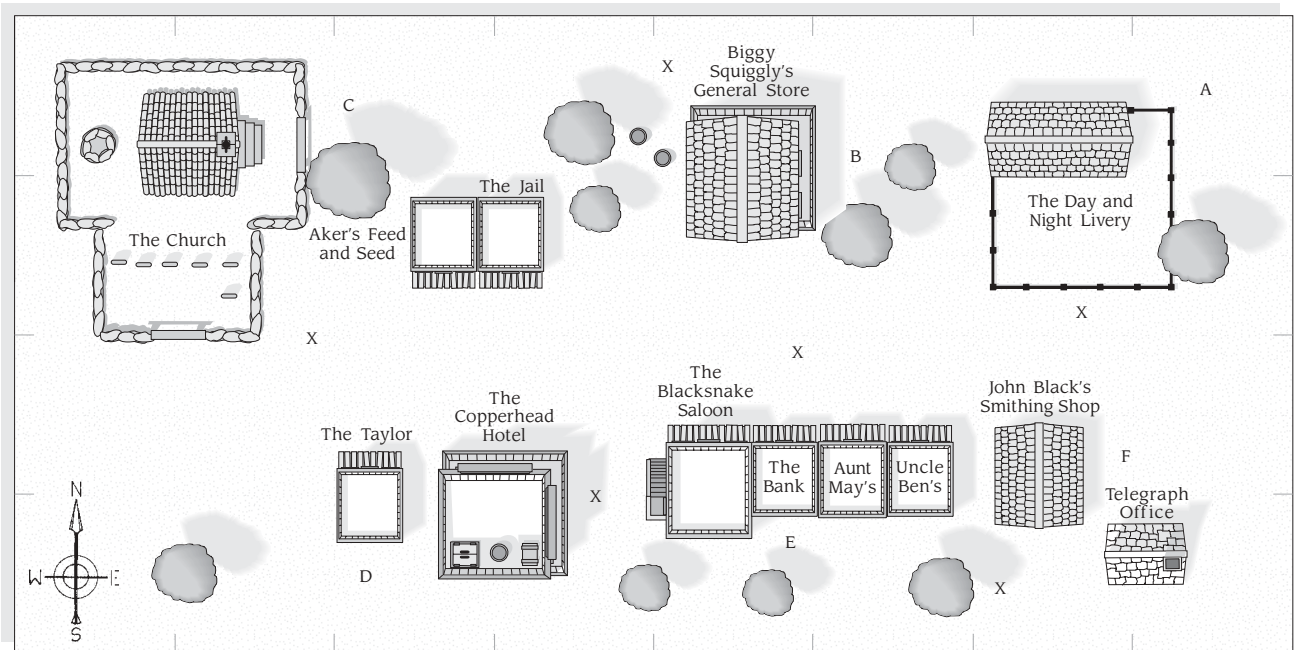
Mix up 5 Winged and 1 Loot! counters, then place them facedown where the X's on the map are marked (so that no one knows which one is the Loot! counter). To claim a Loot! counter, any human figure must spend one entire Action standing adjacent to the counter "coercing" the informant. At the beginning of *that* figure's next action, the player can turn over the token. If it's a Winged counter, it's a false lead worth nothing. If it's the Loot! token, the player gets 50 points and a special advantage in the next scenario.

Once claimed, the Loot! counter cannot be stolen, and the "informants" cannot be killed. Word spreads fast enough even killing the figure who claimed it won't help you. Nice try, amigo.

BRIEFINGS

Bayou Vermillion: 5
Black River: 25
Dixie Rails: 2

Iron Dragon: 27
Union Blue: 17
Wasatch: 3





CHAPTER TWO: IS THAT YOUR FLYING SAUCER, SON?

"I told ya there was somethin' weird out here in this barn," said the paperboy. The Enforcer and his thugs, walked out of the shadows and into the light hissing from the boy's lantern. The bribe had paid off, and without having to kill anyone else after the day's bloody skirmish with the other railroads.

"Golly, it looks like he collected all kindsa weird stuff. Wonder what this thing is over here?," the boy stepped toward a huge circular shape under a canvas tarp.

"I'd stay away from that if I were you, kid" the Enforcer said. "Now get out of here." The boy stared at the Enforcer for only a moment before scurrying out of the barn.

"What have we here?," the Enforcer asked as the tarp was pulled away from the prize. "Looks like we got ourselves a new weapon, boys!"

"Boss," said one of the hired thugs. "Someone's comin'!"

The Enforcer pulled his hogleg and spun the cylinder. "Check your ammo, boys. We been followed."

A SMOKIN' CRATER CALLED DRY GULCH

As the dust cleared from the skirmish, the remnants of the Enforcers parties pieced together the forces they had left and gathered a few more local recruits. Word is the disc was found by "Farmer John," and it's likely hidden in his barn. Time for a little "grand theft saucer."

Farmer John's secret is out, and it's almost in the possession of one of the Enforcers and his thugs. They are moving toward Farmer John's barn, and it will soon be in their hands ready to whip some patootey—if they can figure out how the dag-blamed thing works.

The other Enforcers and their remaining forces are swarming around like hornets, and this hoedown is just getting warmed up. Their runners have been dispatched to give their forces outside of Dry Gulch the details, and it won't be long before reinforcements arrive.

The other Enforcers around the town know this is their last chance to take the saucer on their own. If they fail, their Rail Baron will be forced to bring in someone else, tarnishing an otherwise stellar reputation. Maybe permanently.

Farmer John's place is just on the edge of town. The townsfolk have already cleared out of the way, so there's nothing left to do but head towards the farm and get to killing.



THE BATTLE

The coming battle is sure to shatter the very foundations of Farmer John's place. As the Enforcers and their gangs gather around the town, the troops holed up at Farmer John's dig in and prepare for the coming assault.

For the attackers, the prize is a weapon that can change the course of *The Great Rail Wars*. But they aren't the only ones after the proverbial Golden Goose. They must not only assault the defenders of Farmer John's barn, but they must fight off the other railroads who are also in contention for the flying disk.

It looks a little bleak for the lone defender of the barn, but there may be a silver lining to this looming storm cloud. As the other Enforcers split their troops to attack the barn and fight amongst themselves, the defender has the option to pick his targets carefully.

But the defender must hold until relieved or the precious saucer will slip from his grasp. Grab your six-shooters, pardner, and let's go get that flying saucer!





THE SETUP

The table is set up according to the map given below. Try to match the buildings and terrain in and around Dry Gulch as much as possible.

You should add some additional barrels and sacks around Farmer John's place to show the defender of the barn is digging in for the battle.

TROOPS

Each player begins with the units remaining from the last battle. Since the fight, the Enforcers have managed to hire a few local toughs as well. Add a posse of Gunman to every player's force.

If any player's Enforcer was eliminated in the first battle, his Rail Baron dispatches a new one. Replace this hero with a suitable one from the GRW rulebook. This can be a hero specific to the player's railroad or a hired gun.

DEPLOYMENT

Each player's Enforcer and his gang start on the map in the positions indicated by their individual Briefings.

BONUS

The player who ends this battle in control of Farmer John's farm receives an extra 50 Bounty Points. On top of that, he gets the coolest new flying gizmo this side of the Rockies later on.

Here's how to control the farm. At the beginning of the 5th turn, don't roll to see if the game ends as usual. Instead, the game ends when only one player has troops inside the compound. As long as there are *any* other troops within the farm's boundaries, the battle continues. Controlling the farm at the end of the battle is worth 50 bonus points.

SPECIAL RULES

EVENTS

Check the Event section when any of the following occur:

(1) *End of first turn*: The player who has lost the most points worth of troops at the end of Turn 1 reads this Event.

BRIEFINGS

Your Briefing depends on your points and whoever collected the Loot! token from the last battle. The player who found the Loot! token takes that Briefing. The rest of the players determine their Briefing by the number of points they gained in the last battle. Remember not to count the player who found the Loot! token when determining "places."

Loot Token: 14

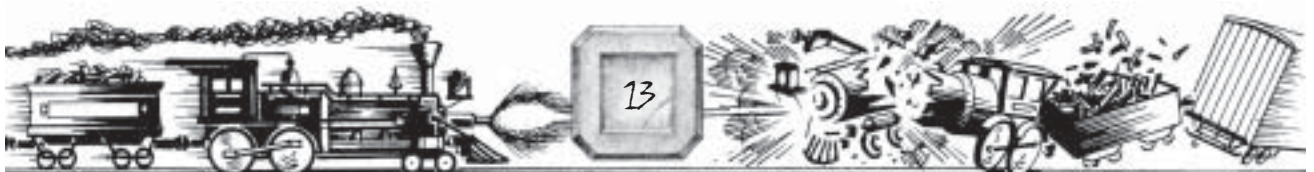
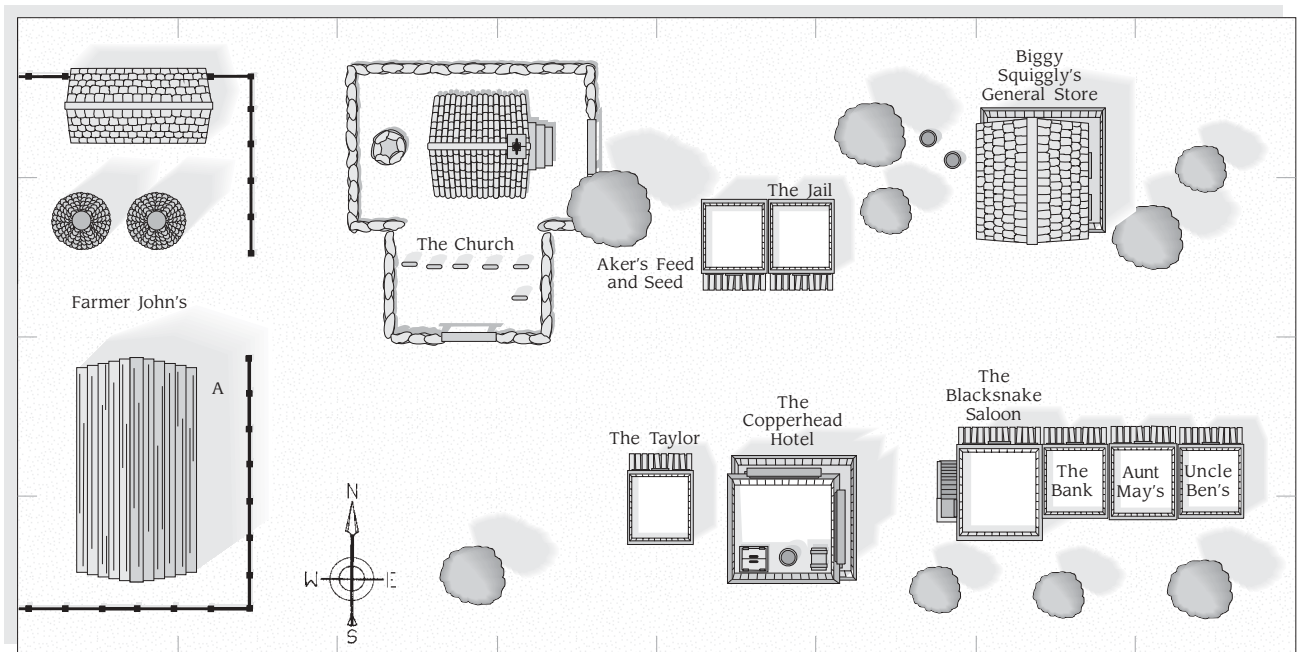
First Place: 1

Second Place: 12

Third Place: 33

Fourth Place: 8

Fifth Place: 42





CHAPTER THREE: THERE IT IS...GET IT!

The smell of burning buildings and the cries of dying men filled the air of Dry Gulch. A lone dog ran across the street, waiting for the living to retire so it could nibble at the dead.

The stakes have been raised in Dry Gulch. The battle between the Enforcers and their gangs for Farmer John's was a fierce one, and many a good man lay whimpering in the dirt. More importantly, now everyone's seen the disc. One of the Enforcers and his thugs dragged the disc off the farm lot.

Locals peer from the windows of their blasted hovels, amazed at the incredible machine that was hidden in their town. No doubt the *Tombstone Epitaph* will report the existence of the thing, but nobody will believe that rag. And of course the governments of the North and South will deny the saucer's existence. The few folks with big mouths, folks who just might be believed, will be shut up, ruined, or worse. The Agency and the Texas Rangers will see to that.

Now it's time to strike. There's enough fight left in the other Enforcers to make one last play for the saucer. If the surviving rabble can rush the contraption before the infernal machine is fired up, they might just be able to take it.

Dry Gulch is about to become a ghost town.

This is the no-holds barred finale to this chapter of *Raid on Roswell*, and it's sure to be a doozy. The winner of this little party gets the incredible flying disk. The losers get more than a brash tongue lashing from their Rail Baron.

The fight begins only a few minutes after the previous skirmish between the Enforcers ends and someone is definitely in control of the saucer. The Rail Barons feel wasting any more precious time could let the machine slip completely from their grasp. They've given their Enforcers ample opportunity to steal the prize. Now it's time to release the hounds and take the damn thing by force.

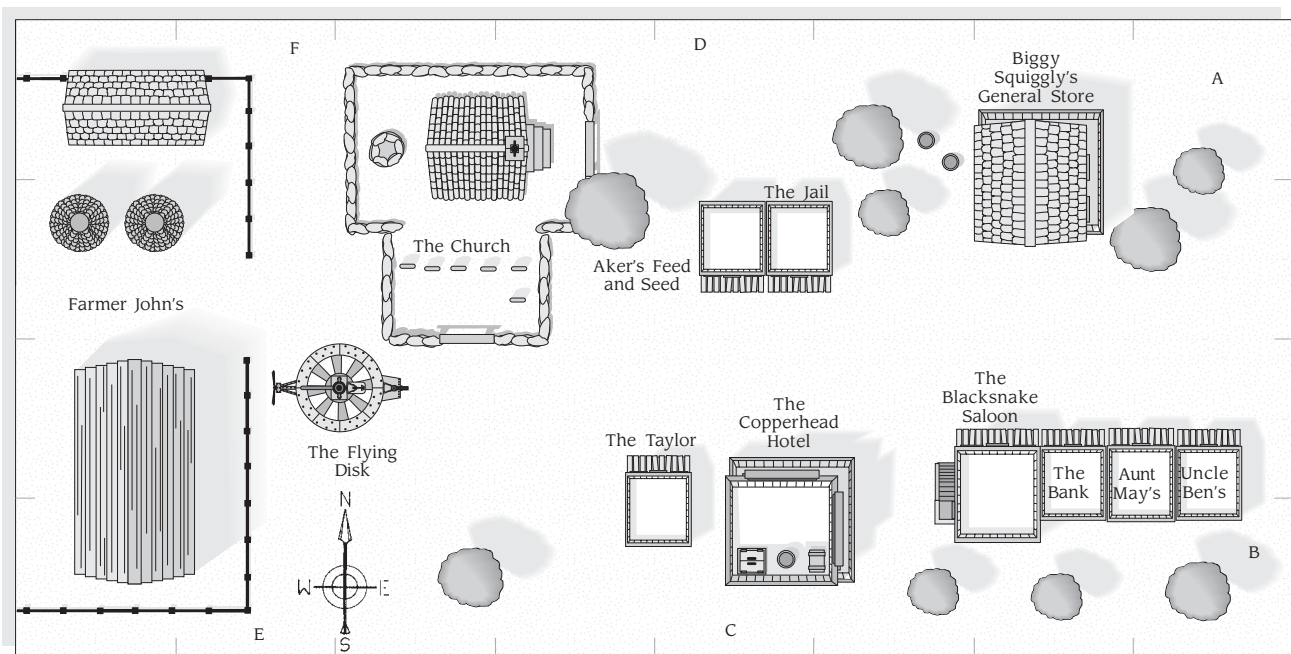
THE SETUP

Set up the table as shown on the map below, preferably using the exact same terrain as you used in the previous battle.

TROOPS

Each player starts with the forces that survived the previous battle. Each Rail Baron has also dispatched an additional 250 points of reinforcements.

If your Enforcer was killed in the last battle, your railroad dispatches another one. Replace this hero with a suitable one from the GRW rulebook. This can be a hero specific to the player's railroad or a hired gun.





DEPLOYMENT

All the troops returned to their previous hidey-holes, except the player who wound up in control of the farm (and therefore the saucer). He starts anywhere within the farm or around the disc.

BONUS

The railroad in control of the saucer gets 25 Bounty Points at the end of each turn.

If any player gets the saucer airborne (see the **Special Rules** below) and uses it for one complete turn he receives 50 Bounty Points.

SPECIAL RULES

SECURING THE SAUCER

A railroad controls the saucer at the end of a turn in which it has any troops within 12" of the saucer, and no enemy troops within that range.

The player in control of the saucer at the end of the last turn has captured the gizmo. This has very special consequences later on.

GETTING THE SAUCER IN THE AIR

Any player who gets a Crewman adjacent to the saucer can attempt to get it airborne. Place this figure "inside" the saucer (out of sight) while it attempts to figure out the complicated machine. The pilot must make a Hard (8) *Smarts* roll to get the saucer into the air. The pilot may attempt to get it airborne once per Action Card. The stats for the Flying Saucer are provided in Appendix C.

A second Crewman can man the Gatling Gun automatically, but only after the saucer is powered up and airborne.

You'll need *Derailed!* for the flying vehicles rules.

EVENTS

(2) *The Saucer Is Mine!* The player in control of the saucer (as per the rules above for securing the disk) at the end of the second turn triggers this Event.

BRIEFINGS

Your Briefing depends on your Bounty Point total from the last battle. Use the same rules given in the last chapter for determining place.

Last Place: 28
First Place: 23
Second Place: 11

Third Place: 24
Fourth Place: 32
Fifth Place: 46

EPilogue ONE

As the black smoke from Dry Gulch filled the night air and the buildings slowly crumbled into red and black embers, a tall figure clad in a black suit with a tall hat walked through the dying town. A flicker from a nearby building revealed a menacing grin wrapped around his thin, pale face. Wisps of white hair reflect the radiance of the burning structures.

Events have been set into motion that he can no longer ignore, and his forces will begin to arrive shortly. He observes the destruction, and in a cold breath, speaks one word—"Revelations."

In the distance, several shadowy figures in long, red robes move toward the man. Immediately behind them was a rider garbed in robes as black as pitch and carrying a scythe. No face was visible beneath the deep hood of his ebon cloak.

The elderly man turns with a start and says, "Come my most loyal servants. We have work to do. But let us watch the infidels deplete their resources even further. With every passing hour we grow stronger, while they whittle away at each other like bickering, impetuous children."

He laughs maniacally, and it cuts through the sound of the crackling fires like a knife.

EPilogue TWO

The lone horseman stood atop a hill just outside of Dry Gulch and watched as the early morning sky was lit up by the uncontrollable flames. Just another town in this crazy fight for some kinda special rock, he thought.

Something inside of him, though, told him that this was far from being over. There was still a Confederate base out there that is capable of producing those flying machines that started this whole mess, and most likely the Rail Barons will try to eliminate the threat.

Well, if there was any way he could make a buck out of this, he would certainly try. He gave a slight tug to the reigns, and his horse turned to follow the direction of the pull.

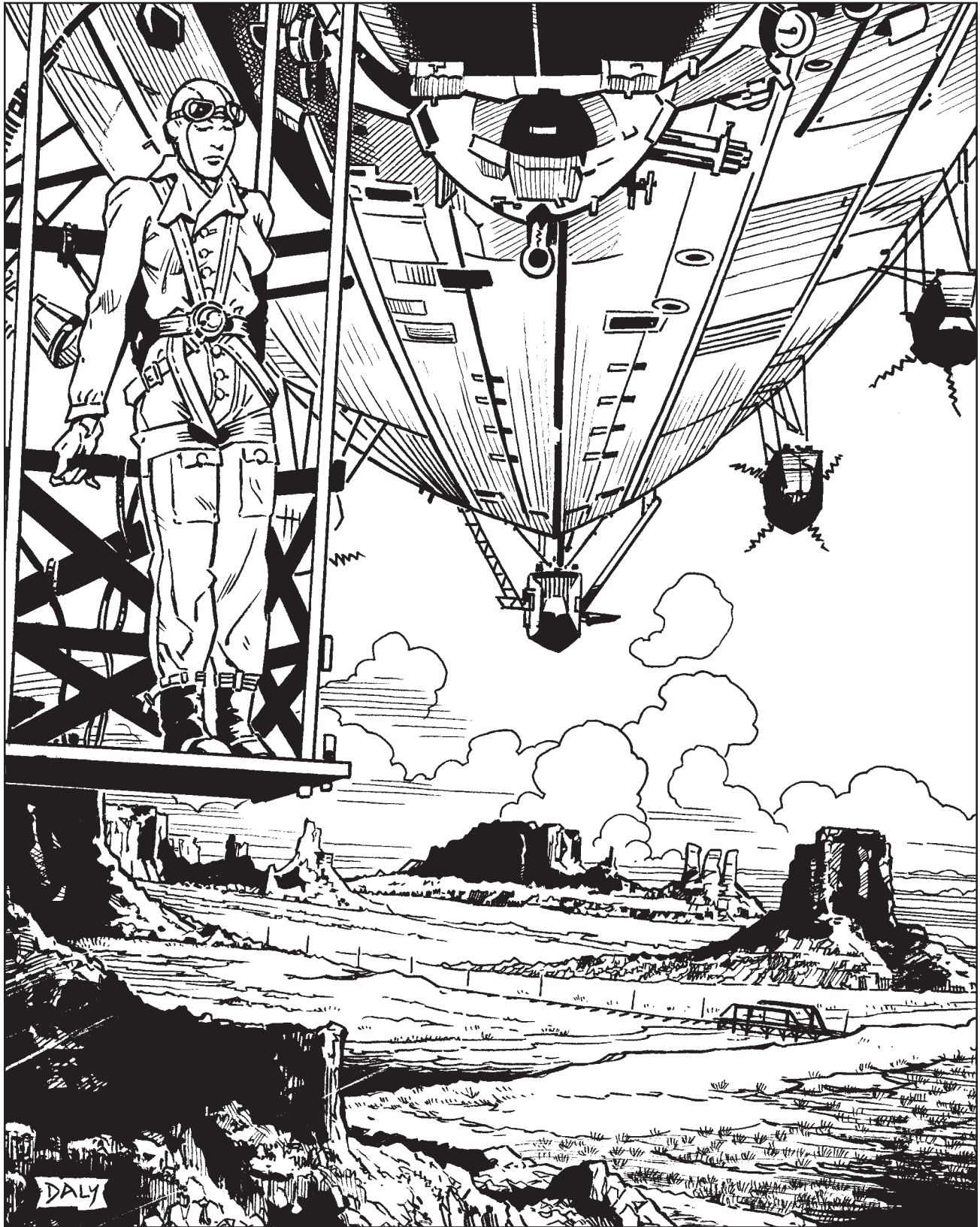
He looked back one last time at the town as he stroked a match across his saddle and pressed the flame to the end of a cigarello propped on his lips. Just as he took the first puff a loud thumping noise filled the air. Three air carriages slowly emerged in the ever increasing light of the day.

"Damn shameful way to earn a living," he said as he rode away.





TRESTLE



DALY





CHAPTER THREE: A TRESTLE TOO FAR



A TRESTLE TOO FAR

Well, that went better than he'd hoped, thought Meriwether Shaw, as he walked briskly from the richly furnished hotel room. Seldom had his Rail Baron seemed so ready to accept one of Shaw's plans. Perhaps his employer was finally beginning to realize Shaw's genius!

Since signing on with the Rail Baron, Shaw had presented his boss with one daring and innovative plan after another. To date, not a single one of his ideas had received more than a passing glance before being passed over for a more conventional one.

Now, Shaw finally had his chance to prove himself. The boss had given him virtually unlimited authority to implement his plan. The only condition was that Shaw's gambit succeed.

Of course, the incident down at Dry Gulch, New Mexico, did a lot to sway the Rail Baron's decision. Regardless, Shaw felt his plan was a worthy one, and he used Roswell as a stepping stone to convince his boss of the plan's merit.

Shaw's step lost a little of its bounce as he considered the consequences of failing the Rail Baron. The incident at Dry Gulch could have been more successful, and the boss was already weary of the scene down in New Mexico.

One thing was for certain. If he didn't try, it definitely wouldn't succeed. And if it did, his company would gain a major advantage in the Great Rail Wars!

MULTIPLE PLAYERS

The scenarios in this part of the *Raid on Roswell* are designed for two players, each representing a different railroad. Should you want to use additional railroads, you'll have to form sides as detailed in *The Great Rail Wars* rulebook.

Try to split the forces we've provided for you as evenly as possible among the players on each side. Each player (not side) should keep track of his own Bounty Points and Fate Chips independently.

THE CAMPAIGN

A Trestle Too Far is the second part of the *Raid on Roswell* campaign. It tells the tale of ex-British officer Meriwether Shaw and his unorthodox plan to break the stalemate in the Rail Wars, cripple Roswell, and give his railroad a direct line to the Maze. It doesn't matter which railroads you choose for this scenario, as long as Dixie Rails and any of its allies are opposite of Shaw and his forces.

Shaw's Rail Baron decided to take a chance on his scheme. The railroad's advance has stalled for an indefinite period, and the only hope to remain competitive is to slow down the other competitors. While desperate and unsure, the plan may just succeed if implemented properly, and everything runs smoothly.





With the recent developments around Roswell, Shaw chose that area for his daring plan. The rails that Dixie has laid down through New Mexico and Arizona to connect them to Maze should be any Rail Baron's primary concern (not that silly flying gizmo, although Shaw agrees that they must also appear interested), and Shaw wants to be the first to take them.

Shaw's strategy involves a number of coordinated strikes into enemy territory to seize control of a key trestle located on a spur connecting the railroads. The trestle is at a small town called Bell's Gorge, located just north of the secret base of Roswell. Shaw hopes to gain control of the trestle just prior to the arrival of a heavily armed war train he plans to release onto the other Rail Baron's main line.

Unfortunately, like most of his plans, this one is overly complicated. A failure by any one of his subordinate units could spell disaster for the entire mission.

To further complicate the already elaborate operation, the opposing Rail Baron's spies have gathered enough info to piece together that something's up. After the fiasco at Dry Gulch, the Confederate forces made an effort to be much more aware of the other Rail Baron's movements and operations. Shaw, though his plan is still secret, may no longer have the element of surprise he was counting on.

WHO'S WHO

A Trestle Too Far involves a number of intertwined scenarios. In these scenarios, you'll play out the steps to Shaw's plan to seize Bell's Gorge in time for the war train to cross, and continue on to Roswell. To keep things clear, we always refer to Shaw's player as the *attacking railroad* and his opponent as the *defending railroad* (which includes any Dixie Rails units or allies), although their tactical roles in a given scenario may be reversed.

THE SNOWBALL EFFECT

Because of the precision required to pull off Shaw's plan, every delay works against him. Keep track of the Bounty total for each separate battle, as well as for the campaign as a whole. The success—or lack thereof—of Shaw's subordinates directly affects the set up for the final confrontation.

Additionally, a battle may instruct you to track a secondary event as well. Just write record any such information wherever you keep Bounty totals.

PART ONE: DEATH FROM ABOVE!

The sun's last rays painted the clouds in the desert sky a brilliant red and purple. The evening sky was about the only thing about the desert that Hollister could tolerate. Often he'd eat his dinner on the steps of one of the outpost buildings and admire the stunning display of colors.

Tonight, he noticed a group of three small clouds wafting quickly over the desert. It looked like they'd pass right over head. After a moment, he realized the "clouds" were moving against the prevailing winds! "Air carriages!" he exclaimed.

Realizing his enemies had finally located him, Hollister began yelling alerts to his troops and moved quickly to the sturdiest spot in the small outpost—the relay station.

STAND IN THE DOOR

Damn! Audrey thought as she looked out the side door to the cabin. One of those fools has seen us! Now it's going to be a real pain.

Well, she thought, no reason to let the rest of the troops know what they were up against—they'd have to muster up all their courage just to step out the door into to open air in the first place. Half of her troops would probably back out if they knew there was going to be gunmen on the ground picking them off as they drifted down from the airships.

She leaned back into the cabin and looked at the men behind her. "All right, you mangy bunch of sidewinders, we're gettin' close. Saddle up!"

God, I hate this part, she said to herself as she stepped out the door. Then all thoughts were lost in the rush of wind as she dropped away from the air carriage.

THE BATTLE

The first part of Shaw's plan involves a daring air strike. His troops, led by Audrey "Trouble" Tucker, are to be dropped from air ships onto a poorly defended telegraph relay station.

The other side isn't totally unprepared—no Rail Baron could exist for very long without a network of spies informing on enemy movements. The garrison at the relay was recently beefed up, but Gordon Hollister, its lackluster commander, doesn't know why. He's assuming the troops have been added to protect his own hide—at least, that's how he plans to use them!





THE SETUP

The fight takes place at a small desert outpost just north of the trestle that spans over Bell's Gorge. Cover is sparse—only the scrub to the southeast and north of the buildings offers any cover.

All the buildings are wooden, except the telegraph relay. It's a sturdy adobe structure and takes double the normal damage to reduce to rubble (100 points of damage from cannon and the like).

The telegraph poles themselves can be dropped with a direct hit from a cannon, rocket, or a similar "explosive" weapon that does a total of 20 points or more of damage. The Boom! Template or shot must be centered directly on the pole for the hit to damage it—near misses don't count!

TROOPS

Each side gets troops as detailed in their individual Briefings.

DEPLOYMENT

Your Briefing tells you where your troops will set up on the map below. The defender sets up first.

It is important that the player controlling Tucker's forces records his surviving troops at the end of the battle. They'll appear later in another scenario.

BONUS

If Gordon survives the battle, he's lauded as a hero. The defender gets a Bonus of 50 Bounty Points if Gordon lives through the fight. There is no bonus for the attacker.

Also, the defender should keep track of how many turns she retains control of the telegraph relay. The defender has control as long as there is at least one of her troops in the relay on its feet (not Eatin' Dirt or Put Down). This makes a difference in later scenarios.

SPECIAL RULES

The air ship jumpers are dropped just after dusk. It's not quite dark, but the light is fading fast. All ranged attacks suffer a -1 penalty.

EVENTS

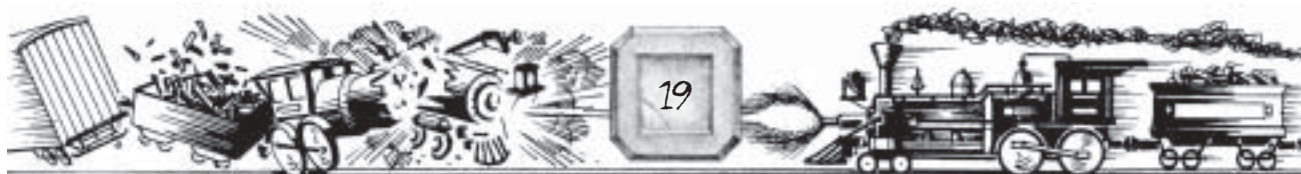
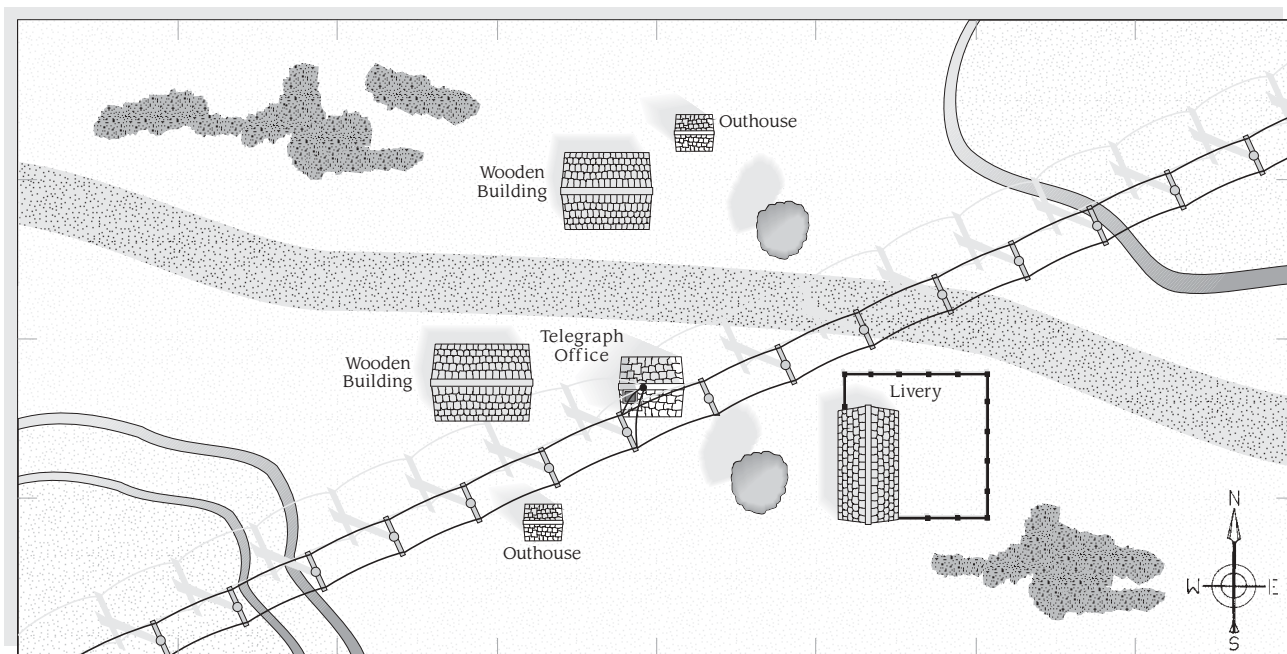
Check the Event section (it's in Appendix A) when any of the following occurs:

(3) *End of second turn:* The defender reads this event.

(4) *The attacker enters the relay station:* The defender reads this event.

BRIEFINGS

The Briefings are squirreled away in Appendix A, along with the Events. Tucker's player (*attacking railroad*) reads Briefing 26, and Hollister's (*defending railroad*) reads Briefing 31.





PART TWO: THE FIRST MUTE...

There's a saying among old soldiers that says no plan survives the first minute of battle. Meredith Shaw, as confident as he is in his ability to command, is about to learn the truth to that adage.

A WALK IN THE PARK

So far, Shaw's force was moving forward on schedule. His carefully selected overland route had masked his advance, and his enemy appeared to be unaware of his approach. But Shaw knows that appearances can be deceiving, and he is a little cautious.

He wondered for a moment if the other elements of his operation were having as easy a go at it as he was. Of course they were, he reassured himself. His plan was a master stroke and was sure to succeed.

Shaw signaled for the rest of the troops to pick up the pace. There wasn't a sign of resistance, and it looked like this raid was turning into a Sunday stroll for his gang.

HEAD 'EM OFF

"Wheels" Kirby slowed his column for a moment and scanned the desert with his telescope. There it was again—the telltale cloud of dust he'd seen about 10 minutes ago.

Only two things made that much dust rise—a stampede of buffalo or a large column of troops. Since there were no buffalo in these parts of the country, Kirby was betting on the latter.

He'd had his doubts when the Rail Baron sent him to this empty stretch of desert, but it looked like his boss had some inside information. There was definitely some hostile activity headed this way.

Now Kirby's only real worry was the size of the column he faced. From the amount of dust it was kicking up, it was at least twice the size of his patrol!

Well, it wouldn't be the first time he faced a superior force. Kirby knows that his troops, under the right conditions, can dish out some real whoop-ass.

Looks like a fight's brewing, and Kirby is awful thirsty. He sure is glad he didn't get all dressed up for nothing.





THE BATTLE

This scenario is the first major stepping stone for Meredith Shaw. His main force, unfortunately, has just run smack into a patrol led by "Wheels" Kirby.

Kirby was dispatched after his Rail Baron got word from spies that a raiding party was likely to approach from this direction. On this particular occasion, his spies hit that prairie dog right on the head.

Kirby's outnumbered and outgunned. His small force is no match for Shaw's main body. His orders are to delay them for as long as possible, not necessarily to destroy them. (Although that wouldn't be a bad thing.)

However, Shaw is on such a tight schedule he can't afford to lose much time in a pitched battle—particularly one he wasn't expecting! Shaw would like to get out of this skirmish as quickly as possible so that he may continue on to Bell's Gorge.

THE SETUP

Set the table up as shown on the map. The boulder fields count as difficult terrain for troops. Troops in the boulder fields get the benefit of hard cover. Vehicles can't enter the boulder fields at all.

The mesas are steep cliffs. A non-flying troop has to climb 8" to reach the top of one of these stone towers.

TROOPS

Each of the players (or sides) Briefing tells you how many and what types of troops your side has in this battle.

DEPLOYMENT

Both of the players start this scenario with their forces off of the table. Both forces will enter on Turn 1.

Shaw's forces enter the board at Point A. Kirby's troops come onto the board at Point B.

BONUS

Shaw's objective is to get as many troops or vehicles off the southern end of the board as possible. His side gets the Bounty Points for every troop and vehicle he manages to get off that end of the table.

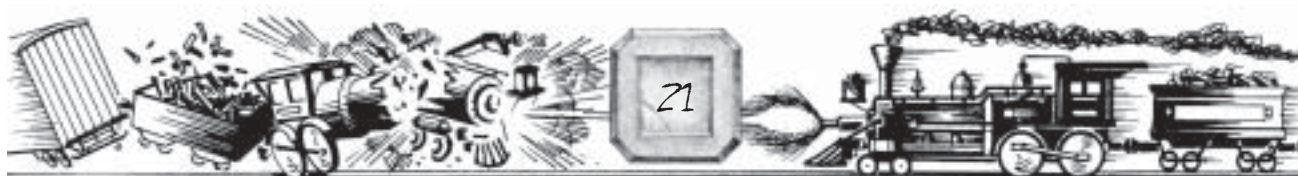
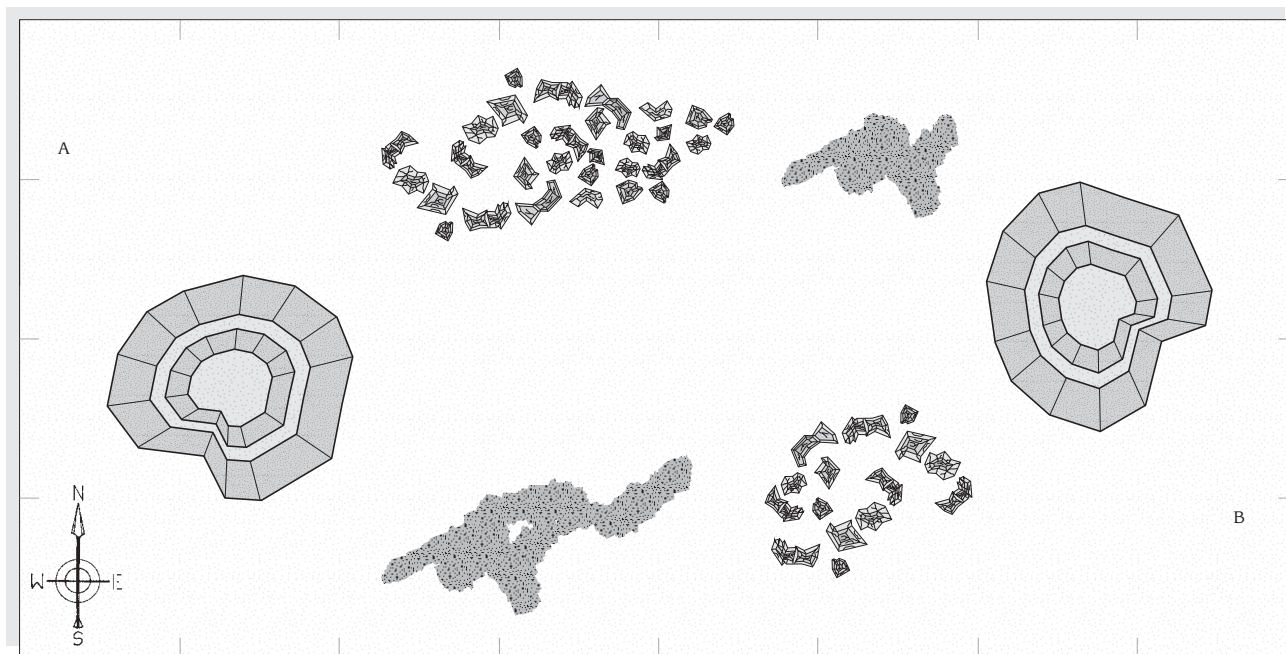
There is no bonus for Kirby, but every troop he Puts Down or vehicle he Knocks out is one less to threaten Bell's Gorge.

SPECIAL RULES

There are no special rules, but it's important for Shaw's player to keep track of her surviving troops for a later battle.

BRIEFINGS

Shaw's player (*attacking railroad*) reads Briefing 29. Kirby's player (*defending railroad*) reads Briefing 35.





PART THREE: A SPARTAN DEFENSE

Fletcher Reynolds did a final inspection of his troops. The position they held in the pass was solid.

Pushing themselves hard, Fletcher's troops had reached the pass ahead of schedule and everything seemed to be falling into place. Now he needed to find the best possible defensive positions to give his troops an advantage.

Although Fletcher had never considered himself a particularly gifted tactician, even he'd had misgivings about Shaw's plan. If his forces pulled it off, it would deliver a devastating blow to Dixie Rails and its allies, but the plan struck Fletcher as being a little too complex. And, if there's one thing any soldier knows, it's to keep it simple!

The biggest concern for all of the commanders was Roswell. If Dixie Rails acted fast enough they would throw a devastating amount of reinforcements in from their secret base. Fortunately, there was another force that should, if all goes well, keep Roswell occupied while his operation was proceeding.



Keeping his fingers crossed had never been a solid source of good luck, but Fletcher was willing to try anything. Besides, it couldn't hurt.

In spite of his concerns, Fletcher found his portion of the mission running smoothly. All he had to do was delay the arrival in Bell's Gorge of any relief force until the war train had passed.

As long as Tucker's airborne assault on the relay station had gone as well as his, there was nothing to worry about. At least that's what he kept telling himself.

Well, now's not the time to worry. It's too late for that, and now all he can do is the job he was assigned to do.

Fletcher turned to his troops and told them to settle in and prepare for the inevitable assault. "The Devil himself is comin', boys, and Hell's comin' with him!"

THE CAVALRY'S COMING!

Rising from his seat in the steam wagon, Lemuel Cobb signaled his column to halt. The low range of rugged hills ahead marked the last obstacle between him and Bell's Gorge.

After crossing the pass, it would be a straight run across flatland for the town. So far, he'd met no opposition, but something about the hills was making him nervous. He had his suspicions that this wouldn't be a cakewalk.

Pulling out his telescope, Cobb scanned cliffs around the pass. Through the grainy lens, he caught sight of movement in the pass and the hills around it.

He had already feared an ambush in the pass ahead, and it looks like the enemy knew where to hit him. Who knew? Who is it in that pass up ahead?

His Rail Baron had warned him something was up, and one of these days, Cobb was going to learn to trust his boss's instincts. They were rarely wrong.

Well, whoever was moving around that ridge isn't the only one being sneaky. Lemuel has a surprise of his own for the poor fools. Any army that stood in his way was going to curse the day they laid eyes on Lemuel Cobb!

THE BATTLE

Fletcher Reynolds and his small force have been sent by Shaw to the pass to block any force sent by the enemy. Unfortunately, Tucker's raid wasn't as successful as Shaw had planned, and a brief message was sent before the relay station fell into their hands.





A sizable force, led by Lemuel Cobb, has been dispatched to Bell's Gorge to eradicate the enemy. After that, Cobb has orders to secure the town of Bell's Gorge.

Reynolds faces a numerically superior force without the element of surprise. He and his few troops are the only thing standing between Shaw's mission and utter failure.

THE SETUP

Set the table up as shown on the map provided below. The center pass is 18" wide from cliff base to cliff base.

The cliffs to either side of the pass are 8" high.

TROOPS

As usual, your briefings for your respective side tells you how many troops you can purchase. If you're playing Cobb, you'll also get bonus troops based on how many turns you held the telegraph station in **Death from Above!**.

DEPLOYMENT

Cobb's force begins off the western edge of the board and enters on turn 1. All of Cobb's troops have to move a least a part of their Pace this turn.

Reynold's force can be positioned on the battlefield anywhere east of Point A.

BONUS

Reynold's objective is to keep Cobb's force from exiting the eastern side of the table. His side earns a bonus of 50 Bounty Points if none of Cobb's force exits the eastern edge of the board before the end of the game.

Cobb must move through the pass and exit on the eastern edge. Cobb's side earns the full Bounty for any of his troops he manages to get off the eastern edge prior to the end of the game. The battle lasts until one side is destroyed or has exited the map.

SPECIAL RULES

It is important for both players to record which troops survive this battle. Those troops may appear again in the last scenario.

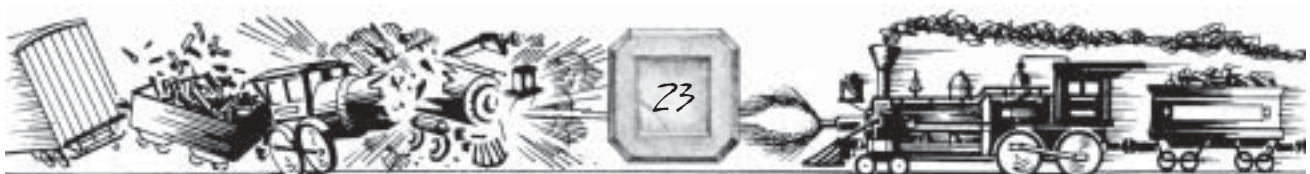
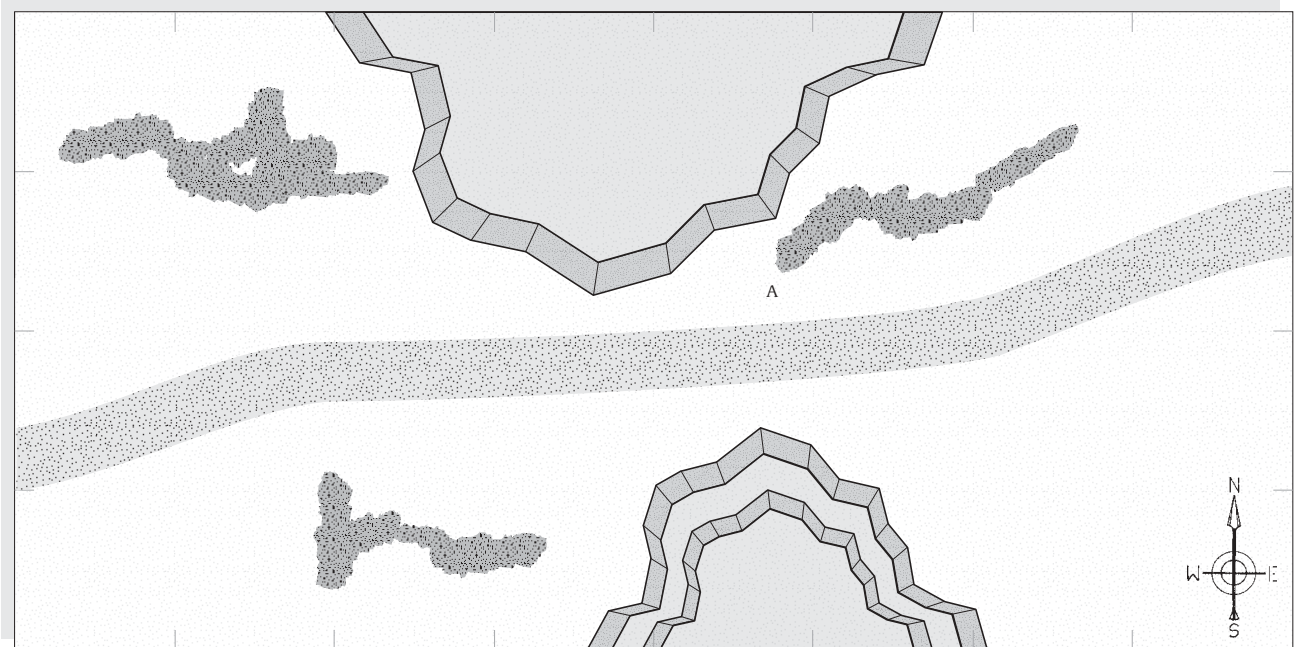
EVENTS

Check the Events section (at the end of Appendix A) when any of the following occurs during the battle:

(5) *Whenever a structure damaging attack (artillery round, spell, satchel charge, etc.) hits a cliff wall* : The player firing the shot reads this event.

BRIEFINGS

Fletcher Reynold's player (*attacking railroad*) reads Briefing 6. Lemuel Cobb's player (*defending railroad*) reads Briefing 37.





PART FOUR: A TRESTLE TOO FAR

Shaw's steam wagon crested the hill and below him lay the goal of his carefully laid plans, the town of Bell's Gorge. In spite of the unexpected engagement with the enemy a while back, he'd still reached the objective.

Then, glancing behind himself, he saw a plume of smoke rising. The war train was ahead of schedule!

Shaw motioned for his troops to move out at the double time. If they could reach the town in time, they could easily overwhelm the small garrison there and seize the bridge. Even with casualties, the few troops stationed in Bell's Gorge would be no match for his force.

As his troops began rushing toward the town, he congratulated himself once again on his thoroughness. By knocking out the enemy communications and sealing off the western approach to Bell's Gorge, Shaw had insured victory. Ah, but he loved it when his plans came together so smoothly.

MADDER THAN A WET HEN!

Cobb motioned for his driver to pick up the pace. Off to the northeast, he could see the telltale dust trail of a large group of men moving fast toward Bell's Gorge.

Further to the east he also saw a plume of smoke marking the progress of an approaching train. Cobb knew his railroad had no trains on this spur, so this steam engine had to be owned by another railroad.

And he was betting it was the same railroad that was trying to stop him from reaching the town in time. That railroad might not know it yet, but it was going to have to try a lot harder than that little ambush back in the hills to stop Lemuel Cobb!

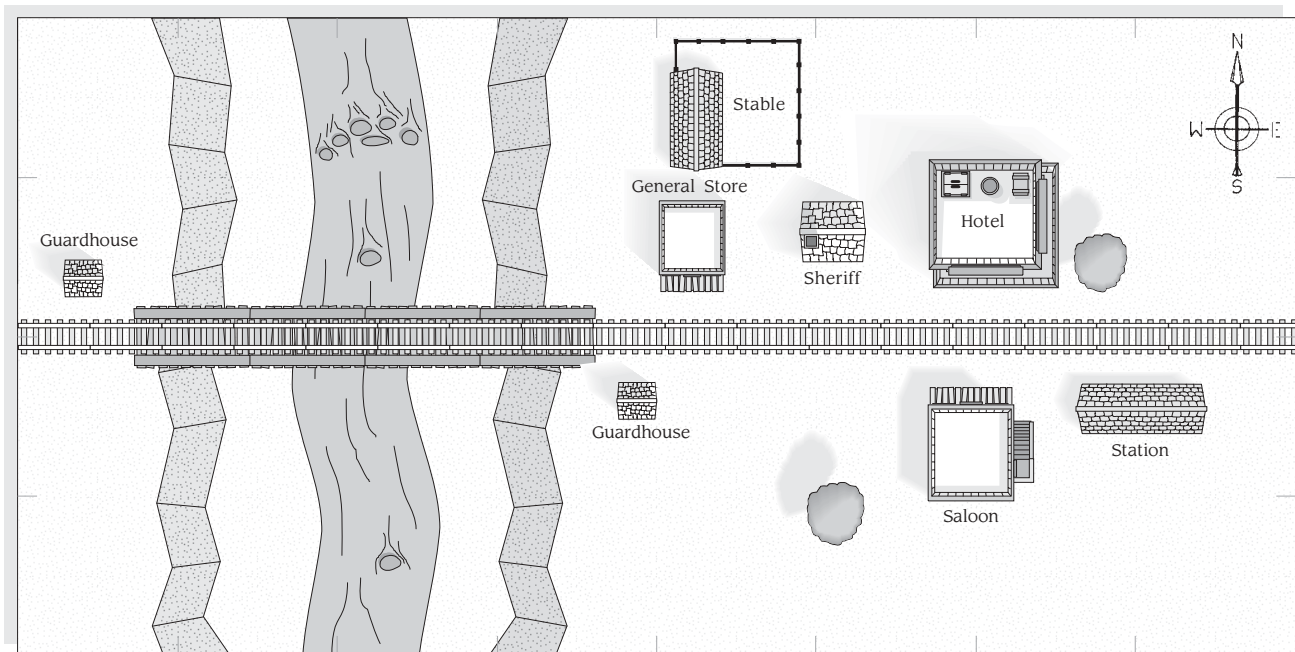
Those ambushers had fought hard, but they'd not been ready for a force as large as Cobb's. They'd only succeeded in bloodying his nose and making him angry.

From the size of the dust trail ahead, it looked like there was going to be plenty of folks for Cobb to take his anger out on in Bell's Gorge. It's time to throw down.

THE BATTLE

This is it—the big finale! All the pieces of Shaw's puzzle fit together here in Bell's Gorge. His forces have to seize control of the trestle and hold it for long enough for the war train to cross it. Depending on how the previous battles went, Shaw may be in excellent position or his forces might be badly behind schedule.

Cobb's goal is to stop him—without destroying the trestle. After all, he's being paid to protect railroad property, not blow it up!





THE SETUP

Set up the board according to the map. All buildings in Bell's Gorge are wooden construction.

The saloon and the hotel are two-stories tall. The rest of the buildings are single-story structures.

The gorge itself is treated as though it's the top of a level one cliff. Troops wishing to enter the gorge must climb down the cliff using the Climbing rules.

TROOPS

Shaw's player starts with all the troops that survived **The First Minute**. The player running the attacking railroad should the appropriate briefing to see if any further troops are available.

Cobb's player starts with the troops stationed in Bell's Gorge and all of his troops that survived **A Spartan Defense**.

DEPLOYMENT

Each player's Briefing details where her troops arrive and when.

BONUS

Shaw's player gets a 100 point bonus if the war train succeeds in crossing the trestle.

Cobb's player wins a 100 point bonus if he succeeds in preventing the train from crossing without destroying the trestle.

If the trestle is destroyed before the train crosses, neither player receives a bonus.

SPECIAL RULES

EVENTS

Check the Event section (it's in Appendix A) when any of the following occurs:

(6) *Beginning of the first turn:* Shaw's player reads this event

(7) *End of the second turn:* Cobb's player reads this event.

(8) *Beginning of the third turn:* Shaw's player reads this event.

(9) *End of the third turn:* Cobb's player reads this event.

(10) *End of the third turn:* Shaw's player reads this event.

BRIEFINGS

Shaw's player read Briefing 44 and Cobb's player reads Briefing 20.

EPILOGUE

Somebody once said, "Let's play a wargame today, and it doesn't matter who wins or loses." I'm sure there are plenty of cold, dead cowpokes down there who would beg to differ, thought the lone rider as he looked down through the canyon.

As he scanned the horizon, he noticed a dust trail—no, make that two dust trails—heading in the direction of Roswell. It'd been a couple of days since the opposing forces evacuated the area, but it looked like someone was on the move again. Except this time they were moving in from the west. Damn curious.

In a few moments the mysterious dust trail materialized into Confederate troops, riding like bats out of Hell, and pulling half a dozen wagons behind them. Why would Confederate troops be coming from that direction—and laden with wagons? Shouldn't they be coming from Roswell?

The horseman watched as they hastily formed the traditional defensive circle with the wagons, and the soldiers began to pull crates off of the wagons, letting them break open as they hit the parched sands.

Rifles and ammunition spilled out of the crates, and the soldiers prepared themselves as the other dust trail revealed itself. Riders garbed in red and black robes and carrying rifles are the first to appear from the settling dust of the troopers. Then they are followed by more sinister troops.

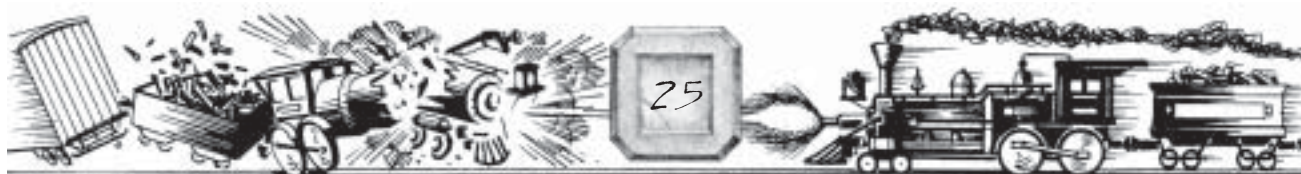
Whoa, Nellie. This kind of stuff doesn't happen everyday around here. The curiosity of what's happening got the best of the rider, and it may end up being a good story.

As the forces below clash, he is transfixed on the battle. Looks like the boys in gray are in trouble.

EPILOGUE TWO

Rupert Montague looked down at the outline on the battlemat of the secret base of Roswell with quiet anticipation. He knew that this was just the beginning of the plan he had presented to his Rail Baron.

"Hopefully that idiot Shaw was able to pull off his ludicrous plan," Montague says to himself, "and reinforcements will be here...if needed. Though I would hope that I will be able to make this work without his help—God knows I would never hear the end of it."







CHAPTER FOUR: THE RAID ON ROSWELL



ANOTHER DARING PLAN

Rupert Montague is green with envy. That English imbecile is getting the chance of a lifetime, and now Rupert feels he deserves the same. He has stuck his neck out plenty more times than Shaw, so why should that pompous old chap get all the glory.

Montague's plan is simple. While Shaw and his forces try to seize the key bridge that connects Dixie to its gun running operation out of the Maze, his forces will attack Roswell.

It's a win-win situation for Montague. Victorious or not, his attack will certainly keep Dixie's resources tied up while Shaw attempts to take the trestle. On the other hand, if he sacks Roswell he will be the man of the hour—a true-to-life hero.

Rupert knows that it won't be an easy job. Roswell is an impenetrable fort, and he'll suffer tremendous casualties while attacking the base.

The other "small" problem is there are only two ways into Roswell. One is through a small, narrow canyon, and the other is much further south where the canyon opens up. Both ways have their advantages and disadvantages.

The northern route through the narrow pass is a faster route to the base, but it is perfect for an ambush. The southern route is easier to traverse, but the open field will be difficult to cross. He leaves the decision with his commander: Tom "Little Napoleon" Smith.

SKEET SHOOTIN'

Tom "Little Napoleon" Smith looked out over the desert as he cradled his prized shotgun in his arms. If he had to be out here in this God-forsaken desert, he may as well make the best of it.

"Pull!"

Kabloom!

Besides, practice makes perfect. If one of them flying saucers pops up out of nowhere, he'll crack it open. One shot, one kill. Nothing to it—just like shooting skeet.

"Pull!"

Kabloom!

Rupert had given him strict instructions to move his forces to Roswell as fast as possible. The other commander, Shaw, would try to seize one of the key bridges that connects Dixie's lines that span across New Mexico and Arizona.

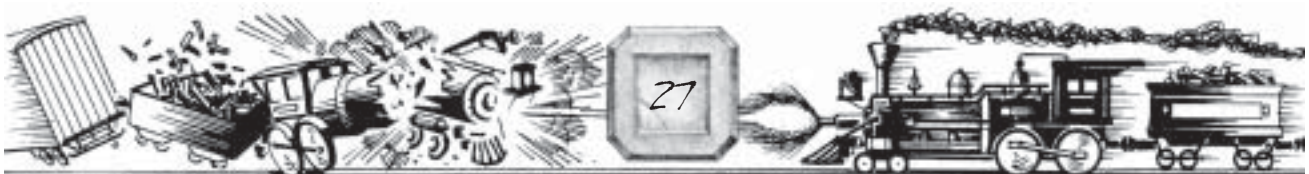
The most difficult decision for Smith is the route into Roswell. Should he risk getting trapped in the narrow canyon passage to the base, or should he take the seemingly safer route to the south?

The southern route may be easier, at least initially, but his troops would be exposed to broader fields of fire. On the other hand, the northern route is faster, but potentially deadlier.

Tough decision.

"Pull!"

Kabloom!





THE RAID ON ROSWELL

This is the third part in the *Raid on Roswell* campaign, and well—you guessed it—all of this madness has been leading up to this.

Rupert Montague and his forces—led by the redoubtable Tom Smith—are closing in on the secret base of Roswell. They are supposed to hit Roswell at the same time that Shaw's forces attack the trestle across Bell's Gorge, and the outcome of that battle will certainly have repercussions on this battle.

MULTIPLE PLAYERS

The scenarios in this chapter are designed for two players (or two sides), just like the ones in the last chapter. Follow the guidelines presented earlier.

WHO'S WHO

Just like **A Trestle Too Far**, in **The Raid on Roswell** we always refer to Smith's player as the *attacking railroad* and his opponent as the *defending railroad* (which includes any Dixie Rail's units or allies).



CHAPTER ONE: SHOOT AND SCOOT!

In the early morning hours in the desert, all is usually quiet. This morning, however, the silence is broken by the thunder of cannons.

WHO'S GUNS ARE THOSE?

Tom Smith raised himself up in his stirrups to get a better glimpse over the horizon. His small stature sometimes prevented him from seeing important events, but in this case it didn't make a difference. The roar of the cannons wafted over the horizon, and Tom would have needed a tower or higher elevation to see anything in the distance.

He looked nervously at his troops and asked, "Who's guns are those? We don't have artillery up there, do we?"

Smith already knew the answer to that question. It was obviously the enemy hitting his recon force that he sent ahead. Unless, on the off-chance, it could be that idiot Shaw, lost in the desert and firing at shadows. Smith knew he wouldn't be that lucky.

"Looks like we're going into action sooner than expected, boys. At the quickstep, march!"

AN UNEXPECTED PARTY

Jasper Coltrane cursed his luck. Smith sends him ahead to scout the terrain, and he runs smack in the middle of an ambush. Hopefully Smith can hear the artillery and is on the way.

As the shells explode around his troops, Jasper barks out orders to take cover and return fire. The sound is deafening as the cracks of weapons open up on the enemy positions.

"Let's hope we d-d-don't wake up that sleeping g-giant at Roswell!," Jasper says to the gunman beside of him.

"If we d-do, we're in a wha-world o' hurt. This is already a suicide ma-mission, and surprise is our only friend. This g-gets uglier every minute."

Coltrane scans the horizon behind him and his units, and he spots the dust trail of Smith and the larger force. The cloud seems to be creeping along at a snails pace.

A bullet hits the rock Jasper is behind and kicks a fragment into his face. He reaches up and wipes blood away from his cheek.

"C'mon, short-stack. Get your troops ma-movin' or we're g-g-gonners, and these gray-coats are gonna ride t-to Roswell and give our pa-pa-position away."





THE BATTLE

During their approach to Roswell, Smith dispatched an advance party to scout the terrain inside of the canyon. He always thought scouts and bushwackers were a dishonorable lot, but he would admit to their necessity.

"Discretion is the better part of valor," Smith says, "and we must certainly be discreet. At least for the moment. When we decide we no longer have to be discreet the enemy will be sorry they laid eyes upon us."

Unfortunately for the hombres in the recon party, the terrain isn't the only obstacle in their way. Roswell also sent out units to watch key movement points in the surrounding area. They don't know exactly what's happening, but they're not taking any chances.

As Smith's patrol round a bend in the hills, they are ambushed by a small force. Soldiers don't like surprises, and hearing the volley of hidden cannons is quite unnerving. The artillery units zero in on Smith's recon party and begin to pound away.

"Dammit," Smith says, "I was hopin' I wouldn't have to go snake huntin' this early in the mornin'! I hope those boys can take care of that before anyone else hears those guns. C'mon, you mangy bunch of dogs, we gotta put out a fire!"

Smith reacts to the thunder of the guns, but he may not make it to the scouts in time to save their hides. Oh well, scouts are expendable.

He also feels that he should destroy whoever is attacking him, since any warning received by Roswell will spoil his attack. Surprise may be his only chance for success.

THE TROOPS

Each player gets troops as detailed in their individual Briefings.

DEPLOYMENT

The defending player's troops set up first. Place the defending units anywhere on the eastern half of the map shown below.

Smith's player, the attacker, may deploy his troops (as described in his Briefing) within 12" of the western end of the table. Bushwackers may be deployed normally.

Smith and the main body of his forces arrive in the second turn, and they must move onto the table. Deal them in normally at the beginning of turn 2.

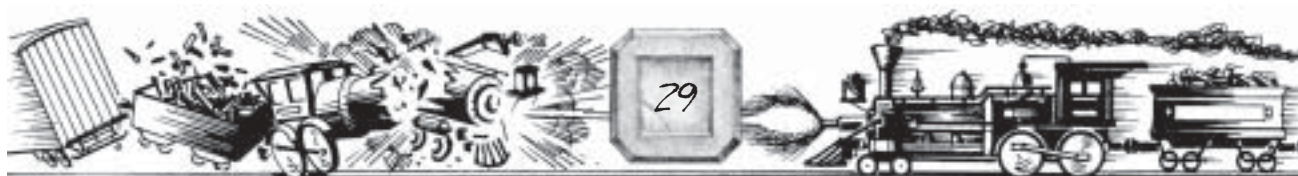
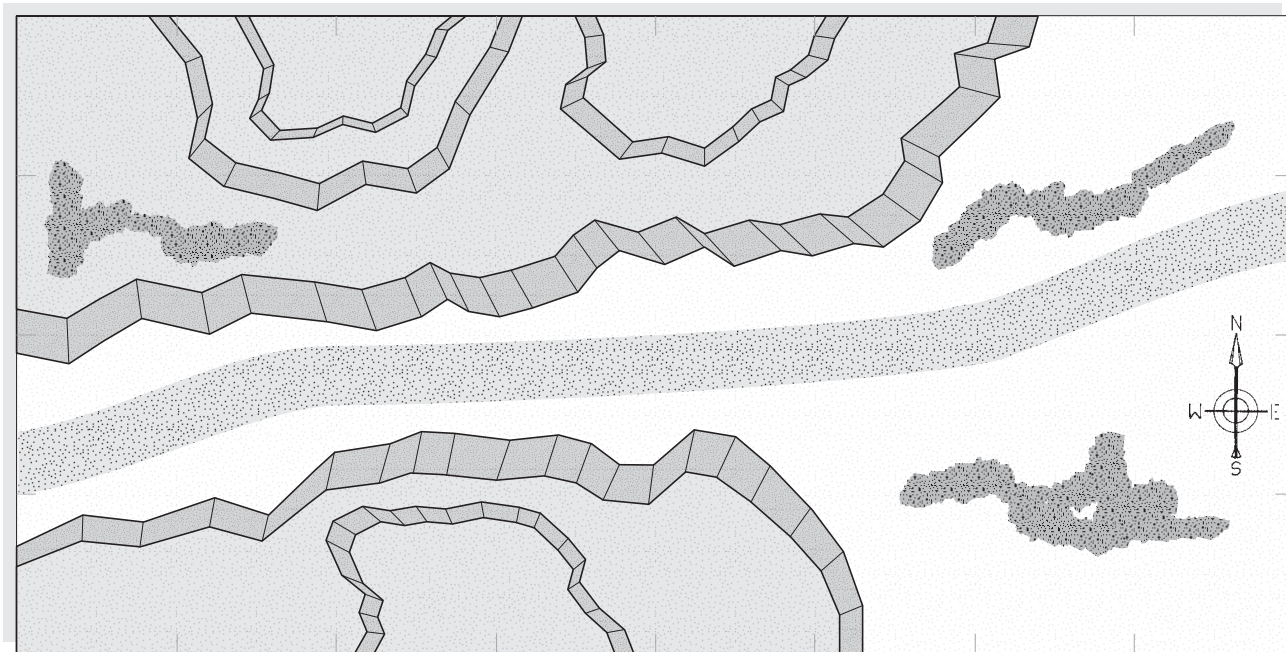
BONUS

Each player's bonus is described in their individual Briefings.

SPECIAL RULES

BRIEFINGS

Smith's player reads Briefing 39, and the defending player reads Briefing 21.





CHAPTER TWO: DELAYING ACTION

After the small encounter with the Dixie Rail's force just outside of Roswell, Smith decides that he should pick up the pace and get to the base pronto. He double-times his troops for the duration of the march.

UNINVITED GUESTS

Captain Dooly scanned the horizon surrounding Roswell. Tensions have been high here of late, and the base has been on alert twenty-four, seven.

The battle-flags on the tower pop and flutter in the breeze as he started down the rampart, and Dooly looked up to take note of the wind direction. Suddenly, in a cracking voice, one of the privates on the tower called out.

"There...th-there on the horizon! I s-see somethin' movin', cap'n!"

Dooly turned quickly to confirm his stuttering private's claim. Sure enough, something was on the move out there, and it was kicking up a lot of dirt.

Damn! They had gotten a message of an attack from the relay station at Bell's Gorge, but no one suspected they would arrive this quickly. This must be another force, and a sizable one at that.

In the distance the echo of Dixie Rail's artillery raining down on something began to reach the troop's ears. The earth shook beneath their feet as the cannons unleash their fury.

"Cap'n, do you think we put enough men down there to hold 'em long enough for the others to pull back?"

"I don't know, son, but I'd like to hope so. Anyway, no matter what happens out there we still have a job to do. Sergeant, get these men to their posts! Man your stations, and look sharp!"

The captain turned to a man in a pilot's uniform and says, "Well, Lieutenant Ferro, looks like your party has started. Better get movin', and take Spunkmeyer as your wingman!"

"Yes-sir!"

In a few moments, the sound of steam boilers and whirring turbines filled the complex around the troopers. The doors to the fort opened up, and two large flying disks glide out of the entrance and into the desert.

In a cloud of dust and sand, the disks slowly creep towards the sound of the fury on the horizon. All Hell is breaking loose.

THE BATTLE

Smith hustled his troops into the canyon where Roswell is located, and he is hoping that the troops stationed there are unprepared for his arrival. Maybe, if his luck holds out, he has chosen the right way into the canyon.

He realized that Roswell has probably stationed some troops at each entrance—at least that's what the sensible commander would do. That's what he would do.

He also realized that Roswell probably couldn't send a substantial force to both locations, so they either split them evenly—making both forces undermanned—or they gambled and sent a larger force to one of the two locations. Hopefully he has chosen the right one.

THE SETUP

The set up depends on the route Smith's player chooses into the canyon. He must choose either the northern route—through the narrow pass—or the Southern route—into the wider mouth of the canyon. Once he has chosen, the defender's Briefing will tell you how to set up the table.

THE TROOPS

Smith gets whatever forces were left after the last battle. The defenders troops are described in the player's Briefing.

DEPLOYMENT

Deployment depends on the route into the Roswell canyon that Smith's player chooses. See the Briefings for the details.

BONUS

The bonus for each player is described in their individual Briefings.

SPECIAL RULES

EVENTS

Check the Events when any of the following occurs:

(II) *Smith's Forces pass the defenders:* As soon as any of Smith's attacking force passes the defenders set up area, the defending player reads this Event.

BRIEFINGS

Smith's player reads Briefing 30. The defending player reads Briefing 15.





CHAPTER THREE: THE RAID ON ROSWELL

Smith looked out over his bewildered troops, and the thought crossed his mind to turn and head for sunnier skies. They made it through the first big obstacle Roswell threw at them, but there was still one more job.

As he stared at the base it seemed to grow right in front of his eyes. He looked away and shook his head. If he kept on looking at it, it might just grow a mouth and teeth and gobble him and his troops right out of the desert.

The thought made him quiver in his boots, but only for a moment. He thought to himself, "C'mon, Tom. They don't call you 'Little Napoleon' for nuthin'. Annie-up and shake your troops out of this funk!"

He turned to his units and said, "Alright, you mangy bunch of dogs, listen up. We didn't march across the desert to play paddy-cake with these bunch of ninnies.

"You fools aren't going to quit on me now, are you? I mean, just look at it, there for the taking. Anyone other than me want to know what's inside of that thing? I bet that place has more gold than any of you has ever imagined. We're already heroes, why don't we make ourselves rich heroes instead of just bleedin' all over the place! Who's with me?"

"Hoorah!"

MEANWHILE, BACK AT THE RANCH

Captain Dooly was really beginning to worry. He had dispatched a rider to bring back the other forces, and so far there was no sign of the rider or the reinforcements.

His original plan was to divide his forces into three parts. The smallest force would remain at Roswell, while the two larger forces would go out and block the canyon at both ends. He thought it was important to keep the enemy as far away from Roswell as possible.

For an hour or so there had only been sporadic firing from the direction of the battle. It's possible that the troops that had encountered the enemy had been destroyed, and the other units were either lost or had also been destroyed. "Curse me for the fool I am!," he said to himself.

"If I would have kept all of my troops at the base and sent out recon units, I would be able to hold the fort indefinitely. But now, with this meager force, I don't know if I will be able to last a few hours, maybe a day at the most."

He picked up his spyglass and looked hopefully in the direction of the reinforcements. Nothing.

Then he turned to the other horizon where the thunder had stopped. He dropped the glass to his side and grimaced. Here they come.





THE BATTLE

Well, folks, this is it! This is what you've gotten your feathers all ruffled over! The grand finale to the *Raid on Roswell*!

The remnants of Smith's forcers are moving in around the base, and Roswell is preparing to defend to the last man. If Smith and his forces successfully seize the base, all of Dixie Rail's secrets will spill out and the Confederacy will be seriously injured.

THE SETUP

Set up the table as shown on the map below.

THE TROOPS

Smith's forces are composed of what was left from the last battle. Roswell's forces are described in the defending player's Briefing.

BONUS

Smith's player receives Bounty Points at the end of every turn equal to figures inside of the forts walls. If he ends the battle with troops inside of the base he gains an additional 50 Bounty Points.

The Roswell player receives 20 Bounty Points every turn that he keeps Smith's troops outside.

DEPLOYMENT

The attacking player deploys his units anywhere within 12" of the eastern side of the board, opposite of the base of Roswell.

The Roswell defenders may set up in the fort or anywhere within 12" of the outside of the walls.

SPECIAL RULES

Each 6" section of wall can withstand 100 points of damage before collapsing. Treat the rubble as hard cover. Any troops on a section when it collapses take 2d8 damage.

EVENTS

Check the Events when any of the following occurs:

(12) *Hold Until Relieved!*: When the attacker moves a unit within 12" of the fort of Roswell, the defending player reads this Event.

BRIEFINGS

Smith's player reads Briefing 18. The defending player reads Briefing 41.





CHAPTER FOUR: THE NEXT NO TIME FOR ANGELS LEVEL OF HELL

Tom Smith limped to the edge of the rocks that he was hiding behind to look out over his troops. His forces had taken heavy casualties, but they did what they came to do: they kept Roswell occupied for as long as possible.

Shaw has either crossed the bridge by now, or he has taken it on the chin and failed to achieve his objective. Either way, Smith can do no more here.

If that fool Shaw unnecessarily wasted his men, Smith has sworn that he will watch that pompous bastard hang. Now's not the time to worry about it, though. He will settle any necessary score with Shaw when he returns.

In the distance portions of Roswell are burning. The terrain is covered with an eerie green glow as the smoke reflects the fires that continue to burn from the first base that exploded years ago.

"Alright, you ornery devils. Let's pack up and leave this nightmare behind us. Fend for yourselves from here on out, cause I'm certain they're not going to let us waltz out of here."

At that very moment gun and cannon fire erupt from the distance. Smith looked around frantically, then ordered his troops to "Saddle up and ride you fools. Let's get out of here while we're still breathin'!"

"It seems, my loyal followers, that this is the answer to our prayers. We have tracked the sinners to this canyon, and it seems that they still fight amongst themselves. They are feeding off of their anger, and in turn, we will feed off of that ourselves.

"Well, while we wait for more fodder, please—ahem—help yourselves. I'm sure we have plenty of time before they arrive."

The man in the black suit walks around and observes the carnage his followers have inflicted upon the gray-coats. He has learned the source of—and the reasons for—the intrusions into his territory, and he is determined to put an end to these unwanted "visitations."

"Mr. Jones, come here please," the man says as he motions for a man in long red robes to approach.

"I am leaving this excursion in your capable hands. I must return to our flock. If you fail me, Mr. Jones, I will watch you perish in the flames. Nothing will be able to save your pitiful soul. Do I make myself clear?"

"Your words are the only words that I hear, Reverend. I will make sure that your message is received by the outsiders, or I will die."

Mr. Smith turned to bark orders to his troops as the man in black climbed into a night-black carriage pulled by two black horses. His carriage jerked, and then moved off slowly.





THE BATTLE

As Smith's troops evacuate the battlefield around Roswell, they are expecting to be ambushed, and they won't be disappointed. The attackers, however, will be more of a surprise than the attack—as well as far more deadly and frightening.

The gruesome assailants swoop in on the weary troops like vultures, and it's not going to be pretty. As the defenders try to organize hasty lines, the attackers are lining up for something a little different—a la carte.

THE SETUP

Set up as shown on the map on the preceding page.

THE TROOPS

The players forces are described in the individual Briefings.

DEPLOYMENT

Smith's player deploys first. He may deploy anywhere in the center of the table, but must be at least 12" from any edge of the board.

Grimme's forces may deploy on any edge of the table, but they must be at least 12" from any of Smith's forces.

BONUS

Smith's player receives the Bounty Points for any of his troops that exit the table.

Grimme's player receives the normal Bounty for any troops that he eliminates, but he loses Bounty Points for any troop that escapes.

SPECIAL RULES

EVENTS

Check the Events section when any of the following occurs:

(13) Smith's forces lose half of their troops. When Smith's forces are down to half strength, his player reads this briefing.

(14) The trap is sprung: At the end of the second turn Grimme's player reads this Event.

BRIEFINGS

Smith's player reads Briefing 40. Grimme's player reads Briefing 4.



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Greetings loyal followers. Once again the Rail Wars have spread like a disease across this great land, and New Mexico is reeling from the infection.

First, there was the rumor of some kind of flying disk that crashed in the desert, and like all good stories that was just the beginning. The whole mess is so confusing that no one is sure who was involved.

The Flying Disk

It appears that said flying disk really does exist, and what a contraption! The Rail Barons' Enforcers moved in immediately and began shooting holes in the small town of Dry Gulch.

A local farmer, John Henrickson, had the saucer hidden in his barn just outside of town. The fight continued through the streets until one of the factions gathered enough information to locate the saucer.

After some Rail Baron made off with his new toy, the others decided it was time to focus attention on the secret base of Roswell. Dry Gulch is now a ghost town, and another small New Mexico community was in for some serious hurt.

A Trestle Too Far

Three air carriages slowly flew overhead and moved towards a small relay station somewhere to the north of Bell's Gorge. The carriages were laden with jump troops, and their objective was to seize the trestle with "thunderclap surprise."

Once the relay station was effectively eliminated, Meredith Shaw, the mastermind behind the plan, could move his forces in for the real target: the bridge over Bell's Gorge. After the bridge was in his hands he would send a war train in and seize the rails that Dixie Rails was using to transport arms in from the Maze.

Shaw's plan was a daring one, but if it worked it would propel his Rail Baron's line ahead of the others. Only one thing would stand in his way, and a giant obstacle it would prove to be.

Roswell

Roswell, New Mexico. One of the most secret installations in the entire country. Some of the most innovative scientists work at Roswell on new war machines for the Confederacy, and Shaw knew Dixie Rails would put up a fight.

Rupert Montague, another master mind of war, convinced his Rail Baron that another force needed to assault Roswell in order for Shaw to be successful. His Rail Baron agreed, and Tom "Little Napoleon" Smith commanded the daring Raid On Roswell.

But Smith was in for yet another surprise. Roswell would, in the end, prove to be the beginning of the end for him and his forces, and it looks like the nightmare is just beginning for all of us.

Another Player

A true to life demon has reared it's ugly head, and it's name is death. The Angel o' Death, that is. When Smith and his weary troops moved out of Roswell, they encountered an army of unimaginable terror. They not only lost their lives, but they also lost their flesh—they were cleaned and eaten!

It appears that a new faction is playing in this terrifying game of life and death, and the Rail Wars are far from over. We may all be in for a ride on this crazy train, and the price of the tickets isn't cheap!







CHAPTER FIVE: GRIMME TIDINGS



SPREADING THE GOSPEL

Reverend Grimme looked out over his city and his flock from the comfort of his cathedral. He has wounded the others, and he knew they will come for him sooner or later.

His meddling, however, will bring him into the limelight on a much greater level than he originally anticipated. He has gotten himself mixed up in this swirling mass of fire and brimstone.

Grimme is not one, however, to back out of a fight when things get a little rocky. He's as stubborn as a pack-mule, and as driven as a wolf on the hunt. He has a dark faith to direct his actions, and a loyal flock to carry out his bidding.

Yes, let them come, and he will show them the true power of faith. They will pay for their sins with their lives.

His message around Roswell may not be enough to draw them in. If this rock is so precious to them, and it is truly what they desire, he will give them yet another reason to come to him.

He smiled that wicked smile and his mind began to stir. His thoughts are always in motion, always seeking.

"Yes, Ezekiah, what wicked, wicked thoughts for such a faithful man. I must call out my servants, for it is time to set things in motion for the last time."

THE GOOD REVEREND'S WORD

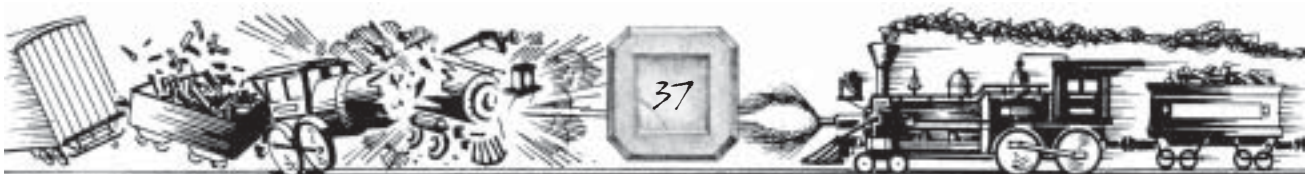
Alfred Winston Landsman was dispatched by his Rail Baron to find out what happened at Dry Gulch. Supposedly his Enforcer captured the flying disk, and was bringing it back, but he hasn't seen hide nor hair of his Enforcer or his gang. Now he's madder than a hornet, and he feels he may have spent a few wooden nickels on worthless, double-crossing mercenaries.

Well, Landsman found the troops—or what's left of them—but there's no sign of the Enforcer. As he looks out over the carnage, it is perfectly clear what happened here.

Apparently, the Enforcer and his men were the first to discover the massacre of Dixie Rail's troops outside of Bell's Gorge, and then they rode across what was left of Tom Smith and his forces after they left Roswell.

The Enforcer was just as unfortunate, for it appears that jackass rode right smack into an ambush and also became somebody's dinner. That's right, it looked like most of these men were eaten.

"I always knew that no good snake-skinner would bite the bullet, but his demise may signify a threat to all of us. Soldiers are not cattle. It's every good soldier's right to be blown to bits by cannons, not carved up and eaten. I guess I'd better warn the boss."





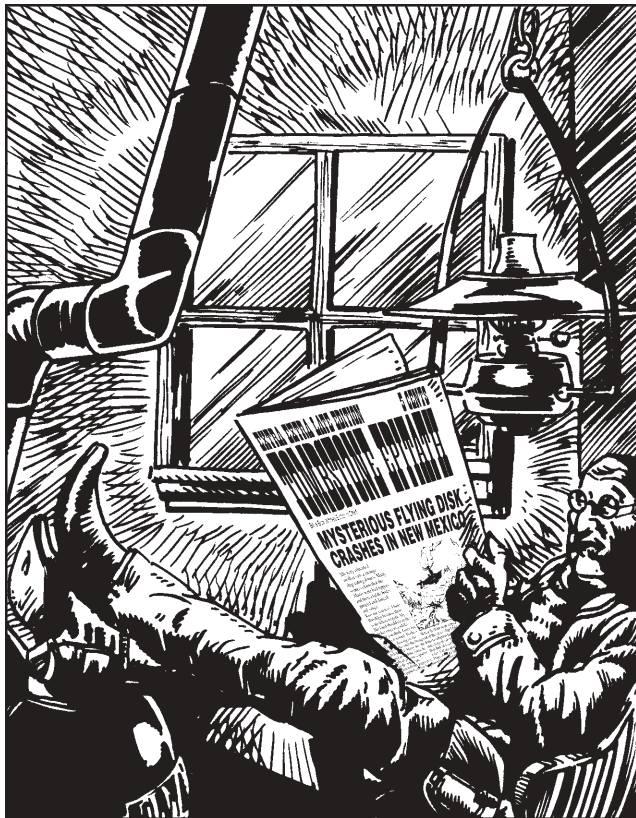
GRIMME TIDINGS

Grimme Tidings is the final part of the Raid On Roswell campaign. The Reverend Ezekiah Grimme has stuck his nose into the Rail Barons fires too many times, and it's about to get singed.

His gruesome meddling in New Mexico has raised some concern among the other railroads, and most agree that Grimme must be put into his place once and for all. Grimme, of course, feels the others are meddling in his affairs, and with faith and his flock he will stop them from defiling his land and people.

In order to draw the others into the Maze and give himself home field advantage, Grimme has released information that he now has the infamous Dry Gulch flying machine stored in the biggest ghost rock vein in the Maze. He secretly informs each Rail Baron that he is willing to make a deal.

Rail Barons being what they are—greedy, insensitive warmongers—feel that Grimme is now a threat that they cannot ignore. They will hear what he has to say, and then they'll destroy him and take his mine. The word is out, and the pilgrimage is on—California or bust!



CHAPTER ONE: WHAT'S GOOD FOR THE GOOSE...

California...the Maze. Allison Mahoney promised herself she would never set a foot in this state. She had heard too many horror stories for her to ever want to come to this place.

Land of opportunity...hmpf. She always felt the only opportunity she would have here would be the one to die. If the folks here weren't drawing irons over gold or ghost rock, you had to worry about the earth shaking out from beneath your feet.

She had never seen ghost rock before she landed this job, but there were plenty of stories about it. Now she found herself working for some Rail Baron who lived his life for the precious little mineral.

"Well, I've got a job to do, so I'd better get used to being here," she said to herself. "First things first. Guess I'd better find out about that flying machine that crazy preacher's s'posed to have, then I'll take care of Grimme myself."

As Allison rode forward with her troops behind her, she noticed a small dust trail kicking up to her left. She raised her hand to halt their advance, and waited to see what transformed from the trail on the horizon.

A rider rounded out from behind some rocks and made for the column like a bullet straight from a six-shooter. Ms. Mahoney watched coolly as he approached her.

"Howdy, ma'am," the rider said, nearly breathless, "I've come with an urgent message."

Allison cocked her head slightly and said, "Who are you, mister, and better yet how'd you know how to find me?"

"The Rail Baron, ma'am. He told me exactly where you would be. He sent this message, and he told me to give it to you and no one else."

Allison took the envelope from the outstretched hand of the rider, opened it and looked over it carefully. She looked down at her saddle and wiped the sweat from her brow with the piece of paper. Then she wadded it up and threw it to the ground.

"Well, boys," Allison said as she turned to her troops. "Looks like we have a change of plans. Our rendezvous is a little further to the south."

She looks back at the messenger and says, "Alright, mister, I got your message. Now you give our boss another. No more changes, you hear. I already hate this state, and this change means I gotta spend more time here. Now get!"





THE BATTLE

The battle occurs in a canyon located somewhere in the Great Maze that has many entrances. The center of the canyon is open and wide, and a large mesa guarded by several units stands in the middle.

As the armies enter the canyon they notice that they aren't the only ones with the information about the "secret location." It appears that you have been snookered into a trap, and there is no comfort in the fact you weren't the only one. There's gonna be Hell to pay!

They also notice several cave entrances in the mesa. There are troops and artillery poised behind sand bags on top of it.

According to the information, there's something down there the Rail Barons want. You can bet the others are here for the same thing!

THE SETUP

Set up the table as shown on the map below. Make sure you match it as close as possible.

There are multiple entrances around the table that lead into the canyon. In the center of the table is a large mesa with three cave entrances around the base.

TROOPS

Check your individual Briefing for your starting troops.

DEPLOYMENT

Each player deploys his troops on the map in the locations indicated by their individual Briefings. If you have Briefing 13 (see below), you deploy first.

BONUS

The first player whose troops enter a cavern on the mesa gets 100 Bounty Points.

SPECIAL RULES

EVENTS

Check the Events section when any of the following occurs:

(15) *End of first turn:* The player with the fewest Bounty Points triggers this Event at the end of the first turn.

(16) *The first troop reaches a cavern entrance:* When the first reaches a cavern entrance his player reads this Event.

BRIEFINGS

Consult your railroad's Briefing to determine where you set up on the table. If your railroad left Dry Gulch with the flying disk, you read Briefing 13 instead of the one below.

Bayou Vermillion: 7

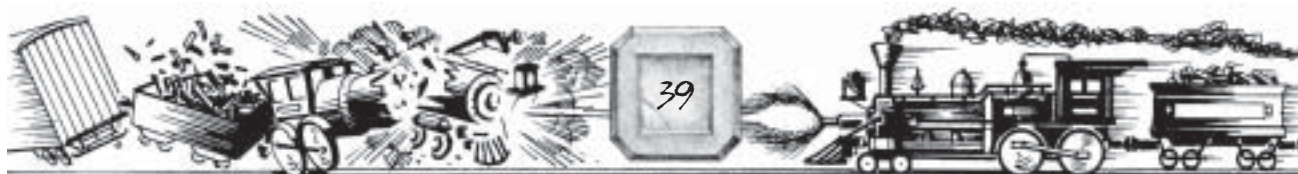
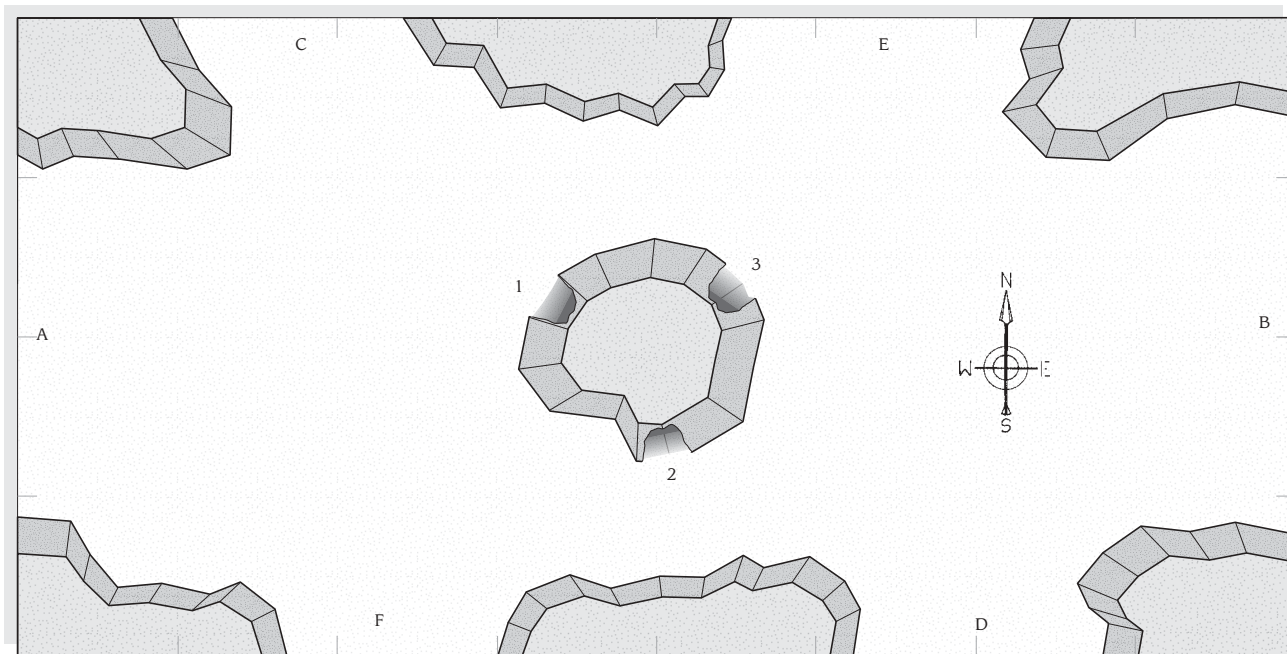
Black River: 10

Dixie Rails: 16

Iron Dragon: 43

Union Blue: 47

Wasatch: 19





CHAPTER TWO: OUT OF THE FRYING PAN, INTO THE FIRE

The caves are dark and damp, but it's better than being out there on that plain getting blasted to pieces. The gunmen light a torch, and then proceed further into the thick blackness of the cave.

"C'mon, fellas," one of them says. "We gotta find the rest of our troops. They should be down here sommers."

"I heard rumor that there's s'posed be one of them flying disks down here," pipes the next one, "and the biggest ghost rock vein this side o' the Maze!"

"You been sippin' too much o' that brew from back home ag'in, aincha Bubba? I ain't heard nothin' like that."

"That's probly 'cause you don't do anything but sleep, Joe Bob. If you'd wake up and walk around with the livin' sometimes, you might learn somethin'."

"Alright!" Joe Bob yells, and it echoes down the cavern. "I'm tired of jawin' with you losers. Get your butts in gear, we gotta find the...holy mother o'..."



Joe Bob and the others are mesmerized as they walk out into a huge, open cave. There are many entrances to the cave, and torch lights can be seen in all of them. The other armies are arriving down here, too.

In the center of the humongous cavern is a stone pillar with a ring of torches around it. The flying disk is on top of the pillar, and standing on top of the saucer is a large, menacing figure in black robes. He holds a scythe in one hand, and what appears to be dynamite in the other.

The dim torch light bounces off of the walls, and the walls appear to be made of ghost rock. Surprisingly, Grimme wasn't lying about the saucer or the ghost rock—so what's the catch?

Just as everyone is wondering what the answer is, a menacing, bone-chilling laugh fills the cavern. It resonates evil all around the troops that are filling the chamber.

The laugh fades, and is replaced by a voice just as menacing. "Welcome to Hell, my sinful friends. You have walked directly into my clutches, so you have no choice but to listen to my sermon."

"I have been following your petty bickering and border wars for quite some time, and I have to say that I have grown quite weary of it. You have tread where your unholy feet are not welcome, and I have vowed to put an end to this pointless, unwanton destruction."

"Some of you may walk out of here. The rest of you will perish and be buried with that which you crave. The precious rock will be brought down around your heads, and your souls will be damned."

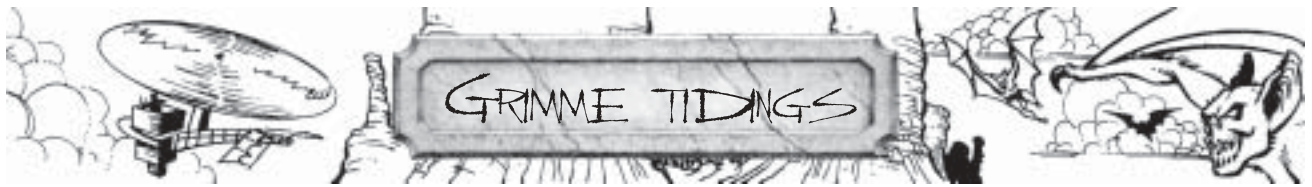
At that very moment, multiple explosions echo from out of the caves behind the troops, and clouds of dust bellow out of the openings. They're sealing the exits!

"The one that survives the battle must spread my word. Carry it to the others. Let them know that Ezekiah Grimme has awakened from his slumber, and I will spread the gospel to all of the unbelievers."

"But wait! Walk, don't run to the exit, please. The Angel of Death is watching you. If you run for the escape without your comrades, he will deem you unworthy, and he will destroy your only salvation. You must win with your own troops and leave this miserable grave with most, if not all, of your companions!"

"This is it! This is what you have all wanted! Kill or be killed over your precious ghost rock. But in the end, your insatiable appetite will bury you all under the earth, under the mineral you crave so much!"





THE BATTLE

Trapped! That miserable, no good snake-oil salesman Grimme has drawn your troops into a trap in these caves. And they've used explosives to collapse all of the entrances leading into this hole.

Sure there's enough ghost rock down here to make every Rail Baron richer than the Prince of Arabia, but now the only way the boss will know about it is if the troops get out of here with the information. There's only one exit, and only one of you can leave through it.

THE SETUP

Set up the table as shown on the diagram below. There are numerous caves around the border that lead into the monstrous cavern, but all of them have been sealed off with explosives. They can't be used as exits.

The rock pillar in the center of the table has three openings that lead to a large cavern—the only exit that remains intact! The flying disk is propped on top of the pillar.

TROOPS

The troops that you have are detailed in the appropriate Briefings.

DEPLOYMENT

The troops are deployed as per their individual Briefings.

SPECIAL RULES

ENDGAME

The game automatically ends at the end of the third turn.

CONTROLLING THE EXIT

The player with the most Bounty Points in troops within 12" of the pillar at the end of the game has control of the exit. The controlling player needs to record which troops are within 12" of the pillar for use later.

EVENTS

(17) *End of first turn:* The player with the fewest Bounty Points triggers this Event at the end of the first turn.

(18) *Entering the cave:* If a player moves any troops into the cave before the end of the game, he reads this Event.

BRIEFINGS

Your Briefing depends on your Bounty Point total or your troops that entered the mine from the last battle. Use the same rules given in the last chapter for determining place.

Last Place: 22

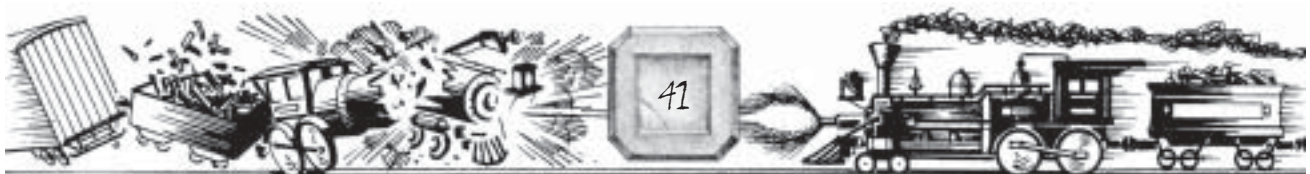
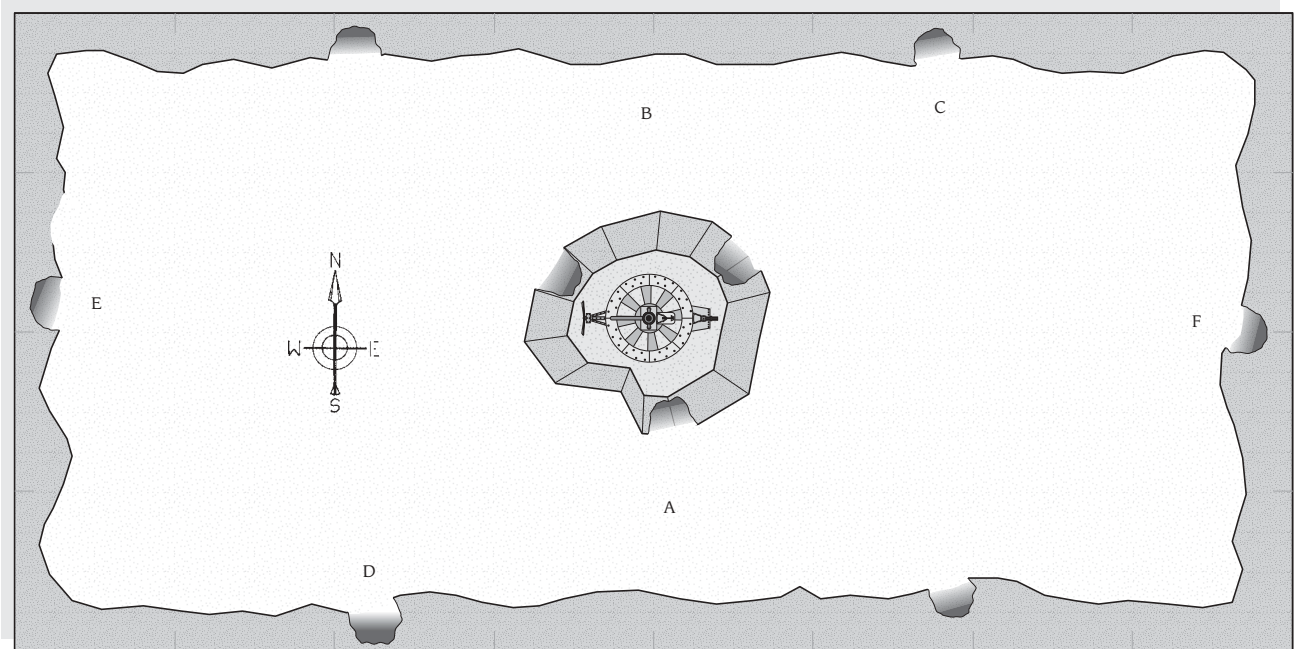
First Place: 45

Second Place: 34

Third Place: 36

Fourth Place: 38

Fifth Place: 9





CHAPTER THREE: BETWEEN A ROCK AND A HARD PLACE

Grimme's plan has worked. He has drawn all of the railroads into a deadly trap.

The troops that have been drawn into this are effectively trapped, and they must work together to escape with their lives. Those who were once your enemy must now become your allies, and you have a new enemy on this field.

THE BATTLE

This is the final battle of Grimme Tidings. The remnants of the armies that marched into the canyon have their backs to the mesa, and they are surrounded by Grimme's minions.

THE SETUP

Set up the table as shown on the map below.

TROOPS

Each player has 100 Bounty Points of troops taken from the units left after **What's Good for the Goose**. Grimme's player gets 120 Bounty Points for every defending player.

DEPLOYMENT

The defending troops are placed anywhere within 12" of the mesa in the center of the table. The attacking player (Grimme's army) deploys his units in any of the canyon entrances, but not within 12" of any of the defending unit's.

BONUS

The defending players get the Bounty Points for every figure they exit from the board. Grimme's player receives 100 Bounty Points if no defending figure exits the table.

SPECIAL RULES

GRIMME'S PLAYER

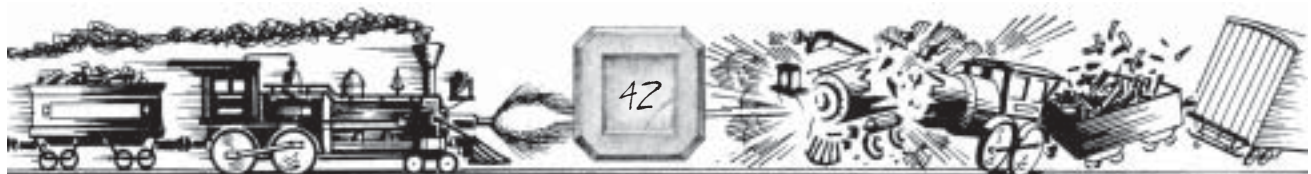
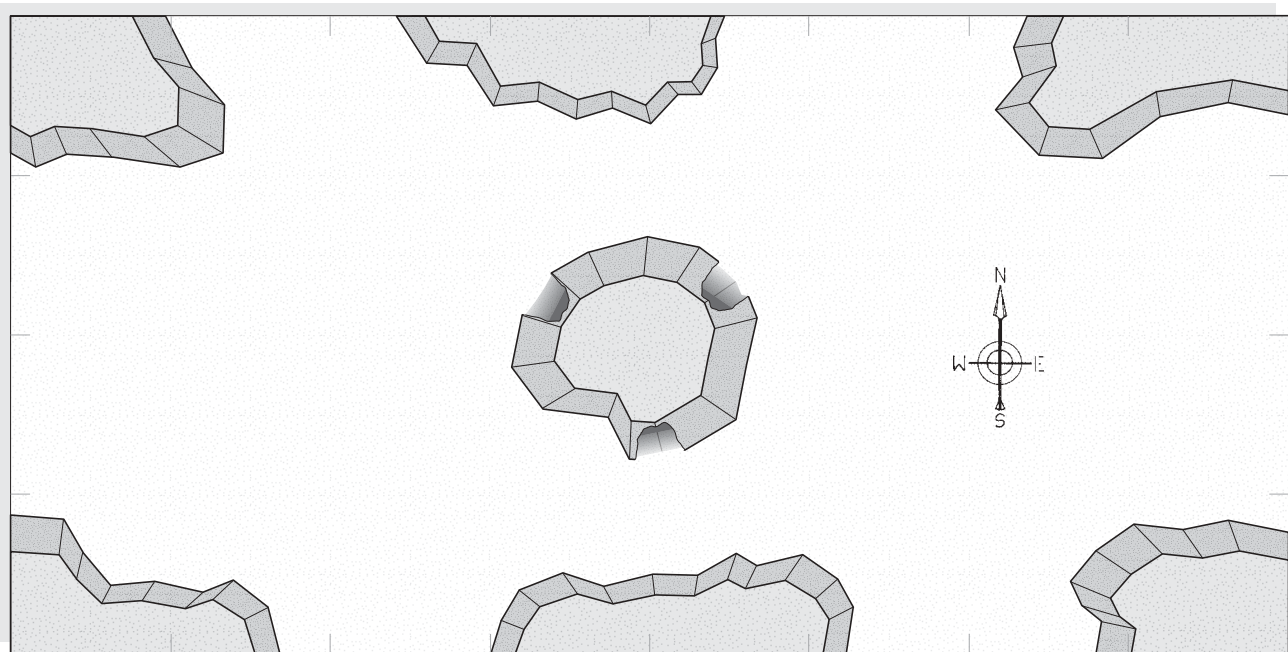
If anyone played Grimme in **What's Good for the Goose**, he continues to play Grimme. Otherwise you must find a player for Grimme.

EVENTS

(19) *Reinforcements arrive at the beginning of the second turn:* The player that controlled the pillar at the end of the last battle reads this event.

BRIEFINGS

There are no Briefings for this battle. This is the finale—good luck, pardners. It's time to do or die—together.



The Tombstone Epitaph's Guide to the Weird West

1876 Edition

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The Grim Crusade

It seems that the Tombstone Epitaph only reports bad, distressing, or horrifying news. Well, loyal readers, this issue is no exception. We didn't want to disappoint you, after all.

The Reverend

The Reverend Ezekiah Grimme has reared his ugly head. He is now in open conflict with the railroads involved in the Great Rail Wars.

The rumors abound that all of the railroads have had to deal with Grimme in the past, but it has always been in a meddling sort of way. Apparently Grimme has changed that, and he has wounded the Rail Baron's with a plot only the evil mind of Grimme could conceive.

Their losses are staggering, and each one of them has vowed revenge on Grimme and his minions. This can only escalate into something more hideous than the Great Rail Wars.

The Plot Revealed

Grimme, according to our sources (God rest their souls), secretly offered each Rail Baron a deal they couldn't refuse. They were to meet at an undisclosed location in the Maze to discuss the terms.

Each Baron sent in an emissary along with an army to meet with Grimme's minions. Once there, however, they found out immediately that they were double-crossed.

Each army was sent in with strict orders to seize the mine and kill Grimme. Unfortunately, Grimme was nowhere in sight, but the armies still had orders to take the mine at all costs. Little did they know it would cost them dearly.

A Battle Royale

The armies clashed in a canyon that, in the center around a large mesa, had entrances to the underground caves where the ghost rock was located. The armies each rushed their troops into the caves, fighting all the way.

Once they had troops inside, Grimme revealed his true plot. The troops in the caves were sealed in, and the remaining troops on the outside were ambushed.

Grimme's troops slaughtered the Rail Barons forces, and only a few of the troops from each army managed to escape. If they hadn't have worked together, they all would have perished.

That's right, folks, you read that correctly. The opposing forces worked together to get out with their lives. Looks like those hired bullet stoppers aren't so stupid after all.

As for the troops in the caves, well, looks like they made their graves there. A massive explosion rocked the land not long after they went in, and it appears all of them were lost.

The Grimme Reaper

After the incident, Ezekiah Grimme went into hiding for a short period of time. He finally emerged, however, and he had a message for all of us.

The good Reverend says, "Your greedy ways led to this conflict between the railroads. Like the dog that chases it's tail, the front of this nation tried to take a bite out of the rear, but you have failed. After striking out at the tail you have found out that the tail also has teeth.

"In the process you have killed many innocent folks, including those of my own flock. I condemn you for it. Those of you who have taken part shall perish in the flames.

"My legions will no longer stand by and watch. We are now on the move. We have faith, and we will march out and bring salvation to those who do not know salvation. We will bring fear to those who do not know fear. And we will bring death to those who do not follow.

"You are all a part of my flock, you just have not accepted it yet. I will change that. Your salvation is in my hands, and I have the hands of Revelation!"

Just the Beginning

There it is folks. Just when you thought it couldn't get any scarier in the Weird West, a gruesome apostle wanders over the horizon with dreadful tidings.

Grimme is coming for all of our souls, and Hell is coming with him. Truly, something wicked this way comes.







APPENDIX A: BRIEFINGS & EVENTS



This is the infamous Briefings and Events appendix that's chock full of yummy weirdness. Let your mind be absorbed by the contents, but don't peek at the Briefings not intended for you, or you may live to regret it!

BRIEFINGS

The first section is made up of the Briefings for the scenarios. Don't try to make heads or tails of their order, because we've mixed them up on purpose. Some of you hombres are nosy, and we've tried our best to keep you from prying into the other railroads business. Yeah, it's hard, but you'll spoil all of the surprises if you peek. Each entry is boxed so you can photocopy them and hand them out to their appropriate players.

EVENTS

There are Events attached to most of the scenarios, and they come after the Briefings. When something occurs during a scenario that gives you an Event number, go to that Event and have it read aloud by the appropriate player.

CHARACTERS

Some of the Events or Briefings refer to characters. If the character isn't included in the Briefing or Event, consult Appendix B for their stats.

BRIEFING 1

Your men couldn't find the location of the disc on their own, but at least they ruled the street. Now your spies say they're headed towards a farm just on the edge of town. Maybe the device is hidden there. You'd best follow them and make sure. If they haven't found it, you can at least wipe them out and make sure they don't cause you any more problems.

Your group waits outside the farm in a church cemetery. It's time to get blasting, and this stone fence and grave stones should provide enough cover to stop bullets. The church will provide a little more cover for the more cowardly men in your bunch, but they can't stay in there forever.

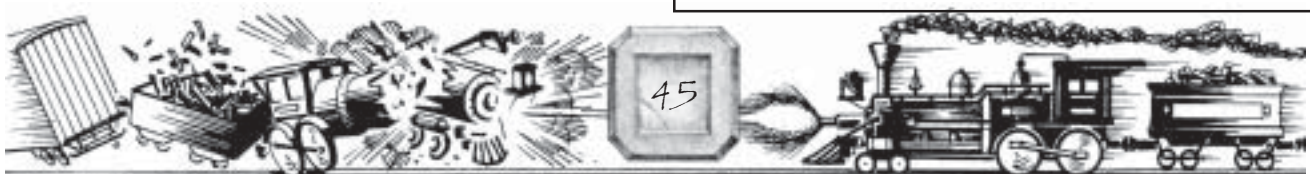
It's time to put out the word to your reinforcements and move into Farmer John's place. Saddle up, boys, it's time to get your just reward!

DEPLOYMENT

Your troops are located just across from Farmer John's barn, anywhere within the church grounds, including the cemetery or inside the church itself.

BONUS

Reinforcements are coming! Roll a d6 at the beginning of each turn, including the first. On a 1, 250 points worth of troops can enter the game from the board edge directly behind the church.





BRIEFING 2

Bullworth's mission is simple: find the saucer and bring it back to Roswell. The plans of the Confederacy may be jeopardized if the machine falls into the wrong hands.

The South's future may well be in Bullworth's hands, but he has strong hands and he isn't about to let that kind of responsibility slip through his fingers.

TROOPS

Your troops consist of John Bullworth, a posse of gunmen armed with pistols, and a posse of Texas Rangers armed with pistols.

DEPLOYMENT

Bullworth and his troops set up at point C looking for clues to the location of the craft.

BONUS

The Loot! coins that are spread throughout Dry Gulch are clues to the location of the saucer. One of them will lead to the discovery of this experimental new weapon. At least, that's what a local Confederate symp says.



BRIEFING 3

Jake "Sawtooth" Yosemite feels a little out of place in the desert, but Dr. Hellstromme is relying on him to bring home the goods. If the rumors are true, there is a flying machine in this rancid little hole called Dry Gulch.

Jake is in no mood for screwing around, and he's determined to find out what's going on. Besides, he's not getting paid by the hour, and the sooner this is over, the sooner he can go back to chopping wood, or whatever they're calling it these days.

TROOPS

Wasatch has sent in Jake "Sawtooth" Yosemite, a posse of gunmen, and an X-squad with flamethrowers.

DEPLOYMENT

Jake and his two posses are just outside of the Day and Night Livery at point A.

BONUS

The Loot! coins that are spread throughout Dry Gulch are clues to the location of the saucer. One of them will lead to the discovery of this experimental new weapon. So power up that steamsaw and get to work.

BRIEFING 4

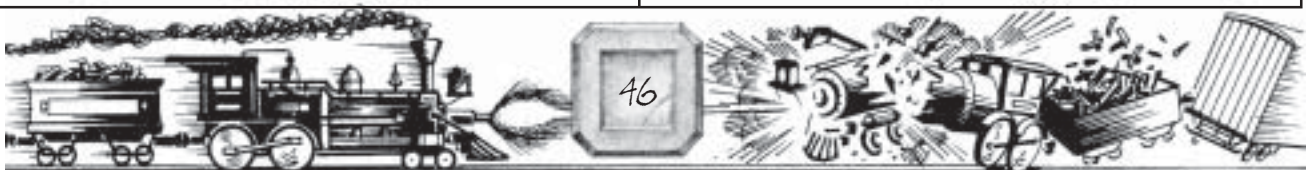
The Reverend's orders were simple. Massacre any troops that you come across in and around Roswell. So far your hunt has been fruitful, and the loyal followers of the Church of Lost Angels have been appeased—for the moment.

The poor gray coats that you intercepted from Roswell are being schooled in the lesson of being in the wrong place at the right time. But before you can finish with your current prey, the pounding of hooves fills the canyon. The troops pause for a moment to see who their next victim will be. As the unknown party rounds the corner, the look of fear washes over their faces.

Ah, isn't it refreshing to know you can still scare religion back into some people? This party is getting more fun by the moment. Now maybe someone will fall on a sharp, pointy object.

TROOPS

You have 350 Bounty Points to spend on troops. At least 100 points should be used for Grimme's units, and the other 250 can be spent on any hired guns.





BRIEFING 5

Clear the streets, 'cause Jumbo has just walked into town. The trip was long, and the big bear-of-a-man has a thorn in his foot, so he's powerful angry.

Jumbo's got no time for Tom Foolery. He's sure to take out his wrath on everyone in sight. His boss wants that crazy flying machine, and Jumbo wants to get back to the swamp and his pet gator.

TROOPS

Your troops consist of Jumbo, a posse of gunmen armed with pistols, and a posse of Walkin' Dead armed with pistols.

DEPLOYMENT

Jumbo and his gang start at point B.

BONUS

The Loot! coins are spread throughout Dry Gulch are clues to the location of the saucer. One of them is sure to lead to the discovery of this experimental new weapon.

BRIEFING 6

Fletcher Reynolds has always wanted to be a hero, to lead a group of underdogs against overwhelming odds. Well, you know what they say about being careful what you wish for? (Or about being a hero for that matter!)

TROOPS

Fletcher's small force consists of him and 180 points of troops. Any artillery or Gatling guns start limbered—his force moved fast to get here. That means they can move 12" a turn until they unlimber. A gun may unlimber at the beginning of its Action and can't move on that turn.

SPECIAL RULES

POSITION IS EVERYTHING

Reynolds' force got to the pass with time to spare. They've selected the best positions in the area and hunkered down. As long as one of your troops remains in the position it started the scenario in, any enemy troop firing on it gets an additional -1 to its *Shootin'* rolls on top of any other modifiers. Your troop gets that bonus even if it's in the middle of open ground. Once the troop moves from its original spot, it loses the protection.

BRIEFING 7

The deal was supposed to be between your Rail Baron and Grimme, but it appears Grimme invited some other guests. It appears Grimme is stirring the pot, and the other chunks are floating to the top.

The canyon is beginning to fill up with troops faster than the dust they're kicking up can settle to the ground. When everyone has "settled" in, it's obvious you were all drawn here for a reason.

There are troops posted on the small mesa in the center of the canyon, and around the cave entrances at the bottom of the mesa.

A rider darts out from the mesa and hands a letter to the leader of each army. The letter reads:

Welcome, my fellow "associates". As you can see, you weren't the only ones invited to this..."social" gathering. You may think that I have deceived you—and you are correct—but I also know that you would betray me once I had revealed the location of the ghost rock vein. That is why you have all brought large forces, is it not? Once again you have shown your weakness for worldly possessions, and in the process you would destroy me to get it. Well, I will let you have the precious mineral, but you must fight each other for it. There are three entrances to the mines, spread around the mesa. Certainly not enough for all of you, but that should make this all the more interesting! Please, go ahead, kill each other for your rock. Those of you who live will be wealthy beyond belief, and those of you who die...well, let's just say your souls are damned!

TROOPS

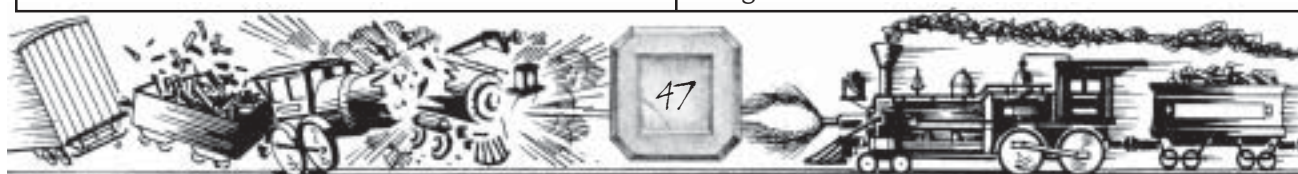
You have 500 Bounty Points to spend on troops

DEPLOYMENT

Your troops deploy within 12" of the edge of the board in and around point A.

BONUS

You get a bonus equal to the Bounty of every one of your own troops that enters through mine shaft 3. You also lose the Bounty Points for every enemy troop that enters through your designated mine shaft.





BRIEFING 8

Your initial plans have been foiled, and the whooping the other Enforcers gave you is going to leave a stain on that ego. Fortunately, payback's a bitch.

You still haven't found the flying machine, though, and that's the real reason you're here. Looks like somebody is pretty happy to be set up down at old Farmer John's place. Maybe one of the others found it there. Might as well check it out. Your old friend the Sheriff isn't likely to let you hole up in the jail much longer anyway.

DEPLOYMENT

After getting whooped like dogs, your troops skedaddled into the jail just across from the church. Well, it's not much of a jail. The bars haven't arrived yet and there's only one lawman so it's not going to be holding any criminals, but the fine masonry work provides good cover from some of those stray bullets.

BONUS

You knew all along when you rolled into this little Hell hole that your Rail Baron had a contingency plan. There are reinforcements waiting outside of town. Roll a d6 at the beginning of each turn, including the first. On a 1, 250 points worth of troops enter the game from directly behind the jail.

That oughta set things right around here.

BRIEFING 9

Of all the low-down, dirty tricks that anybody has ever pulled, this has got to be one of the worst. If Grimme had any idea how loopy cheap mercenaries can get, he probably...well, he probably did the right thing.

If you can pull your men together and turn your troops fear into anger, maybe you can make this work against Grimme. You need to get out of her first, though. Kinda gives you the creeps knowing your standing in a hole with a bunch of soon-to-be dead guys, doesn't it? In fact, you could be one of those dead guys.

SETUP

Your troops set up at point E.

TROOPS

You start with the troops that made it into the mine, plus 100 Bounty Points of stragglers that showed up at the last minute.

BRIEFING 10

That damn Reverend has snookered all of you! The boss warned you not to trust that snake oil salesman, and he was right as usual.

That's why you brought a little back up. Right now it looks like you may have more trouble than just the good Reverend.

Hope you brought enough firepower, pardner, cause the manure is about to hit the fan. It looks like the other railroads know about this, too, and the canyon is ripe with targets.

There are troops posted on the small mesa in the center of the canyon, and around the cave entrances at the bottom of the mesa.

A rider darts out from the mesa and hands a letter to the leader of each army. The letter reads:

Welcome, my fellow "associates". As you can see, you weren't the only ones invited to this..."social" gathering. You may think that I have deceived you—and you are correct—but I also know that you would betray me once I had revealed the location of the ghost rock vein. That is why you have all brought large forces, is it not? Once again you have shown your weakness for worldly possessions, and in the process you would destroy me to get it. Well, I will let you have the precious mineral, but you must fight each other for it. There are three entrances to the mines, spread around the mesa. Certainly not enough for all of you, but that should make this all the more interesting! Please, go ahead, kill each other for your rock. Those of you who live will be wealthy beyond belief, and those of you who die...well, let's just say your souls are damned!

TROOPS

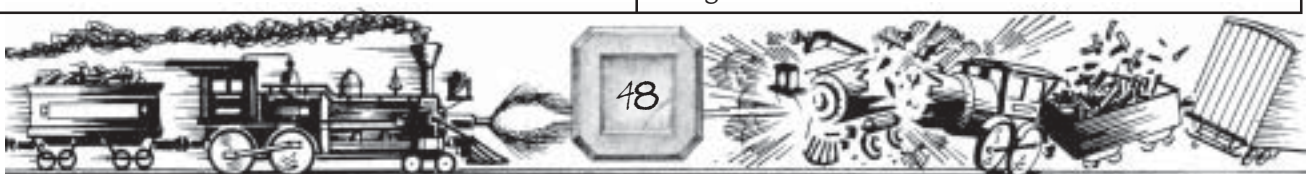
You have 500 Bounty Points to spend on troops

DEPLOYMENT

Your troops deploy within 12" of the edge of the board in and around point B.

BONUS

You get a bonus equal to the Bounty of every one of your own troops that enters through mine shaft 1. You also lose the Bounty Points for every enemy troop that enters through your designated mine shaft.





BRIEFING 11

Snuffed right at the last second! And the flying saucer is still in someone else's reach.

Your gang is so close now that you can taste it, and the taste is bittersweet. One thing's for sure, your troops aren't going to take that barn just sitting in this... hold up there, pardner.

They're dragging that thing out into the street! Well that seals it. They always say to strike while the iron is hot, and it's red hot!

Your reinforcements are just outside of the town, and if you act fast enough you can probably take that thing. Charge!

DEPLOYMENT

Your Enforcer and your troops have taken refuge in the church right across from the barn. Your reinforcements will be arriving on the edge of the table at point B.

If your forces were signaled in the last battle, you have your reinforcements at the beginning of the first turn. Otherwise they will arrive at the beginning of the second turn.

BONUS

None. Getting your worthless hide out of this mess is bonus enough.

BRIEFING 13

Well, pardner, here is the big shocker. You are a servant of Grimme. Your enforcer from Chapter One and all of his followers were swayed by Grimme when they left Dry Gulch, and now they are working for the good Reverend.

He has promised you many rewards for your faithful services, but the threats to "join his flock or die" also helped persuade you.

This is your secret to keep until the battle starts, and then you can spring it on the others. Your job is to act as the spoiler, and keep the others from entering the caves.

Have fun with this one, amigo, cause that's what the game is all about.

TROOPS

You have 500 Bounty Points to spend on troops.

DEPLOYMENT

You may deploy your forces anywhere within 12" of the mesa, including on top of it.

BONUS

Your bonus is the look on the other players' faces when you tell them who you are.

BRIEFING 12

Your troops did a respectable job in Dry Gulch, but they didn't discover the location of the flying gizmo. They've taken refuge from the hail of bullets in the Copperhead Hotel, and are waiting for the fight time to lash out again.

Now it seems one of your rivals has found out where the thing's hidden. His gang made a beeline for an old farm at the edge of town the moment the lead stopped flying.

It's time to regroup and make one last try for the dad-blasted thing. Fortunately, you've got a little help coming.

DEPLOYMENT

Your gang is hiding in and around the Copperhead Hotel. There is a balcony here, so your men can be stationed there or on the roof if they want. The balcony railing provides light cover; the roof's lip is hard cover.

BONUS

Roll a d6 at the beginning of each turn, including the first. On a 1, 250 points worth of reinforcements enter the game from directly behind the Copperhead.

BRIEFING 14

That was one fine piece of work, partner. Your pappy would be proud of the way you sent the other Enforcers and their gangs whimpering off like dogs. Better yet, the local paperboy says the contraption you're after is hidden inside a barn on the edge of town.

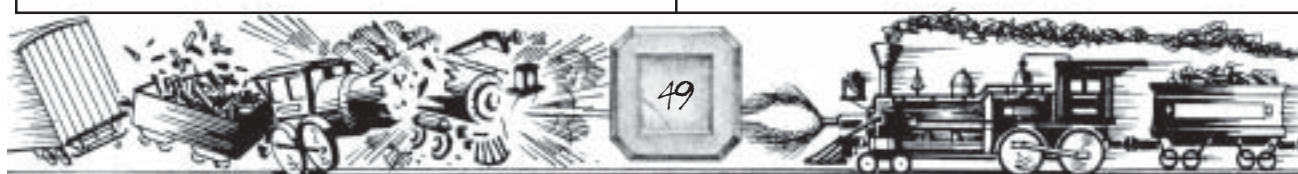
You'd better get down there quick. The other Enforcers will be on the barn like flies on honey once they find out. Fortunately, your reinforcements should be here soon. You've just got to hold until relieved.

DEPLOYMENT

Your forces are set up in and around Farmer John's farm. Any sack, barrel, or other piece of protection within sight has been dragged out around the fence, so treat it as hard cover.

BONUS

You're outnumbered, but fortunately, help is on the way. Roll a d6 at the beginning of each turn, including the first. On a 1, 300 points worth of reinforcements enter the game from your rear (anywhere on the left board edge).





BRIEFING 15

Dust plumes fill the sky in the distance as the enemy approaches. Your rookie troops rock and fidget nervously with anticipation, while the veterans kick back and wait for the coming assault.

You are the first line of defense, and possibly the last, before the encroaching enemy reaches Roswell.

Only one thing matters now—saving Roswell. Might as well resign yourself to the fact that you're going to be here for a while—maybe even forever if things go bad.

THE SETUP

The set up is determined by the attacking player's decision of the route that Smith and his forces will take into the canyon. See the Special Rules below for which board to use.

TROOPS

You have 250 Bounty Points to spend on troops. If your runner escaped the last battle, two flying disks arrive in the second turn. Deal them in normally at the start of turn 2.

DEPLOYMENT

Deployment depends on the direction Smith approaches Roswell. Your troops deploy anywhere on the map side marked with a B, and you may use the entire half of the table.

BONUS

Stopping Smith is your primary objective. You receive double the Bounty Points for any of Smith's troops that you Put Down.

If you fail in halting Smith, the fate of Roswell could be in serious jeopardy. If any of Smith's troops exit from your side of the table, you lose that many Bounty Points.

SPECIAL RULES

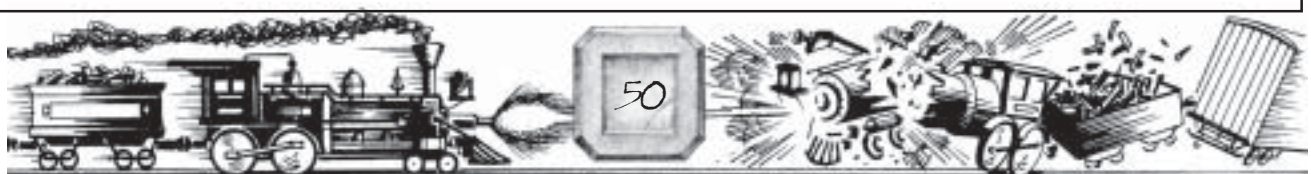
SMITH'S APPROACH

If Smith approaches from the north, use the board titled Smith's Northern Route. If he enters from the south use the table titled Smith's Southern Route.

Set up the table and deploy your troops before Smith's player sees the table. After you are ready, Smith's player may deploy his troops.

SMITH'S NORTHERN ROUTE

Defender sets up first. Deploy as per your individual Briefing. The defender may use half of the map, and the attacker must deploy within 12" of his side of the table.





SMITH'S SOUTHERN ROUTE

Defender sets up first. Deploy as per your individual Briefing. The defender may use half of the map, and the attacker must deploy within 12" of his side of the table.

BRIEFING 16

The deal was supposed to be between your Rail Baron and Grimme, but it appears Grimme invited somebody else. Grimme is stirring the pot, and the chunks are floating to the top.

The canyon is beginning to fill up with troops faster than the dust they're kicking up can settle to the ground. When everyone has "settled" in, it's obvious you were drawn here for a reason.

There are troops posted on the small mesa in the center of the canyon, and around the cave entrances at the bottom of the mesa.

A rider darts out from the mesa and delivers a message from Grimme. The letter reads:

Welcome, my fellow "associates". As you can see, you weren't the only ones invited to this..."social" gathering. You may think that I have deceived you—and you are correct—but I also know that you would betray me once I had revealed the location of the ghost rock vein. That is why you have all brought large forces, is it not? You are driven by your desire for worldly possessions, and in the process you would destroy me to get it.

Well, I will let you have the precious mineral, but you must fight each other for it. There are three entrances to the mines, spread around the mesa. Certainly not enough for all of you, but that should make this all the more interesting! Please, go ahead, kill each other for your rock. Those of you who live will be wealthy beyond belief, and those of you who die...well, let's just say your souls are damned!

TROOPS

You have 500 Bounty Points to spend on troops

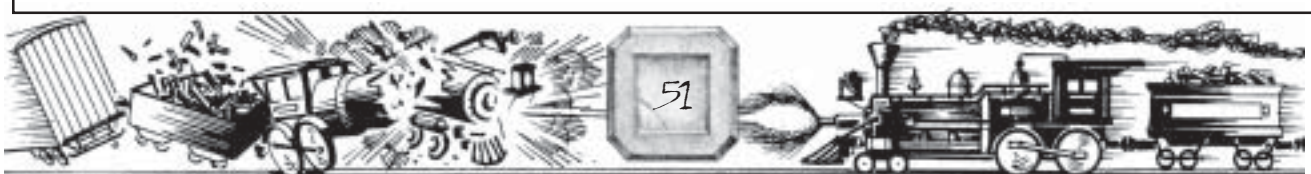
DEPLOYMENT

Your troops deploy within 12" of the edge of the board in and around area C.

BONUS

You get a bonus equal to the Bounty of every one of your own troops that enters through mine shaft 2.

You also lose the Bounty Points for every enemy troop that enters through your designated mine shaft.





BRIEFING 17

Due to the recent mishaps on Dixie Rails' behalf the truth is out there, and Kate is determined to put the Union ahead in this race.

Kate wants to make sure her side ends up with the Confederates' new gizmo—or at least dig up the means to manufacture a similar weapon. Before she left for this assignment it was drilled into her head that this may be the most important mission she has ever been given.

As she enters the small town of Dry Gulch with her gang, she knows she cannot fail. If she does, it may mean certain doom for the Union.

TROOPS

Your troops consist of Kate Hathoway, a posse of gunmen armed with pistols, and a posse of Agency Operatives armed with Gatling Pistols.

DEPLOYMENT

Kate and her posse are at point F questioning one of the locals when all Hell breaks loose.

BONUS

The Loot! coins that are spread throughout Dry Gulch are people who might know the location of the saucer. One of them should surely lead to the discovery of this experimental new weapon. And the possible duplication of this new Rebel menace.

BRIEFING 18

Smith's forces gather their wits, and slowly move towards their looming objective—Roswell! The going's been tough, and it's not going to get any easier.

Roswell has thrown some resistance your way, but you can bet that was just the foam off of the undertow. Once you get into the thick of things, you can bet it's going to drag you under!

This is it, the last piece of the puzzle. All you have to do is keep Roswell occupied, and so far it looks like it's working.

Annie-up, and check your ammunition. The order is given. Charge!

TROOPS

You have the troops that are left after the last battle.

BONUS

There is no bonus for this scenario.

BRIEFING 19

This was supposed to be a quick mission, in and out. The boss wanted Grimme's ghost rock strike taken and secured as quickly as possible.

After that, you were supposed to use the troops to do as much damage around the area as possible, just to let Grimme know that the railroads aren't to be taken lightly.

It appears, however, that Grimme has also made other plans. He has let the cat out of the bag, and everyone and his cousin are moving into the canyon.

There are troops posted on the small mesa in the center of the canyon, and around the cave entrances at the bottom of the mesa.

A rider darts out from the mesa and hands a letter to each commander. The letter reads:

Welcome, my fellow "associates". As you can see, you weren't the only ones invited to this..."social" gathering. You may think that I have deceived you—and you are correct—but I also know that you would betray me once I had revealed the location of the ghost rock vein. That is why you have all brought large forces, is it not? Once again you have shown your weakness for worldly possessions, and in the process you would destroy me to get it. Well, I will let you have the precious mineral, but you must fight each other for it. There are three entrances to the mines, spread around the mesa. Certainly not enough for all of you, but that should make this all the more interesting! Please, go ahead, kill each other for your rock. Those of you who live will be wealthy beyond belief, and those of you who die...well, let's just say your souls are damned!

TROOPS

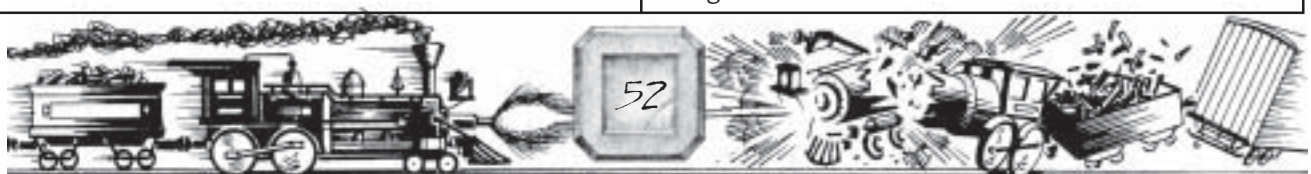
You have 500 Bounty Points to spend on troops

DEPLOYMENT

Your troops deploy within 12" of the edge of the board in and around area D.

BONUS

You get a bonus equal to the Bounty of every one of your own troops that enters through mine shaft 1. You also lose the Bounty Points for every enemy troop that enters through your designated mine shaft.





BRIEFING 20

Cobb's job in Bell's Gorge is pretty straightforward. Stop the enemy's war train from crossing the trestle.

As a bonus, he's welcome—and encouraged—to kill any enemy troop that gets in his way! Besides, it wouldn't be as much fun if you couldn't litter the battlefield with enemy corpses.

TROOPS

In Bell's Gorge itself is a small garrison of troops. You may purchase 100 points worth of troops to represent the troops stationed in this garrison.

Additionally, Cobb has all of the troops that survived the battle in **Chapter Three: A Spartan Defense**.

DEPLOYMENT

The troops from the Bell's Gorge garrison begin at either of the 2 guardhouses located next to the trestle. The troops can be either inside or outside the guardhouses.

Cobb's force arrives on the southern board edge, east of the gorge. When they arrive depends on how well he fared against Reynolds in **A Spartan Defense**.

If his forces lost the battle, his troops don't arrive until Turn 2. If he won the battle, the troops arrive on Turn 1, but have to move onto the board. If he won the battle with more than twice the Bounty Points of his opponent, you can place the troops anywhere east of the gorge and north of Point A.

Since Cobb's force is just arriving on the scene, he hasn't had time to place any ambushers. None of his troops can use the *Bushwhack* special ability.

SPECIAL RULES

LOWER THE GATES!

At either end of the trestle are swing bars which can be used to block the tracks. These bars don't hinder the movement of pedestrians, but they do block vehicles. Now, a hurtling locomotive will probably make toothpicks out of the bar, but every little bit helps!

A single troop can lower or raise the gate by spending an Action adjacent to it. The gate itself can withstand 10 points of damage from impact, explosions, or similar structure damaging attacks before shattering.



BRIEFING 21

The commander told you this assignment would be a piece of cake. All you have to do is watch the sun bake the desert sand. Oh yeah, and send a warning if anything happens.

Well, he was dead wrong, and right about now you are wishing he was just dead. A small patrol has moved into your gun sights. Trouble is brewing, and you're part of the recipe.

This fight shouldn't last long considering the lack of support that you have, so you had better dispatch a runner to warn Roswell of the force that is moving through here.

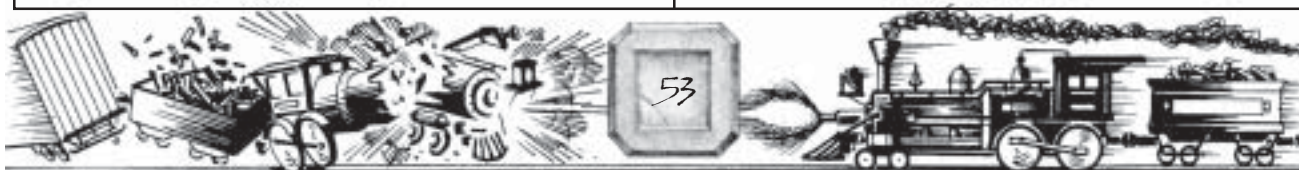
TROOPS

You have 250 Bounty Points to spend on troops.

SPECIAL RULES

THE RUNNER

You must choose one of your figures to be a "runner." The runner sets up at point A, and must exit the table at point B in order to warn the troops at Roswell.





BRIEFING 22

Nobody makes a fool out of you and your troops...nobody. Not even Grimme and his maniacal little mind.

Well, he dragged you and your troops down into this hole, but you can show him who's boss by being the first to get out of here. And when you do, you're gonna give Grimme a butt kicking he will never forget.

SETUP

Your troops set up at point F.

TROOPS

You start with the troops that made it into the mine, plus 100 Bounty Points of stragglers that showed up at the last minute.

BRIEFING 23

Good show! You have that thing in your possession, and now it's time to see if you can put it to good use. Why not? Your forces paid for this thing with their lives. You may have less than what you came with, but if you hang on you will leave with more than what you bargained for.

Your Enforcer has his gang drag the thing out of the barn so that you can employ its weapons against the other Enforcers and their gangs. Just a few more yards and you'll be clear of the barn... there!

Now let's see if we can fire this thing up and... uh, oh—here they come. All Hell is breaking loose, but your reinforcements are ready for action. It's time to cut loose and lay waste to those no good saucer thieves.

DEPLOYMENT

Your Enforcer and your troops have dragged the saucer out into the street in front of Farmer John's place, and they are ready to defend it from the other gangs. Place your Enforcer and your remaining forces within 10" around the disk.

Your reinforcements will be arriving on the edge of the table at point A. If your forces were signaled in the last battle, you have your reinforcements at the beginning of the first turn. Otherwise they will arrive at the beginning of the second turn.

BONUS

None. If you can hold on for just a little longer, you'll have what you came for.

BRIEFING 24

Too bad your men don't have nine lives. Honestly, though, that may not have been enough.

They may not be very good troops, but they sure do collect lead slugs like there's no tomorrow. Sorry, there is no tomorrow for them.

Oh, well, at least this building is keeping them out of the ferry across Styx for a little longer. Maybe your Enforcer can... jumping jeehosa-whatever... them crazy fellows down at Farmer John's are dragging that thing out into the open.

Saddle up, pardner. Now that backup is on the way, better get down to it!

DEPLOYMENT

Your troops retreated into the Feed and Seed, and are waiting to move out again. Your reinforcements will be arriving at point C.

If you signaled your help during the last battle they arrive at the beginning of turn one. Otherwise they arrive at the start of turn 2.

BONUS

None. If your troops make it out of this one alive, your bonus is in lives.

BRIEFING 25

Hello, boys, Nellie is in town. Hmm, this place looks pretty boring, but maybe after she finds that flying disc she can "whip" up a little party of her own. First things first, though. Nellie needs someone to question. Looks like some poor cowpoke is in for a little game, and it's definitely a game of business and not pleasure. At least for the victim.

TROOPS

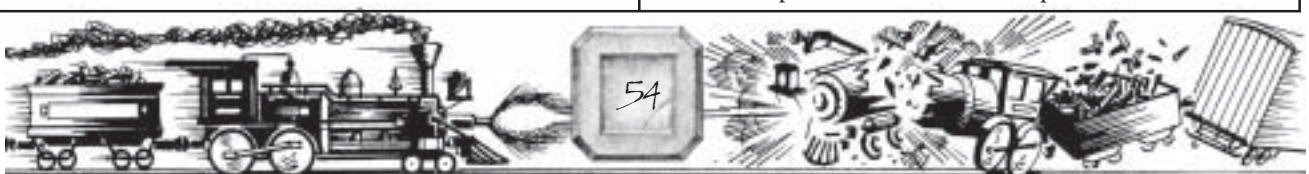
Your troops consist of Nellie Parker, a posse of Gunmen armed with pistols, and a Coven of witches armed with pistols. If you don't have *A Fist Full o' Ghost Rock*, make it two posses of Gunmen instead.

DEPLOYMENT

Nellie's gang begins the scenario at point E.

BONUS

The Loot! coins that are spread throughout Dry Gulch are clues to the location of the saucer. One of them will lead to the discovery of this experimental new weapon.





BRIEFING 26

On the surface, this telegraph relay station holds little value. It's been months since any troops from an opposing railroad have been seen within miles. The garrison duty here is so quiet, in fact, that troops assigned to protect the relay spend most of their time sleeping-on and off duty!

Only the man in charge, Gordon Hollister, realizes the value of the station garrison. Gordon is an influential man Back East, so much so that his political value outweighs his incredible prowess on the battlefield (at least to Gordon's thinking). Why else would his Rail Baron have assigned him to this inconsequential post?

This tiny, isolated station is the perfect place to hide Gordon himself, as well. The Rail Baron wouldn't waste this many troops to protect a simple telegraph relay—they're plainly here to protect him!

As the throbbing hum of air carriages comes from the south, Gordon Hollister immediately realized the enemy's plan. Obviously, the opposing Rail Baron is aware of Gordon's influence and importance and intends to take him hostage!

Well, they'll find Gordon Hollister no easy mark—at least not as long as he has any troops to protect him!

TROOPS

The relay station is garrisoned full time by Gordon Hollister, 2 posses of Gunmen and a Gatling gun. The Rail Baron recently beefed up the forces here (adding weight to Gordon's delusions), so you can select an additional 100 points of troops.

DEPLOYMENT

Gordon was in the relay station reviewing dispatches at the time the enemies's air carriages arrive. The Gatling Gun is positioned on top the relay station and the gun has hard cover from all sides.

One posse of Gunmen is on the road immediately north of the telegraph office. The other posse of Gunmen is currently on patrol and away from the station. Hopefully, they're close enough to hear the attack and come running!

All other troops at the outpost are currently lounging inside either or both of the large wooden buildings (they serve as makeshift barracks).

SPECIAL RULES

NAPPING!

With the exception of the posse of Gunmen on the road, the Gatling Gun, and Gordon, the garrison has been caught with its pants down. Draw action cards for your troops as usual, but no troop can act until it passes an Easy (4) *Smarts* roll.

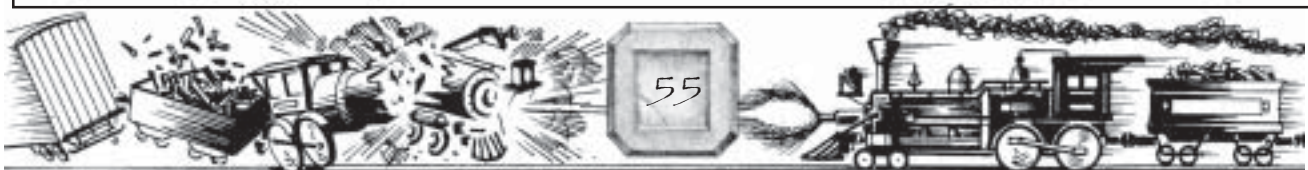
Once it's been attacked or fired on, it can act normally, even if it hasn't passed the *Smarts* check.

YOU YELLER VARMINT!

Gordon is quite terrified of taking a lethal dose of lead poisoning, so he won't budge from the relay station. The good news is as long as it's still standing, he's got the best cover around.

MOUNT 'EM UP!

The Gunmen posses stationed at the relay have horses, but keep them in the stables. Treat each posse as unmounted until it moves into the stable. There it can mount up, paying the standard penalties.





BRIEFING 27

The Butterfly is a loyal servant of Kang. She would not be able to face her master should she fail in this simple task. Her troops are equally loyal, and they will follow her to their deaths if necessary.

Now she must enter this round-eye town and persuade or coerce the truth from them. If she is successful, Iron Dragon may have a new and valuable weapon at its disposal.

TROOPS

Your troops consist of The Butterfly, one Tong gang and one posse of Samurai.

DEPLOYMENT

The Butterfly and her troops are located at point D.

BONUS

The Loot! coins are spread throughout Dry Gulch are clues to the location of the saucer. One of them will lead to the discovery of this experimental new weapon.

BRIEFING 28

Well now, this is a rather unpleasant situation, ain't it? If the folks of Dry Gulch would have known you were bringing the circus into town, you could have sold advance tickets and made some loot off of your freak show.

Look! There it is! They've pulled that darned thing right out into the middle of the street. Now if you could just muster enough gumption to make one last charge, you might be able to get to that crazy gizmo.

You know your reinforcements will arrive at any moment, so now's your chance. It all or nothing, and so far you've got nothing!

DEPLOYMENT

Your troops are set up in and behind the First Arizona Bank. Your reinforcements will arrive on the edge of the table at point F.

If you got a man to your objective in the last battle your reinforcements will arrive this turn. Deal them in normally. If you didn't signal them in time, they will arrive at the beginning of turn two. Deploy them on the edge of the table indicated by the previous scenario.

BONUS

None. Count your blessings, amigo. Your forces should feel lucky just to be alive.

BRIEFING 29

Shaw's main body is a fairly impressive force—his Rail Baron has spared no expense outfitting the raid. Of course, for Shaw that means he's got no excuses for failure.

Shaw has 4 Steam Wagons with a Steam Cannon, 1 Velocipede with 2 Gatling guns, and 500 additional Bounty Points worth of troops and vehicles. The starting vehicles can be upgraded by spending additional Bounty Points on them if you want.

If you buy any cannon or Gatling guns, you have to purchase a limber for them.

Troops can begin the battle riding vehicles. Shaw is riding in one of the Steam Wagons at the beginning of the battle.

BRIEFING 30

Smith moves his troops into the canyon, and so far it looks like he chose the right way to approach Roswell. There should be some resistance, Shaw thinks, but so far...nothing. It's the kind of nothingness that gives you that sinking feeling.

This is damn peculiar, he thinks to himself. It would be unlikely, but not impossible, that Roswell would be unaware of their approach.

If they don't know of Smith's forces, then it's a tragedy that the Confederate army doesn't protect its secrets more closely. Smith isn't complaining, though.

As Smith and his forces round the next bend, his expectations are fully realized. The Roswell forces are waiting for them!

"Alright, boys. This is the first line of resistance. Let's teach these panty-waists how "Little Napoleon" likes to play in the sand box!" "Charge!"

TROOPS

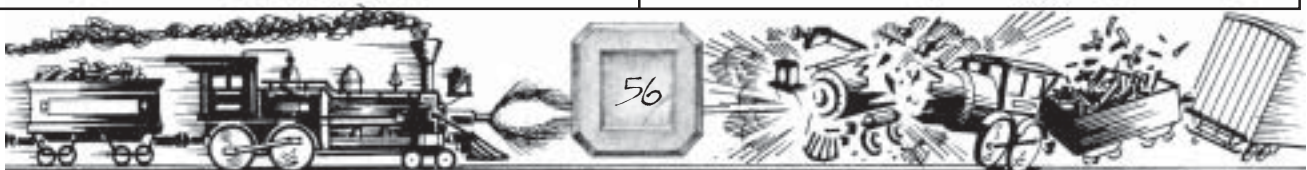
Your forces are made up from the troops left over from the last battle.

DEPLOYMENT

Deployment is determined by the route you have chosen into the canyon. Deploy your troops after the defender has set up the table and his troops. Your troops may deploy on the half of the table marked with an A, within 12" of the edge. You are walking into this battle blind.

BONUS

You get the Bounty Points for every troop that you exit off of the defender's side of the table.





BRIEFING 31

This portion of Shaw's plan requires a daring airborne strike to take out the enemy's communications. To accomplish it, Shaw hired out a small squadron of three air carriages to ferry his troops to the objective.

The plan requires Jumpers to fall on the enemy garrison from air carriages before it can react or telegraph for help. Airborne assaults are still fairly unheard of in the Rail Wars, so Shaw hopes this daring maneuver will give the lightly armed troops the edge they need.

Shaw's chosen Audrey "Trouble" Tucker to lead the mission. She's about the only person foolhardy enough to do it.

Tucker's goal is to seize the telegraph station and confuse enemy communications. With a hand on the telegraph, she can intercept and alter transmissions. Blowing the telegraph lines down cuts the communications, but also alerts the enemy something's up.

TROOPS

The airborne assault forces consist of Audrey "Trouble" Tucker and 5 posses of Jumpers. The air carriages are too valuable to risk, so they have orders to drop the Jumpers and get the Hell out of Dodge.

Shaw has also arranged for a small, stealthy, infiltration force to sneak up on the relay station from the ground. You can purchase a single posse which has the Bushwhack special ability. The Bounty Cost doesn't matter, but you can only have one such posse.

DEPLOYMENT

The Jumpers and Tucker begin their drop south of the telegraph line—the air carriages won't risk overflying the entire outpost.

The posse of Bushwhackers can begin anywhere on the board not within 12" of any building, enemy troop, or board edge.

SPECIAL RULES

DROP ZONE

The Jumpers and "Trouble" Tucker jump from Medium Altitude, so they won't actually hit the ground until the second turn. Check to make sure each troop's air catcher opens—otherwise, the trip down's a whole lot quicker!

Determine the wind direction as described in *Derailed!*, and remember: each Jumper drifts 1d6" at the beginning of each action.



Even while the Jumpers are descending, they can fire their weapons at any troops in range, but they'll get a -2 *Shootin'* modifier the first turn—it's not easy to get a clear shot when you're dangling from a harness!

The Jumpers can move normally on the turn they hit the ground.

CAUGHT IN THE WIRES

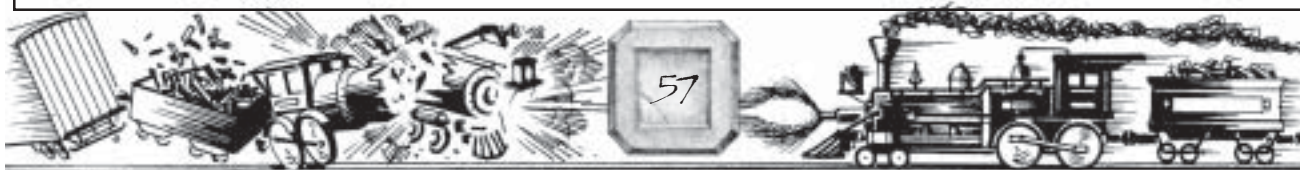
Any troop that lands on a building, fence, or telegraph wires has to make a Hard (8) *Smarts* roll or take 2d6 damage in a bad landing.

RAN OF FIRE

The 3 air carriages turn immediately after dropping the troops, so troop on the ground can't get a clear shot at them. However, as the air carriages fly away, each fires a rocket at a target on the ground.

Draw a card for each air carriage to see when the rocket is launched. If you draw a deuce or a Joker, go ahead and roll a malfunction check for the air carriage's Rocket Launcher.

The air carriage Crew has a d8 *Artillery*, but regardless of the target the TN is Hard (8), with a -1 modifier for the air carriage's altitude. Roll deviation and damage for the shot normally.





BRIEFING 32

That was one humiliating display of gunslinging. Your troops couldn't hit a one-legged man in a jump rope contest.

Now you're stuck in this building with a bunch of whimpering dogs. It doesn't get any more humiliating than this.

Better start thinkin' quick, cause... wait just a stinking minute. Holy taco's, amigo! That fool down at the barn has dragged that big old disk right out into the street. Your reinforcements will be here any moment, and that thing is within spitting distance.

DEPLOYMENT

Your troops retreated into First Arizona Bank, and are waiting to move out again. Your reinforcements will be arriving at point D.

If you signaled your help during the last battle they arrive at the beginning of turn one. Otherwise they arrive at the start of turn 2.

BONUS

None. If your troops make it out of this one alive, your bonus is in lives.

BRIEFING 33

Well, you didn't get walloped in Dry Gulch, but you didn't achieve your objective, either. Word has it one of the Enforcers might have their grubby paws on the saucer soon. If the gathering at the farm on the edge of town is any indication, someone found out just where the dad-blasted thing is.

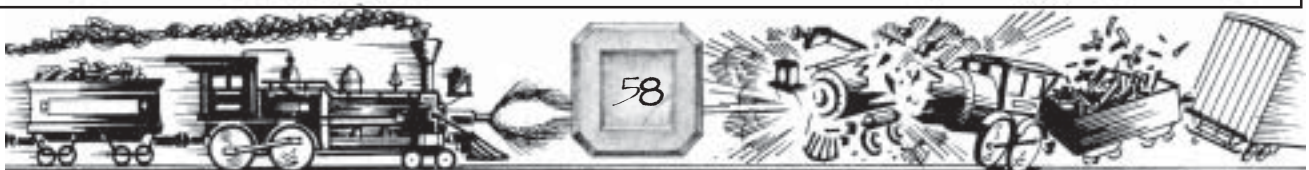
Your troops needed to regroup before making a play on the farm, so they ducked into one of the stores on Main Street. Fortunately, word's just come that you've got reinforcements coming any moment. That may be all the advantage you need to make one more play for the disc.

DEPLOYMENT

Your troops start anywhere in or around Biggy Squiggly's General Store (within 6" or so).

BONUS

Roll a d6 at the beginning of each turn, including the first. On a 1, 250 points worth of reinforcements enter the game from directly behind the General Store.





BRIEFING 34

Grimme, damn him! Now he's really made a fool out of you and your boss. If you don't make it out of here to warn him, it could lead to a heap of trouble for your railroad.

The boss is sure to throw a tantrum and spit fire when he finds out what has happened. That's good, because you would sure like another shot at Grimme, and if you make it out of here your boss may give you a second chance.

SETUP

Your troops set up at point B.

TROOPS

You start with the troops that made it into the mine, plus 100 Bounty Points of stragglers that showed up at the last minute.

BRIEFING 35

"Wheels" Kirby has a fairly respectable patrol under his command, but nothing like the horde he's facing.

Kirby is in his own Steam Wagon, you'll find its profile in his description. In addition to his own vehicle, he has 2 Steam Wagons—one armed with a Steam Gatling gun and the other with Rockets. He also has 2 mounted posses of Gunmen and an additional 200 Bounty Points to spend on troops and vehicles.

If you buy any artillery it starts limbered. That means it can move 12" a turn until it unlimbers. A gun may unlimber at the beginning of its Action and can't move on that turn.

BRIEFING 36

Just when you thought it couldn't get any tougher, Grimme slams the door behind you and traps you in this hole. Well, he's told you what to do, now you just have to do it.

Rally your troops compadre, cause there is only one way out of this mouse trap, and you definitely don't want to be the last one to the cheese.

SETUP

Your troops set up at point C.

TROOPS

You start with the troops that made it into the mine, plus 100 Bounty Points of stragglers that showed up at the last minute.

BRIEFING 37

Luckily, that simpering fop Hollister managed to hold out long enough to alert your railroad of the attack. Based on information from spies, Cobb's Rail Baron is pretty sure some sort of attack is being staged against a spur in the small town of Bell's Gorge. Assembling a relief force, the Rail Baron assigned Lemuel Cobb, one of the railroad's most brutal enforcers, to lead the attack.

Cobb's assignment is straightforward—move the relief column to Bell's Gorge. His instructions are to engage and destroy any forces belonging to other railroads he encounters in route. Once he reaches the town, Cobb is to take command of the small garrison and guard the trestle.

TROOPS

Your relief force consists of Lemuel Cobb, 1 Steam Wagon, 2 posses of Gunmen, and 200 points of troops. Additionally, you get a bonus 100 points of troops for every turn you managed to hold the telegraph office in **Death from Above!**, so we hope you kept track of that like we said.

You can spend your points on vehicles and troops. All artillery starts limbered. That means they can move 12" a turn until they unlimber. A gun may unlimber at the beginning of its Action and can't move on that turn.

DEPLOYMENT

All your forces start off the board and must move onto it in the first turn. Since Cobb's force is just moving into this battle, your troops can't make use of the *Bushwhack* special ability.

BRIEFING 38

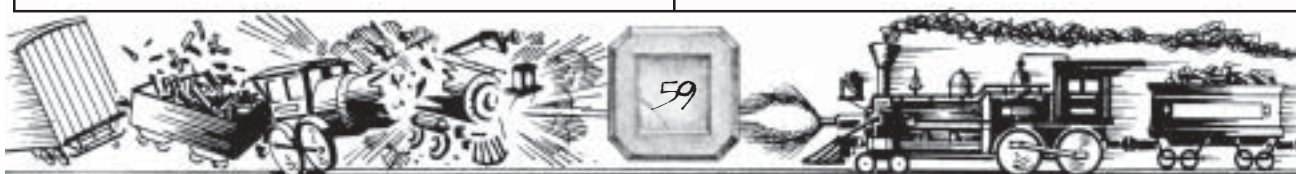
In all of your days with your Rail Baron thought there was a good chance you would meet your maker, but you never thought you would be buried alive—especially in a cave with all these other weasels. If you have any say in the matter, you still won't be.

SETUP

Your troops set up at point D.

TROOPS

You start with the troops that made it into the mine, plus 100 Bounty Points of stragglers that showed up at the last minute.





BRIEFING 39

As his scouting party, "Little Napoleon" is relying on you to give him the right information. He wants a smooth ride into Roswell with no surprises.

Instead, you walked right smack into the middle of an ambush. And on the other end of the ambush are a couple of cannons howling at your troops.

Well, Smith is bound to hear the cannons, and he should be here soon with reinforcements. Right now your main objective is to silence those guns before Roswell can hear them.

TROOPS

Tom "Little Napoleon" Smith starts the campaign with 1000 Bounty Points worth of troops. He dispatches 200 points worth of troops to scout out ahead for this battle.

SPECIAL RULES

ALLIES

Smith's player may have up to two allies from other railroads (other than Dixie Rails, of course, or any railroad that allies with them). The allied players may each take up to 300 of the 1000 Bounty Points Smith's player has.

BRIEFING 40

Weak and weary, your troops mount up and start to ride from the canyon. The gunfire erupting from the distance is still a mystery, but as you get closer you begin to hear the screams of soldiers.

This doesn't sound like a hospitable route out of here, but the only other option is to ride straight back to Roswell. Those fellows probably don't want to see your faces, either.

If you have to fight one last time to get out, so be it. But as you round the bend the sight in front of you is horrendous.

The Dixie Rails forces that tried to stop you from entering the canyon are being torn apart, literally. A tall, looming figure turns to the first troops in your party, and slices their heads off with his massive scythe. Their lifeless, and headless, bodies fall sickeningly to the ground.

TROOPS

Smith's forces were decimated after the attack on Roswell. You could only muster 250 points worth of troops to escape from the canyon.

BRIEFING 41

The sound of the battle echoed over the horizon for what seemed to be forever. Now the guns have stopped, and the anticipation lingers.

Were the advance parties able to stop the enemy, or were they wiped out entirely? If they couldn't stop them, maybe they were able to hold them long enough for you to recall some of your forces from your other defensive positions.

A dust trail forms at the edge of your sight, and part of your question is answered. They didn't stop them, but how badly are they hurt?

No matter. They will be here any moment, and now it's your turn to get shot at.

TROOPS

You start your defense with 250 points worth of troops. The number of turns that you held Smith's forces in the last battle determines your reinforcements. For every turn your forces remained above half strength, up to a maximum of four turns, yields 50 points worth of reinforcements.

DEPLOYMENT

Your initial forces may set up in the areas designated on the map. Your reinforcements arrive at the beginning of the second turn from the southern edge of the board.

BRIEFING 42

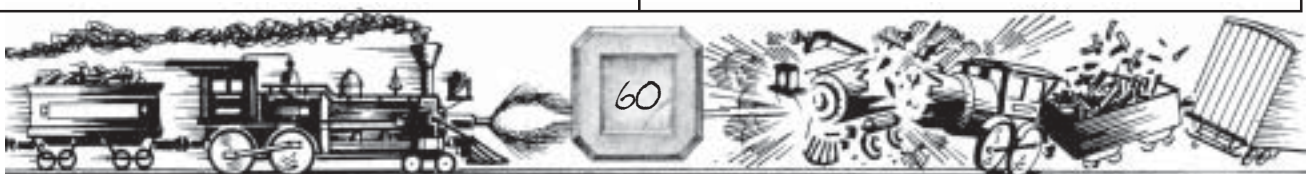
Are you sure you know how to use that hogleg, pardner? That had to be the most embarrassing display of marksmanship ever shown in the Weird West. Just because you got whipped to the other side of town doesn't mean you should be completely ashamed. At least it looks like you've got a second chance. One of your rivals has set up a barricade on a farm at the edge of town. He must have found the disc. You've got some reinforcements coming any moment. Take the barn by storm and maybe everyone will forget your previous fiasco.

DEPLOYMENT

Your troops are holed up in and around Aunt May's Dress Shop (within 6").

BONUS

Roll a d6 at the beginning of each turn, including the first. On a 1, 250 points worth of reinforcements enter the game from directly behind the Copperhead.





BRIEFING 43

Well, this is great. By order of your Rail Baron, you made the trip into the land of fruits and nuts, and now look at what's happening.

Good thing your boss decided to give you a little firepower, since you and the little army that tagged along aren't the only ones attending this party. Well, better make sure the powder is dry. Looks like you might need it.

As you look around the canyon, you notice there are troops posted on the small mesa in the center and around the cave entrances at the bottom of the mesa.

A rider darts out from the mesa and hands a letter to the leader of each army. The letter reads:

Welcome, my fellow "associates". As you can see, you weren't the only ones invited to this..."social" gathering. You may think that I have deceived you—and you are correct—but I also know that you would betray me once I had revealed the location of the ghost rock vein. That is why you have all brought large forces, is it not? Once again you have shown your weakness for worldly possessions, and in the process you would destroy me to get it. Well, I will let you have the precious mineral, but you must fight each other for it. There are three entrances to the mines, spread around the mesa. Certainly not enough for all of you, but that should make this all the more interesting! Please, go ahead, kill each other for your rock. Those of you who live will be wealthy beyond belief, and those of you who die...well, let's just say your souls are damned!

TROOPS

You have 500 Bounty Points to spend on troops

DEPLOYMENT

Your troops deploy within 12" of the edge of the board in and around point E.

BONUS

You get a bonus equal to the Bounty of every one of your own troops that enters through mine shaft 2. You also lose the Bounty Points for every enemy troop that enters through the mine shaft that is designated as your own.

BRIEFING 44

Nothing ever goes as planned! What was supposed to be a virtually unopposed occupation looks like it's about to turn into a blood bath.

From the size of the force coming up from the south, Shaw has to assume that Reynold's force didn't hold the pass for as long as he'd hoped.

Now, potentially outnumbered and outgunned, Shaw has no choice but to hold the town just long enough to get the war train over the trestle. Or he'll die trying!

TROOPS

Shaw's main force is arriving in Bell's Gorge with all his troops that survived **The First Minute**.

DEPLOYMENT

Deployment depends on how each player did in the last battle. If Shaw's forces lost the battle in **The First Minute**, his troops don't arrive until Turn 2.

If you won the battle, your forces arrive on Turn 1, but they have to move onto the board. If you won the battle with more than twice the Bounty Points than your opponent, you can place your troops anywhere east of the gorge from the northern side of the board.

Since Shaw's force is just arriving on the scene, he hasn't had time to place any ambushers. None of his troops can use the *Bushwhack* special ability.

BRIEFING 45

That black-hearted coward Grimme is nothing more than a wolf in sheep's clothing! Now the troops that made it into the mine are trapped and there's only one way out.

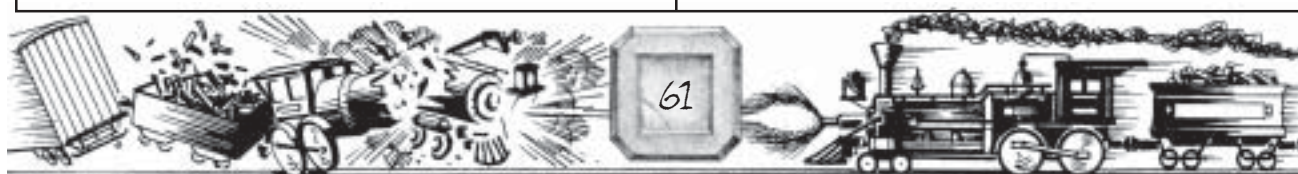
It's going to be a mad rush for the exit, and if you don't come home with the information your boss has requested your worm food. Well, you might be worm food anyway.

SETUP

Your troops set up at point A.

TROOPS

You start with the troops that made it into the mine, plus 100 Bounty Points of stragglers that showed up at the last minute.





BRIEFING 46

Well, pardner, that didn't work and now most of your troops have holes in them. Funny how a man doesn't do anything when he's full of lead.

Keep this up, and you'll find yourself cleaning the boss's stables. Although that may be a career move in the right direction, considering the amount of success you've had gunslinging.

Wait a doggone minute... would you look at that. That idiot has pulled that thing right out into the open. Hot damn, now's your chance, hombre!

DEPLOYMENT

Your gang taken refuge in Biggy Squiggly's General Store. Your reinforcements will be arriving on the edge of the table at point E.

If your forces were signaled in the last battle, you have your reinforcements at the beginning of the first turn. Otherwise they will arrive at the beginning of the second turn.

BONUS

None. Getting your worthless hide out of this mess is bonus enough.



BRIEFING 47

You knew this excursion into California was a bad idea. As usual, though, your boss wouldn't listen.

He had visions of ghost rock floating in his head. The Rail Baron doesn't believe Grimme has the saucer, but if he does—and you get it—that's icing on the cake.

When you said something was wrong with this plan, you were right. The other Rail Baron's have gotten word of the location, too. Either their spies have done their job, or Grimme has sold you out. If you were a gambling cowpoke, you would bet on the latter.

As you enter the canyon, a rider darts out from the mesa and hands a letter to your commander. The letter reads:

Welcome, my fellow "associates". As you can see, you weren't the only ones invited to this..."social" gathering. You may think that I have deceived you—and you are correct—but I also know that you would betray me once I had revealed the location of the ghost rock vein. That is why you have all brought large forces, is it not? Once again you have shown your weakness for worldly possessions, and in the process you would destroy me to get it. Well, I will let you have the precious mineral, but you must fight each other for it. There are three entrances to the mines, spread around the mesa. Certainly not enough for all of you, but that should make this all the more interesting! Please, go ahead, kill each other for your rock. Those of you who live will be wealthy beyond belief, and those of you who die...well, let's just say your souls are damned!

TROOPS

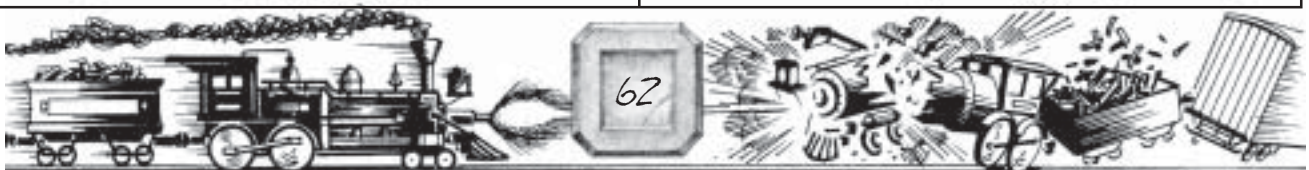
You may spend 500 Bounty Points on troops.

DEPLOYMENT

Your troops deploy within 12" of the edge of the board in and around area F.

BONUS

You get a bonus equal to the Bounty of every one of your own troops that enters through mine shaft 3. You also lose the Bounty Points for every enemy troop that enters through your designated mine shaft.





EVENTS

Nothing ever goes as planned on the field of battle. Here's a few reasons why.

EVENT 1

Stop, Thief! Just as the skirmish is getting ripe, a loud scream comes from the farm. Farmer John has rounded up a posse and he's defending what's his. "Git offa my land!" he yells as he charges.

Treat Farmer John and his friends as a posse of Gunmen. Farmer John is the figure with the shotgun. They enter the board the bottom of the board, just south of the big barn.

These troops are yours for the duration of the battle.

EVENT 2

Plausible Deniability! Neither the Agency nor the Texas Rangers want word of this mysterious disc getting out. One of their agents, unknown even to their own forces at work in the town, has planted explosives in the buildings of Dry Gulch. No one will believe people who claim a "flying saucer" was seen in Dry Gulch if the town doesn't even exist (any more).

Roll a d6 for each building on the table (except those of the farm). On anything but a 6, the building suffers a spectacular explosion. Any troops inside the building suffer 3d20 damage. Those who are outside but within 6" of a blown building take 2d10 damage.

EVENT 3

The Calvary's Coming! The posse of Gunmen out on patrol heard the sounds of the air ships' attack and come a' running! This is a normal posse of Gunmen and they're Mounted. They arrive on the road from the east side of the map. Draw an Action Card for them at the beginning of Turn 3.

EVENT 4

Like a Cornered Rat. Once the Jumpers have entered the relay station, Gordon's panic sends a huge burst of adrenaline into his system. Gordon gets an additional Action card each turn and receives a +2 to *Fightin'* attacks and damage until the end of the battle. However, he's shaking like a leaf in a windstorm, so all his *Shootin'* rolls are at -2 for the rest of the battle.

EVENT 5

Avalanche! The cliffs surrounding the pass are unstable. Any single attack capable of damaging a structure that does 25 points of damage or more that strikes the cliffs causes an avalanche. The rockfall begins at the point of damage (or center of the Boom! Template for area of effect attacks). It measures 4" across, centered on the damage, and covers 6" downhill. Any troop caught in the avalanche takes 2d10 damage.

The avalanche creates a boulder field covering the same area. Troops in this area now receive hard cover, and vehicles can't enter or move through it.

EVENT 6

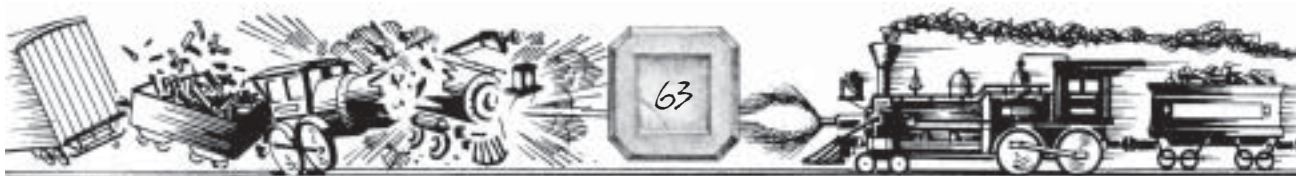
The Train's A' Comin'! The war train enters the board at the beginning of turn 1, moving at Full Steam. It consists of a Locomotive (with a Ram Plate), and 2 War Cars (each car has a Steam Gatling in the front turret and a Steam Cannon in the rear turret). The entire train has *Heavy Armor 6*. Other details on handling this steam powered engine of destruction can be found in *Derailed!*.

Each turn draw an Action Card for each car of the train to see when it can fire its weapons. The Locomotive moves on its full Pace on its Action card. The train built up speed on a downhill slope outside of Bell's Gorge and is moving a fair piece faster than normal. For the length of the scenario the train has a Full Steam Pace of 20—as long as it doesn't put on the brakes. If the war train slows down for any reason, it reverts to the normal Full Steam Pace of 15.

EVENT 7

The Human Bombs What Bombs at Midday. Unknown to either side, some fanatical followers of the Reverend Grimme and the Church of Lost Angels arrived in town about an hour ago. These cultists intend to destroy the trestle across the gorge, and they are carrying enough dynamite under their coats to blow it to the moon and back!

The cultists consist of 2 Human Bombs and a posse of Gunmen armed with shotguns. The Gunmen work as normal rogue troops, but the Human Bombs run straight for the trestle. As soon as they reach the trestle, the lunatics detonate themselves.





EVENT 8

Better Late Than Never. Audrey Tucker has been monitoring the dispatches at the relay station. Shortly after seizing it, she realized from the messages she was seeing that a large force was moving against Shaw's force. Realizing her mission at the station was a wash, Tucker downed the lines and set out on foot with the remains of her strike force to try to reach Shaw.

The surviving troops of Tucker's small force enter anywhere along the western board edge. Draw cards normally for them this round.

EVENT 9

Down, But Not Out! The remainder of Wheels Kirby's patrol has been shadowing Shaw's main body since their encounter. Knowing it would be suicide to attack again, the troops have been biding their time. Seeing Cobb's troops moving into Bell's Gorge from the south, Kirby orders his troops to attack.

At the end of Turn 3, the Kirby and any of his troops and vehicles surviving **The First Minute** enter the board from along the northern edge and east of the gorge.

EVENT 10

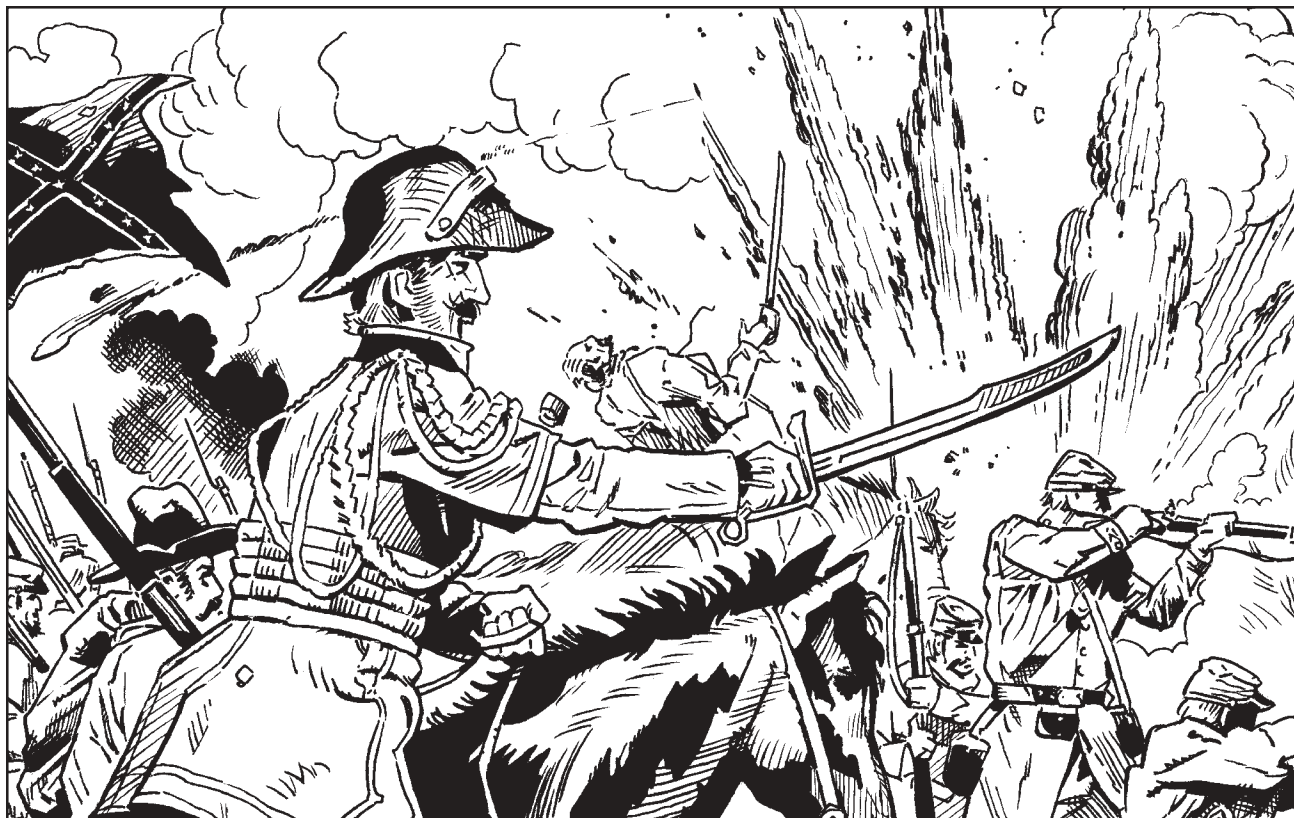
It's Payback Time. Reynolds' holding force was little more than an annoyance to Cobb's horde. The brave hero held the pass as long as he could, but in the end, sheer numbers overwhelmed them. His force was scattered and the relief column roared on towards Bell's Gorge. Reynolds rallied the few troops still able to hold a weapon and set off in pursuit of Cobb.

Determined to get a little payback, Fletcher Reynolds and the remains of his force from **A Spartan Defense** enter the anywhere along the southern board edge east of the gorge.

EVENT 11

Fall Back!. Smith's forces are starting to break through, and Roswell is the next step in their path. Instructions were issued to your men to hold them as long as possible, but once they break through fall back with a warning.

The Roswell units must retreat off of the northern edge of the board as a diversion to help the runner. Once they begin to move, a runner is dispatched off of the eastern edge of the board to carry the message of the attack.





EVENT 12

The Reinforcements Have Arrived! As soon as your forces move to the main gate of Roswell, a horn is heard from the distance signaling a charge.

The last of the advance units are here to save the day. Cheers echo through the tattered ranks of the Roswell units.

The attacking forces hesitate for a moment as they try to decide the best plan of action. The new forces could swing the tide of battle, and Roswell may be saved after all.

200 Bounty Points worth of reinforcements enter from the southern edge of the board.

EVENT 13

At the Mercy of the Enemy. As Grimme's forces tear the weary troops to bits, someone shouts the desperate cry, "Get back to Roswell!" The phrase begins to spread among Smith's meager forces like the plague.

Obviously they feel more comfortable pleading for mercy from Roswell than facing these demons. Better to rely on the honor of soldiers than these bloodthirsty murderers.

All of Smith's forces immediately head for the western edge of the board.

EVENT 14

The Bloody Ones Arise! Just when the troops thought things couldn't get any worse, they do. The ground starts to erupt around your soldiers, and Bloody Ones emerge from the broken earth.

The screams of the soldiers fill the air as the monsters go to work on Smith's weakening troops. This is the end, pardner, and a gruesome one to boot.

Five Bloody Ones emerge from different points around the board. The Bloody Ones must set up at least 12" apart from each other.

EVENT 15

Go For Broke! Looks like the others are about to get to the mine before you. If you don't do something, and fast, you can kiss your chances for the ghost rock strike good-bye.

You give the command for all of your troops to go for your mineshaft, no matter what the cost. Make an Easy (4) **Guts** check for all of your units that aren't Eatin' Dirt. Those that pass must run for their mine shaft this turn.

EVENT 16

Kicking the Hornet's Nest. Now's the time to let them know who's the boss. Grimme told you to turn up the heat when the first soldiers enter the mines, and the troops are in the perfect position to rain down a little chaos. It's time to make an omelet!

Don't worry about eliminating too many troops. Your job is to kick the hornets nest around a little. Grimme has something special in mind for later.

The troops on top of the mesa open fire, and they always shoot at the posse closest to the mine shafts.

EVENT 17

Claustrophobia! Things aren't going so well for your troops, and some of them are starting to weird-out a little. A gunman with a shaky voice yells, "I can't breathe in this hole. I gotta get outta here. We're all gonna die!"

The gunman and the rest of his posse run directly for the exit. If somebody doesn't stop them, Grimme is going to blow the whole place and bury you all!

Make an Easy (4) **Guts** check for all of your posses. Those who fail run straight for the exit like bats outta Hell.

EVENT 18

The Grave Is Sealed! A tremendous explosion rocks the cavern as Grimme seals the trap. Your foolish move has doomed all of you.

The pillar collapses onto the cave that was your only salvation. Any troops within 12" of the pillar suffer 3d10 damage from the massive explosion.

Grimme has gotten his wish. He has buried you in the cave with the two items you desired the most. Best be glad your dead, pardner, cause your Rail Baron would have killed you anyway.

EVENT 19

They're Here! They always say there's a silver lining to every storm cloud, and here's yours. Some of the troops that made it into the mines have just emerged from their doom, and you have some much needed reinforcements.

It may not be enough to help you escape, but it's better than nothing. Praise the Lord, and pass the ammunition. This is the last ride of the railroad's coalition army.







APPENDIX B: HEROES



JOHN BULLWORTH

John Bullworth is probably the most staunch Texas Ranger to come out of the South in quite sometime. He is usually a quiet, reserved man, but he can be a hard-ass when necessary.

He is a driven man, and he is determined to finish all of his objectives in Dry Gulch with ruthless abandon. He realizes that this may be one of the most important missions he has ever overseen.

In the summer of 1876, a Union spy infiltrated the Rangers, killed a few good men, and made off with the plans for the X-Craft. Before the spy could sell them to the highest bidder, though, Bullworth tracked him down and recovered the plans.

With the fate of the Confederacy and Dixie Rails on the line for the second time, Bullworth is definitely the man for the job. If he fails to retrieve the saucer in Dry Gulch, you can bet he will follow it to the ends of the earth, or he will die in the process.

PROFILE

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

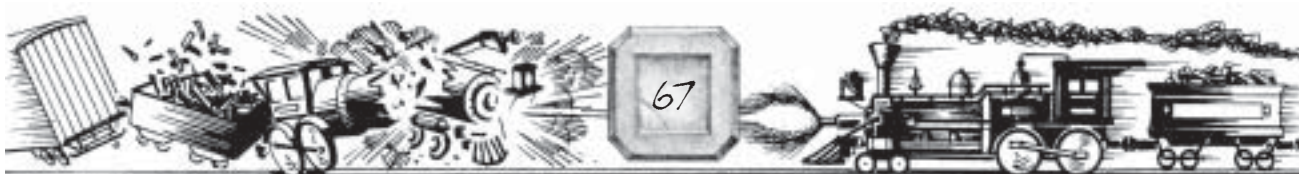
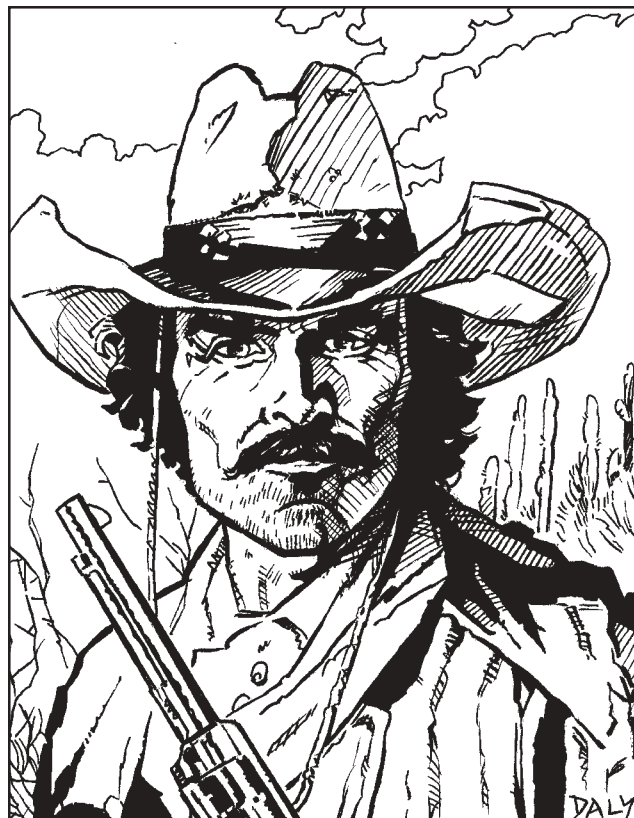
Edges: Bushwack, Crack Shot, Law Man

Hindrances: Heroic, Loyal

Gear: Pistol, Rifle

Number: Single

Bounty/Cost: 50





THE BUTTERFLY

The Butterfly is a beautiful and notorious assassin in the employ of the Iron Dragon Railroad. She immigrated to America in the hopes that her talents would lead to wealth. No one knows her true name, and few find the courage to ask her what it is.

Kang wants the flying saucer, not only for the railroad, but for the monetary value it may carry with other interested parties. He has entrusted this mission with the infamous Butterfly.

Her nickname comes from the grace and beauty she displays. Make no mistake, though, she is as deadly as she is beautiful.

PROFILE

Strength d6 **Smarts d8** **Vigor d8**
Shootin' d4 **Fightin' d12** **Guts d8**

Edges: Arcane Background: Huckster, Martial Arts

Hindrances: Vengeful

Gear: Martial arts fan (acts as +2 Armor, but only in Hand to Hand)

Number: Single

Bounty/Cost: 55



LEMUEL COBB

Lemuel Cobb is a tough man. He has seen a lot of action in the Great Rail Wars, and he is a respected and well known veteran.

He is a true western hero. As the old saying goes, he knows how to "walk the walk, and talk the talk."

He feels at home on the field of battle, and he is motivated and stubborn when it comes to a fight. Cobb will push his troops to their limits and beyond.

Rumor has it that he slapped one of his soldiers during the War Between the States, and he faced the option of an honorable discharge or prison. He chose the discharge and immediately went to work for his Rail Baron.

PROFILE

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

Edges: Born on Horseback, Brawny, Nerves o' Steel

Hindrances: Enemy, Loyal

Gear: Pistol

Number: Single

Bounty/Cost: 40





JASPER COLTRANE

Jasper Coltrane is a quiet, unimposing man. He stutters and is slow to react to most of the jokes that are made at his expense.

He isn't the best leader, but Smith trusts him to get the job done when necessary. Jasper tries his best not to let him down.

When it comes to scouting, however, he is a master of his trade. He is as good as the famous frontiersman of the past, but he is known only in small circles.

Jasper prefers it that way. Anonymity can sometimes be an asset when you're sneaky.

"The f-f-fewer folks that n-n-know about me, the easier it is t-t-to sneak up on 'em," he always says.

PROFILE

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

Edges: Bushwack, Eagle Eyes, Sneaky

Hindrances: Bad Luck, Loco: Paranoid

Gear: Rifle, horse

Number: Single

Bounty/Cost: 40



CAPTAIN DOOLY

Captain Dooly is one of the most outstanding officers in the Confederate army. When all of the other officers decided to abandon Roswell, he volunteered to stay and defend the base to the last man.

Dooly is well respected, and his men trust him. He has sworn to hold the base as long as possible, and his troops will stand with him for the long haul.

As a captain, he has received many awards for heroism and bravery, and his stand at Roswell will certainly go down in history. The deed will undoubtedly earn him another medal.

Make no mistake, though, it's not the medals that he's after. He believes in his cause, and he is a true patriot.

PROFILE

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

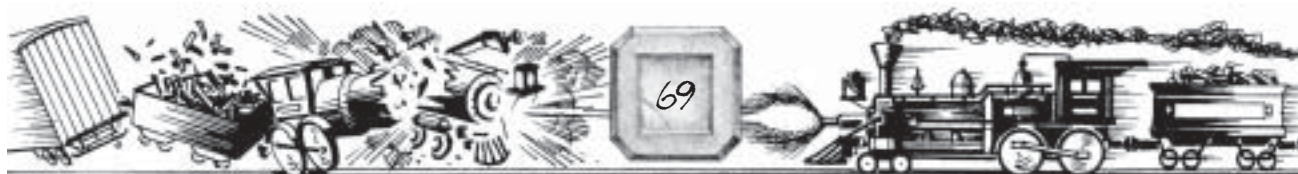
Edges: Luck o' the Irish, Rank

Hindrances: Heroic, Loyal

Gear: Pistol, saber (STR+2)

Number: Single

Bounty/Cost: 40





KATE HATHOWAY

Kate's horrifying past certainly influenced her decision to get involved with the Agency. The loss of her parents was the most traumatic event in her life, but it strengthened her resolve, and she is one of the most outstanding agents in the service of the Union.

She pursues her duties with unparalleled determination, and she rarely fails to achieve her goals. Kate is a strong woman, with a strong will to match.

Her weapon of choice is a rifle, since she grew up shooting on the range, but she will carry the standard Gatling pistol on occasion. Kate is as skilled at walloping ornery cowpokes as she is at plugging them at long range.

PROFILE

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

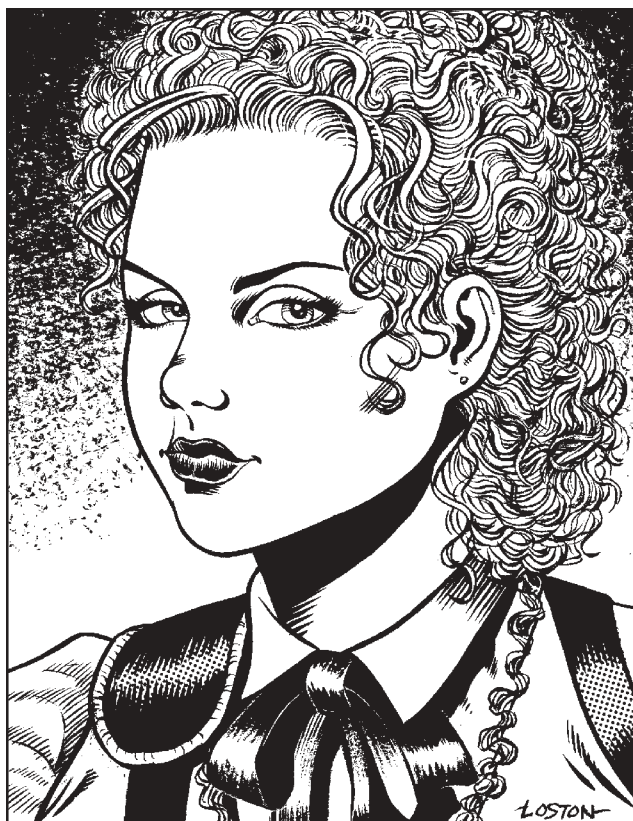
Edges: Crack Shot, Law Man

Hindrances: Death Wish, Heroic

Gear: Gatling pistol, rifle, horse

Number: Single

Bounty/Cost: 45



ISAIAH JONES

Isaiah Jones caught Grimme's eye early in his life. The good Reverend saw qualities in the young Isaiah that could pay off in future services for the church.

Isaiah was a street child, but a very resourceful one. He got caught pickpocketing the Reverend one afternoon, but Grimme decided to help the boy instead of reprimanding him.

Grimme took the fledgling servant under his wing, and despite some early "incidents", Jones moved through the ranks quickly.

He now serves the Reverend in ways that most people would see as unscrupulous. Jones, however, sees it as an opportunity to better his life—albeit through the misfortunes of others.

PROFILE

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

Edges: Infiltration, Sneaky

Hindrances: Cautious

Gear: Pistol, knife (STR+2)

Number: Single

Bounty/Cost: 40





"WHEELS" KIRBY

Jackson "Wheels" Kirby got his nickname from the fact that he's always on the move. He rarely stops long enough to do anything except hunt big game, which is one of his favorite things to do.

Kirby built his reputation around his adventurous desire to hunt. He loves to go on safari, and he dresses in outback clothing all of the time.

"Wheels" Kirby is a competent leader, and his Rail Baron relies on him to keep things moving. His men don't like his no nonsense, always on the go attitude, but that's probably because those lazy cowpokes would rather be on siesta than fighting or working.

PROFILE

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

Edges: Brave, Level Headed

Hindrances: Big Britches, Bloodthirsty

Gear: Sharps Big .50

Number: Single

Bounty/Cost: 45



GASTONE "JUMBO" MOLINEUX

Gastone "Jumbo" Molineux was raised somewhere in the swamps of Louisiana. He gets his nickname from his tremendous and imposing size.

His appearance is disgusting, and most people that come into contact with him find him repulsive. He has rolls of fat covering his body, he smells, and his clothing is tattered and covered with dirt.

Gastone has probably never bathed a day in his life, except in the swamp juices from which he arose. His stench is unbearable.

Gastone is an evil man, and he cares about nothing but killing and filling his belly. He is ruthless, and he will not hesitate to squash anyone or anything that gets in his way.

PROFILE

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

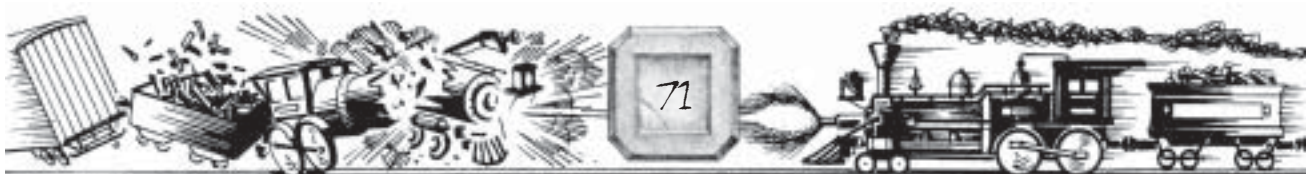
Edges: Brawny, Sand

Hindrances: Big 'Un, Bloodthirsty, Slowpoke

Gear: Pistol, Club (STR+2)

Number: Single

Bounty/Cost: 40





NELLIE PARKER

Nellie Parker is from the great city of New Orleans. She was raised by wealthy parents who entertained regularly.

Nellie, obviously, picked up on their lavish life-style. She prides herself on her social stature, and flaunts it without hesitation.

She uses her beauty and charm to get what she needs out of life. If that doesn't work, she knows how to handle herself and she forcefully takes that which she desires.

Her favorite weapon is the whip, but she also carries a pair of pistols which she wields with deadly accuracy. It is rumored that she also wields some arcane magic.

PROFILE

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

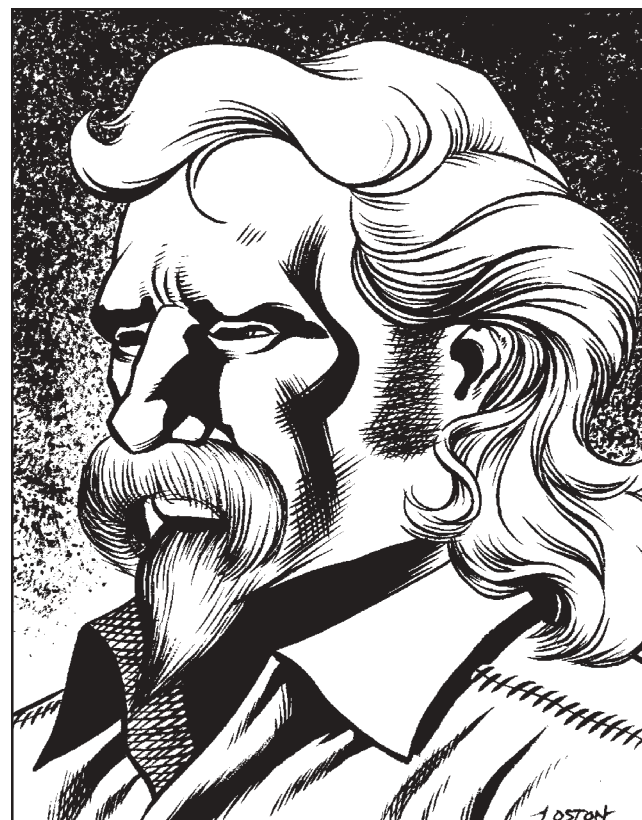
Edges: Arcane Background: Witch, Infiltration, Purty, Sneaky

Hindrances: Bloodthirsty, Mean as a Rattler

Gear: Whip (STR+2), pistols

Number: Single

Bounty/Cost: 55



FLETCHER REYNOLDS

Fletcher Reynolds made his living as a soldier, until he decided being a soldier was dangerous to his health. He is not coward, by any means, but he felt he could make a living in a much safer manner.

He tried his hand at living a normal life-style without any luck, and with even less of a jingle in his pocket. After he tired of being poor, he decided to return to soldiering, but with a twist.

Reynolds felt that being a mercenary may be the way to go. The Great Rail Wars gave him the means to follow his new career.

He signed on with one of the Rail Barons, and quickly proved his value as a leader. Fletcher has had some success in the Great Rail Wars, but he is beginning to doubt his luck.

PROFILE

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

Edges: Crack Shot, Rank

Hindrances: Loyal

Gear: Pistol, horse

Number: Single

Bounty/Cost: 40





MERDITH SHAW

Meredith Shaw was a British General, but he was dismissed from his duties and discharged when he made a fatal tactical error in the field. He came to America with the hopes of using his self-proclaimed superior leadership abilities in the War Between the States.

Instead, he found a position with one of the Rail Barons in the Great Rail Wars. So far his duties have been less than stellar, but with the raid on Roswell he has been given the opportunity to showcase his talent.

Shaw is motivated to succeed in his task. If he fails, his Rail Baron will kill him. Shaw is afraid of a lot of things, but dying ranks at the top. Death is motivation enough for anyone.

PROFILE

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

Edges: Born on Horseback, Luck o' the Irish

Hindrances: Cautious, Pacifist

Gear: Pistol, horse

Number: Single

Bounty/Cost: 40



TOM SMITH

Tom "Little Napoleon" Smith is a notorious soldier with a reputation for being a superb tactician. His short stature and notable leadership skills led to his nickname—which he takes great pride in.

Tom Smith was raised Back East, and he attended the Virginia Military Institute where he graduated with honors. Tom served for a short period of time in the War Between the States, but when he was offered a lucrative position with a railroad he accepted the offer.

Because of his small stature, Tom continually feels that he must prove himself to his soldiers. He will take risks that some see as unnecessary, and sometimes puts himself in bad situations just to prove his bravery.

PROFILE

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

Edges: Born on Horseback, Brave, Rank

Hindrances: Death Wish, Heroic, Slowpoke

Gear: Pistol, saber (STR+2), horse

Number: Single

Bounty/Cost: 45





AUDREY "TROUBLE" TUCKER

Audrey "Trouble" Tucker grew up a true tomboy. She loved to climb trees, rocks, and anything that got in her way.

She gained a reputation for her fearless acts of bravery, and she soon proved that she was the roughest, toughest hombre in her town.

Audrey also had a reputation for having a horrible streak of bad luck, and the townsfolk soon began to call her "trouble." She soon found it impossible to make friends, so she decided to move on when the time was right.

Soon after "jumping" from her town, she landed a job as a mercenary with a Rail Baron. Though she complains about her duties, she loves the adventure, and the pay.

PROFILE

Strength d6

Smarts d8

Vigor d6

Shootin' d8

Fightin' d6

Guts d8

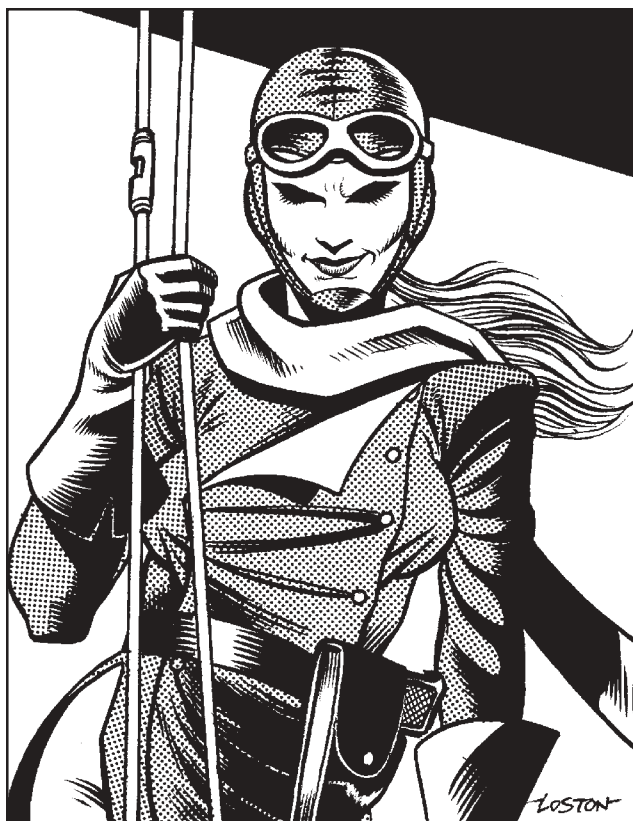
Edges: Brave, Crack Shot

Hindrances: Bad Luck, Heroic

Gear: Pistol, Air Catchers

Number: Single

Bounty/Cost: 35



JAKE "SAWTOOTH" YOSEMITE

Jake "Sawtooth" Yosemite is a lumberjack first, and a mercenary second. He likes his job as a mercenary, and he will see any assignment through to the end, but he yearns for the day when he may return to the wilderness and chop wood for a living.

Jake is originally from the mountains of Montana. He is an outdoorsman from head to toe, and he dresses the part.

His favorite weapon is a chainsaw, and some say that he was born with it in his hands. In fact his nickname, "Sawtooth," comes from his love of the gadget, and his uncanny ability to use it with deadly precision. Anyone caught in its destructive path will be cut to pieces.

PROFILE

Strength d8

Smarts d6

Vigor d8

Shootin' d6

Fightin' d10

Guts d8

Edges: Brave, Brawny

Hindrances: Death Wish, Heroic

Gear: Steam Chainsaw

Number: Single

Bounty/Cost: 40





APPENDIX C: THE FLYING DISK



THE HISTORY OF THE X-CRAFT

The X-Craft, as it is affectionately known to the Roswell scientists, is the pride of the Confederacy. Its development began in the spring of 1876 with a request from the War Department for a new and unique weapon that would change the South's stand in the Civil War and the Great Rail Wars.

The War Department's request and specifications were laughable at first, but the scientists soon realized the seriousness of the issue. The project was so secret, that the men recruited for the work were all chosen due to their lack of connections in the real world.

None of them were married, few had living family members, or their family was outside of the States, and most of them had even fewer friends. Therefore, if they were to disappear, no one would notice.

If they were unsuccessful in their endeavors, the Confederacy would conveniently "dismiss" the scientists, since their services were absorbing valuable resources. The threats were obvious, so needless to say they worked fervently on the project.

If successful, they would all be heroes. Not to mention they would probably be allowed to return to normal lives, since they had provided an invaluable service to their country.

The flying disk, if successful, would provide the Confederacy and Dixie Rails with a sophisticated weapon that could fill multiple combat and service roles. Not only would it be a machine capable of providing much needed fire-support for troops, but it could protect artillery, bust-up cavalry charges, and carry a heavy load of ammunition or weapons to troops in a variety of terrain types.

Some of the leaders were sceptical, and claimed that the air carriage could do all of those things and carry troops. The protagonists, though, were quick to point out that the flying disk is a smaller target, and is far more useful in a tactical situation than the air carriage.

THE BIG PAYOFF

The protagonists won the debate of the X-Craft's usefulness, and the project was given full funding. The Confederate armies were to get the first off the production line, followed by Dixie Rails.

Jubilation spread through the upper echelons of the War Department as word spread in July of 1876 that the scientists had built a working prototype. Optimism's flame burned throughout the administration as the project was deemed a success.

Then it happened. On October 31, 1876, an X-Craft crashed outside of a small town near Roswell. The Confederacy's secret was out.





THE FLYING DISK

This fantastic machine is officially dubbed the X-Craft, but most folks just call it the Flying Disk. The gizmo has two large fans in the center of the body that spin in opposite directions of each other. The fans provide lift and propulsion.

The X-Craft requires two crewmen: a pilot and a gunner.

OPERATION

The disk's altitude is limited to Medium, but it can hover indefinitely. The pilot can rotate the main frame of the disk by using levers and brakes to slow one of the counter-rotating fans. This allows the craft to turn as it wishes, and a directional fan on the back of the disk is used to move it forward.

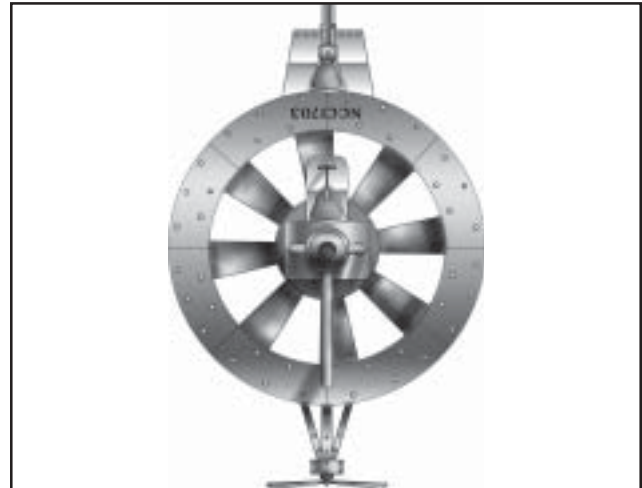
Since the saucer may hover, it has no minimum pace, and it does not have to perform a takeoff run like other flying rigs—it can leave the ground from a Dead Stop.

The flying disk may perform Pop-Ups, and in fact, this is one of the favorite maneuvers of the pilots. The saucer may not back up, nor may it perform Power Dives.



WEAPONS

A single Light weapon is mounted on the front of the disk, and is fired by the gunner.



UPGRADES

- Armor
- Bomb Racks
- Reinforced Frame
- Tweaked
- Wind Gauges

MALFUNCTION

Minor Malfunction: The disk's sophisticated levers and pulleys begin to tighten and stick. All *Drivin'* rolls receive a -2 penalty until the problem is repaired. **Repair:** 4.

Major Malfunction: One of the fans comes loose from its mount, and the rig begins to oscillate precariously. The disk must land immediately or the forces will tear it apart. It can't be flown until repairs are made. **Repair:** 8.

Catastrophe: A fan breaks loose, collides with the frame of the disk, and sends a chunk of shrapnel through the boiler. The disk explodes in a ball of fire. Any figure within 12" of the center of the disk takes 3d10 damage. The disk is Wrecked.

TRAITS

- Durability:** d8
- Size:** +1
- Pace:** 3/6/12
- Crew:** 2
- Special:** Armor 2, Malfunction d6





Lieutenant Ferro

Lieutenant Joseph Ferro was chosen from some of the finest of the young Confederate officers to take part in the X-Craft project. His physical attributes and personal zeal led to the opportunity to pilot the craft, and he immediately became one of the best pilots.

Ferro takes his job very seriously, and he is an excellent soldier, and an even better pilot. His family has a history of fine soldiers, and he is honor bound to hold up that tradition.

After being assigned to Roswell, Ferro became even more immersed in his duties. He will defend his base and the secret it holds to the bitter end.

Profile

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

Edges: Drivin' d10, Artillery d10, Mechanically Inclined, Level Headed

Hindrances: Heroic, Loyal

Gear: Pistol

Number: Single

Bounty/Cost: 40



Lieutenant Spunkmeyer

Lieutenant Anne Spunkmeyer joined the Confederate army in the hopes of finding a career more promising than anything her home town had to offer. Her motivation and enthusiasm soon paid off, and she was soon transferred to the X-Craft flying corps.

Spunkmeyer excelled in her training, and she soon became one of Roswell's best pilots. When the attacks by the other railroads began in New Mexico, she was excited to be put on full alert since she might be given the chance to use her newfound abilities.

Spunkmeyer treats her flying machine as if it is her baby. She will only allow a gunner to fly along that will "talk" to her machine.

Profile

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

Edges: Drivin' d8, Mechanically Inclined

Hindrances: Superstitious

Gear: Pistol

Number: Single

Bounty/Cost: 35



The Butterfly Strength **d6** Smarts **d8** Vigor **d8**
 Shootin' **d4** Fightin' **d12** Guts **d8**
Special: Arcane Background: Huckster, Martial Arts, Vengeful, Hexes: Missed Me! d10, Soul Blast d12, Shadow Walk d8

Hero

IRON DRAGON 55 55

Cobb Strength **d6** Smarts **d8** Vigor **d6**
 Shootin' **d8** Fightin' **d8** Guts **d8**
Special: Born on Horseback, Brawny, Enemy, Loyal, Nerves o' Steel

Weapon Range ROF Damage
 Pistol 24 1 2d6

Hero

RAIL WARS 40 40

Coltrane Strength **d6** Smarts **d6** Vigor **d8**
 Shootin' **d10** Fightin' **d8** Guts **d8**
Special: Bad Luck, Bushwack, Eagle Eyes, Loco: Paranoid, Sneaky

Weapon Range ROF Damage
 Rifle 48 1 2d8

Hero

RAIL WARS 40 40

Dooley Strength **d6** Smarts **d8** Vigor **d8**
 Shootin' **d10** Fightin' **d8** Guts **d10**
Special: Heroic, Loyal, Luck o' the Irish, Rank

Weapon Range ROF Damage
 Buntline Saber 30 1 2d6 STR+2

Hero

DIMIE RAILS 40 40

Hathoway Strength **d6** Smarts **d8** Vigor **d6**
 Shootin' **d10** Fightin' **d8** Guts **d8**
Special: Crack Shot, Death Wish, Heroic, Law Man

Weapon Range ROF Damage
 Rifle 48 1 2d8
 Gatling Pistol 24 3 2d6

Hero

UNION BLUE 45 45

Jones Strength **d6** Smarts **d8** Vigor **d6**
 Shootin' **d8** Fightin' **d6** Guts **d8**
Special: Cautious, Infiltration, Sneaky

Weapon Range ROF Damage
 Pistol 24 1 2d6
 Knife STR+2

Hero

RAIL WARS 40 40

Kirby Strength **d8** Smarts **d6** Vigor **d8**
 Shootin' **d12** Fightin' **d8** Guts **d8**
Special: Big Britches, Bloodthirsty, Brave, Level Headed

Weapon Range ROF Damage
 Big .50 48 1 2d10

Hero

RAIL WARS 45 45

Jumbo Strength **d10** Smarts **d6** Vigor **d8**
 Shootin' **d6** Fightin' **d8** Guts **d10**
Special: Big 'Un, Bloodthirsty, Brawny, Sand, Slowpoke

Weapon Range ROF Damage
 Pistol 24 1 2d6
 Club Str+2

Hero

VERMILION 40 40

Parker

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

Special: Arcane Background: Witch, Bloodthirsty, Infiltration, Mean as a Rattler, Purty, Sneaky, Spells: Ball o' Doom d12, Touch o' Death d8,

Weapon 2 Pistols Whip	Range 24	ROF 1	Damage 2d6 STR+2
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Hero

BLACK RIVER **55** **55** **2**

Reynolds

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

Special: Crack Shot, Loyal, Rank

Weapon Pistol	Range 24	ROF 1	Damage 2d6
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Hero

RAIL WARS **40** **40**

Shaw

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

Special: Born on Horseback, Cautious, Luck o' the Irish, Pacifist

Weapon Pistol	Range 24	ROF 2	Damage 2d6
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Hero

RAIL WARS **40** **40**

Smith

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

Special: Born on Horseback, Brave, Death Wish, Heroic, Rank, Slowpoke

Weapon Pistol Shotgun Saber	Range 24 24	ROF 1 1	Damage 2d6 1-3d6 STR+2
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Hero

RAIL WARS **45** **45**

Tucker

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

Special: Air Catchers, Bad Luck, Brave, Crack Shot, Heroic

Weapon Pistol	Range 24	ROF 2	Damage 2d6
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Hero

RAIL WARS **35** **35**

Sawtooth

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

Special: Brave, Brawny, Death Wish, Heroic

Weapon Chain Saw	Range	ROF	Damage STR+4
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Hero

WASATCH **40** **40**

Ferro

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

Special: Artillery d10, Drivin' d10, Heroic, Mechanically Inclined, Level Headed, Loyal

Weapon Pistol	Range 24	ROF 2	Damage 2d6
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Hero

DIXIE RAILS **40** **40**

Spunkmeyer

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

Special: Artillery d8, Drivin' d8, Mechanically Inclined, Superstitious

Weapon Pistol	Range 24	ROF 2	Damage 2d6
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Hero

DIXIE RAILS **35** **35**

Flying Disk

Durability d8 **Size** +1

Pace 3/6/12 **Crew** 2

Special: Armor 2, Malfunction d6, Haunted, Reinforced Frame, Tweaked, Wind Gauges

Weapons: 1 Light

Air Rig

RAIL WARS **60** **40**

Flying Disk

Durability d8 **Size** +1

Pace 3/6/12 **Crew** 2

Special: Armor 2, Malfunction d6, Haunted, Reinforced Frame, Tweaked, Wind Gauges

Weapons: 1 Light

Air Rig

RAIL WARS **60** **40**

Flying Disk

Durability d8 **Size** +1

Pace 3/6/12 **Crew** 2

Special: Armor 2, Malfunction d6, Haunted, Reinforced Frame, Tweaked, Wind Gauges

Weapons: 1 Light

Air Rig

RAIL WARS **60** **40**

Flying Disk

Durability d8 **Size** +1

Pace 3/6/12 **Crew** 2

Special: Armor 2, Malfunction d6, Haunted, Reinforced Frame, Tweaked, Wind Gauges

Weapons: 1 Light

Air Rig

RAIL WARS **60** **40**

Bulworth

Strength d8 **Smarts** d8 **Vigor** d10

Shootin' d10 **Fightin'** d8 **Guts** d8

Special: Bushwhack, Crackshot, Heroic, Lawman, Loyal

Weapon **Range** **ROF** **Damage**

Pistol 24 1 2d6

Rifle 48 1 2d8

Hero

RAIL WARS **50** **50**

Jumper

Strength d6 **Smarts** d6 **Vigor** d6

Shootin' d6 **Fightin'** d6 **Guts** d6

Special: Air catchers

Weapon **Range** **ROF** **Damage**

Pistol 24 2 2d6

Rifle 48 1 2d8

Shotgun 24 1 1-3d6

Posse

RAIL WARS **50** **10**

Rig Crew

Strength d4 **Smarts** d6 **Vigor** d6

Shootin' d4 **Fightin'** d6 **Guts** d6

Special: Drivin' d8, Artillery d8, Mechanically Inclined

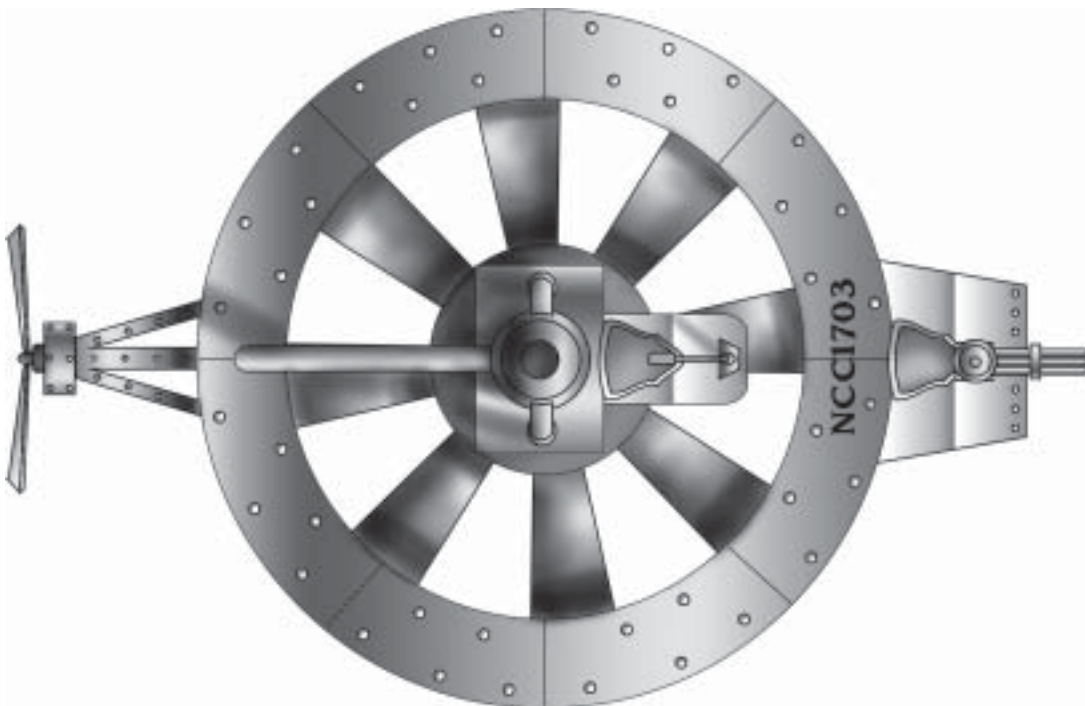
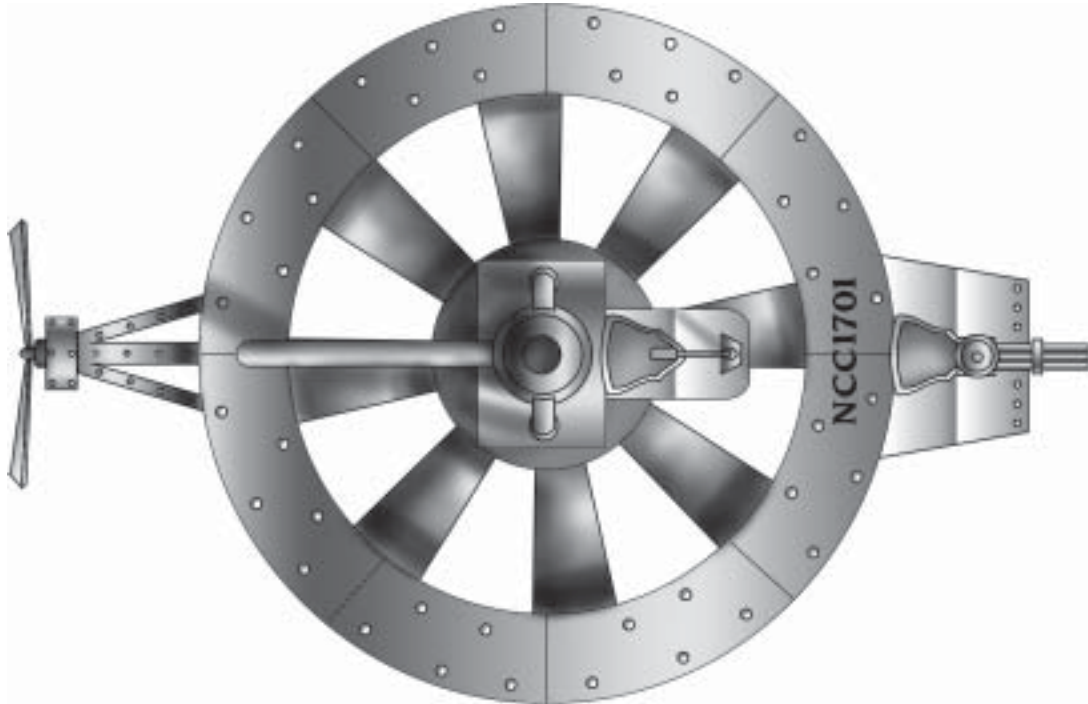
Weapon **Range** **ROF** **Damage**

Pistol 24 2 2d6

Crew

RAIL WARS **—** **10**

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