

Gunslingers and Gamblers™



FJGaming

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Introduction

First things first, *Gunslingers and Gamblers™* assumes a fair degree of familiarity with the "Wild West", particularly that presented in the cinema by Hollywood and the Spanish and Italian film makers of the 60's and 70's. It also makes the assumption that you, dear reader, are familiar with the overall concept of role-playing games and how to run and play them.

The rules presented here are focussed on providing game mechanics to run a game set in the wild west and some fairly broad brush strokes information on the Wild West of the period. *Gunslingers and Gamblers™* assumes a game set in 1876 in the Wild West territories of the Great Plains, Rockies, Great Basin and Southwestern Deserts.

What you need

A set of five poker dice for the GM and each player.

Poker chips, or some other similar device (such as tiddly winks)

Imagination.

Two or more people.

Glossary

GM: The Games Master, responsible for setting the scene and controlling the game.

Player: A player in a game run by a GM.

Character: A character controlled by a player.

NPC: A non-player character, which is a character controlled by the GM.

Chips: Chips are spent during play to modify rolled dice.

Hand: A "poker" hand assembled from a roll of poker dice. There are nine possible hands in *Gunslingers and Gamblers™* and the hands are rated from highest to lowest. A higher hand beats a lower hand.

Raise: For each "step up" a hand is over another hand, it is said to have a "Raise". So, Two Pairs has one Raise over a Pair.

Poker Dice: Dice marked with Nine, Ten, Jack, Queen, King and Ace rather than the usual one to six.

Wounds: Significant injuries to a character which, ultimately resulting in incapacitation or even death.

Session: A game session is a period of roughly three to four hours of play (real time).

Quirks: Quirks describe aspects of a character which aren't adequately covered by their description and traits. All Quirks are balanced, with positive and negative effects.

Trait: An ability possessed by a character and given a numerical value of 0 or more, higher is better.

Trait Roll: A roll of five poker dice, seeking to make the best hand possible.

Step Up/Step Down: The terms "step up" and "step down" are used at various places in the game in relation to dice rolls. "Step up" means to increase a hands type up by one and step down means to reduce a hands type by one. For example, if you step up a Pair once, it becomes Two Pairs.

Card Abbreviations

The following abbreviations are used throughout the game for poker dice faces (cards).

Card	Abbreviation	Dice Face (if not using poker dice)
Nine	9	1
Ten	T	2
Jack	J	3
Queen	Q	4
King	K	5
Ace	A	6

Using normal dice

You can use normal six-sided dice (marked from one to six) rather than poker dice to play the game. It's strongly advised against, as using poker dice really helps to add to the flavour of the game, but if you must use normal dice simply treat each dice number as a card face. The table above shows which card each dice face represents.

Using the Game

Gunslingers and Gamblers™ is organised into a series of chapters and to play the game, read from the start through to the end, simple really.

Credits

Writing, Design and Development: Jonathan Clarke

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Game Mechanics



“Among the Indians there have been no written laws. Customs handed down from generation to generation have been the only laws to guide them. Every one might act different from what was considered right did he choose to do so, but such acts would bring upon him the censure of the Nation.... This fear of the Nation's censure acted as a mighty band, binding all in one social, honourable compact.”

-George Kahgegabowh, Ojibwa Chief

Introduction

This section deals with the basic game mechanics used in *Gunslingers and Gamblers™*, specifically, how to roll dice and make trait rolls.

Scenes

The basic unit of time in a *Gunslingers and Gamblers™* game is the "scene", like a scene in a play or film.

A scene is a series of actions or events which occur in one place over a specific period of time. A scene ends when the characters involved leave the location or there is a major break in time.

For example, if a group of characters set up camp and then bed down for the night the "setting up camp" scene ends, there is a break in time until the next morning when the "next morning" scene begins.

In practice, it is fairly obvious when a scene ends during a game. A combat and its immediate aftermath of healing, interrogation of prisoners and so on is usually one scene.

A scene has no precise duration, instead it is a dramatic "unit" of time related to story telling.

Characters

A character in *Gunslingers and Gamblers™* is quantified by their description, quirks and their traits. A character's description covers all the less "mechanical" aspects about them, including their personality, appearance, history and possessions. Quirks and traits are a game concept, a way of quantifying a character's abilities in game terms.



Rules Summary

Just to make life easier, these points summarise the game mechanics.

- To perform a trait roll roll five poker dice and make the best hand you can.
- If you have a trait score of one or more you can re-roll a number of dice equal to or less than your trait score before making a hand.
- If the best hand you can make is a high card (five dice which cannot make any other hand) the action fails and you have botched.
- To succeed you have to beat the opposing hand.
- Modifiers alter the hand which was rolled.

Traits

Characters are defined by traits. Each trait has a numerical value of 0 or higher. If it's not stated otherwise, a trait can be assumed to have a score of zero. The higher the score the better the character is at actions relating to that trait. Trait scores progress as follows:

0 (minimum)
1
2
3
4
5
5/1
5/2
5/3
5/4
5/5 (maximum)

Traits are broken down into three groups, Body traits, Wits traits and Knowledge traits. Sometimes a rule may refer to, for example, "Wits traits" in which case that rule applies equally to all of the traits in the Wits group. A full list of traits, and the groups they are in, can be found in the character creation section.

For example, a character with Shooting 3 is a better shot than one with Shooting 2.

Trait Rolls

The basic game mechanic in *Gunslingers and Gamblers™* uses poker dice and is based on Five card draw poker. The object is to make the best hand you can from your roll, just like playing poker.

When a character attempts an action in *Gunslingers and Gamblers™* the GM may ask them to make a roll against a specific trait, such as a "Fighting roll".

Trait rolls are usually made when attempting actions where there is a degree of luck involved in success or failure. You wouldn't normally make a trait roll to open an unlocked door, climb over a low wall or run across flat ground. On the other hand, you would make a trait roll to kick down a locked door, climb up a cliff, shoot someone or run across broken or treacherous ground without losing your footing.

To make a trait roll, simply roll **five poker dice** and make the best poker dice hand possible from the rolled dice. The better the hand, the better you did. The various hands are discussed in the Hands section (below).

Trait Scores

If the character has a score of 0 in a trait they are being asked to roll against, they simply roll five dice and make the best hand they can. They have no re-rolls.

If you have a score of one to five in the trait being rolled, you may re-roll a number of dice from the roll equal to or less than your trait score, but you must take the new dice (this is similar to the way "five card draw" poker is played).

For example, a character who has to make a Fighting roll and who has Fighting 2 could re-roll one or two of the

dice, keeping the new results.

If you have a score of 5/1 or more you can re-roll any or all the dice from the roll **then** you may re-roll a number of dice up to the value after the slash.

For example, a character who has Fighting 5/2 could re-roll any or all dice, then could re-roll one or two dice more before producing their final hand. Note that you can re-roll dice you have already re-rolled, or dice which you haven't re-rolled already.

For example, a character with a 5/1 in Fighting rolls 9,10,J,Q,Q on their initial roll. They then decide to re-roll the 9,10 & J, getting a K, A and a Q. This gives them Q,Q,Q,K,A.

They then use their extra re-roll (the 1 after the slash) to re-roll the A, getting a Q as well. Their final hand is Q,Q,Q,Q,K.

To perform a trait roll, roll five poker dice and make the best hand you can

Hands

Assemble your dice into a hand. The types of hand are listed below from best hand (Poker) to worst hand (High Card).

- Poker (five of a kind)
- Four of a Kind
- High Straight
- Full House
- Low Straight
- Three of a Kind
- Two Pairs
- Pair
- High Card

Note that these are not quite the same as normal poker hands because poker dice are being used rather than cards.

In *Gunslingers and Gamblers™* the values of the dice in a hand **do not** matter beyond determining the type of hand. A Pair of Nines and Pair of Tens are functionally identical as far as the rules are concerned.

The hands are defined as follows:

Poker (best)

This is the best hand. Five matching dice- such as five Kings.

Four of a kind

Four matching dice - such as four queens.

High Straight

This is five dice in a row, which means either 9TJQK or TJQKA.

Full House

This consists of three matching dice and two other matching dice - for example three nines and two tens.

Low Straight

This is four dice in a row, which could be a 9TJQ, TJQK or JQKA.

Three of a Kind

Three matching dice plus any two other dice.

The the harder the action being attempted, the "higher" the opposing hand.

Two Pairs

Two Pairs are two different Pairs and one other dice.

Pair

A hand with two matching dice and three other dice which do not match these or each other.

High Card (worst)

Five dice which do not form any of the combinations listed above.



Opposing Hands

Whenever a character is asked to make a trait roll they need to beat an opposing hand to succeed.

For example, a Pair of Queens does not beat a Pair of Aces in Gunslingers and Gamblers™. That result would be a failure or draw, depending on the circumstances To beat a Pair of Queens you would need to get Two Pairs or better.

The opposing hand represents the difficulty of the action being attempted. The harder the action being attempted, the "higher" the opposing hand. Sometimes the GM may set this hand based on how hard they think the task is (a "nominal" difficulty) and at other times the hand comes from another characters trait roll.

In the latter case, the character is deemed to be making an opposed roll (which is discussed in more detail later).

For example, if you are trying to sneak past someone you need to make an opposed roll of your Survival trait against their Notice trait. You would roll your Survival and they roll their Notice. To succeed in sneaking past you would need to beat their Notice roll.

If you are trying to pick a lock the GM would set a nominal difficulty for the action based on how complex the lock was.

The table below gives the basic hands needed to accomplish a task based on its "nominal" difficulty set by the GM.

Nominal Difficulty	Opposing Hand
Easy	High Card
Average	Pair
Difficult	Two Pairs
More Difficult	Three of a Kind
Very Difficult	Low Straight
Extremely Difficult	Full House
Exceptionally Difficult	High Straight
Nearly Impossible	Four of a Kind
Almost Impossible	Poker

Automatic: Something which a character just can't fail at, such as talking in their native language.

Easy: Something which virtually anybody could be expected to do without difficulty (such as opening a door or walking along a path).

Average: A task which an average person would normally succeed at, but might fail at occasionally (such as hitting someone at close range with a thrown rock).

Difficult: A task which an average person would fail at significantly more often than they succeeded (such as hitting someone in cover or at long range).

More Difficult: A task which an average person would normally fail at (such as hitting a target at long range in cover with an attack).

Very Difficult: A task which an average person would rarely succeed at, such as hitting someone in cover, at long range, from a moving train.

Extremely Difficult: A task which an average person would very rarely succeed at, such as hitting someone in cover, at long range, from a moving train whilst the train was rocking and swaying severely.

Exceptionally Difficult: A task which is hardly ever succeed at, such as hitting a small target in cover, at long range, from a moving train whilst the train was rocking and swaying severely.

Almost Impossible: A task which is virtually impossible for the average person to succeed at, such as hitting a tiny target which is in cover, at long range, from a moving train whilst the train was rocking and swaying severely.

For example, to succeed at a difficult action (opposing hand is Two Pairs) you would need Three of a Kind or better.

Task Format

Throughout these rules you will find instructions to make trait rolls. The standard format used is as follows:

Trait(opposed Hand)

So, Tinkering(Pair) means, make a Tinkering roll with a Pair as the opposed hand (so you need Two Pairs or better to succeed at that task).

A second format for trait rolls is:

Trait(Trait)

This is used when the opposed hand is the result of another characters trait roll. The first Trait (outside the brackets) is the Trait of the character who initiated the task attempt and the Trait in brackets is the trait of the character resisting the task.

For example, sneaking past another character might be described as a Reflexes(Notice) task. The character doing the sneaking rolls their Reflexes. The character who they are sneaking past makes a Notice roll. If the sneaking character wins, they sneak past successfully, otherwise they are detected.

Modifiers

Sometimes circumstances may make a task easier or more difficult than usual.

Modifiers may be applied to a roll to reflect this. Each +1 means increase the hand you rolled one step. Each -1 means reduce it one step.

For example, if you rolled Three of a Kind and have a +1 modifier, the Three of a Kind is increased to a Low Straight.

If a hand is reduced to a High Card by modifiers, it is not a Botch. You only botch if you got a High Card before modifiers are applied.



Botches

A botch is something bad which happens in addition to the normal result of a roll. A botch occurs when the best hand you can make on a roll is a High Card (you can't even make a Pair).

Note that this is always after re-rolls due to trait scores, but before the application of any modifiers, so characters with higher trait scores tend to botch less often.

A botch is an automatic failure and something bad happens in addition to the consequences of failure.

Raises

Each "step" which your hand wins by is called a "Raise". The more Raises you get, the better you did.

For example, if you got Three of a Kind and the Opposed Hand was Pair, you win with two Raises.

Each extra raise after the first either reduces the time taken (for non-combat tasks) by half **or** gives additional benefits to success (such as more information for a research or investigation task, or more damage in combat).

Team Work

Groups of characters can work together on a task to increase the chance of success. In such a situation one character is designated as the Leader and they roll. They then receive an a modifier to their roll based on the number of other characters assisting them. The assisting characters **do not** roll.

Number of Characters Assisting	Modifier
1	+1
2-4	+2
5-9	+3
10 or more	+4

For example, three characters work together to move a large boulder which is blocking their path. They agree that the character with the highest Grit trait should roll. That character then rolls, and receives a +2 modifier because they are being assisted by two others.

Trying Again

As a general rule, a character who fails at a task cannot try that task again without some significant change in circumstances. This rule does not apply to attack and defence rolls in combat, or to rolls to treat wounds, though. You can try to attack someone as many times as you wish, or heal a given wound as often as you wish. The GM always decides whether another re-roll is allowed.

For example, a character fails to pick a lock. Before they can try again they might need to go away and do some more research on that type of lock or acquire a different set of lockpicks.

Impairment

A character who is "Impaired" has only one action per turn (see the combat chapter for more information on actions and turns).

An Impaired character can still hold their single action as usual though. They just don't have to discard their other, non-existent, action to do so.

There are many reasons to be impaired including:

- Wearing Armour (take off the armour to not be Impaired)
- Carrying a particularly heavy burden (shed the burden to not be Impaired)
- Being very tired (a good nights sleep removes the Impaired status)
- Being exhausted from long travel or hard work (a hours rest removes the Impaired status, if you then continue working only a good nights sleep will remove the Impaired status again)
- Being drunk or stoned (a good nights sleep removes the Impaired status)
- Being starving hungry or dehydrated (get a good meal and/or water to stop being Impaired)
- Suffering from heat stroke or exposure (getting into shelter, then drinking plenty of water for heat stroke, or slowly warming up for exposure, removes the Impaired status)

The GM decides when a character is "Impaired", and

when they recover from being Impaired (the examples above note how to negate Impairment in each case).

Increasing Traits

A characters Trait scores can increase in value over time. At the end of each game session the GM should award one or more Experience Rolls to each character. The number of rolls depends on the character/players performance in the session:

- Receive one roll for taking part.
- Receive one roll for good role-playing.
- Receive one roll if you achieved your goals in the session.

These awards are guidelines, if you (the GM) feel it's appropriate you may wish to award more rolls, but, as a rule of thumb, don't award more than three or four for a single session.

Experience rolls can be saved up or used immediately.

To use an Experience Roll choose a trait, then look up the traits current score on the left column of the table below. Now roll one dice. If you roll one of the faces listed in the right column for that trait score, the trait is increased by one by point. A 5pt trait increases to 5/1, 5/1 increases to 5/2 and so on. A trait at 5/5 cannot be increased any further.

Trait Score	Roll needed to Increase
0	Automatic
1	T,J,Q,K or A
2	J,Q,K or A
3	Q,K or A
4	K or A
5 or more	A

For example, if you wished to improve your Fighting 3 score to Fighting 4 you would need to roll a Q,K or A on the dice.

There are no restrictions on how you use your Experience Rolls. If you wish, you could allocate all your Rolls to a single trait, for example.



Character Creation



“Bill Hickock was regarded as the deadliest pistol shot alive as well as being a man of great courage. The truth of certain stories of Bill's achievements may have been open to debate but he had earned the respect paid to him.”

- Wyatt Earp

Introduction

This section provides all the rules which you will need to create characters to play in games of Gunslingers and Gamblers™.

The character creation rules are broken down into two major sections. The first section details the process of creating a character. The second section explores the process in more detail.

Before you create your first character you need to read through the whole chapter. Note that these rules can also be used to create random Non-Player Characters.

Step by Step

To make things easy for you the following section runs through creating a character from start to finish. The information is presented as a series of tables. Detailed explanation of the contents of these tables is placed **after** all the tables, so you need to read right through this chapter before generating your first character.

When you reach a table you can pick **or** roll on it, your choice.

The steps in character generation are as follows:

1. Roll to determine if the character is a Generalist or Specialist.
2. Roll to determine the characters trait scores.
3. Roll to allocate each score to a trait.
4. Roll to determine Quirks.
5. Roll to determine Gender.
6. Roll to determine Race.
7. Roll to determine Nationality.
8. Roll to determine Name.
9. Roll to determine Age.
10. Roll to determine Distinctive Features.
11. Roll to determine Religion.

Roll one dice to determine if the character is a Generalist or Specialist.

Dice

9TJ Generalist
QKA Specialist

Next roll one dice to determine your starting trait scores. Starting player characters **never** roll on this table, they are always treated as having a roll of **J** (you roll when generating Non Player Characters). For a more high powered campaign the GM may wish to give new characters the traits for a K or even an A.

Dice	Generalist	Specialist
9TJ	One 3pt, two 2pts, three 1pt	One 5pt, One 3pt, One 1pt or Three 3pt
QK	One 4pt, two 3pts, three 2pts, four 1pt	One 5/2pt, One 5pt, One 3pt or three 5pt
A	One 5pt, two 4pts, three 3pts, four 2pts, five 1pts	One 5/4pt, One 5/2pt, One 5pt or three 5/2pt

Roll once on this table for each trait score you have to

allocate. The roll determines which trait that score is applied to. If you roll the same trait again, just roll again until you get a trait which you have not already rolled.

Dice	Trait	Dice	Trait
99	Fighting	JJ	Tinkering
9T	Shooting	JQ	Learning
9J	Grit	JK	Survival
9Q	Reflexes	JA	Crafting
9K	Riding	QQ	Choose
9A	Notice	QK	Choose
TT	Gambling	QA	Choose
TJ	Nerve	KK	Choose
TQ	Jawing	KA	Choose
TK	Luck	AA	Choose
TA	Healing		

Next roll one dice to see how many Quirks the NPC has, then use the Quirk tables to determine the quirks.

Dice Quirks

9	0
TJ	1
QK	2
A	3

You can use the tables below to generate random Quirks. For each Quirk, roll one dice to see which Quirk table to roll on, then roll two dice on that Quirk table, stating which dice is first and which second before rolling.

Dice Table

9TJ	One
QKA	Two



Quirk Table One

Roll	Quirk	Roll	Quirk
99	Abolitionist	Q9	Gunslinger
9T	Aggressive	QT	Guts
9J	Ailing	QJ	Hankering
9Q	Brawler	QQ	Harbinger
9K	Bully	QK	Haunted
9A	Burly	QA	Heroic
T9	Coffee Boiler	K9	Hippocratic Oath
TT	Compassionate	KT	Honest
TJ	Cowboys Code	KJ	Honourable
TQ	Curious	KQ	Illiterate
TK	Decisive	KK	Important
TA	Dependent	KA	Indecisive
J9	Diplomatic	A9	Jinxed
JT	Doomed	AT	Knack
JJ	Evangelical	AJ	Lawman
JQ	Fearsome	AQ	Loco
JK	Focussed	AK	Lone Wolf
JA	Forgetful	AA	Lusty

Quirk Table Two

Roll	Quirk	Roll	Quirk
99	Lying Dog	Q9	Reputation
9T	Marksman	QT	Risk Taker
9J	Mean as a Rattler	QJ	Roustabout
9Q	Mercenary	QQ	Saddle Tramp
9K	Murderous	QK	Scholarly
9A	Oath	QA	Selfish
T9	Odious	K9	Silver Tongued
TT	Old Timer	KT	Spendthrift
TJ	Ornery	KJ	Stubborn
TQ	Pariah	KQ	Treacherous
TK	Phobia	KK	Trusting
TA	Pious	KA	Vapid
J9	Poor English	A9	Varmint
JT	Prohibitionist	AT	Vigilante
JJ	Proud	AJ	Warrior
JQ	Provocative	AQ	Warriors Code
JK	Purty/Handsome	AK	Wiry
JA	Reluctant	AA	Yellow Belly

Random gender is simple. Roll a single dice on the table below:

Dice	Gender
9TJ	Male
QKA	Female

To generate a random race for your character roll here:

Dice	Race
9TJQK	White
A	Roll again:
9	Asian
TJ	Indian
QK	Hispanic
A	Black

Nationality is determined by rolling on the table below and cross referencing the roll with your Race. White, Asian, Hispanic and Black characters roll on this table:

Dice	White	Asian	Hispanic	Black
9TJ	American	American	American	American
QK	European	Chinese	Mexican	Caribbean
A	Russian	Other	European	African

In the case of Indian characters use the table below to determine Nationality:

Dice	Nationality	Dice	Nationality
99	Apache	JJ	Northern Cheyenne
9T	Arapaho	JQ	Pawnee
9J	Cherokee	JK	Pueblo
9Q	Comanche	JA	Shoshone
9K	Crow	QQ	Southern Cheyenne
9A	Dakota	QK	Tribeless
TT	Hopi	QA	Ute
TJ	Kiowa	KK	Zuni
TQ	Lakota	KA	Cree
TK	Mohave	AA	Blackfoot
TA	Navaho		

For American characters roll again to determine if the character comes from a state or territory, then roll on the appropriate table (state or territory).

Dice	
9TJ	Territory
QKA	State

If you came from a territory roll two dice to determine which territory the character comes from.

Dice	Territory	Dice	Territory
99	Alaska	JJ	Arizona
9T	Arizona	JQ	Colorado
9J	Colorado	JK	Dakota
9Q	Dakota	JA	Idaho
9K	Idaho	QQ	Montana
9A	Montana	QK	Washington
TT	New Mexico	QA	Utah
TJ	Utah	KK	New Mexico
TQ	Washington	KA	Wyoming
TK	Wyoming	AA	Choose
TA	Alaska		

If you came from a State roll two dice (stating which one is first and which second) to determine which state the character comes from.

Roll	State	Roll	State
99	Alabama	Q9	Missouri
9T	Arkansas	QT	Nebraska
9J	California	QJ	Nevada
9Q	Connecticut	QQ	New Hampshire
9K	Florida	QK	New York
9A	Georgia	QA	North Carolina
T9	Illinois	K9	Ohio
TT	Indiana	KT	Oklahoma
TJ	Iowa	KJ	Oregon
TQ	Kansas	KQ	Pennsylvania
TK	Kentucky	KK	South Carolina
TA	Louisiana	KA	Tennessee
J9	Maine	A9	Texas
JT	Maryland	AT	Vermont
JJ	Massachusetts	AJ	Virginia
JQ	Michigan	AQ	West Virginia
JK	Minnesota	AK	Wisconsin
JA	Mississippi	AA	*

*Roll one dice to determine the state on the table below:

Dice	State
9T	New Jersey
JQ	Rhode Island
KA	Delaware

For European characters roll again to determine your specific nation of origin:

Dice	Nationality	Dice	Nationality
99	English	JJ	Polish
9T	Irish	JQ	Greek
9J	Welsh	JK	Norwegian
9Q	Scottish	JA	Danish
9K	French	QQ	Austrian
9A	Spanish	QK	Hungarian
TT	Italian	QA	Finnish
TJ	Dutch	KK	Portugese
TQ	German	KA	Romanian
TK	Belgian	AA	Bulgarian
TA	Swedish		

To generate a random name just choose the appropriate table for your race and roll.



Chinese Names

Just roll two dice three times and change the order of the three names around if you wish, to come up with your full name.

Dice	Name	Dice	Name	Dice	Name
99	Kong	TJ	Chi	JA	Bao
9T	Shi	TQ	Chu	QQ	Ho
9J	Xi	TK	Lao	QK	Ling
9Q	Mai	TA	Sha	QA	Li
9K	Pong	JJ	Han	KK	Ying
9A	Heng	JQ	Chan	KA	Zhao
TT	Jin	JK	Ning	AA	Shen

For example, if you rolled TA, KK and 9J you would have Sha Ying Xi. You could organise these three names as you wished to give you a full name such as Sha Ying Xi, Xi Sha Ying, Ying Xi Sha and so on.

"American" Names

Roll two poker dice to get an "epithet" then roll again for a name of the appropriate gender and finally for a surname.

Dice	Epithet	Male Name	Female Name	Surname
99	Ace	John	Annie	Anderson
9T	Buffalo	Matt	Brenda	Brooks
9J	Cactus	Phil	Caroline	Charles
9Q	Charming	Alan	Deborah	Davidson
9K	Clever	Bill	Elizabeth	Ferry
9A	Cold	Bob	Emma	Howard
TT	Coyote	Charlie	Helen	James
TJ	Deadeye	Dave	Jill	Jones
TQ	Dirty	Frank	Jenny	King
TK	Fast	Gary	Joan	Michaels
TA	Iron	Harry	June	Neal
JJ	Lightning	Jim	Katherine	Patterson
JQ	Lucky	Jesse	Lucy	Roberts
JK	Mad	Ralph	Mary	Rogers
JA	Old	Luke	Meg	Smith
QQ	Quickdraw	Mike	Patricia	Stevens
QK	Rattlesnake	Pete	Robin	Towns
QA	Shotgun	Roy	Sally	Williams
KK	Sixgun	Tom	Sarah	Franks
KA	Snake eyes	William	Suzie	Murphy
AA	Texas	Wyatt	Victoria	Connor

Indian Names

Roll two poker dice to get an "epithet" then roll again for a name. You may wish to add a suitable conjunction between the epithet or name as well, such as "on, at, with" and so on. You may also wish to add an English forename to your character, common in "half-breeds".

Dice	Epithet	Name	Dice	Epithet	Name
99	Brave	Bow	JJ	Medicine	Moon
9T	Clear	Buffalo	JQ	Poison	Pipe
9J	Crazy	Bull	JK	Runs	Poison
9Q	Dances	Coyote	JA	Searches	Prairie
9K	Dark	Eagle	QQ	Shining	River
9A	Deals	Earth	QK	Snarling	Sky
TT	Fast	Gun	QA	Speaks	Stream
TJ	Great	Horse	KK	Still	Sun
TQ	Iron	Lake	KA	Talks	Tomahawk
TK	Howling	Lance	AA	Two	Tree
TA	Lying	Meadow			

Mexican Names

Roll an epithet from the "American" names table and then a first name and surname from this table.

Dice	Male Name	Female Name	Surname
99	Antonio	Adriana	Rodriguez
9T	Carlos	Alejandra	Hernandez
9J	Cruz	Ana	Lopez
9Q	Emilio	Beatriz	Gonzalez
9K	Enrique	Berenice	Perez
9A	Ernesto	Christina	Sanchez
TT	Francisco	Dominga	Rivera
TJ	Gabriel	Elvia	Torres
TQ	Hector	Esmeralda	Ramirez
TK	Jesus	Graciela	Diaz
TA	Joel	Inez	Cruz
JJ	Jose	Juanita	Gomez
JQ	Juan	Lilia	Morales
JK	Luis	Manuela	Ramos
JA	Miguel	Maria	Chavez
QQ	Pancho	Myra	Vasquez
QK	Ramirez	Nailea	Alvarez
QA	Raul	Ofelia	Fernandez
KK	Sandro	Olademis	Romero
KA	Sergio	Pasha	Mendoza
AA	Javier	Rosa	Vargas

For example, if you rolled 9J and QA on the non-Indian names table your random name would be "Cactus Roy" or "Cactus Sally". On the Indian names table the same rolls would give you "Crazy Stream".

Roll two dice to determine your characters Age, stating which is first and which second before rolling.

Roll	Age	Roll	Age	Roll	Age	Roll	Age
99	16	TQ	25	Q9	34	KQ	43
9T	17	TK	26	QT	35	KK	44
9J	18	TA	27	QJ	36	KA	45
9Q	19	J9	28	QQ	37	A9	46
9K	20	JT	29	QK	38	AT	47
9A	21	JJ	30	QA	39	AJ	48
T9	22	JQ	31	K9	40	AQ	49
TT	23	JK	32	KT	41	AK	50
TJ	24	JA	33	KJ	42	AA	51

If you have the "Old Timer" Quirk use this table instead (the order of the dice doesn't matter):

Roll	Age	Roll	Age	Roll	Age
99	60	TJ	67	JA	74
9T	61	TQ	68	QQ	75
9J	62	TK	69	QK	76
9Q	63	TA	70	QA	77
9K	64	JJ	71	KK	78
9A	65	JQ	72	KA	79
TT	66	JK	73	AA	80

Roll one dice to see how many "distinctive features" the character has:

Dice	Distinctive Features
9	0
TJ	1
QK	2
A	3

Then either make them up, or roll on the Distinctive Features table. On this table you need to state which dice is first and which second.

Distinctive Features			
Roll	Feature	Roll	Feature
99	Scar	Q9	Nice hair
9T	Fat	QT	Bad teeth
9J	Scrawny	QJ	Gold tooth
9Q	Spits	QQ	Earring
9K	Runny Nose	QK	Spectacles
9A	White Streak of Hair	QA	Common
T9	Balding	K9	Well spoken
TT	Piercing Stare	KT	Slim
TJ	Muscular	KJ	Handsome/Pretty
TQ	Tall	KQ	Well dressed
TK	Short	KK	Scruffy
TA	Jumpy	KA	Smelly
J9	Calm	A9	Bad breath
JT	Talkative	AT	Consumptive
JJ	Silent	AJ	Pale
JQ	One eye	AQ	Tanned
JK	Missing finger	AK	Perfumed
JA	Limp	AA	Sexy

Lastly, roll to determine your characters religion. Roll one dice and look down their race column to the appropriate row to find out what their religion is.

Dice	White	Asian	Hispanic
9TJ	Christianity	Buddhism	Christianity
QK	*	Taoism	Christianity
A	Atheism	Confucianism	Atheism

Dice	Black	Indian
9TJ	Christianity	Old Ways
QK	Christianity	Christianity
A	Atheism	Atheism

*Roll on the table below to determine your religion:

Dice	State
JQKA	Mormonism
KA	Judaism

For example, if you rolled a K on your first roll the character would be a specialist. A roll of J (rolled because this character is an NPC. If they are a PC the roll would automatically be a J) on the next table yields one 5pt trait, one 3pt trait and one 1pt trait.

You then roll two poker dice three times, getting TQ, 9A and TJ. These are Jawing, Notice and Nerve.

The first rolled trait receives the 5, the second the 3 and the third the one which gives you Jawing 5, Nerve 3 and Notice 1.

Next you roll one dice to determine how many Quirks you have, getting a Q, which gives two Quirks.

Roll one dice twice, getting a 9 and an A which gives you one roll one Quirk table One and the other on Quirk table two. The first roll is A9 and the second is 9K, giving "Jinxed" and "Murderous".

Next roll one dice for gender, a K gives "male", then another dice for race. An A and a second roll of T gives "Indian" and a roll of 9K on the Indian nationality tables gives us "Crow".

Rolls of JK & 9T give the epithet "Runs" and the name "Clear", for "Runs Clear". A Q9 on the normal age table gives an age of 34 (this character does not have the Old Timer Quick, so uses the normal table for age). A T on the "how many distinctive features" table gives one feature, and a roll of JJ on the "random distinctive features" table in the character creation section yields "Silent". A final roll of 9 on the religion table yields "Old Ways".

Looking at the above information the GM comes up with the following summary:

"Runs Clear, the thirty four year old Crow tribe Indian brave, is a psychopath, taking great delight in killing helpless foes. He tends to be quiet and restrained in his words and deeds, always exuding glacial calm whilst observing others. He has enormous presence and, whilst speaking little, his words have tremendous impact when he does choose to utter them. Runs Clear is a believer in the old ways and has little time for technology and, as such, any tools or guns he gets hold of tend to be unreliable and ill maintained."

Description

The information from here on gives you more details on character creation.

How a player chooses to describe their character is very much a matter of personal choice. Some players are happy to have a character as little more than a set of trait scores and some equipment, whilst others wish to write a full biography of the characters life and describe them in great detail. Most player fall somewhere between these two extremes. For the sake of argument, you should consider covering the following points in a characters description:

- **Concept:** Start off by thinking up an overall concept for your character. This serves as basic idea on which you can hang the rest of their description, traits and quirks. Some example concepts can be found in the Folks and Critters chapter. If you're using random character generation it's best to come up with your concept after you've finished rolling (the way the example of Runs Clear was handled).
- **Gender:** Choose between Male or Female.
- **Race:** Decide on your characters race; Hispanic, Indian, Black, White, Chinese or Other. Race is discussed in more detail later.
- **Nationality:** Choose your nationality. Nationality refers to where you were born.
- **Assign traits:** See the traits section below for information on specific traits.
- **Choose Quirks:** You may take none, one, two or three Quirks of your choice.
- **Name:** Make up a name which is appropriate to your Nationality.
- **Age:** Decide how old your character is. As a rule of thumb, characters with high Body scores are likely to be youngish, whilst those with high Knowledge traits are likely to be older. Wits tends to be fairly age independent. Characters with the "Old Timer" quirk are always sixty or more years of age.
- **Distinctive features:** Choose one or more distinctive features (as a good rule of thumb, try for two distinctive features). These are the things that other people notice about you when they first meet you. Examples could be; long hair, bald, a facial scar, cigar smoker, nervous twitch, stutter, very high pitched or very deep voice, very skinny, slim, broad shoulders, massive build, big beard, "zapata" moustache, Tobacco chewer, Dead eyes, coughs a lot, has a habit of spitting, slight limp and so on. Use your imagination. Note that distinctive features do not have any mechanical effect in play, they are only cosmetic and designed to give you a "hook" to roleplay a character on. Some distinctive features are things like "Nice Hair". Obviously, if you've just been dragged backwards through a bush you won't have nice hair, but "Nice Hair" indicates a general state of mind, so a character in such a situation will attempt to return their hair to a "Nice" state as soon as is practicable.
- **History:** Basically, what has your character been doing since leaving the family home and the start of the game? A good history should provide some possible plot hooks for the GM, making the gaming experience more interesting

for everyone.

- **Belongings:** What equipment do you have when you start play? Every character begins play with \$150 in cash or belongings. You'll find detailed equipment lists in the Belongings section, feel free to go shopping. If you want anything which is not on the list, ask the GM for a price.

Languages

All characters can speak their own native tongue and English fluently, unless they take the "Poor English" quirk.



Non-White Characters

Whilst racism is endemic in the wild west players who choose to play non-white characters only suffer from racism if they choose to take the Pariah quirk.

Some brief information on non-white characters follows:

Asian

In *Gunslingers and Gamblers*™ the race "Asian" is used to describe characters from the Asian subcontinent. This includes Chinese, Indians (from the country of India) Vietnamese, Japanese, Thai and so on). Asians are rare in the Wild West, but of all the Asian groups the Chinese are by far the largest. As such they are discussed in a little more detail in the next paragraph.

Chinese

The Chinese poured into America starting in 1852 with the California gold rush and then continued to enter the country as, amongst other things, labourers on the rail roads Most towns have a Chinatown in some shape or

form, the area of the settlement where the Chinese live. By 1876 the Chinese population is around 100,000 (as compared to forty million whites) and is largely centred around the rail roads and major settlements in California (such as San Francisco). Chinese characters speak Chinese as their native language (for simplicities sake we ignore the fact that China has various different languages and just treat all Chinese as speaking generic "Chinese").

Blacks

Blacks were bought to the America's as slaves and by 1876 the Black population of America is around 5½ million. Like other minorities racism is common, although this racism is more pronounced in the Southern States (the old Confederate states). The Black population in the territories of the Wild West is very low.

Hispanics & The Irish

In 1876 the Hispanic population of America is fairly negligible, although there is a significant Mexican presence in southern California, New Mexico and Texas. Hispanic characters speak Spanish as their native language.

The Irish tend to be congregate in the cities of the East coast, but a fair few have travelled into the West, following the gold rushes, rail road building and generally trying to carve out a new life for themselves. Much of the racism towards the Irish is religious, America being a strongly protestant country and the Irish being staunch catholics.

A good history should provide some possible plot hooks for the GM, making the gaming experience more interesting for everyone.



Indians

By 1876 most of the tribes have moved to reservations whilst the others occupy large areas of sovereign territory in the west. Indian characters need to decide on their native tribe, chosen from the following tribes (the entry in brackets after each tribal name is the territory which the tribe tends to frequent).

- **Apache (New Mexico, Arizona):** Renowned as scouts and raiders.
- **Arapaho (Colorado, Montana, Wyoming, Nebraska, Kansas, Oklahoma):** Allied with the southern Cheyenne and renowned as peacemakers.
- **Blackfeet (Montana):** The Blackfeet are renowned warriors and hunters of Bison. The Blackfeet and Sioux are mortal enemies.
- **Cherokee (Kansas, Oklahoma):** Largely vanished due to repeated displacements and Indian wars. Often found as scouts to Whites.
- **Comanche (Colorado, New Mexico, Wyoming, Nebraska, Kansas, Oklahoma):** Very violent and warlike.
- **Cree (Montana, Wyoming, Colorado, North Dakota, South Dakota, Nebraska, Kansas):** The Cree are one of the largest Indian tribes and spread from the north east coast right across to the Rockies and into Canada.
- **Crow (Montana, Wyoming):** The crow have sided with the whites on many occasions and often work with the Texas Rangers or rail road companies.
- **Dakota (North Dakota, South Dakota, Nebraska):** The Dakota are another, smaller, member of the Great Sioux Nation, along with the Lakota.
- **Hopi (Arizona):** Notable farmers.
- **Kiowa (Colorado, New Mexico, Montana, Wyoming, Nebraska, Kansas, Oklahoma, Texas):** Warlike raiders allied to the Comanches.
- **Lakota (Dakota, Wyoming, Montana):** A tribe comprised of seven bands and the strongest members of the Sioux nations. The Lakota are often known as the Lakota Sioux, or just Sioux.
- **Mohave (Arizona):** A warlike tribe living along the Colorado river.
- **Navaho (New Mexico, Arizona, Utah):** The Navaho are a powerful force in the Southwest, protecting the other indigenous tribes and protecting many sacred places.
- **Northern Cheyenne (Montana):** A small, very spiritual, tribe.
- **Pawnee (Nebraska):** The Pawnee were displaced from the native lands by the Lakota when the Great Sioux Nation was formed and are the sworn enemies of the Lakota.
- **Pueblo (Colorado, New Mexico, Texas):** Secretive descendants of the long vanished Anasazi people of the Southwest.
- **Shoshone (Colorado, Idaho, Utah, Wyoming):** The Shoshone are found in and around the rocky mountains and are masters of the few passes through the range.
- **Southern Cheyenne (Oklahoma):** A very spiritual tribe renowned for their diplomatic

abilities.

- **Tribeless:** The character was either forced out of their tribe or their tribe no longer exists, most likely destroyed in the Indian Wars or by battles with another tribe.
- **Ute (Colorado, Utah, Wyoming):** The Ute are actively in dispute with the Mormons of Utah.
- **Zuni (New Mexico):** An isolated and reclusive tribe, a mystery to most.

Indian characters speak their tribal dialect by default. Most Indian languages have no written form. Dialects tend to blur together along geographical lines, so it can be assumed that an Indian character can communicate with other Indians from nearby tribes.

Half Breeds

Half breeds (also known as Metis) are characters of mixed Indian and non-Indian parentage. Half breed characters are subject to even more racism than pure blood characters and often equally biased against in both White and Indian cultures. Many half-breed characters have an Indian name with a white first name, such as "Daniel Howling Coyote".



Religion

There are many religions practised in the West. In game terms most Blacks, Whites and Hispanics will be Christians. Some Whites may be Mormons. Some Whites may opt to be Jewish. Chinese characters tend towards Taoism, Confucianism or Buddhism, although some are Christian. Indian characters follow their native religion.

The brief summaries of each religion given below are just to give you a feel for the tenets of the religion. If you wish to play a character of a given religion with the Evangelical and/or Pious quirks it is seriously recommended that you undertake some additional research into your chosen religion.

The most common religions, at least in the west, include:

Christianity

Christianity is easily the dominant religion in the Wild West. Whilst there are many sects, splinters, cults and branches of Christianity all follow the same basic tenets of recognising Jesus Christ as the Messiah, the son of God. All Christians follow the bible in some shape or form. The two main wings of the church are the catholics and protestants. Without going into too much detail, catholics are in a minority in the west. Christians have ten commandments which define their moral conduct:

1. I am the Lord thy god, who brought thee out of the land of Egypt, out of the house of bondage.
2. Thou shalt have no other gods before Me.
3. Thou shalt not take the name of the Lord thy God in vain.
4. Remember the Sabbath day to keep it holy.
5. Honour thy father and thy mother.
6. Thou shalt not murder.
7. Thou shalt not commit adultery.
8. Thou shalt not steal.
9. Thou shalt not bear false witness against thy neighbour.
10. Thou shalt not covet anything that belongs to thy neighbour.

"Thou shalt not murder"

Mormonism

Mormonism is a form of Christianity but merits special mention due to its importance to the development of the Utah territory. Mormons follow a creed laid down by their prophet Joseph Smith in 1823 and they founded the Mormon State of Deseret (in Utah territory) in 1849. The key articles of faith to Mormons can be summarised as follows:

- Belief in God, Jesus Christ and the Holy Ghost.
- Men will be punished for their own sins, and not for Adam's transgression (no original sin).
- Mankind will be saved through obedience to the laws and ordinances of the Gospel.
- The first principles and ordinances of the Gospel are:
 - Faith in Jesus Christ
 - Repentance
 - Baptism by immersion
 - Laying on of hands for the gift of the Holy Ghost.
- A man must be called of God, by prophecy, and by the laying on of hands by those who are in authority, to preach the Gospel and administer in the ordinances thereof.
- Adherence to the same organisation that existed in the Primitive Church, namely, apostles, prophets, pastors, teachers, evangelists, and so forth.

- The gift of tongues, prophecy, revelation, visions, healing, interpretation of tongues, and so forth, are real.
- The Bible is the word of God as far as it is translated correctly; The Book of Mormon is also the word of God.
- Zion (the New Jerusalem where the ten tribes of Israel will gather) will be built upon the American continent; that Christ will reign personally upon the earth; and, that the earth will be renewed and receive its paradisaical glory.
- Tolerance of other faiths and ways of worship.
- The rule of law is paramount.
- Mormons must be honest, true, chaste, benevolent, virtuous, and do good to all men.

Judaism

Judaism has much in common with Christianity but Jews do not accept Jesus Christ as the son of God. Jews follow the old testament (which predates the coming of Jesus), whereas Christians tend to concentrate on the new testament (which covers the life of Jesus and it's aftermath). Jews adhere to the same ten commandments as Christians.

Taoism (pronounced Daoism)

Only Chinese characters will normally follow the Taoist path. Taoists believe that there is no personal god, the closest thing being the Tao, which is a supreme force which underlies change through the passage of time. A devout follower must seek to become free of personal desires, and become attuned to the flow of change. The principle of inaction has great importance, because attempting to right injustices does not agree with the ideal that good and evil are complementary forces, which are part of the flow of change. Meditation is a basic component of Taoism.

Buddhism

A religion based on the teachings of Siddhartha Gautama, known as Buddha. He refuted the idea of man's having an immortal soul and did not preach the existence of any Supreme Deity. Instead he taught that man should seek freedom from greed, hatred and delusion, and enlightenment through realizing the Four Noble Truths and following the Eightfold Path. The Four Noble Truths are:

- The fact of suffering
- The origin of suffering
- The annihilation of suffering
- And the Eightfold Path.

The Eightfold Path comprises: Right Views, Right Aspirations, Right Speech, Right Conduct, Right Livelihood, Right Effort, Right Mindfulness and Right Meditation. Buddhists are found all across Asia.

Confucianism

Confucianism is not technically a religion, rather it is a way of life which emphasises the importance of a strong social order through a clear hierarchy. For example, the Emperor (of China) is the supreme authority and a son must obey a father. Confucianism is based on the teaching of the philosopher Confucius which emphasised many things including; a love for humanity, valuing learning, devotion to family (including your ancestors), peace and justice.

Hoodoo

Hoodoo is not a religion, rather it is traditional African folk magic. Hoodoo was brought to America by slaves imported from Africa. It is mentioned here for the sake of completeness. Virtually all blacks are Christians and the practise of Hoodoo sits uneasily alongside the practise of Christianity. Hoodoo should not be confused with Voodoo, which is a "proper" religion with it's focus in the Caribbean. Voodoo is rare in America and is generally only encountered in the southern states around New Orleans.

Old Ways

The term "Old Ways" is a catch all term for the various Indian religions. Various tribes have differing religious beliefs. Generally speaking, the more resources a tribe has access to, the more developed their religious theology. Having said that most Indian religious beliefs have several things in common:

- There is no discrete barrier between natural and supernatural.
- Spirits inhabit the world with men.
- The religions emphasise an intimate relationship with nature.
- Religions are "light" on formal ritual and ceremony, but the concept of veneration of the spirits etc.. permeates day to day life in small ways.



Atheism

Atheism is not actually a religion, rather it is a state of mind. Atheists fall into two broad groups, those who simply have no religious beliefs and those who actively disbelieve in the existence of deities.

Traits

Characters in Gunslingers and Gamblers™ have one or more traits, with those traits being organised into four groups. Each trait is rated by a number, with a higher number indicating a higher level of ability;

Score Description

0	Character has no ability in the trait concerned.
1	Character is average in the trait concerned.
3	Character is considered to be skilled, or is of superior ability, in the trait concerned.
5	Character is considered to be an expert, or is of excellent ability, in the trait concerned.
5/2	Character is considered to be a master, or is of exceptional ability, in the trait concerned.
5/4	Character is considered to be legendary, or is of legendary ability, in the trait concerned.
5/5	Character is considered to be of mythical ability, in the trait concerned. A score of five indicates the level of ability which is remembered by generations to come. Brett Mavericks Gambling and Wild Bill Hickock's Shooting traits are at this level.

Note that the table does not describe every possible score, it just gives you a feel for the range of scores available to a character.

Body traits

Body traits relate to a characters physical characteristics, such as speed, strength and health.

1. **Fighting:** Fighting trait is used when attacking or defending at Close range (with or without a weapon) or attacking with a thrown weapon.
2. **Shooting:** Shooting trait is used to attack targets at short and long range. It covers attacking with both guns and bows.
3. **Grit:** Grit trait is used to resist injury, illness, fatigue, poisons, diseases and drugs and for feats of strength. It represents your overall strength, toughness and healthiness.
4. **Reflexes:** Reflexes is used for dodging, dancing, climbing, running, acrobatics, sports and other physical pursuits not covered by Grit (Grit covers endurance contests, such as long distance running, or strength contests, such as weight lifting. Everything else falls under Reflexes).
5. **Riding:** Riding is used when trying to ride a horse or other animal. When a character is riding a horse, all their other traits are capped at the level of their Riding trait, so a character with Riding 2 and Shooting 4 would have a Shooting trait of 4 when Shooting normally, but only 2 when on horseback.

Wits traits

Wits traits relate to a characters speed of thought, creativity, personality and mental agility.

1. **Notice:** Notice trait is used when deliberately searching for something, or when something is present which a character might notice (such as an ambush or clue). It is also used to notice

when someone is lying to you, or concealing something from you.

2. **Gambling:** Gambling trait is used when gambling, for calculating odds and for running gambling games.
3. **Nerve:** Nerve trait is used to keep cool, resist influence attempts and also to maintain your self control when faced with fear inducing, shocking or terrifying occurrences.
4. **Jawing:** Jawing is how good you are at talking and is used when you are trying to influence another characters behaviour by seducing, persuading or intimidating them. It also covers your singing and acting ability.
5. **Luck:** A character receives a number of Chips to spend each day equal to their Luck score. Unspent Chips do not carry over from day to day.

Knowledge traits

Knowledge traits are things that a character has learnt through education, formal or informal.

1. **Healing:** Healing trait is used to treat wounds and illnesses. Healing is used to diagnose and treat illnesses and poisonings whilst Surgery is used to treat wounds.
2. **Tinkering:** Tinkering trait is used to design, make, repair and maintain mechanisms such as guns, machines, steam engines and the like. It also includes prospecting and mining.
3. **Learning:** Learning trait is a measure of your "book learning" and general knowledge, covering areas such as history, science, folklore, geography, art and the like. Someone with a high Learning score would be considered to be an "educated" person.
4. **Survival:** Survival trait is used to survive in the wilderness environment, which includes finding food and shelter, tracking others and finding resources. It also includes Sneaking and Hiding (in the wilderness or settled areas).
5. **Crafting:** The Crafting trait relates to working with things that aren't mechanisms, such as melee weapons, structures, clothes, pots and pans and the like.



Chips

Player characters start each morning with a number of poker chips (aka. Chips) equal to their Luck trait score. Additional Chips may be gained in play from role-playing certain quirks.

Unspent chips from your Luck score are not carried over from day to day, but chips gained from Quirks are carried over.

For example, a character with Luck 2 has two poker chips a day to spend.

- A poker chip can be cashed in during play to increase a hand by one step (e.g. To make a Pair into Two Pairs). Two Chips can be spent to increase another character's Hand by a step. There is no limit on how many Chips you can spend in this way, but they must all be spent in one go.
- A poker chip can be cashed in during play to take an immediate extra action. The usual rules for actions apply to this extra action. There is no limit on how many Chips you can spend in this way.

Unspent chips are not carried over from day to day.

Quirks

When creating a new character you can take none, one, two or three Quirks. Quirks reflect facets of a character which are not readily handled by traits or their description. Quirks generally effect **either** the gaining **or** spending of Chips in play. Where a Quirk awards you Chips for some reason you can only receive one such award for that Quirk per scene, unless the GM decides otherwise.

For example, the Blood Thirsty quirk awards you a Chip when you kill a defeated opponent. Even if you murdered twenty foes in one scene you would still only receive one Chip from that Quirk in a given scene.

- **Abolitionist:** You are fired by your hatred of slavery. Whenever you free a slave or succeed in stopping slave trading somewhere you receive a Chip.
- **Ailing:** You may opt to take a Chip at the start of a scene. You cannot then spend Chips for the rest of that scene, representing a bad spell of your illness or problem. Ailing might be a chronic disease like tuberculosis (characters with tuberculosis are commonly known as "lungers"), a physical impairment such as a limp or badly healed wound or a state of general unhealth.
- **Aggressive:** You cannot spend Chips in a combat which you did not start. You increase your hand two steps if you spend a Chip on an attack or defence roll in a fight which you did start. You may be a total "mad dog"... always spoiling for a fight, or a calm individual who uses violence quickly and decisively to solve problems. Note that this quirk applies to normal combat, not shoot-outs
- **Brawler:** You cannot spend Chips on Fighting rolls when armed, but you increase your hand two steps when you spend a Chip on a Fighting

roll when unarmed.

- **Bully:** You are a bully. Receive a chip whenever you intimidate or browbeat someone into doing what you want.
- **Burly:** You cannot spend Chips on Grit rolls for endurance and constitution type tasks, but increase your hand two steps when you spend a Chip on a Grit roll for strength type tasks and for resisting damage.
- **Coffee Boiler:** Receive a Chip whenever you get out of doing your fair share of a job, forcing someone else to do extra work in your place. You only get the Chip if someone else suffers because of your laziness.
- **Compassionate:** Receive a Chip whenever you help someone who is clearly in need.
- **Cowboys Code:** You are bound to the Cowboys code. Gain a Chip whenever you adhere to the code in such a way as to cause difficulties for yourself or your allies. The code says:
 - Avenge all insults
 - Protect women
 - Hang horse thieves
 - Always welcome a visitor with food or tobacco
 - Never draw on an unarmed man
 - Never break your word
 - Never shoot someone in the back
 - Never borrow/steal another man's horse without his permission
- **Curious:** Receive a Chip when you solve a mystery or discover something new and interesting.
- **Decisive:** Receive a Chip whenever you take action suddenly and unilaterally.
- **Dependent:** Someone depends on you, such as a wife, sibling, friend or child. You may take a Chip at the start of the session and that dependent will somehow play a role in the session (either directly or indirectly). Needless to say, the dependent cannot look after themselves.
- **Diplomatic:** Receive a Chip if you can resolve a potentially violent situation through non-violent means.
- **Doomed:** You cannot spend Chips on defence rolls, but you increase your hand two steps when you spend a Chip on an attack roll. You may have embraced your fate and have a death-wish or may be actively trying to avoid it.
- **Evangelical:** You are an evangelical and must take every opportunity to push your faith onto others, trying to gain converts to your cause. You gain a Chip whenever you convert someone to your religion.
- **Fearsome:** You cannot spend Chips on Jawing rolls when trying to persuade or seduce people, but increase your hand by two steps when you spend a Chip on a Jawing roll to intimidate people.
- **Focussed:** If you publicly set yourself a goal and then complete it receive a Chip.
- **Forgetful:** Receive a Chip every time you deliberately "forget" a piece of information, or

forget to do something, and the forgetting has a negative impact on yourself or your allies.

- **Gunslinger:** You cannot spend Chips in normal combats, but Chips spent during Shootouts increase your hand by two steps.
- **Guts:** You cannot spend Chips on Nerve rolls against Jawing or other influence attempts, but you increase your hand two steps when you spend a Chip on a Nerve roll against horrifying events or situations.
- **Hankering:** You are addicted to some substance, usually alcohol, laudanum, psilocybe or peyote. This is a common quirk for Indian characters. In any given scene you may gain a Chip by taking enough of the substance to Impair yourself for the rest of the scene.
- **Harbinger:** Any allies within 100ft of you cannot spend Chips on defence rolls but increase your hand two steps when spending Chips on attack rolls. Death follows you like a shroud and those around you seem to die like flies.
- **Haunted:** You cannot spend Chips on Wits trait rolls but you increase your hand two steps when you spend a Chip on a Knowledge roll. Some atrocious deed or event in your past haunts you to this day and you are often found staring into the distance, not paying attention to events around you. On the upside, your preoccupation with the past has sharpened your memory.
- **Heroic:** You cannot spend Chips when acting in a "cowardly" manner, but Increase your hand by two steps when you spent Chips on "heroic" actions. A cowardly manner is acting in your own self-interest when you are in a position to help others.
- **Hippocratic Oath:** You are bound by the Hippocratic Oath which obliges you to treat all people fairly, help the sick and do no harm. Every time you uphold the oath receive a Chip.



Henry Rifle

- **Honest:** Receive a Chip every time you tell the truth when lying or disseminating would be a more sensible course of action. Lying means telling a lie, concealing the truth from someone, deceiving someone through act of omission of the truth or colluding with others to deceive. You're as honest as the day is long.
- **Honourable:** Receive a Chip if you keep your word when breaking it would be in your best interests.
- **Illiterate:** Your reading and writing skills are very poor. Receive a Chip whenever you play up this fact in such a way as to cause problems for yourself or your allies.
- **Important:** For some reason you are a very important person. Decide why when you take this edge. You might be an Indian chief, Marshall or Clan leader. As an important person you are required to put the interests of those people that depend on you above your own. You

may voluntarily take yourself out of any given scene (not playing in it) and gain a Chip (representing tending to your responsibilities).

- **Indecisive:** Receive a Chip whenever you wait for the group to achieve a decision by consensus and you follow that decision without expressing your own point of view in the process.
- **Jinxed:** You cannot spend Chips on rolls where you use a mechanism (tools are okay though) of any kind (which includes guns). Mechanisms just don't seem to like you. On the upside, Increase your hand by two steps when you spend Chips on an action which doesn't use any mechanisms or tools. This could be an almost supernatural bad luck with machines, but normally represents a tendency not to bother to understand or care for mechanisms properly, so they go wrong more often.
- **Knack:** This is a "catch-all" quirk for situations where you have a specific character concept but no other quirk covers it. As such, you need GM agreement for each Knack you take. When you take a Knack quirk choose one specific type of activity "in" a trait (such as knife throwing in the Fighting trait). You may increase your hand two steps when you spend a Chip on that speciality, but cannot spend Chips on other uses of that trait.
- **Lawman:** You are a conscientious lawman. You have sworn to uphold the letter and spirit of the law and not to permit another to break the law or fail to arrest someone who has broken the law. It is not a lawmans job to decide on the guilt or innocence of someone, that is the courts job. You are just here to bring them to justice. Receive a Chip whenever you bring someone to justice.
- **Loco:** You have some form of severe neurosis or psychosis, chosen when you take this Quirk (you can take this quirk more than once, having a difference psychosis each time). Examples include being delusional, paranoid, bipolar disorder, multiple personalities and so on. Receive a Chip each time you play the insanity in such a way as to cause significant problems for yourself or your allies.
- **Lone Wolf:** Gain a Chip if you voluntarily leave the party to pursue a course of action. To qualify for the Chip you must be alone, meaning that no one can help you, or come to your aid if things go wrong.
- **Lusty:** Receive a Chip if you take up a romantic offer when doing so is not in your best interests (e.g. You should be doing something else), or the best interests of your allies.
- **Lying Dog:** If you tell a lie when telling the truth would be better for you, receive a Chip. Lying means concealing important information, telling outright lies, understating or exaggerating important information at every opportunity. You're a no good lying dog.
- **Marksman:** You cannot spend Chips in Shoot-outs, but you increase your hand two steps when you spend a Chip on a Shooting roll in non-shoot-out situations.
- **Mean as a Rattler:** Receive a Chip when you

cause unnecessary pain or suffering to someone.

- **Mercenary:** A mercenary character only helps others out when paid. Receive a Chip whenever you get paid for doing a job.
- **Murderous:** Receive a Chip whenever you kill a defeated opponent in cold blood.
- **Oath:** You have sworn some kind of Oath. Each time you take this quirk (you may take it more than once, with a different oath each time) choose an oath. Receive a Chip whenever you follow a course of action appropriate to your Oath, but detrimental to your own, or your allies, well-being
- **Odious:** You have some particularly odious personal habit which offends everyone around you. Decide what it is when you take this Quirk. Examples might include swearing, spitting, breaking wind, xenophobia, being very rude or sarcastic, bad breath, awful body odour and so on. Receive a Chip whenever you play this habit up in such a way as to make your life, or the life of your allies, more difficult.
- **Old Timer:** You can't spend Chips on Body rolls, but you increase your hand two steps when you spend a Chip on a Knowledge roll. You're as old as the hills and whilst your body fails you, your accumulated wisdom and experience is something every youngster seeks out.



- **Ornery:** Receive a Chip when you refuse to participate in a course of action agreed to by the rest of your group.
- **Pariah:** You are a pariah, looked down upon by the majority of people. This could be on account of your profession (such as being a whore), race (being black or Chinese), nationality (being Irish or Mexican), some odious personal habit (such as spitting all the time, swearing all the time) or unpleasant feature (such as terrible breath or never washing). At the start of a session you may take a Chip, in which case you will have to deal with a prejudicial situation at least once in that session. If you don't take the Chip you don't suffer the prejudice in that session.
- **Phobia:** You have a phobia (fear) of something which is fairly common, such as the dark, water, spiders, heights or enclosed spaces. Decide what it is when you take this quirk. When you encounter the thing you are phobic to you may take a Chip, but you cannot then spend Chips for the rest of the scene.
- **Pious:** You are very pious and obey the strictures of your religion to the letter. Receive

a Chip if you obey the strictures of your religion and, in doing so, suffer some personal cost.

- **Poor English:** Your character doesn't speak English fluently. Receive a Chip whenever you play up your poor language in such a way as to cause problems for you or your allies.
- **Prohibitionist:** You consider alcohol and drugs to be great evils and must take every opportunity to stop the consumption, sale or supply of such things. Receive a Chip if you are able to shut down an alcohol supplier or persuade someone to give up drinking. Needless to say, you don't drink yourself.
- **Proud:** Receive a Chip when you accept a challenge of any kind.
- **Provocative:** Receive a Chip if you can get someone to attack you through your words and behaviour without actually touching them.
- **Purty/Handsome:** You cannot spend Chips on Jawing rolls when trying to intimidate people or trying to be taken seriously, but increase your hand by two steps when you spend a Chip on a Jawing roll to persuade or seduce people.
- **Reluctant:** You cannot spend Chips in a combat which you started. You are reluctant to fight for some reason, such as being a retired soldier or guilt ridden paid killer. You increase your hand two steps if you spend a Chip on an attack or defence roll in a fight which someone else started though. Note that this applies to normal combat, not shoot-outs.



- **Reputation:** You have a reputation which attracts the interest of others. Either those looking to make a name for themselves or people looking for revenge, fame or something else. You may take a Chip at the start of the session, in which case someone will approach and challenge you during the session, with potentially violent consequences. Note that your reputation can be anything. You might be renowned as a gunfighter (tending to attract young guns looking to make a name for themselves), an outlaw (bounty hunters or lawman might be after you), a gambler (other gamblers may wish to try and beat you in a game) and so on. Whether your reputation is deserved or not is up to you. You may have multiple reputations, but you still only get to take this quirk once.
- **Risk Taker:** Whenever you take a real risk, gain

a Chip. A "real" risk is defined as an action with a reasonable chance of failing and serious consequences if you do fail.

- **Roustabout:** You can't spend Chips on Knowledge rolls, but you increase your hand two steps when you spend a Chip on a Body roll. Your life of physical labour doesn't leave much time for study.
- **Saddle Tramp:** You can't spend Chips on Knowledge rolls, but you increase your hand two steps when you spend a Chip on a Wits roll. "Ain't got no time for fancy book learning, I learnt everything I know at the school of life"
- **Scholarly:** You can't spend Chips on Wits rolls, but you increase your hand two steps when you spend a Chip on a Knowledge roll. You rarely descend from your ivory tower, and when you do your interactions with normal people tend to be pretty disastrous.
- **Selfish:** Receive a Chip when you refuse to give someone something which they could use better than you.
- **Silver Tongued:** You can't spend Chips on Body rolls, but you increase your hand two steps when you spend a Chip on a Wits roll. You're from back east where being able to cut a deal and think on your feet is more important than muscles and fitness.
- **Spendthrift:** You spend money like it's going out of fashion. If you spend all your money on pointless things, such as wine, women and song (minimum ten bucks) you gain a Chip.
- **Stubborn:** You cannot spend Chips on Nerve rolls against horrifying events or situations, but you increase your hand two steps when you spend a Chip on a Nerve roll against Jawing or other influence attempts.
- **Treacherous:** Receive a Chip whenever you "sell out" a friend or ally. Selling out means that you receive some benefit in exchange for your treacherous action.
- **Trusting:** Receive a Chip when you take someone at their word and doing so has a negative impact on your well being or the well being of your allies.
- **Vapid:** You cannot spend Chips on Knowledge trait rolls but you increase your hand two steps when you spend a Chip on a Wits roll. You have a memory like a sieve and would forget your own head if it wasn't screwed on but are very amenable and good company.
- **Varmint:** Receive a Chip when you steal something that you want from someone else, rather than obtaining it legally.
- **Vigilante:** You have sworn to bring justice to all, placing yourself in the role of judge, jury and (sometimes) executioner. You must protect the innocent from the guilty and cannot let a crime go unpunished, even if that involves breaking the law. Receive a Chip whenever you deal out "Justice". Another name for you is "vigilante".
- **Warrior:** You cannot spend Chips on Fighting rolls when unarmed, but you increase your hand two steps when you spend a Chip on a Fighting roll when armed.
- **Warriors Code:** You are a member of an Indian

warrior society and have sworn to uphold it's code. Gain a Chip when you kill an enemy in close combat, rescue a wounded comrade, count coup on an enemy or scalp someone.

- **Wiry:** You cannot spend Chips on Grit rolls for strength type tasks or resisting damage, but increase your hand two steps when you spend a Chip on a Grit roll for endurance and constitution type tasks (not including rolls to resist the effects of damage).
- **Yellow Belly:** You cannot spend Chips when acting in a "heroic" manner. A heroic manner is acting against your own self-interest in helping others. Increase your hand by two steps when you spend a Chip in a "cowardly" manner though.

More Quirks

The list of quirks above is not definitive and GM's and players should feel free to invent new quirks, using the ones already given as guidelines. The key thing to bear in mind when creating new Quirks is that their positive and negative aspects should be balanced.

Gaining and Losing Quirks

Characters may take new Quirks between sessions, or lose old ones, with the GM's consent. Basically, it is up to the player to persuade the GM that they should be able to gain or lose Quirks. The gaining and losing of Quirks should be clearly linked to the way the character has been played. As a rule of thumb you can gain one new Quirk or lose one existing Quirk between each game session, no more.



Hints and Tips for Character Creation

Shooting, Fighting, Riding, Reflexes and Grit are extremely useful traits for fighting orientated characters. Nerve is important for people who intend to get into gunfights a lot.

- Grit keeps you alive and functioning.
- Nerve is crucial in shoot-outs
- Fighting determines how often you hit your foes and how often they miss you in close combat.
- Shooting is useful because it determines whether you land decisive hits on targets or not.
- Reflexes is useful because it determines how often you get hit by ranged attacks and your initiative.
- Riding minimises the impact of being mounted on your attacks.

Each group should have at least one character with a Healing score of one or more. This is a real life saver, literally, as they can treat wounds and get characters back on their feet quicker than normal.

Luck should not be overlooked, as Chip can make or break a situation.

Combat



"Shooting at a man who is returning the compliment means going into action with the greatest speed of which a man's muscles are capable, but mentally unflustered by an urge to hurry or the need for complicated nervous and muscular actions which trick shooting involves."

- Wyatt Earp

Introduction

This section provides more detailed rules to resolve fights between characters.

Rounds

Each round is approximately five seconds in duration. In a round, each character gets one turn. When all characters have had their turn (or held it) the round ends and a new one begins.

Initiative

At the start of a combat each character makes a Reflexes roll (this is called an Initiative roll). Compare the hands of everyone. The character with the best hand goes first in each round from now on, the second best hand goes second and so on downwards.

In the case of characters having the same hand those characters re-roll until there is a clear winner.

Once every character has had a turn (or held it) the round ends and a new round starts.

You cannot botch an Initiative roll, a High Card is just treated as a High Card (the lowest possible hand).

Surprise

If one side ambushes another the characters on the side being ambushed do not get any actions in the first round of combat. They do roll initiative at the start of the first round as normal though.

Ambushes happen when one side is lying in wait for the other and attacks with complete surprise, which usually requires all the characters on the side being ambushed failing Notice(Stealth) rolls against the ambusher with the lowest Stealth.

The first character to be attacked in such a situation gets no defence roll. Characters attacked later in the first round **do** get defence rolls as normal.

Facing

Characters are assumed to be constantly moving, looking around, listening and trying to stay aware of their environment during a battle. As such, they can attack or defend against attacks from any direction.



Double Barrelled Scattergun

Actions

Each character gets one turn per round and can perform two actions on that turn **or** they can discard one action and hold the other action to use later.

A character cannot repeat an action in a round under any circumstances. Actions like evasion and aim are only allowed once per round. You can attack more than once, provided each attack is with a different weapon. You can make any number of unarmed attacks (assuming each attack is made with a different body part).

For example, you could draw and fire a gun (two actions) on your turn, but you couldn't fire the same gun twice. If you want two attacks you need to have two weapons, making one attack with each weapon.

A character can take their "held" action at any time before their turn in the next round, but can only perform one action on the held action.

If a held action is not used before your next turn, it is lost.

If a situation arises where two or more characters wish to use their held action at the same time, their actions are considered to happen simultaneously.

For example, one character uses a held action to run between two buildings. A second character uses a held action to shoot at them. The shot would be considered to resolve as the running character is in motion between the buildings and the held action character could choose precisely when to fire.

As another example, if one character shot on their turn, another character could interrupt with a held action and fire first (the holding character resolves their shot between the shooting character announcing their intention to shoot and actually rolling dice).

Sample actions include:

- Run up to ten yards in a straight line
- Run up to five yards whilst crossing obstacles or treacherous ground
- Open or Close an unlocked door
- Unlock a door with a key
- Change facing
- Attack someone
- Aim at a target
- Take evasive action
- Draw a weapon
- Communicate more than a few words.
- Reload one fresh round into any gun
- Completely reload a suitable gun with a speed loader or ammo tube
- Take something from a pocket, pack or similar, ready to use it
- Use something you are holding

Brief comments or gestures do not require an action, they are free to perform as and when a player wishes. More complex communications require an action.

Attacking and Defending

Attacks are resolved as opposed attack rolls against an opponents defence roll. The traits used depend on the range between the characters.

- **At Close Range:** The attacker rolls against Fighting, and the defender also rolls against Fighting.
- **At Short or Long Range:** The attacker rolls against Shooting and the defender rolls against Reflexes.

Note that you always use Fighting at Close range, even if using a ranged weapon.

Attacking uses up an action, defending is always free.

The only time a target does not get a defence roll is if they are incapacitated, surprised or completely helpless, in which case the Attack roll uses a Pair as the opposed hand (n.b. If the target was surprised they are not surprised after being attacked, remarkably enough). The target of an attack can spend Chips to increase the opposed hand needed to hit them as normal though. *For example, an immobile character might spend a Chip to increase the opposed hand needed to hit them to Two Pairs.*



LeMat Pistol

Attack and Defence Modifiers

Attack and Defence modifiers are applied to attack and defence rolls and usually come from external circumstances. +1 means step up your hand one type and +2 means step it up two types. -1 means step it down one type and -2 means step it down two types.

For example, if you rolled a Pair and had a +1 modifier, the Pair is stepped up to Two Pairs.

The following table lists a selection of common modifiers.

- **Weapons Modifier**
- **Soft Cover:** +1 Defence Modifier
- **Hard Cover:** +2 Defence Modifier
- **Aimed Shot:** +1 Attack Modifier
- **Target Evading:** +1 Defence Modifier
- **Outnumbered:** -1 Defence Modifier
- **Miscellaneous Modifier:** +1 or -1 modifier on attack and/or defence as appropriate.

Each weapon has a modifier for each range which it can engage targets at. When you use that weapon apply the weapons modifier for the appropriate range to your attack roll.

For example, most sixguns have +1/+1 modifiers. They receive a +1 attack modifier at Close and Short range, but automatically miss targets at Long range.

Some weapons (usually melee weapons) also give defence modifiers which are added to defence rolls.

Soft cover is something between you and your opponent which makes you harder to hit without actually being

able to stop the attack (such as darkness, smoke, sheets waving in the breeze or foliage).

Hard cover is something between you and your opponent which makes you harder to hit and which can actually block the attack (such as a solid object of some kind).

If the target has both Hard and Soft cover (such as crouching behind a stone wall in the dark) they only use the +2 modifier from Hard cover, not both.

The Aimed shot modifier is used if your last action before attacking was to Aim at the target of the attack.

The Target Evading modifier is used if you used an Evasive action on your last turn, making yourself harder to hit. Evasive action represents any of a variety of defensive actions, including parrying, dodging, moving evasively and so on.

The miscellaneous modifier is in the gift of the GM to apply as they see fit. You might give a character on slippery ground a -1 modifier on attack and defence rolls to reflect their unstable footing. You might give a character in hard cover an extra +1 defence if they have carefully prepared their position beforehand. You might give a character a -1 attack modifier if they are trying to fight in a place where they have to crouch down or bend over. A +2 or -2 modifier is possible, but should only be used in extreme circumstances.

The outnumbered modifier is used when a character is outnumbered by enemies in close combat. It reflects the fact that you can't effectively defend yourself against more than opponent if they can outflank you. The GM may waive the outnumbered modifier if they feel that the enemies can't effectively outflank the character (e.g. If you are in a narrow corridor facing two opponents you aren't really outnumbered, as they can't get round the sides of you to outflank you).



Results of an Attack

The results of an attack depend on whether you win, lose or draw on the attack roll:

- If you lose the attack misses completely.
- If you draw on any attack the target is suppressed. They must use their next available **action** to recover.
- If you win, the target takes a wound of value equal to the number of Raises on the attack.

For example, if your opponent achieved Three of a Kind on their defence roll an attack roll of Two Pairs or less would miss, Three of a Kind would suppress them, a Low Straight would inflict a 1pt wound, a Full House a 2pt wound, a High Straight 3pts, Four of a Kind 4pts and a Poker 5pts.

Suppressions are cumulative in effect, so a character who is suppressed twice before their next turn would lose their next two actions recovering. If they were suppressed three times they would lose the two actions from their next turn, and the first action from the turn after that as well!

A suppression can be a near miss, forcing an opponent to duck or shy away, a hit which doesn't inflict any significant damage (such as a shallow cut or bruise) or a strike which knocks down, pushes back or momentarily hinders the foe in some way (even a quick grab or brief tussle would qualify as suppression). Regardless, a suppressed character must use their next **action** to recover, then they can act normally.

It's up to the GM and/or player to define the precise result of a suppression, circumstances depending.



Wounds

Wounds represent serious injuries to a character and each wound is recorded separately.

For example, a character who is hit by two attacks which inflict 3 and 4 damage would be noted as having a 3pt and 4pt wound, for a total of 7 damage.

Whenever a character is wounded they must make a Grit roll (also known as a damage roll). The opposed hand depends on the sum of their current wounds (add all the wounds up), as determined by the table below.

- If you succeed on the roll you are okay and continue functioning normally.
- If you draw on the roll the character immediately collapses and remains incapacitated for ten minutes.
- If you fail the roll (your hand is less than the opposed hand) the character is incapacitated for ten minutes and dies after the ten minutes has elapsed if the wound which triggered the Grit roll has not been successfully treated with first aid (which also halves the wounds value as usual for first aid).
- If you botch the roll, you die on the spot.

Total Value of Wounds	Opposed Hand for Grit Roll
1	High Card
2	Pair
3	Two Pairs
4	Three of a Kind
5	Low Straight (four in a row)
6	Full House
7	High Straight (five in a row)
8	Four of a Kind
9	Poker (five of a kind)

For example, a character with a 2pt wound is hit and takes another 3pt wound. They must make a Grit(Full House) roll immediately, Low Straight being the opposed hand because the sum of all their wounds is now 5. If they get a Full House or better they are okay. If they get a Low Straight they collapse and are incapacitated for ten minutes, then recover. If they get Three of a Kind or worse they collapse and die in ten minutes if the 3pt wound (the one just taken which triggered the Grit roll) is not successfully treated with first aid. If they roll a High Card (a Botch) they die instantly.

First Aid

The opposed hand to successfully treat a wound with first aid depends on it's value. A successful roll halves the wounds value immediately, always rounding fractions down. Each attempt takes five minutes. If you get straight to a character who is dying you can make two first aid attempts on them before they die.

Value of Wound	Opposed Hand for Healing roll
1	High Card
2	Pair
3	Two Pairs
4	Three of a Kind
5	Low Straight (four in a row)
6	Full House
7	High Straight (five in a row)
8	Four of a Kind
9	Poker (five of a kind)

For example, to treat a 3pt wound you need to get a Three of a Kind or better. Success reduces the 3pt wound to a 1pt wound (half of three is one and half, which is rounded down to one).

Once a wound has been halved with a successful use of Healing it cannot then be halved again with further uses of Healing.

Natural Healing

Each wound reduces in value by one point per week, or two points if the whole week is spent resting.

For example, if a character has a 2pt wound and 1pt wound the 1pt wound vanishes after a weeks normal activity and the 2pt wound is reduced to 1pt. If the character had spent the week resting fully both wounds would have completely healed by the end of the week.

Melee attacks are made using the Fighting trait.

Spot Rules

The following section gives various spot rules to handle specific occurrences in combat.

Coup de Grace

A character may administer a Coup de Grace ("blow of mercy", in French) to a helpless or incapacitated opponent with a single action. This kills them instantly and outright.

A coup de Grace is something like putting a gun to someone's head or cutting their throat where they lie.



Peacemaker

Trick Shot

A trick shot is attempt to cause some specific effect, aside from just hurting or knocking out an opponent. Trickshots can be made at any range (contrary to the name, you can make a trick shot with a melee weapon). To perform a trick shot make a normal roll and apply a modifier set by the GM. A successful hit inflicts the desired result. Some examples of trickshots include:

- Disarm someone without hurting them (-1 modifier to Attack)
- Throw a knife to pin someone to a wall, they need to use an action to escape the pin (-1 modifier to Attack)
- Force someone to move in a given direction (+0 modifier to Attack)
- Suppress a target without hitting them (+0 modifier to Attack)
- Inflict a 1pt wound regardless of how many Raises you actually get if you hit (-1 modifier to Attack)
- Inflict a 2pt wound regardless of how many Raises you actually get if you hit (-2 modifier to Attack)
- Inflict a 3pt wound regardless of how many Raises you actually get if you hit (-3 modifier to Attack) and so on.
- Knock someone unconscious with a single blow without inflicting any damage, known as

buffaloing (-3 modifier to Attack)

- Hit someone out of line of sight with a ricochet (-3 modifier to Attack). Inflicts damage as normal if you hit.

Thrown Weapons

Thrown weapon attacks are made with Fighting(Fighting), even if at Short or Long range.

Rate of Fire

All guns have a Rate of Fire (ROF). A gun with an SS rate of fire can only fire single shots, which gives one attack per action (and remember, you cannot attack twice with the same gun in a turn).

A gun with an SB rate of fire can fire single shots or short bursts. A short burst still uses up one action but consumes three bullets, giving the character two attacks with that gun in that action. The two attacks can both be against the same target, or two different targets (roll each attack separately).

For example, the Ringo Kid is armed with an SB weapon. On his turn he uses one action to fire a short burst, using up three bullets and making two attacks. He cannot fire that gun again with the second action, and instead opts to reload one bullet into it with that second action.



Botches in combat

The precise effects of a botch in combat are up to the GM. Some ideas follow for attack and defence botches:

Attack Botches

- **Jam:** The gun jams and needs an action to be used to clear it (no roll is needed to clear it).
- **Drop:** The character drops the weapon they were attacking with. It needs an action to pick up again.
- **Friendly Fire:** The attack hits an ally or neutral near to the intended target. The player should re-roll the attack against this new target (so they can still miss the new target).

Defence Botches

- **Trip:** The character trips over and needs to use their next action to recover their footing.
- **Leave Cover:** The character accidentally leaves cover, losing its benefit until they use an action to move back into it again.

Improvised and Unreliable Weapons

Improvised and Unreliable weapons break on a botched attack roll. Melee weapons break on a botched attack **or** a botched defence roll against a melee attack.

Normal weapons which are not kept clean and properly maintained, or which become dirty or fouled by weather, mud and so on, are treated as Unreliable until they have been properly cleaned (no rolls are needed to properly clean a gun, it just takes ten minutes work).

A broken weapon can be repaired using the usual rules for repairing broken items.

Riding

A character who attacks from horse back has their Fighting and Shooting trait scores reduced to the same value as their Riding trait, if they are higher, for the attack.

On the upside, a mounted character gets one free movement action per turn (they can use it to move up to ten yards), reflecting the horses movement.



Duck and Cover

A character who has Hard cover between themselves and an attacker can use an action to Duck and Cover on their turn. If you duck and cover you are completely protected from attacks until you choose to expose yourself again (which requires another action).

For example, if you ducked and covered you would need two actions to attack someone. One to get up again and a second to fire.

Of course, your opponent may also maneuver into a new position so the Hard cover no longer intervenes.. and then shoot you.

Two Weapons

A character can wield a one-handed weapon in each hand. In Gunslingers and Gamblers™, the only benefit this gives you is allowing you to use both actions in a turn to attack with, making one attack with each weapon.

Counting Coup

Counting Coup is a practise common amongst Indians with the "Warriors Code" quirk. Counting coup means striking an opponent either bare handed or with the flat of a melee weapon, and gaining honour in so doing (you cannot count coup with a ranged attack). To count coup simply state the intention to count coup then attack and get one or more Raises. You inflict no injury when counting coup, though you may suppress you target still if you draw with them.

Jawing in Combat

Characters can try to Suppress other characters during a combat by using their Jawing trait. This represents intimidating, confusing or ridiculing them.

- A success suppresses the target, causing them to lose their next action.
- A success with two Raises cause the target to freeze up. They will take no further part in the scene if left alone. If someone attacks them in some way they will begin to act normally again.
- A success with three or more Raises causes the target to retreat or surrender (if they can't retreat).

Use an action and make an opposed roll of your Jawing against your opponents Nerve. Take a +1 modifier to your Jawing roll if your side clearly outnumbers and/or outclasses the other side or a -1 if your side is clearly outnumbered or outclassed.

Wrestling

A wrestling attack is an unarmed attack with the intention of grabbing an opponent and pinning them helplessly. To do this make a normal unarmed Fighting(Fighting) attack. If your target has a higher Grit than yours, you take a penalty equal to the difference.

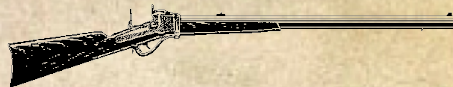
For example, if a Grit 0 character tries to wrestle a Grit 3 character they have a -3 on their Fighting roll for the attack.

- You need one Raise to pin them and two to get a lock on them.

A pin means that have rendered them helpless, but you are also unable to do anything except maintain the pin. You can release it any time.

A lock means that you have rendered your opponent helpless and still have one action per turn yourself (and one hand free). You can still hold turns as normal.

A locked or pinned character is treated as Helpless, and gets no Defence rolls against attacks.



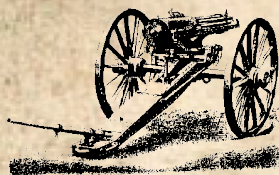
Sharps Big 50 Rifle

Team Attacks

It is possible for a group of characters to attack one target simultaneously as a team attack. Everyone involved in the attack must be able to act simultaneously (typically by using held actions). Each character makes an attack but only one individual rolls (usually the one with the highest relevant trait) and they receive a modifier based on the number of other characters attacking the same target.

Number of Other Characters Attacking Same Target	Attack Modifier
1	+1
2-4	+2
5-9	+3
10 or more	+4

For example, a unit of five soldiers performs a team attack against a charging Grizzly. They all hold actions on their individual turns and then all use their held actions simultaneously to attack. Every soldier expends a unit of ammo (because they are all shooting) then the soldier with the highest Shooting rolls. They receive a +2 modifier as there are four other characters shooting at the grizzly at the same time.



Gatling Gun

Heavy Weapons

Heavy weapons include things like gatling guns and artillery pieces (cannons). Such weapons fall outside the scope of the game and should only feature in adventures as part of the story line, never as an ancillary device. The best way of handling a heavy weapon is to simply roll one dice each time it is fired (firing it requires an action), the result determines how many targets the weapon kills in that round of fire. Player characters in the line of fire can spend a Chip to avoid death, if they have any Chips left to spend. The only way not to be in the line of fire is to be behind hard cover or behind the weapon itself.

Dice Kills

9	0
T	1
J	2
Q	3
K	4
A	5

Dynamite and Grenades

Light it, then throw it and/or stand well back. If you need to throw it to a specific spot make a Fighting(Pair) roll. If you need to throw it through a small opening or such like, increase the opposing hand to Two Pairs. Maximum range is Short.

Unless you set the fuse otherwise, the dynamite or grenade detonates at the end of the round. Roll one poker dice for each person at Close range to the explosion to see how much damage they take. Soft cover has no effect on damage and Hard cover negates it completely. If you throw a bundle of dynamite, roll one dice for each stick and add the totals together.

Dice Damage

9	0
T	1
J	2
Q	3
K	4
A	5

GM Hints

The GM will often find themselves having to manage several NPC's (non-player characters) at the same time in combat situations. There are several ways in which you can make life a bit easier (by the way, a lot of these hints assume you are using miniatures).

- **Use Folks:** Make most of the NPC's normal folks, so they have 0 in all traits. This means you don't need to worry about re-rolls. As a rough guide, a single fresh player character is a match for three normal folks (fresh means they are unhurt and have all their Chips still).
- **Group initiative:** If you have a lot of NPC's on the table organise them into groups with the same trait scores, then roll initiative once for each group. Named characters should have their Initiative rolled separately as usual.
- **Bullet dice:** For characters with Sixguns, place a single six-sided dice by them for each gun and use this to record their ammunition expenditure and reloads. When they fire a bullet increase the dice by one, when they use an action to reload drop it by one. If the dice is showing a six they cannot fire that gun (they've emptied the gun).
- **Unlimited Ammo:** Folk's and Named characters can be assumed to have sufficient ammunition to reload as often as they wish. Note they still have to use actions to reload, they just don't have to record how much ammunition they have on their person.
- **Wound dice:** Place a six-sided dice (if you have one) by a wounded character, with the value showing how many wounds they have taken. When they become incapacitated lie them face up. If a character is dying just lie them down face down (so you know they are dying rather than just normally incapacitated). If they get killed outright just remove them altogether.
- **Suppression:** Place a marker by each character for each suppression they have. Each action used to recover removes one marker. When all the markers are gone that character can act normally again.
- **Waiting markers:** If a character opts to hold their turn place a poker chip or other suitable marker by them. This reminds you that they have an action left to use before their next turn.
- **Think Defensive:** Most folks are quite concerned about not getting their head blown off, and will tend to try and get into hard cover then use Evasive actions and Attacks, preferring to occasionally blast away in the general direction of their opponents whilst trying to stay down.
- **Morale and Common Sense:** Use common sense when controlling NPC's. Assuming the NPC's are not fanatics who will give their life for the cause, they will try to retreat if they are clearly losing, and may even surrender or break and run if the situation gets bad enough.

Environment



"Away across the endless dead level of the prairie a black speck appears against the sky ... In a second or two it becomes a horse and rider ... and the flutter of the hooves comes faintly to the ear -- another instant ... a man and horse burst past our excited faces, and go winging away like a belated fragment of a storm."

- The passing of a Pony Express Rider.

Introduction

This section provides additional, more detailed, rules for specific circumstances that characters might find themselves in.

Hazards

Hazards are things which can disable, wound or kill a character. In game terms, a hazard inflicts a wound automatically. The table below summarises the values of wounds from various hazards.

One Point Wound

- Falling 5-10ft
- Small burn
- Falling off a moving horse

Two Point Wound

- Falling 11-20ft
- Mild burn
- Every minute spend being dragged behind a moving horse

Three Point Wound

- Falling 21-40ft
- Nasty burn
- Losing a finger or toe
- Being hit by small falling rocks
- Being trampled by one animal
- Being run over by an empty wagon

Four Point Wound

- Falling 41-80ft
- Major burn
- Losing a hand or foot
- Being caught in a rock slide
- Being trampled by a stampede
- Being run over by a loaded wagon

Five Point Wound

- Falling 81ft or more
- Losing a limb

Instant Death

- Being incinerated
- Being decapitated
- Being crushed by a great weight

Poisons

A character who is poisoned will die in short order if not administered a suitable antidote. Some common poisons include:

- **Rattlesnake venom:** Enters through an open wound (or being bitten by a rattler) and causes delirium within an hour or so and death within five or six hours.
- **Bark Scorpion venom:** The Bark scorpion is the only scorpion in the US which can kill a human (there are around 1500 species of scorpion worldwide and only 25 can kill a human). Bark scorpion venom is much like rattler venom but causes death inside an hour.
- **Cyanide:** Cyanide is swallowed or inhaled (as a gas) and causes convulsions, foaming at the

mouth and then death in minutes.

A weak poison (such as a spider bite or scorpion sting from a non-lethal variety), or a small dose of a normal poison, will not kill a character but will make them very ill. In game terms a weakly poisoned character, or a character who survives a normal poison, is Impaired for two to three days following the poisoning.

Another character may also try to save a poisoned character with a Healing(Full House) roll (this represents getting the poison out of their system). A success neutralises sufficient poison to reduce the poison to a "weak poison", saving their life.



Drugs

If a character is exposed to a Drug they suffer the effect of the drug within minutes of exposure. Some common drugs include:

- **Ether:** A vapour which causes unconsciousness within seconds of being inhaled.
- **Laudanum:** Injected, it causes euphoria and confusion within minutes, effects last around half an hour. If drunk the effects take about twenty minutes to occur but last for a few hours.

Diseases

Things like the common cold are not significant enough to worry about. More dangerous diseases will kill within a week or so if the character concerned fails a Grit roll, the opposed hand being Two Pairs, and even then they will be intensely ill for the week and take a month or so to recover fully (during the illness and recovery period the character is Impaired). Some common diseases include:

- **Cholera:** Caught by eating or drinking cholera infected food or water.
- **Rabbit Fever:** Caught by eating or drinking infected rabbit meat.
- **Texas Fever:** Only effects cattle and is caught through bites from infected ticks.

Another character may also try to save a diseased character with a Healing(Full House) roll. A success assist the characters natural defences sufficiently to let them fight off the infection and survive.

Doctoring

In play the Healing trait is mainly used to treat wounds and poisons.

Antibiotics won't be invented until 1929, so all a Doctor can do for a sick patient is make them comfortable and ease their pain with morphine or other painkillers. One thing a doctor can do, though, is try to maintain the quality of public hygiene, to prevent outbreaks of diseases in the first place. If an outbreak happens doctors can try and trace the source and use quarantines to stop the disease spreading.

Because of the non-existence of antibiotics a gut wound almost certainly guarantees a slow and painful death, as septicaemia sets in.

As *Gunslingers and Gamblers™* is a game, rather than historical simulation, septicaemia doesn't affect player characters.. they always seem to recover from anything but mortal wounds.

Cuts can be bandaged or stitched shut, depending on severity. Broken bones can be set and splinted and Bullets can be removed from the body. The treating of wounds is discussed in the combat section and poisons are discussed above.

Lingo's

A character is automatically fluent in their native language and English (unless they take the "Poor English" quirk).

In addition they are fluent in a number of extra languages (lingo's) equal to their Learning score (choose these before play starts). It can be assumed that characters will also have some basic ability in other languages common to the campaign area, enough to get by with, but inadequate for complex conversations (this includes basic sign language). The following languages are common in a western game:

- English
- Spanish
- French
- Chinese
- German
- Indian Dialects (one for each tribe)



Sign Language

Poker

Each round of poker consists of each player making a secret Gambling roll (don't show anyone else what you rolled), but **before** re-rolling any of their dice they place a bet on their hand. Re-rolls are then made publicly and the player with the highest hand (after re-rolls) wins the round and gets all the bets. In the case of a draw, the money stays in the pot and another round is played, continuing in this way until someone wins.



Playin` poker

Rodeo Riding

Rodeo riding is a common past time for cowboys and involves riding bucking horses or bulls. The contestants in a rodeo should all make Riding rolls with the best hand winning the contest. Characters who draw re-roll until one wins (representing multiple rounds of competition). If a character rolls a High Card the GM may give them a 1pt wound to reflect being thrown badly.

Suffocation

A character can hold their breath for one plus Grit minutes (a score of 5/1 is six, 5/2 is seven and so on). After that time they pass out and die a few minutes later if not rescued.

Shoot-outs

A shoot-out occurs when two or more characters face each other down at Short range. The object of a shoot-out is to intimidate your opponent into drawing first, then draw and shoot before they can finish their draw and shoot at you.

In game terms the characters in a Shoot-out are at Short range (apply your weapons short range modifier to your roll). They make an Opposed roll, but each character rolls against the **lowest** of their Shooting, Nerve or Reflexes traits.

For example, if your Shooting trait is 5, Nerve 2 and Reflexes 3, you roll against your Nerve of 2 in a Shootout.

A number of modifiers apply to your Shooting roll in a Shoot-out

- **Using a Double Action Gun:** +1 in a Shoot-out
- **Using a Carbine, Shotgun or Rifle:** -2 in a Shoot-out
- **Sun in your eyes:** -1 in a Shoot-out (this means that the sun is behind your opponent and is the main reason for holding a lot of Shoot-outs at noon. At noon the sun is in neither characters eyes).
- **Shoot to disarm:** -1 in a Shoot-out (shoot to disarm is a Hollywood favourite). If you win you don't wound your opponent, instead you shoot their gun out of their hand.

In addition any or all characters may secretly state their intention to shoot first. This gives them a +1 modifier but if they are the only character to take this modifier they are deemed to have gone for their gun first which, legally, puts them in the wrong.

If two or more characters take the +1 modifier then no one is deemed to have gone for their gun first (legally speaking), though they still receive the modifier.

The object of a shoot-out is to intimidate your opponent into drawing first.

Being legally in the wrong means that you are likely to face murder, attempted murder or wounding charges if you win the shoot-out (assuming there were witnesses). If you lose and survive you may still face attempted murder charges, depending on the local legal situation, but in most of the Wild West getting shot is deemed sufficient punishment for going for your gun first.

The character who wins the opposed roll inflicts a number of wounds equal to the number of Raises they won by. In the event of a draw both characters are deemed to have missed.

If one character is up against multiple opponents everyone rolls and the best hand wins. If the winners weapon can fire short bursts they can inflict damage on two of the losers (the wound equalling the number of Raises over each of them). If the winner has two guns they can inflict damage in the same way and if the winner has two guns which can fire short bursts they can inflict damage on up to four of the losers!

If one or more characters is still standing after the Shoot-out, a normal combat begins (with Initiative rolls and so on as normal).

Double action guns receive the modifier because they are slightly faster to shoot (the shooter doesn't have to cock the hammer manually).

For example, Lightning Billy Coltrane (Shooting 5, Nerve 4 and Reflexes 3, armed with a peacemaker) is up against three Mexican bandits (Regular Folks with 0 in all traits, armed with peacemakers) in a small town on the border. Both sides square off, then make their Shootout rolls. The peacemakers are single action guns, so no modifiers apply for that. No one is going for their

gun first and no other factors are involved. Peacemakers give a +1 at Short range.

- *Billy rolls against his Reflexes of 3 (the lowest of the three traits used for Shoot-Outs) and gets a Low Straight.*
- *The first bandit (A) gets a High Card, a botch.*
- *The second bandit (B) gets Two Pairs.*
- *The third bandit (C) gets a Three of a Kind.*

Billy wins the Shootout with the best hand by far. The peacemaker can fire SB if the shooter has a hand free, which Billy does, so he can hit two of the bandits. He chooses to hit B and C, inflicting a 2pt and 1pt wound respectively.

Having been hit, the bandits now need to make Grit rolls to resist the effects of their wounds.

B has a 2pt wound, so his opposing hand is a Pair. He rolls his Grit and gets a Pair, a draw, so he collapses in a heap but he'll survive and be back on his feet in ten minutes.

C has a 1pt wound, so his opposing hand is a High Card. Unfortunately, he rolls and gets a High Card, a botch! and dies instantly.

The GM rules that the other bandit drew and managed to throw his gun away in his enthusiasm. He takes one look at the carnage and raises his hands, precluding the need to go into normal combat. Unfortunately for him, Billy has the Murderous Quirk. Billy laughs then shoots him down in cold blood (the GM feels no roll is needed for this) and receives a Chip for his action.



A Shoot-out

Conversations

Non-player characters (NPC's) opinion of a player character always starts at one of the following levels:

- **Hostile (worst):** The NPC doesn't like you at all and will do their best to get in your way and disrupt your plans.
- **Unhelpful:** The NPC will only help you if there is some significant advantage to themselves.
- **Neutral:** The NPC neither likes nor dislikes you and will assist you for a reasonable reward, but probably won't undertake dangerous tasks on your behalf.
- **Helpful:** The NPC likes you and will assist you, doing simple things for free and requiring a reasonable reward for more complex or dangerous things.
- **Friendly (best):** The NPC is anxious to help you and requires little or no reward to help you.

A successful Jawing roll opposed by the NPC's Nerve shifts the NPC's attitude towards the character down one step (improving it) for each Raise.

If the "target" beats you on their Nerve roll move their attitude up one step for each Raise they got over your Jawing roll.

The GM may impose modifiers (rarely more than +/-1 though) on either the Nerve or Jawing roll depending on the approach taken by the character and the role-playing of the player concerned.

For example, Salacious Sally needs to persuade a land agent to give her some information. The GM rules that the agent starts off Neutral towards her. She rolls her Jawing and he rolls his Nerve. She wins with two Raises, shifting his attitude to Friendly. The agent can't be helpful enough to such a purty Lady.

If you need to randomly set an NPC's attitude roll one dice.

Dice	Attitude
9	Hostile
T	Unhelpful
J, Q	Neutral
K	Helpful
A	Friendly

NPC's can use Jawing against player characters, or player characters can use Jawing against other player characters.

Jawing is not "mind control", it simply shifts a characters attitude towards you. In the case of player characters, players should roleplay this change in attitude to the best of their abilities.

Breaking things

Objects have an Armour Rating (AR). If you hit an object and inflict a wound of less than the objects AR, it has no effect.

If the object isn't moving the opposed hand to hit it is a High Card.

If your hit inflicts a wound of value greater than or equal to the AR, the object breaks. A broken wall or barrier has a hole in it which is big enough for a character to squeeze through. If you need to quickly assign an approximate AR to an object, use the following values:

Weight	AR
<1lb	1
<10lbs	2
<100lbs	3
<1000lbs	4
<10,000lbs	5

For example, to break a 100lb object you need to inflict a wound of four or more points.



Repairing things

Objects can be repaired by spending a number of hours equal to their AR working on them then making an appropriate roll. The appropriate rolls are as follows:

- For mechanisms the roll is Tinkering(Pair)
- For simple objects (not mechanisms) the roll is Crafting(Pair)

For example, each attempt to repair an AR 5 object takes five hours.

Tracking

Following tracks requires an Notice(Survival) roll, using the Survival score of the person who made the tracks.

If you are following a group use the lowest Survival score. A success lets you follow the tracks until they cross rock or a river, or until rain erases them. At this point, make a new opposed roll to continue following the tracks.

Sneaking About

To sneak past someone without being detected make a Reflexes(Notice) roll. If you win you have managed to sneak past.

If you have plenty of cover (such as shadows, darkness, buildings or foliage) the GM may give you a +1 modifier on your Reflexes roll.

Hunting and Foraging

Characters can try to live off the land, making Survival(High Card) rolls to find food and drink. Characters cannot hunt and forage in settlements. In rural areas they can make one roll every four hours and in wild areas one roll every two hours. On a success you find sufficient food and drink for one person for one day for each Raise.

For example, an Indian scout goes hunting and foraging in the wilderness and gets a Low Straight. This is four raises so they find four person/days worth of food after their first two hours spent hunting and foraging.



The Wild West- 1876



“Starting out ahead of the team and my men folks, when I thought I had gone beyond hearing distance, I would throw myself down on the unfriendly desert and give way like a child to sobs and tears, wishing myself back home with my friends.”

-A young woman on the trail West in 1860.

The State of the Union

The year is 1876, the centennial year (one hundred years since the war of independence) and the wild west is frontier territory with settlers from the east of the country rapidly moving westwards, colonising the land.

Major Events of 1876

1876 was, historically, a pretty eventful year. The following list of major events is by no means exclusive but may give you, the GM, some ideas to use in your own games.

- Sioux and Cheyenne refuse to move to Great Sioux Reservation in South Dakota and US Government declares war on them.
- Lakota, Cheyenne and Arapaho under Sitting Bull defeat Custer in Montana at the Little Big Horn in June.
- Sioux and Cheyenne under Crazy Horse defeat General George Crook in Montana at Rosebud Creek in June.
- Dodge City, Kansas, is a booming cattle town and one of the most lawless places in the West. The legendary lawman Wyatt Earp arrives in Dodge City in May.
- Deadwood is at the centre of the Black Hills gold rush in South Dakota. The Government has ignored its treaty commitments to the native Indian population, who's land the Black Hills lie in and war has broken out with Indians attacking the prospectors and other immigrants to the area, whilst fighting the army at the same time.
- Wild Bill Hickock shot in the Deadwood saloon in August.
- Colorado becomes the 38th state in August.
- Rutherford Birchard Hayes is elected as the President of the United States in November.
- The slaughter of the buffalo herd in the southern part of the Great Plains continues with a vengeance.

The West

The West is the most geographically diverse region of the United States of America and its largest region, and can comprise more than half the land area of the United States, depending on how it is defined. This diversity includes a number of the geographic regions, including; the Pacific coast and temperate rainforests of the North West (Oregon and Washington states), the Rocky Mountains which follow the continental divide, all of the Great Plains, most of the tall-grass prairie and the western Ozark plateau, the western portions of the southern forests, the Gulf Coast, and all of the desert areas located in the United States (the Mojave, Sonora, Great Basin and Chihuahua deserts).

Dodge City, Kansas, is a booming cattle town and one of the most lawless places in the West

The Wild West

Gunslingers and Gamblers™ focusses on the territories of Montana, Idaho, Wyoming, Utah, Colorado, Arizona, New Mexico, Dakota, Nebraska, Kansas, Nevada and

Oklahoma in 1876. This incorporates the eastern edge of the Great Plains (an area of flat grasslands), the Rocky Mountains and the Great Basin and Southwest desert to its West (areas of cold, dry desert).

In 1876 the country has largely recovered from the immediate aftermath of the Civil War and a wave of settlers are moving to the west, resulting in significant conflicts with the Indian populations.

The Great Plains

An area of semi-arid grassland which stretches 500 miles wide from the foot of the Rockies to the Central Lowlands to the East. The mountains of Montana and the Black Hills of South Dakota stand 1500-2000ft above the plain and the Missouri, Arkansas, Red and other rivers cut broad shallow valleys with steep valleys through the otherwise flat landscape. High winds and sudden changes in temperature are common, along with cold winters and high summers. Most of the annual 20" of rain falls in the Spring, with severe thunderstorms and powerful winds common in the Summer months. Warm, dry Chinook winds soften the winter near the Black Hills and the Rocky Mountain foothills.

The Wyoming basin forms a peninsula which reaches westward from the great plains through the Rockies to connect up to the northernmost reaches of the Great Basin.

The Rocky Mountains

The Rockies follow the line of the continental divide, North-South. Most of the Rockies are 11000ft alpine meadows with scattered peaks standing like low hills amongst the high meadows. Temperatures vary from around 19 to 90 degrees fahrenheit and rainfall is typically between 10" and 40" per year. Late spring brings heavy rains, summer brings storms and hailstones and winter brings severe blizzards and wind storms.



The Great Basin and South west Desert

The Great basin lies to the West of the Rockies and stretches to the Sierra Nevada mountains in the West. This inhospitable landscape receives around 6" of rain per year and temperatures vary from 24 to 90 fahrenheit through the year. Day/Night temperature is commonly quite extreme, swinging from boiling hot days to freezing nights. The Great Basin is cut by North-South ranges, separated by deep flat valleys with an abundance of salt pans and saline lakes.

The South west desert is actually the Colorado plateau,

an area of high desert much like the Great basin but marked by great mesa's, buttes and canyons carved into the coloured rock (the Grand Canyon is found in this area).



Hunters

Towns

First and foremost a town has to have a reason to exist. In the west there are eight main reasons for a town to form; Cattle, Mines, Timber, Coaching Station, Rail roads, Buffalo, Farming or Water.

- **Cattle:** The town is the hub of an area of cattle ranching, acting as a central market and resource for the various ranches around it.
- **Mining:** The towns economy is based around mining and it's related industry. It provides supplies and facilities for workers, miners, and acts as a trading centre for the materials being mined.
- **Timber:** The towns economy is based on the felling and logging of timber. Like a mining town, it provides supplies and facilities for the workers and industries involved in this activity.
- **Rail roads:** The town is built around a station on the railway.
- **Coaching Station:** The town (which may just be a handful of people) is a stagecoach station.
- **Buffalo:** The town is a base of operations for buffalo hunters.
- **Farming:** Farming towns are found in areas of extensive arable farming. They act as trade centres for crops and supply farmers with their needs.
- **Water:** The town is a watering hole. Such towns usually appear along dry routes across country.

Wild West towns vary in size tremendously but all tend to share some general features. For game purposes, settlements can be divided into four size categories:

- **Town:** Less than 200 inhabitants.
- **Large Town:** Less than 500 inhabitants.
- **City:** Less than 2000 inhabitants.
- **Large City:** More than 2000 inhabitants.

The facilities below are listed in order of the town size needed to support them, normally at least, so a town with a Hotel almost certainly has a boot hill and newspaper as well.

Small Town

- **Newspaper:** Usually the first thing put in place by a prospective town founder is a newspaper which can sing the towns praises and attract incomers and bring more investment in.
- **Telegraph Office:** A telegraph office, if the town lies on the railway.
- **Railway station:** A railway station, if the town lies on the railway.
- **Boot Hill:** The towns cemetery, usually some distance outside the town itself.
- **Hotel:** A hotel, offering rooms, a bar and dining facilities.
- **Saloon:** A saloon is much like a hotel, but tends to focus more on drinking and gambling than the hire of rooms. As a good rule of thumb a town or city will have one saloon or hotel for every fifty inhabitants.
- **General Store:** A general store provides all the various goods needed by people living on the frontier. Most stores also carry catalogues which enable individuals to order fancy goods from back-east. The General storekeeper in a military post is known as a "sutler" and pays a fee to the military to act as the sole supplier to the troops stationed at the post.
- **General Craftsmen (Carpenters, Blacksmiths, Coopers etc.):** A range of skilled individuals who set up shop to meet local demand.
- **Schoolhouse:** A schoolhouse for the education of the young un`s.
- **Doctor:** Most settlements have one or more doctors. Bear in mind that there are no such things as "illegal" drugs in 1876. Drugs such as laudanum can be purchased freely from general storekeepers.

Large Town, City or Large City

- **Assaying Office:** A state assaying office values and buys gold and minerals from prospectors at standard rates.
- **Specialist Craftsmen (gunsmiths, watchmakers):** Specialist craftsmen tend to only be found in larger towns and cities.
- **Bank:** Banks are common when significant amounts of money are passing through the town.
- **Courthouse and Jail:** Typically, only towns who are vying for the status of county seat bother putting up a courthouse and jail.
- **Land Office:** The land office is a state office where individuals register land claims.
- **Land Attorney:** Most settlements have one or more land attorneys. These are lawyers who specialise in land related laws.
- **Lawyer:** Most settlements have a general lawyer who deals with contract law, civil cases and possibly also acts as the defence in criminal cases.

Ghost Towns

A ghost town is a town which fails to develop sufficiently to survive the loss of whatever it was based on originally. The most common type of ghost towns are abandoned mining towns.. when the mines play out there is no reason to stay any more. A ghost town has all the amenities of a town or city, but no one lives there, it's just standing empty.

Life on the Frontier

In 1876 the wild west is still the home of adventurers, trappers, traders, soldiers, hunters, gamblers and cowboys, people seeking opportunity outside of the confines of eastern society,

Most work for their own individual advantage with little thought for others and for recreation, they booze and brawl, often over the few women who ventured into such an environment. Human life is generally very cheap and young men, especially, are lured by the rough and tumble life of the frontier where they can could "sow wild oats" with virtually no restraint.

This is slowly being tempered by the increasing numbers of settlers and homesteaders. These folks have travelled to the west to start new lives and built healthy communities for themselves, a long term undertaking. They are gradually replacing the frontiersmen with men taking on the roles of community leaders and breadwinners for their families. Another major change is that the recreational choices of such settlers tend to be more cultured and urbane, unlike the wild partying of the frontiersmen.

Missionaries work to civilize the frontier by introducing social institutions such as churches and schools, although their efforts have only a minimal impact on whites, missionaries still have an effect on the frontier by preaching Christian values and by reducing the flow of liquor that reaches the Indians.

Human life is generally very cheap

Homesteading

Few people settle on the great plains. The plains are arid, cold in winter and hot in summer, an environment not really suitable for farming and agriculture. Prior to 1870 most settlers were just passing through the plains on their way to the west coast but the combination of the rail road and the period 1870 to the late 1880's being unusually wet, resulted in around two million settlers stopping and trying to eke a living on the plains. These homesteaders built sodhomes (so called because they used sods from the ground to roof timber walled buildings), planted crops and raised livestock and families.

Some men arrived alone to stake their claim and build a house before sending for their families, whilst others just upped stakes from the east and moved lock, stock and barrel to the west to start a new life.

To supplement their farm income during the early years or lean times, men often work for others breaking sod, ploughing fields, digging wells, or hauling freight, generally making around \$7.00 a day and receiving maybe \$3 a day for "easy" work such as accompanying a freighting trip.

It is important to note that life is still hard and often dangerous on the frontier. There are no shortage of rampaging Indians and bandits who regularly attack and pillage small settlements, so a man is wise to keep his

rifle near him at all times.

Most farm work is muscle powered still, although portable steam engines are starting to appear on larger farms, which enable more land to be cultivated and reducing the man-power needed for harvesting.

As the farms in an area grow so do the local towns and the range of non-agricultural jobs for men, along with the development of new businesses.



The Military Life

A string of forts have been built across the west. For recruits stationed at these outposts, their daily routine often does not meet their expectations of military life and most of their time is spent doing manual labour with an occasional scouting trip, patrol, or campaign. Many never see combat. On the other hand, in some areas, such as Dakota, Montana and Wyoming, things can get pretty exciting with regular Indian raids occurring.

The military did not, initially expect to occupy most frontier forts permanently. This resulted in inadequate funding for their construction and the military also required that all construction be done by the troops. Conditions at many of these forts are so bad that General Sherman commented in 1874: "Some of what are called military posts are mere collections of huts made of logs, adobes, or mere holes in the ground, and are about as much forts as prairie dog villages might be called forts." Forts, according to military regulations, are constructed of readily available materials. Living conditions are still crowded and uncomfortable though.

Officers always fare better than their troops with living quarters, with the amount of living space awarded commensurate to their rank. Many officers share this space with their wives and families, a luxury few enlisted men can afford.

Some of what are called military posts are mere collections of huts made of logs, adobes, or mere holes in the ground, and are about as much forts as prairie dog villages might be called forts

Drinking and gambling are standard diversions for many military men stationed on the frontier but penalties for drunkenness or other infractions of military code are delivered swiftly and severely. Although prohibited by

regulation, a few common forms of punishment are confinement in a sweat box, marching to exhaustion while carrying a heavy load, and suspension by thumbs, wrist, or arms.

While much about camp life is harsh, it is not void of entertainment. Holidays and special occasions, such as a visiting general, result in a festive celebration. Formal dinners, balls, and theatrical productions are not unknown on the frontier and horse racing, baseball, and other athletic competitions are also favourite pastimes of the troops.

The post trader supplied troops with those items not provided by the military, including liquor.

Missionaries

Early in the 19th century missionaries from several Christian denominations began to establish permanent stations in the west (called missions), aimed at serving the Indian tribes that had been resettled from areas farther east.

Life is hard at the missions. Many of the Indians resist the missionaries' efforts to teach them white culture, whether religious or secular, often resulting the death of missionaries in various unpleasant ways. This is compounded by whites selling the Indians liquor and stealing their property, which undermines the missionaries' attempts to improve the lot of the Indians. Financial support from the eastern missionary societies is often meagre and irregular, and living conditions on the frontier are primitive at best. Fortunately for the male missionaries, they usually have wives who share their burdens and help make their situation more bearable.

The Buffalo

With the arrival of the rail road in the early 1870s the buffalo trade has expanded to enormous sizes, with thousands of young men became involved in the buffalo slaughter.

Buffalo exist in such vast numbers that hunters can kill hundreds in a matter of days and thousands in a matter of months. Buffalo hunter Frank Mayer commented: "We never killed all the buff we could, but only as many as our skinners could handle. Every outfit had its quota, which was determined by the ambition and the number of skinners. My regular quota was twenty-five a day, but on days when my crew weren't tired, I sometimes would run this up to 50 or even 60. But there I stopped, no matter how plentiful the buff were. Killing more than we could use would waste buff, which wasn't important; it also would waste ammunition, which was."

Buffalo exist in such vast numbers that hunters can kill hundreds in a matter of days and thousands in a matter of months

Dodge City, Kansas is a major shipping point for buffalo meat and hides. In the first 3 months of 1872, over 43,000 buffalo hides and nearly 1.5 million pounds of meat were shipped to the East on the Santa Fe Rail road. Buffalo are also killed in great numbers for sport.

Another industry has come from the slaughter of buffalo, that of the Bone Pickers. Bone pickers are paid \$4 to \$6 a ton for the dried buffalo bones which are then shipped east to be used in the manufacture of fertilizer, combs,

dice, buttons, and bone china dishes.

Mining

Mining is the extraction of valuable minerals from the ground. Of particular interest to player characters will be the opportunity to mine for precious metals such as gold, silver and, to a lesser extent, copper. There are four types of mining:

- **Placer:** Where raw minerals are deposited in sand or gravel at the surface they can just be lifted away, either by physically sifting the sand or panning and sluicing water flowing through the deposits. This is referred to as Placer mining and is the type of mining most commonly associated with the early gold and silver rushes where thousands of miners stake out claims on rivers in gold or silver rich regions and pan the water for the grains of the precious metals.
- **Hydraulic:** Hydraulic mining is typically required once placer deposits have panned out and is a capital intensive operation. Basically, higher pressure water jets are used to blast away the sedimentary layers which the metals lie in and the metals extracted from the resulting run off. Hydraulic mining is tremendously destructive to the environment.
- **Hard rock:** Hard rock mining involves digging down into hard rock deposits for veins of precious metals and is the type of mining associated with the classic "gold mine", an underground network of tunnels which follow the veins of metal. A hardrock mine consists of tunnels and shafts, shafts are roughly vertical and tunnels are roughly horizontal, running off from shafts.
- **Open pit:** Rarely used. Open pit mining involves digging a huge pit in the ground to get at the minerals and is the preserve of huge corporations.

What comes out of the ground is a metal ore. This ore is then pulverised and the precious metal extracted and sold on.



Player Characters and Mining

Mining areas present a whole range of opportunities for player characters to get involved in. Characters may wish to join in with the mining, trying to find a fortune, or they may get involved in the provision of services to the miners.. a very lucrative endeavour in itself. Mining areas tend to be very lawless places and there is also

work for a good gunhand, either to protect the miners from ruthless robber barons and bandits, or to work for such barons and bandits in shaking down the miners or stealing their claims.

Range Wars

Range wars are small scale conflicts fought over the ownership of land and resources. Most range wars are between private citizens and the reasons vary, including:

- Wars over mineral rights
- Wars over water rights
- Wars over grazing rights (ranchers vs. free grazers or cattle ranchers vs. sheep herders)
- Wars over agricultural rights (ranchers vs. farmsteaders)

Wars are also often fought between criminal groups and other criminal groups, law abiding citizens or the law. These are not really "range wars", but they are about control, with the criminals wishing to gain control of the community and its resources.



Indian Wars

By 1876 many of the great plains tribes have signed agreements with the US Government to move onto reservations. In practise, military force continues to be used to force these agreements into practise, with US Army units fighting against Indian war bands who do not wish to move onto the reservations. The four major Indian wars, in the wild west, of the period were:

- Comanche s 1867-1875
- Apaches 1873
- Lakota, Cheyenne, Arapaho and Sioux 1876-1877

By 1876 the Comanche and Apache wars had finished, barring the occasional minor skirmish, but the Lakota, Cheyenne, Arapaho and Sioux war was in full swing.. involving such notable battles as the Little Big Horn and Rosebud Creek. This war took in the Dakota, Wyoming and Montana territories, including the Black Hills area.

Ranching

Ranching is one of the main businesses of the west, with huge cattle ranches spreading over vast acreages. Over five million cattle roam the great plains in 1876.

Cattle are rounded up in the autumn (and unbranded ones branded) then in the spring the cowboys cut out the cows ready for market and drive them to the nearest rail road town, often hundreds of miles away. There the cattle were sold to eastern buyers and the cowboys enjoyed a brief period of relaxation before returning

home to begin the routine of another year.

Cattle Drives

A typical drive has around 2500 cattle and eight to twelve cowboys overseeing it. It makes around ten to twelve miles a day and takes around thirty days to move the herd north from Texas to the railheads which lead back east. A cowboy can expect to earn around \$30.00 a month.

At night two cowboys circle the herd, slowly riding in opposite directions, to keep the herd in place, often singing as they do so as the sound calms the cattle down. On round ups and trail drives, cowboys sleep outdoors for weeks at a time. Their bedroll often consists of a pair of blankets rolled in a piece of oiled, waterproof canvass. Inside his bedroll, a cowboy keeps extra clothes, letters, and other personal items. The bedroll is the cowboy's personal bedroom on the prairie.

At night the cowboys tell stories around the camp-fire or listen to fiddle or harmonica music. Wake up time is often four o'clock in the morning (just before sunrise) and each morning the cowboy has to make his bed and load it on the chuck wagon, or the cook might leave it behind. The chuck wagon moves ahead of the herd to the night's camp.

Trail Food

Meals for the cowboys came twice a day, once before dawn and again after dark. The men often say they have two suppers. Cowboys eat a lot of beans, biscuits, rice, dried fruit, and beef but almost no fresh vegetables, eggs, or milk (mainly because these latter food stuffs tend to spoil on the trail, being hard to preserve).

The Law

On the whole, the west is a lawless place, mainly due to inadequate enforcement of the official frontier court system. Some local peace officers are capable of handling most problems but in some areas county sheriffs or Federal Marshalls are needed to bring fugitives to bay. Even if a fugitive is brought to court, some have powerful patrons who intimidate local juries, judges and prosecutors into acquitting them of their crimes. In such cases it takes a Federal judge or honest circuit judge to make things stick.

The usual procedure is for a fugitive to be jailed once caught, or chained to a tree or in the livery stable if no jail is present. The prisoner is either held in this way until a circuit court judge passes through, when they are tried, or is taken to the nearest courthouse for trial.

When the law is not effective the local citizenry often resorts to vigilante justice, with a mob trying and punishing the miscreant (usually by hanging or shooting them). Sometimes vigilante justice is actually quite fair, other times it is just a baying mob out for blood.

The local law often co-opts citizens as deputies and/or forms a posse to go after a known fugitive to bring them back. Civil claims are dealt with by circuit judges or at the county courthouse in the same way.

Trials

Generally speaking, if a character gets into a trial situation the trial should be role-played out. A trial is a great opportunity to role-play and a creative GM can come up with all sorts of hooks to play from it. These might include investigating the alleged crime, unearthing evidence, building case and then finally presenting the evidence and arguing the points of case, after which the

GM makes a judgement, which can then lead to attempts to escape and so on if it goes the wrong way.

Bounty Hunters

It is common practise for authorities to post bounties for the capture of wanted felons. Most bounties stipulate their return alive, although some may pay for a dead felon, albeit at a lower rate. Normally, felons (or their dead bodies) must be returned to the county jail to claim the reward on them. Some example values for bounties are:

- Bank robber \$100.00-1000.00
- Stagecoach robber \$50.00-100.00
- Train robber \$100.00-500.00

These increase with the targets notoriety (Frank James carried a bounty of \$15,000.00 in 1876).

Travel

There are various ways of getting` around in the West and they are discussed below.

The Rail roads

A railway train typically averages 30 miles per hour, day and night.

Stagecoach

Stagecoaches typically make around sixty miles a day in good terrain (open prairie). In mountainous, swampy or badland areas speeds can drop as low as twenty miles a day though.

A stagecoach typically holds 12-15 people (although some held as many as 35), with 6-9 inside the cab, 3 (driver, messenger and passenger) on the box and three more on the roof. Stagecoach stations are located every ten to fifteen miles along a route. When the coach pulls in the team is unhitched and fresh horses put on.

A typical station employs an agent (who meets and greets the passengers and takes care of their needs whilst also accepting books and the like), horse tenders (who unhitch and hitch the horses and take care of their feeding and watering) and livery boys (young boys who help the horse tenders). In larger stations blacksmiths and carpenters may be employed by the stagecoach line to effect repairs, shoe horses and so on. In addition, all these people will often have families with them, so a station becomes a small settlement in it's own right.

Stagecoach travellers should expect to get dusty, dirty and wrinkled, so should dress accordingly. In addition, men should be prepared to help drag the wagon out of potholes, replace broken wheels and similar jobs. Bandanna's for men, and veils for the ladies, are common to help keep the dust out.

In cold weather passengers often wear buffalo robes, muffs for their hands and warm soapstone's between their feet, to keep the chill off. If you don't have such items yourself the stagecoach line will likely be able to hire them to you at a cost of a dollar or so.

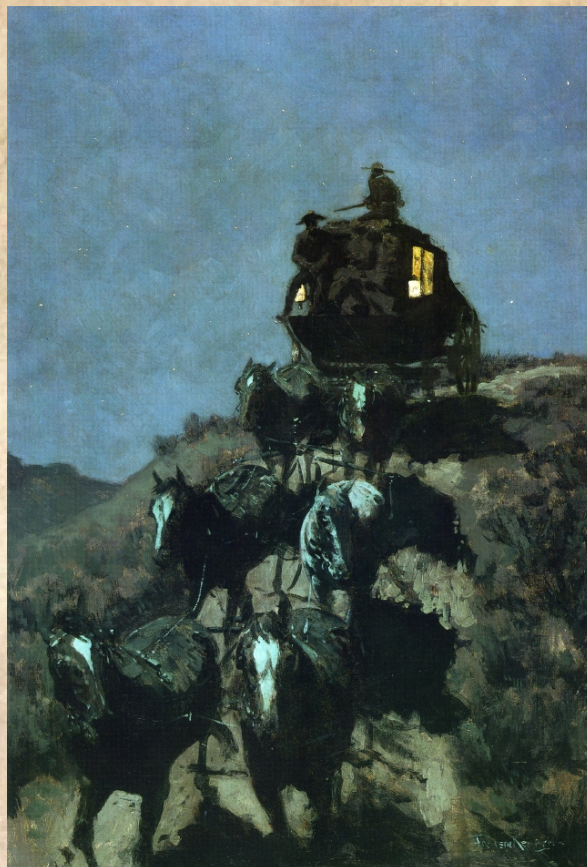
Stagecoach driving is a skilled job and most drivers are well paid (earning around a \$100 a month), young (under thirty) and intelligent. Drivers commonly invite passengers to sit by them and most drivers are skilled conversationalists.

Roads are just dirt tracks and tend to follow ridges, staying out of the valleys so as to avoid the inevitable mud and flooding in the winter time. Where the road crosses the flat the preferred routes avoid swampy or marshy ground. Most roads in the west started life as

trails used by the early settlers.

A passenger can typically take about 50lbs of luggage with them, any more entails an additional charge.

Passengers should be wary when getting off a coach, as thieves and varmints often hang around coach stations, preying on unwary travellers.



Riding

A character on horseback can make about 50 miles per day (riding at 5mph for ten hours) but this is quite fast and, more often, mounted groups will travel around twenty to twenty five miles per day. A horse can make around eighty miles in a day at a push but the next day it must rest and cannot travel.

The Pony Express service (no longer operating in 1876) could make around one hundred miles a day by swapping riders every hundred miles and changing horses every ten to fifteen miles.

Walking

A character, on foot, can make around twenty miles per day. They can increase this to around thirty miles per day but must rest the next day (no travel).

Mule Trains

A mule train consists of 50-200 mules fully loaded with packs and it travels around 12-15 miles per day. Wagon train work is hard, with freighters (the people working the train) starting work before dawn and finishing after sundown. Freighters are not generally noted for the manners and refinement. Where there is a real risk of bandit or Indian attack a force of soldiers might be

dispatched to escort a train, although normally mule trains are left to their own devices.

Wagon Trains

Wagon trains head out in spring, when the prairie grass is long enough to feed the teams. A typical train has 26 wagons and 35 men. Each wagon is pulled by ten mules or six oxen and the train has around 30 spare animals. A wagon train typically makes around 12 miles a day, stopping at sundown, and stopping three times during the day for the animals to graze (one hour per stop).

The classic western wagon is the Conestoga, travelling 12-18 miles a day and pulled by a three teams of two draught horses.

Random Encounter Tables

Roll one dice for each day spent on the trail. If you roll an Ace a random encounter occurs. When and where the encounter occurs on any given day is up to the GM.

Roll two dice on the random encounter table below. The order of the dice does matter on this table, so state which dice is the first and which second before you roll.

Roll Quirk

99	Abandoned Mine
9T	Abandoned wagon
9J	Bandit ambush
9Q	Bandits fighting travellers
9K	Battle
9A	Battle ground (battle finished recently)
T9	Bogged down
TT	Camp-fire
TJ	Carcass
TQ	Card sharp
TK	Cavalry unit
TA	Dog (tries to adopt party member)
J9	Dust Storm
JT	Empty house
JJ	Flash Flood
JQ	Ghost Town
JK	Inclement weather (½ movement)
JA	Indian scouts
Q9	Indian war party
QT	Infantry unit
QJ	Lost travellers
QQ	Mysterious stranger
QK	Posse
QA	Prospectors
K9	Rattler
KT	Rich hunter and entourage
KJ	Sacred Land

Roll Quirk

KQ	Shady looking characters
KK	Skunk
KA	Snake oil salesman
A9	Stagecoach
AT	Tinker (selling pots and pans)
AJ	Town
AQ	Tracks
AK	Travelling circus
AA	Watering hole

- **Abandoned Mine:** The characters stumble upon an abandoned mine. How long the mine has been abandoned for, and why it was abandoned are in the hands of the GM.
- **Abandoned wagon:** The characters find an abandoned wagon. How long, and why, it has been abandoned is up to the GM (perhaps the owners are still nearby, or perhaps the wagon is bait in an ambush?).
- **Bandit ambush:** The characters are ambushed by a group of bandits. Against starting characters, the bandits will be Regular Folks (0 in all traits) and have a player character level specialist leader (have one bandit for each player character, plus their leader). If the party looks tough the bandits will stay in cover and call on them to drop their weapons and money, then ride on. If the party looks vulnerable the bandit leader will swagger around a bit and make ridiculous demands whilst his men cover the party.
- **Bandits fighting travellers:** The party encounters a group of travellers engaged in a fight with bandits.
- **Battle ground:** The party find the remains of a recent battle.
- **Battle:** The party runs into a pitched battle (with at least thirty people on each side). This could be a battle between soldiers and Indians, two different Indian tribes, soldiers against bandits or a posse fighting a bandit gang.
- **Bogged down:** If the party has a wagon or other wheeled wagon it gets stuck. The time spent getting it loose halves the distance travelled that day.
- **Camp-fire:** The party spy a camp-fire (the light at night, or smoke in the daytime). It is up to the GM to decide who's camp-fire it is.
- **Carcass:** The party finds a carcass. Who, or what, killed it is up to the GM (perhaps the wolves are still nearby?).
- **Card sharp:** The party encounter a wandering card sharp. He'll seek their hospitality then try to take them for everything they've go in a "friendly" game.
- **Cavalry unit:** The party encounter a cavalry unit travelling somewhere.
- **Dog:** The party encounter a dog. The dog will try to adopt a party member and come with the

party. Of course, it may not be a stray and it's owner may come looking for it.

- **Dust Storm:** A violent dust storm blows up, forcing the party to seek cover. This halves movement for the day and all mechanisms (e.g. Guns) become Unreliable until they are thoroughly cleaned and oiled (a job which needs the resources of a town to achieve).
- **Empty house:** The party find an empty house. Who lived there and why they left is up to the GM.
- **Flash Flood:** A sudden thunderstorm triggers a flash flood. If the party are on foot or horseback they can just ride out of the way of the flood. If they have any wagons or carts the wagons/carts are swept away. Recovering them halves movement for the day and you should roll one dice for each significant item on the wagon/cart, and one dice for each wagon/cart itself. On an Ace the item (or wagon/cart) is destroyed by the flood (a destroyed item cannot be repaired).
- **Ghost Town:** The party find a ghost town. Why it was there and why it was abandoned is up to the GM.
- **Inclement weather:** Either very hot, very cold or very wet weather slows progress, and is very unpleasant. Half movement for the day.
- **Indian scouts:** The party encounters Indian scouts. Whether the scouts are friendly or hostile depends on the tribe and where they are encountered.
- **Indian war party:** The party encounters a group of Indians who are on the war path. A friendly tribe is no problem, but if the tribe is hostile the party will have to be very diplomatic to avoid a fight.
- **Infantry unit:** The party encounters an infantry unit on the march.
- **Lost travellers:** The party encounters a group of lost travellers. They could do with some assistance in getting to the nearest town.
- **Mysterious stranger:** The party encounters a "mysterious stranger". Who, or what, the stranger is, and what their motivations are depend on the GM.
- **Posse:** The party encounters a posse of a dozen riders out hunting criminals, or something else.
- **Prospectors:** The party encounter a prospector, or group of prospectors.
- **Rattler:** One of the party gets bit by a Rattler. Everyone should make Luck roll and the character with the lowest hand is bitten. It's not a fatal bite, but the nausea means they can't spend Chips for the next two days.
- **Rich hunter and entourage:** The party encounter a rich hunter and his entourage. The hunter may be a tinhorn from back east, or even a rich foreigner on holiday.
- **Sacred Land:** The party enters an area of Sacred Indian land. This may lead to an encounter with angry Indians, or not, as the GM decides.
- **Shady looking characters:** The party encounters a group of shady looking characters on the trail. They may be bandits or genuine

travellers.

- **Skunk:** As Rattler, but the person gets the lowest hand is squirted by a skunk and stinks to high heaven for the next few days.
- **Snake oil salesman:** The party encounter a travelling snake oil salesman. He'll try to sell them all manner of miracle cures and unguents.
- **Stagecoach:** The party encounter a stagecoach. It may be stopped for a rest break or damaged and in need of their assistance. It might even be under attack by Indians or bandits.
- **Tinker:** The party encounter a tinker, travelling from town to town sharpening knives and selling pots, pans and other items.
- **Town:** The party find a town. Either there map was wrong, they're off course or something strange is going on.
- **Tracks:** The party encounter tracks. Whether they are fresh or old, where they come from and where they lead to could be irrelevant.. or the foundation of a whole new adventure.
- **Travelling circus:** The party encounter a travelling circus. This, of course, creates the possibility of having to deal with an escaped wild animal, such as a lion.
- **Watering hole:** The party find a nice watering hole.

States vs. Territories

Congress divided the land mass into various territories, each having its own governor, legislature and courts. Unlike a state, the representatives of a territory could not vote and the Federal government could reorganise territories at will.

All of the territories will become states eventually, by meeting requirements laid down by congress which included having a constitution and a minimum population. Territories were, on the whole, significantly wilder and more lawless than full states, reflecting their frontier nature.

Territories

Gunslingers and Gamblers™ is set in the traditional "wild west" territories of:

Arizona	Kansas	New Mexico
Colorado	Montana	Oklahoma
Dakota	Nebraska	Utah
Idaho	Nevada	Wyoming



A map of the Western United States in 1876, dark lines indicate major rail road tracks

Places of Interest

The following table gives some examples of interesting places to be found in the West.

Abilene, Kansas: End of the Chisholm cattle trail from Texas

Agua Fria, Arizona: A Indian settlement system dating to A.D. 1250-1450, spread over two mesas and the Agua Fria River canyon; more than 450 sites with pueblos, stone forts, and petroglyphs.

Albuquerque, New Mexico: Major town in New Mexico.

Aztec Ruins, New Mexico: Ruins of a Pueblo town.

Bandelier, New Mexico: Ruins of 13th-century Pueblo cliff dwellings.

Bent's Old Fort, Colorado: A Fur-trading post and rest station on the Santa Fe Trail.

Bighorn Canyon, Montana & Wyoming: The spectacular Bighorn Canyon, on the Bighorn River.

Black Canyon of the Gunnison, Colorado: Deep, narrow canyon of the Gunnison River, named for its dark-coloured walls, which are always in shadow.

Black Hills, North Dakota: Sacred territory to the Lakota

Boulder Canyon, Colorado: Site of a major gold find in 1859.

Bryce Canyon, Utah: A canyon with coloured walls and rock formations. There are also many spires, fins, pinnacles and mazes of rock.

Butte, Montana: Site of the greatest copper mines on earth, later to become a stronghold of union power following the formation of the Western Federation of Miners there in 1893.

California Trail, Missouri River to California and Oregon: The migration route extending 5,600 miles from the Missouri River to California and Oregon.

Canyon de Chelly, Arizona: Ruins of prehistoric Indian villages.

Canyonlands, Utah: Rocks, spires, and mesas; Indian rock art and ruins.

Canyons of the Ancients, Colorado: A rugged landscape that is archaeologically rich, with some sites dating to 10,000 years ago, including later pit houses, cliff dwellings, and pueblos.

Capitol Reef, Utah: Highly coloured sandstone cliffs dissected by gorges; named for a white, dome-shaped rock.

Capulin Volcano, New Mexico: The huge cinder cone of an inactive volcano.

Carlsbad Caverns, New Mexico: A series of great limestone caverns.

Casa Grande, Arizona: Huge building built c.600 years ago, in the ruins of a Indian pueblo.

Cedar Breaks, Utah: A huge natural amphitheatre (2,000 ft/610 m deep) formed by erosion.

Chaco Culture, New Mexico: 13 pre-Columbian ruins of the Anasazi. Ruins representing the highest point of Pueblo prehistoric civilization (A.D. 900-1000).

Chiricahua, Arizona: Odd-shaped rock formations.

City of Rocks, Idaho: An area of needle like granite spires and other sculptured rock formations.

Colorado Monoliths, Colorado: Huge monoliths and other unusual erosional features.

Coronado, Arizona: Area near Francisco Vázquez de Coronado's point of entry (1540) into the United States.

Craters of the Moon, Idaho: A blasted landscape of volcanic cones, craters, fissures and rocky lava flows.

Deadwood, South Dakota: A lawless boom town in the

Black Hills, serving the gold rush.

Denver, Colorado: The main supply town for the Rocky mountain mining camps. It lies at the centre of an extensive network of rail routes which lead it to be the centre of banking, minting, processing and supply for Colorado and its surrounding states.

Devils Tower, Wyoming: A 1200ft high monolith of volcanic rock sacred to many of the Great Plains tribes.

Dodge City, Kansas: An important and very violent town at the railhead to the cattle trail from Texas. Guns cannot be carried north of the deadline (railtrack) but anything goes on the south side of town.

El Malpais, New Mexico: In English, "the badlands", a volcanic area rich in Pueblo history.

El Morro, New Mexico: A sandstone monolith with inscriptions of Spanish explorers and American pioneers.

Fort Bowie, Arizona: A fort (est. 1862) that was the base of military operations against Geronimo and his followers.

Fort Buford, North Dakota: A fort strategically located in the heart of the Lakota buffalo hunting grounds.

Fort Laramie, Wyoming: Began life as a fur trapping outpost then became an important way post for emigrants heading west on the Oregon trail. In 1868 Fort Laramie was the site of a peace conference between the Federal government and the Great Plains tribes which unfortunately led to a fresh round of Indian wars.

Fort Phil Kearney, Wyoming: Established on the Bozeman trail to protect miners heading across Lakota lands into Montana. In 1866 it was the sight of the Fetterman massacre when Lakota braves under the leadership of Chief Redcloud led a patrol led by Captain William J. Fetterman out of sight of the fort and massacred them.

Fort Union Trading Post, Dakota: A major American Fur Company trading post.

Fort Union, New Mexico: A U.S. army fort on the Santa Fe Trail.

Fossil Butte, Wyoming: An area containing rich in Paleocene-Eocene fossil fish.

Gila Cliff Dwellings, New Mexico: Well-preserved dwellings built by the Pueblo into a 150-ft (46-m) cliff.

Grand Canyon-Parashant, Arizona: Canyons, mountains, and buttes on the portion of the Grand Canyon's north rim. Prehistoric and 19th-century remains; rare condors and tortoises.

Grand Canyon, Arizona: A giant canyon through which the Colorado river flows. First traversed from end to end by the Powell expedition in 1869.

Grand Staircase-Escalante, Utah: An area of astonishing rock formations including natural arches and bridges; prehistoric dwellings and rock art, and fossil sites.

Grand Teton, Wyoming: Scenic portion of the Teton Range. The town of Jackson Hole lies within the Grand Teton area.

Great Salt Lake, Utah: A huge salt lake in Utah.

Great Sand Dunes, Colorado: A large field of high sand dunes in the Sangre de Cristo Mts.

Green River, Wyoming: Until 1840, the site of the main annual gathering of mountain trappers. Remained an important land mark for emigrants on the Oregon trail and the 49'ers heading west for the California gold rush.

Hagerman Fossil Beds, Idaho: Fossil beds dating from the Pliocene era.

Hovenweep, Utah: Prehistoric Indian pueblos and cliff dwellings.

Hubbell Trading Post, Arizona: A late-19th-century

trading post in the South west

Independence Rock, Wyoming: A large turtle shaped rock on the Oregon trail which settlers carved their names into as they passed by.

Ironwood Forest, Arizona: A mountainous desert landscape with large stands of iron wood trees, saguaro forests and bighorn sheep.

Jerome, Arizona: A copper town founded in 1876 when the first copper lode was struck.

Jewel Cave, Dakota: Limestone caves in the Black Hills, with chambers connected by narrow passages.

Kasha-Katuwe Tent Rocks, New Mexico: A group of canyons, cliffs, and cone-shaped rock formations with nesting birds.

Knife River Indian Villages, Dakota: The ruins of villages of Hidasta and Mandan Indians.

Lawrence, Kansas: Stronghold for "free-soil" support during the days of "Bleeding Kansas". In 1863 site of the Lawrence massacre by Quantrills Raiders.

Little Bighorn, Montana: The site of Custers Last Stand in 1876.

Mesa Verde, Colorado: Prehistoric cliff dwellings.

Missouri Breaks, Montana: An area along the upper Missouri river notable for it's tremendous range of wildlife, plant life and beautiful scenery.

Missouri River, Dakota: The mighty Missouri River with islands, bars, and chutes and native floodplain forest.

Montezuma Castle, Arizona: Well-preserved prehistoric cliff dwellings.

Mormon Pioneer Trail, Montana, Colorado and Utah: The trail along which Brigham Young and his followers passed to Utah in 1847-48.

Natural Bridges, Utah: Three huge natural sandstone bridges.

Oregon Trail, Missouri, Kansas, Nebraska,

Wyoming, Idaho and Oregon: The major route to Oregon. 2,170-miles long.

Organ Pipe Cactus, Arizona: Unique Sonoran Desert plants and animals.

Pecos, New Mexico: 15th-century ruins of Pecos Pueblo, once the largest Indian settlement in the South west

Petrified Forest, Arizona: A great field of petrified logs amongst portions of the Painted Desert.

Pikes Peak, Colorado: The 32nd highest peak in America, became famous due to it's proximity to Boulder Canyon and the term "Pikes Peak or Bust" used by the 100,000 miners who travelled to Boulder Canyon.

Pipe Spring, Arizona: Spring first visited by the Mormons and location of a fort.

Pompeys Pillar, Montana: A large sandstone butte on the Yellowstone River with inscription by William Clark.

Powder River Country, Montana: Location of Red Clouds War, where Chief Red Cloud led the Lakota warriors against miners travelling the Bozeman trail and troops located to protect them.

Rainbow Bridge, Utah: A huge pink sandstone arch.

Rock Springs, Wyoming: A major coal mining town.

Rosebud Creek, Montana: The location where Lakota and Cheyenne under Chief Crazy Horse defeats General George Crook, turning back reinforcements which may have saved Custer at Little Bighorn.

Saguaro Land, Arizona: An area dominated by the giant saguaro cacti, other cacti and other varied desert growth.

Salinas Pueblo Missions, New Mexico: Four 17th-century mission churches and ruins of three Pueblo

villages.

Salt Lake City, Utah: Heart of the Mormon Church.

Sand Creek, Colorado: Two hundred Cheyenne men, women and children were massacred and mutilated on the reservation in 1864 by John Chivington and the Colorado volunteers.

Santa Fe Trail, Montana, Colorado, New Mexico: The famous Santa Fe Trail.

Santa Fe, New Mexico: Centre of commerce and government in New Mexico and for trade with the east via the Santa Fe trail.

Sonoran Desert, Arizona: A large desert with mountain ranges and lowland valleys. Historical and archaeological remains dot the desert.

South Pass, Wyoming: The pass through the Rocky Mountains on the Oregon trail.

Sunset Crater Volcano, Arizona: A volcanic cinder cone with multicoloured crater.

Taos, New Mexico: Unofficial headquarters for mountain men and south west traders.

The Arches, Utah: A series of giant rock arches formed by erosion.

The Badlands, Dakota: An area of gullies, ridges, and other erosional landforms.

The Glacier Area, Montana: An area of Glaciers, forests, and lakes on the Continental Divide.

The Lewis and Clark Trail, Montana and Dakota: The 3,700-mile trail which the Lewis and Clark followed.

The Petroglyph's, New Mexico: More than 15,000 prehistoric and historic Indian and Hispanic petroglyphs and rock art carvings.

The Rocky Mountains, Colorado: Rocky Mountains region on the Continental Divide. Many are high with snowcapped peaks.

Timpanogos Cave, Utah: Limestone cavern on Mt. Timpanogos in the Wasatch mountains.

Tonto, Arizona: Well-preserved 14th-century cliff dwellings built by Indians in the Salt River valley.

Tumacacori, Arizona: Mission founded by Father Eusebio F. Kino; rebuilt by the Franciscans.

Vermilion Cliffs, Arizona: An area of remote cliffs, plateaus, canyons, and desert grasslands.

Virginia City, Nevada: A lawless town in Nevada which serviced the comstock lode, America's richest gold and silver lode ever. The lode was discovered in 1859 and is still in production.

Walnut Canyon, Arizona: 12th-century Sinagua cliff dwellings.

White Sands, New Mexico: An expanse of wind-drifted gypsum sands.

Wind Cave, Dakota: Limestone caverns in the Black Hills.

Wind River Mountains, Wyoming: Holds the highest peaks in Wyoming, including Fremonts Peak.

Wupatki, Arizona: Several prehistoric pueblos.

Yellowstone, Wyoming: An area of hot springs and geysers.

Zion, Utah: A multicoloured canyon in a desert region.

Big Springs, Idaho: A freshwater spring which runs from ancient lava flows.

Hell's half acre, Idaho: A rocky lava field.

Cassia silent city of rocks, Idaho: An area of weathered granite monoliths.

Crater Rings, Idaho: Two adjacent, symmetrical, ring craters.

Medicine Lake, Montana: A large glacial lake.

Red rock lakes, Montana: High altitude wetlands.

Square Butte, Montana: A large square granite butte,

topped with grasslands.

Summit Lake, Colorado: A high altitude lake.

Garden of the Gods, Colorado: An area of massive rocky cliffs and spires.

Ship Rock, New Mexico: An isolated volcanic plug surrounded by radiating dykes.

Grants Lava Flow, New Mexico: A lava flow notable for its gigantic pressure ridges, collapse depressions, and lava tubes.

Torgac Cave, New Mexico: A large cave.

Fort Stanton Cave, New Mexico: A large cave characterised by very long and large open passages.

Kilborne Hole, New Mexico: A large depression caused by a massive volcanic explosion.

Mescalero Sands, New Mexico: A large field of sand dunes.

Neffs canyon cave, Utah: A very dangerous cave formed by the capture of a surface stream. No horizontal passages and most passages dip at angles in excess of forty five degrees.

Barringer Crater, Arizona: A massive crater, now known to have been caused by a meteor hit.

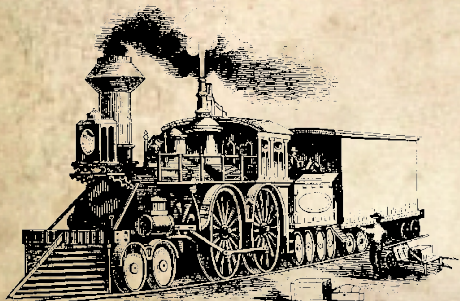
Wind Cave, North Dakota: A tremendously long and complex cave

Wasatch Mountains, Utah: A range of low mountains which cuts off Utah from the east.



Campaigning

A campaign is a series of linked scenarios played through by the same group of players, usually with the same group of characters barring changes due to accident or injury. Each scenario may take one or more sessions of play to resolve and usually involves the Games Master (GM) presenting the players with a series of obstacles which their characters must overcome to successfully complete the scenario. Some, or all, of the the scenario's in a campaign may be linked by a common thread, theme or story, or they may be just randomly thrown together.



A Locomotive

Role-playing Violence, Racism and Sexism

Violence is part and parcel of Gunslingers and Gamblers™ and there's no real way to avoid it but the GM should consider a few factors. It's obviously a group choice how they want the game to run, but most players want to feel special or heroic when role-playing, so they don't really want to be placed in situations where they feel helpless or out of control unless that is a key part of the story line. If it is key to the story line try and ensure that they don't stay helpless for long though. Physical violence seems to be quite acceptable in RPG's, but the GM should be cautious when dealing with sexual or psychological violence as these subjects can cause discomfort in players.

The Wild West is a sexist and racist place and there's no way of getting round that. Women were considered second class citizens and foreigners were even worse off in many places. I would suggest that the GM turns a blind eye to sexism and has NPC's interact with female characters in the same way that they interact with male characters. Racism is another difficult issue.

As written, the game effectively embraces racism by giving non-white characters the option to take the Pariah quirk. If you are not comfortable with role-playing racism you do not need to, as the mechanics of the quirk are equally effective when not role-played.

Creating a Campaign

The first thing the GM needs to do, before starting a campaign, is to talk to the players who will play in it and get a feel for the general feel they want from the campaign. In simple terms, there are four kinds of Campaign in Gunslingers and Gamblers™:

- Heroic
- Villainous
- Mercenary

- Tragic

The Heroic Campaign

In a heroic campaign the characters are motivated by their desire to right wrongs, help the innocent and generally be around "white hats".

The Villainous Campaign

In a villainous campaign the characters are "black hats". Black hats are motivated by the desire to acquire power and inflict suffering on others.

The Mercenary Campaign

In a mercenary campaign characters are primarily interested in getting rich. A Mercenary campaign is the most morally ambiguous of the three campaign types. Characters in such a campaign would best be described as "gray hats". Their primary concern is looking out for their own best interests.

The Tragic Campaign

The Tragic campaign is really a subset of one of the other three types already described. It differs in that a tragic campaign is guaranteed not to have a happy ending. In play, a tragic campaign is marked by its tendency for both the player characters allies and enemies to die like flies around them and, more often than not, all the player characters will end up dead (or their lives in ruins) by the end of the campaign. A slight twist on this theme is the Japanese style tragedy where one player character survives, their life ruined and all their enemies and allies lying dead around them.

Story Arcs

Once the GM has decided on the type of campaign to run they need to decide on an overall story arc which will run through the campaign. Although they may decide not to do this, just having the scenarios unlinked, it generally creates a far more enjoyable role-playing experience for everyone involved if there is some sense of development as the campaign progresses. Having each scenario lead onto the next, or reveal some piece of information which gradually reveals the story, makes for a far more enjoyable game.



Scenario Outlines

Once the GM has got a general story arc for the campaign in their mind (or not, as the case may be) they should try to roughly plan out the scenario's in the campaign. One way of doing this is to look at the campaign as a season of a television series. A series normally consists of either, 12, 24 or 26 episodes. Most stories take a single episode, others take two episodes or more. Each episode becomes one gaming session (which

will usually be three to four hours in length). Divide your episodes up into single or double episode stories and come up with a simple plot outline for each story. When you use double episode stories, break the story down into two halves, ideally ending the first half with a cliffhanger of some kind.

If you are using a story arc campaign each story should fall into one of the following categories

- **Background:** A background episode doesn't contribute to the story arc directly, instead it helps to add to the overall background of the game, increasing the players sense of involvement in your game world. Background episodes often lay down clues which are exploited in later arc episodes.
- **Arc:** An arc episode directly contributes to the development of the story arc of the campaign, its resolution leading to the character advancing towards the end of the campaign.

In addition, be prepared to drop in new stories in response to player character actions. Characters will often wish to digress away from your campaign plan, which is absolutely fine and creates more depth and involvement in the game for everyone.

"..most players want to feel special or heroic when role-playing, so they don't really want to be placed in situations where they feel helpless or out of control.."

Detailed Scenarios

Prepare your detailed scenario plans before playing the scenario, rather than weeks in advance, that way you can change and modify the scenario easily based on events in the campaign to date. A scenario consists of a series of scenes, with each scene being linked by a significant change in time, focus or location. The party bedding down for the night and waking the next morning would be a significant change in time, leaving the saloon and riding to the old mine would be a significant change in location. Change in focus is a little more tricky, but it basically means that the location and time stay roughly the same whilst the protagonists change, so one group of characters might leave a bar and the focus shift to other people in that same bar.

The scenario has several different types of scene

- **Hook:** The hook is the first scene in a scenario. It sets the scenario up, feeds the player characters the relevant background to the scenario and gives them a reason to take part in the scenario. Hook scenes are usually also Information scenes, but can sometimes be Challenge scenes.
- **Challenge:** A challenge scene presents the player characters with a problem to overcome. This can be a physical problem, such as a dangerous climb or fight, or a mental problem, such as solving a puzzle or outsmarting someone.
- **Information:** An information scene provides the player characters with information which will help them progress further through the scenario.

- **Climax:** The climax is usually a Challenge scene where the player characters have to beat a serious challenge to "win" the scenario. This may be a big fight with the bad guys and his cronies, or solving the final part of a mystery.
- **Aftermath:** The aftermath recants the events following the climax. This is the "happily ever after" scene at the end of the scenario.

Most scenario's start with a Hook, then there follows a series of alternating Challenge and Information scenes, finally moving to a Climax and then Aftermath scene. The more Challenge and Information scenes you put in, the longer the scenario will take to run.

As a GM, do not be rigid with your scenario plan and be prepared to improvise. It is not unusual for players to mess up your carefully laid plans and miss out scenes entirely, or wander completely off the track. This is fine, just go with it and improvise your responses.

Time Line Based Scenarios

Another way to design scenario's is the time line method. In the scene method described above events circle around the player characters, scenes do not happen until the players move into them and so on. In a time line based scenario the GM plans a series of events which occur in a fixed time line, the clock starts ticking when the scenario begins.

Time line scenarios require considerably more effort on the GM's part to run, as they need to manage more variables and be prepared to improvise changes to the time line on the fly (e.g. If the player characters kill an NPC, that NPC cannot then perform an action later in the time line, so the GM must decide on how that changes the flow of events).

Time line scenario's are a great way of creating a sense of genuine nervousness and fear in players, as they are fighting a constantly moving deadline and cannot afford to prevaricate for too long.

Themes

Western stories usually involve a conflict designed to resolve a complex moral and/or political issue such as the characters fighting to protect something like their family, their ranch land, their freedom, or their gold. This might involve dealing with issues of slavery or prostitution, or fighting to stop a cattle baron or a rail road baron from encroaching on their lands. They might protect their homestead from Indians or protect Indians from homesteaders. In some cases, the protagonists might be good-hearted bad guys, gamblers or train robbers stealing from the big banks or wealthy villains (think Brett Maverick of the Maverick TV series and film).

In the wild west, dangers are usually physical, often with a strong undercurrent of moral danger, such as the threat of giving in to corruption, losing one's freedom or of turning a blind eye to justice. There's a strong streak of machismo in westerns (where men were men), but also a sense of honour and gallantry.

The characters in westerns are usually bonded together by friendship and a common past and they must either struggle to change or resist change in the face of some threat (physical, intellectual or moral). The tools of the Western hero include guns, horses, honour and moral righteousness, and often these tools are tainted in some way, such as the reluctant gunfighter who is seeking to escape a blood stained past.

The heroes may also be scoundrels, using deception and underhand methods to win, although even such

characters still tend to have a "heart of gold" and will restrict their nefarious activities to the black hats. Key themes in a Gunslingers and Gamblers™ game include duty, loyalty, honour, freedom, order vs. chaos, the individual versus the faceless corporation or government and honour versus efficiency.

Older western films were often rooted in the classic battle of good vs. evil (white hats vs. black hats in western parlance), whereas more modern films often immerse in moral ambiguity and question the notion of the classic western "hero".

Events

The following section endeavours to give you some ideas for events in a Gunslingers and Gamblers™ scenario. The GM should often introduce additional external factors to important battles, things which effect both sides in the fight equally and make everything more dramatic and exciting.

Fights (brawls or gunfights) in a

- Saloon (tables and chairs provide cover and can be used as weapons, glasses and bottles are good improvised weapons, chandeliers to swing on, dancing girls to panic and run screaming, try sliding along the bar top shooting, or set fire to the whiskey spilled on the bar)
- Corral (dodge panicky horses or cattle, wooden fences provide cover, drive the animals onto opponents)
- Gambling hall (much as saloon)
- Top of a stagecoach (staying on when the coach hits bumps, throwing opponents off, sliding under the stagecoach and getting up on the back, jumping on the team and fighting or riding them, playing hide and seek from inside and outside the coach, people inside get cover and can shoot out)
- Top of a train (unstable footing, look out for low bridges and water towers, throw opponents off, fall off but catch yourself and try and climb back on)
- Desert, while on horseback (rolls to stay in range, hard to hit whilst bouncing around, jump on foes horse and knocks them off)
- In a dust storm (minimal visibility, stumble around virtually blind and deaf looking for your opponent)
- Frozen lakes or rivers (rolls to maintain your footing, slide along the ice to hit foos or shoot as you slide, danger of falling through the ice, break the ice deliberately to drown foes or cut off pursuit)
- Flowing rivers (as still water, but also risk of being swept away by the flow, maybe over a waterfall or through rapids)
- Still water (drown opponents, rolls to stay upright, slow movement as you are wading through water)
- Muddy ground (rolls to stay upright, try to drown opponents in the mud)
- Mines (dark, maybe not able to use guns because of methane, knock out pit props to collapse ceilings, sheer drops and shafts, explosives can cause cave-ins)

- Whilst climbing or in a lift basket (hang on or fall to your death, knock foes off, swinging baskets, maybe a time limit as dynamite fuse burns down)

Gathering up or opposing a

- Posse
- Lynching party
- Massacre (e.g., of or by Indians)
- New cattle ranch
- New rail road

Escape from a

- Jail
- Indian tribe
- Texas Ranger
- Federal Marshall
- Pinkerton Detective
- Lynching party

Some Wild West Scenario Ideas

- 1) Tension in town culminating in OK corral shoot-out.
- 2) Characters get drawn into a range or Indian war.
- 3) Characters are after something, either for themselves or for a client.
- 4) Characters have to get something from one place to another safely.
- 5) Murder-Mystery.
- 6) Treasure Hunt.
- 7) Characters accused/arrested for crime they didn't commit and must prove their innocence.
- 8) Posse chasing.
- 9) Magnificent 7 scenario, the party are hired to protect a village from bandits
- 10) Rescuing maiden from commanches
- 11) Cleaning up a bad town.
- 12) High noon scenario.
- 13) War wagon scenario
- 14) Bounty hunting, capture someone dead or alive and receive a reward.
- 15) Prospecting, there's gold in them thar hills!
- 16) Help miners protect their claims from marauding bandits or greedy landowners.



Quick Settlement Creator

Roll one dice to determine why a settlement is where it is, then a second dice to determine it's size (read along the row of the type of settlement until you find your second roll, then up to determine the size of the settlement). This table is designed around towns in the Wild West.

Dice	Reason	Ghost Town	Town	Large Town	City	Large City
9	Watering Hole	9	TJQK	A		
T	Rail road or Coaching Station		9	TJ	QK	A
J	Mining	9	T	JQ	K	A
Q	Timber	9	T	JQ	K	A
Q	Cattle or Farming (choose)		T	JQ	K	A
A	Buffalo	9	T	TJQK	A	

Roll to determine how many interesting places there are near to the town, then roll two dice on the "interesting places" column to determine what each place is. Interesting places are the kinds of locations where adventures often take place.

Dice	Interesting Places
9	1
TJ	2
QK	3
A	4

Dice	Interesting Places	Dice	Interesting Places
99	Mine	JJ	Sacred Site
9T	Cave	JQ	Fort
9J	River	JK	Burial Ground
9Q	Stream	JA	Stone Formation
9K	Lake	QQ	Swamp
9A	Mountain	QK	Desert
TT	Hills	QA	Ranch
TJ	Old Battleground	KK	Rail road
TQ	Forest	KA	Station
TK	Town	AA	Abandoned Church
TA	Camp		

Quick Adventure Seed Generator

To create a random adventure seed roll two poker dice once on each column. This gives you a string of words which you can then hook together to give you an idea for an adventure.

Dice	Action	Object	Place	Rider
99	Protect	Gold	Mine	Double Cross
9T	Ambush	Silver	Cave	Night
9J	Kill	Daughter	River	Day
9Q	Rescue	Brother	Stream	Solstice
9K	Kidnap	Sister	Lake	Equinox
9A	Investigate	Wife	Mountain	Events
TT	Solve	Whore	Hills	Rumours
TJ	Coerce	Mystery	Ship	Legends
TQ	Persuade	Letter	Forest	Stories
TK	Find	Deeds	Town	disappearance
TA	Destroy	Map	Camp	Theft
JJ	Escape	Gun	City	Secrets
JQ	Avoid	Artefact	Fort	Sunday
JK	Intercept	Honour	Saloon	Weekday
JA	Hide	Grain	Store	Trust
QQ	Steal	Booze	Stable	Relationship
QK	Use	Horse	Corral	Holiday
QA	Buy	Doctor	Ranch	Work
KK	Sell	Fort	Rail road	Business
KA	Scare	Bandit	Station	Worship
AA	Give	Indian	Church	Bid

For example, if you rolled 9T, JA, KK and TJ you would have the words Ambush, Grain, Rail road and Legends. A fairly obvious adventure idea from this would be the players being paid by a local developer to ambush a shipment of grain off a rail road train before it reaches an Indian settlement. The loss of the grain fits a local Indian legend and will prompt the Indians to abandon a sacred site which the developer wants to build on.



Double Barrelled Shotgun

Inspirations

The following section lists some places to find inspiration for western scenario's.

Film

Great Train Robbery (1903)
Stagecoach (1939)
The Ox-Bow Incident (1943)
Rio Grande (1950)
High Noon (1952)
Shane (1953)
The Searchers (1956)
Warlock (1959)
The Magnificent Seven (1960)
The Man who shot Liberty Valance (1962)
Once upon a time in the west (1968)
McCabe and Mrs Miller (1971)
The Hired Hand (1971)
Chato's Land (1971)
Ulzana's Raid (1974)
The Good, the Bad and the Ugly (1967)
Pat Garret and Billy the Kid (1973)
The Outlaw Josey Wales (1976)
Dances with Wolves (1990)
The Quick and the Dead (1995)
Open Range (2003)

TV Series

Gunsmoke
Bonanza
Maverick
Rawhide
Have Gun Will Travel
The Virginian
Little House on the Prairie
High Chaparral
The Rifleman

TV Mini-Series

Lonesome Dove
Centennial
The Good Old Boys
How the West Was Won
The Sacketts
Lewis & Clark
The West
The Rough Riders

Fiction Books

Shane (Schaefer)
Lonesome Dove (McMurtry)
The Big Sky (Guthrie)
The Time It Never Rained (Kelton)
The Virginian (Wister)
The Shootist (Swarthout)
Death Comes for the Archbishop (Cather)
Riders of the Purple Sage (Grey)
Monte Walsh (Schaefer)
The Ox-Bow Incident (Clark)
Hondo (L'Amour)
All the Pretty Horses (McCarthy)
Centennial (Michener)
The Sea of Grass (Conrad Richter)
Riders to Cibola (Zollinger)
The Homesman (Swarthout)
True Grit (Portis)
The Searchers (LeMay)
The Rounders (Evans)

The Day the Cowboys Quit (Kelton)
Call of the Wild (London)

Non-Fiction Books

Bury My Heart at Wounded Knee (Brown)
Across the Wide Missouri (DeVoto)
Charles Goodnight (Haley)
Cheyenne Autumn (Sandoz)
The Longhorns (Dobie)
Old Jules (Sandoz)
Undaunted Courage (Ambrose)
Men to Match My Mountains (Stone)
Triggernometry (Cunningham)
Black Elk Speaks (Niehardt)
And Die in the West (Marks)
Pat Garrett (Metz)

Using props

Props really can add to the sense of involvement in a game. Some suggested props for different characters might include:

- Sombrero's and Fake handlebar moustaches for Mexican characters.
- Feather headdress (or just a feather) for Indian characters.
- Waistcoats and pocket watches for tinhorns.
- Cowboy hats for cowboys.
- Small round glasses for a pinkerton.
- Corn cob pipe for an engineer or prospector.
- Sharp suit and a hat for a snake oil salesman.
- Bible and dog collar for a preacher.
- Deck of cards for a card sharp.



Belongings



"I have advised my people this way: When you find something good in the White man's road, pick it up; but when you find something bad, or it turns out bad, drop it and leave it alone."

-Sitting Bull (Sioux Chieftain)

Introduction

This section provides game information on a variety of items that characters may wish to use. +1 means step up your hand one type and +2 means step it up two types. -1 means step it down one type and -2 means step it down two types.

For example, if you rolled Three of a Kind and had a -1 modifier, the Three of a Kind is reduced to Two Pairs.

Reliability

Normal equipment is considered to be reliable if it is properly maintained.

Normal pieces of equipment which are not looked after, cheap pieces of equipment or improvised pieces of equipment are considered to be Unreliable.

Unreliable items break when you are using them and roll a Botch.

Good quality equipment is never Unreliable, even if mistreated.

Equipment Quality

All the equipment listed in this section is assumed to be of "normal" quality. You may buy items of "Good" quality for **five times** the listed price.

If an item is already Unreliable you can't buy a cheap version of it.

Armour

Body Armour (worn by a character) gives you a +2 Defence, but Impairs you whilst worn. Armour consists of heavy metal plates, a helmet and so forth (think Ned Kelly), costs \$5 and is uncommon, if not to say downright rare, in the wild west. Unreliable armour breaks on a botched defence roll.

Melee Weapons

The following tables gives game values for a variety of common melee weapons.

If you throw a weapon use your Fighting trait to attack with it and the target defends with their Fighting trait.

The hands column is the number of hands required to wield the weapon.

The improvised column gives examples of improvised weapons which use that row of statistics. Remember that improvised weapons break on any botched attack roll **or** a botched defence roll against a melee attack.

Weapon	Close	Short ¹	Defence	Hands	Cost	Improvised
Unarmed	+0		+0	-	-	
Cudgel	+1	-1	+0	1	\$0.10	Sixgun Butt
Knife	+1	+0	+0	1	\$2.00	Straight Razor
Club	+1	+0	+1	1	\$0.50	Shovel or Chair
Big Club	+2	-1	+0	2	\$0.75	Sledge Hammer or Pickaxe
Knuckle Dusters	+1		+0	1	\$1.00	
Sword Cane or Rapier	+1	-1	+2	1	\$10.00	
Staff	+0	-1	+2	2	\$1.00	Hoe or Rake
Sabre	+1	+0	+1	1	\$7.00	Meat Clever or Sickle
Tomahawk	+1	+1	+0	1	\$2.00	Hatchet
Felling Axe	+2	-1	+0	2	\$3.00	Scythe
Short Spear	+1	+1	+0	1	\$2.00	
Lance/Bayonet	+1	-1	+1	2	\$2.00	Carbine or Rifle Butt
Shield	+1	+0	+2 ²	1	\$2.00	Small table
Lariat ³				1	\$2.00	
Whip	+1	+0	+0	1	\$3.00	

¹ To attack at Short range weapon must be thrown.

² Defence modifier applies to defence against melee attacks, thrown attacks and archery attacks, but not guns.

³ A hit pins the target helplessly until the lariat is removed, or the target gets loose. Getting loose requires an action and a Reflexes roll with a Pair as the opposed hand.

Ranged Weapons

Unless stated otherwise it takes one action to reload one round of ammunition into a gun.

- A musket, or muzzle loading shotgun, requires four actions to ready between shots (one to put powder in, a second to insert the ball and wadding, a third to ram the ball in and a fourth to replace the ram and cock the weapon). You cannot speed load single action weapons.
- An empty Spencer carbine can be reloaded in a single action by using a preloaded tube (basically a metal tube full of bullets). The bullets are simply poured into the butt of the gun (where the magazine is located).
- A breech loading rifle requires one action between each shot to reload.
- A repeating rifle can fire until you run out of ammunition, then it takes one action per bullet to reload.
- A Scattergun or Break open shotgun requires one action per shell to reload. Single barrelled guns have one shot then must reload, double barrelled ones have two shots then must reload. You can fire such a weapon without having fully reloaded it.

Each weapon uses ammunition of a specific size (listed on the table as .XX). Some ammo types are listed as .XX-YY, where XX is the diameter of the bullet, in hundredths of an inch, and YY is the length of the bullet.

For game purposes, pistol and carbine bullets of the same size are interchangeable with one another. Rifle bullets cannot be used in pistols or carbines and vice versa.

An SS in the rate of fire column indicates the weapon can fire single shot only. An SB indicates that it can fire Single Shot or Short Bursts. An SB¹ indicates that it can fire Single Shot, or Short Bursts if the firer has a hand free to "fan the hammer" with.

A weapon with hands 1 requires only one hand to use. One with hands 2 requires two hands and one with hands ½ can be used one or two handed, but cannot be used at Long range when fired one-handed.

An F means that the weapon can only be fired from a fixed position.

Good Quality guns cost five times the list price and are never Unreliable. Unless stated otherwise, all Sixguns are single action.

	Close	Short	Long	Ammo	ROF	Hands	Cost	Notes
PISTOLS								
Pepperbox .22	+0	+0		4	SS	1	\$5	
Derringer .44	+1	+0		1	SS	1	\$4	
Double Barrelled Derringer .44	+1	+0		2	SS ²	1	\$6	
1858 Starr Army model .44 Sixgun	+1	+1		6	SB	1	\$7	Unreliable Double Action
1863 Starr Army .44 Sixgun	+1	+1		6	SB ¹	1	\$10	
1861 Whitney Navy model .36 Sixgun	+1	+1		6	SB ¹	1	\$10	
1860 Army Colt .44 Sixgun	+1	+1		6	SB ¹	1	\$10	
1860 Navy Colt .36 Sixgun	+1	+1		6	SB ¹	1	\$10	
1873 Colt Peacemaker .45 Sixgun	+1	+1		6	SB ¹	1	\$10	
1875 Colt Newline .38 Sixgun	+1	+1		6	SB ¹	1	\$10	
1875 Remington .44 Sixgun	+1	+1		6	SB ¹	1	\$10	
1875 Smith & Wesson .45 Schofield Sixgun	+1	+1		6	SB ¹	1	\$15	See notes
1862 Remington Army .44 Sixgun	+1	+1		6	SB ¹	1	\$10	
1858 Starr Army & Navy .44 Sixgun	+1	+1		6	SB	1	\$10	Double Action
LeMat .42 Revolver	+1	+1		9	SB ¹	1	\$30	See notes
Volcanic .41 repeating pistol	+1	+1		10	SS	1	\$20	See notes
J.M.Cooper .31 Pocket pistol	+1	+0		6	SB	1	\$7	Double Action
1873 Forehand & Wadsworth Sixgun	+1	+1		6	SB	1	\$10	Double Action
1871 Remington Rider new model belt Sixgun	+1	+1		6	SB	1	\$10	Double Action

	Close	Short	Long	Ammo	ROF	Hands	Cost	Notes
MUSKETS								
Smoothbore Musket	+0	+2	+1	1	SS	2	\$5	
Model 1861 Percussion Rifle Musket	+0	+2	+2	1	SS	2	\$10	
Enfield .577 Rifled Musket	+0	+2	+2	1	SS	2	\$10	
CARBINES								
1864 Breech Loading Cook .58 Carbine	+0	+1	+0	1	SS	½	\$15	
Breech Loading Burnside .54 Carbine	+0	+1	+0	1	SS	½	\$15	
Winchester 1866 .44 Repeating Carbine	+0	+1	+0	13	SS	½	\$25	
Winchester 1876 .45 Repeating Carbine	+0	+1	+0	12	SS	½	\$23	
Model 1851 Breech Loading Sharps .52 Carbine	+0	+1	+0	1	SS	½	\$15	
Spencer 1863 .56 Repeating Carbine	+0	+1	+0	7	SS	½	\$20	
1870 Breech Loading .50 Springfield Armoury Carbine	+0	+1	+0	1	SS	½	\$15	
1873 Breech Loading .45 Springfield Armoury Carbine	+0	+1	+0	1	SS	½	\$15	
Volcanic .41 repeating carbine	+0	+1	+0	20	SS	½	\$30	
RIFLES								
Winchester 1866 .44-40 Repeating rifle	+0	+1	+1	15	SS	2	\$30	
Winchester 1873 .44-40 Repeating Rifle	+0	+1	+1	15	SS	2	\$30	
1862 Henry .44 Repeating Rifle	+0	+1	+1	15	SS	2	\$30	
Model 1851 Breech Loading Sharps .52 Rifle	+0	+2	+1	1	SS	2	\$20	
1868 Remington Breech Loading Rifle	+0	+2	+1	1	SS	2	\$20	
1873 Springfield Trapdoor Breech Loading .45-70 Rifle	+0	+2	+1	1	SS	2	\$20	
1860 Spencer .52 Repeating Rifle	+0	+2	+1	7	SS	2	\$25	
1855 Colt .44 Revolving Rifle	+0	+2	+1	6	SS	2	\$15	Unreliable
1842 Colt Patterson .40 Revolving Rifle	+0	+2	+1	6	SS	2	\$15	Unreliable
Model 1874 Breech Loading Sharps "Business" .45-120 Rifle	+0	+1	+2	1	SS	2	\$25	
1875 Sharps Big 50 Breech Loading .50-90 Rifle aka.."The Buffalo Gun"	+0	+1	+2	1	SS	2	\$25	
1836 Colt Patterson .69 Revolving Rifle	+0	+1	+2	6	SS	2	\$15	Unreliable



	Close	Short	Long	Ammo	ROF	Hands	Cost	Notes
SHOTGUNS								
Muzzle Loading Shotgun	+1	+2		1	SS	2	\$5	
Winchester Break-Open Shotgun	+1	+2		1	SS	2	\$15	
Winchester Scatter Gun	+2	+1		1	SS	½	\$15	
American Arms Break-Open Shotgun	+1	+2		1	SS	2	\$15	
American Arms Scatter Gun	+2	+1		1	SS	½	\$15	
American Arms Double-barrelled Break-Open Shotgun	+1	+2		2	SS ²	2	\$20	
American Arms Double-barrelled Scattergun	+2	+1		2	SS ²	½	\$20	
Colt 1857 Revolving Shotgun	+1	+2		5	SS	2	\$25	Unreliable

BOWS

Indian Bow	+0	+1	+0	1	SS	2	\$1	
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¹ Can only fire Short Burst if you have a hand free to "fan the hammer" of the gun.

² Can fire barrels separately (one action each) or together (one action for both) at the same target as a single attack, for +1 attack.

Most of the guns listed are fairly self-explanatory and mundane but a couple deserve special comment.

- **Revolving Rifles:** The Colt Patterson and Colt revolving rifles combine the rotating cylinder of a Sixgun with a rifle. Whilst a great idea in theory revolving carbines, rifles and shotguns proved to be very unreliable (in part because the residue left by the black powder used in the cartridges tended to foul the cylinder mechanism very quickly) and were never particularly popular, particularly once repeating rifles and carbines came onto the market. In game terms, all revolving shotguns, rifles and carbines are **Unreliable** (so they break on a Botch).
- **LeMat Pistol:** The LeMat pistol is a curious combination, a Sixgun with a shotgun barrel under the gun barrel. The shotgun can be fired in place of the normal barrel, giving a +2 attack at close range and +0 at short range. Reloading the shotgun barrel takes two actions.
- **Smith & Wesson Schofield:** Opening the cylinder on the Schofield ejects all the cartridges in one movement, making the gun quicker to load. A character can reload two bullets into a Schofield in one action.
- **Volcanic .41 repeating pistol:** The volcanic uses a tubular internal magazine under the barrel, giving it a 10 round capacity. Unfortunately this layout is more vulnerable to jamming so the gun is **Unreliable**.

Wages

Below is a listing of average wages (per month) for various jobs in the wild west. The values are a rough average, and can vary from place to place at the GM's discretion.

Army/Cavalry Officer	\$25.00
Army/Cavalry Trooper	\$13.00
Bartender	\$25.00
Blacksmith	\$30.00
Common Labourer	\$25.00
Cowhand	\$25.00
Foreman	\$50.00
Logger or Miner	\$35.00
Deputy Marshall	\$35.00
Deputy Sheriff	\$25.00
Federal Marshall	\$45.00
Railroad Engineer	\$35.00
Scout	\$25.00
Territorial Marshall	\$40.00
Texas Ranger	\$25.00
Town Sheriff	\$35.00
School teacher	\$60.00

Freelance mercenaries (your typical player characters) can reasonably expect to be paid around \$5-10 a day for dangerous jobs.

Supplies

Prices listed are averages, and can vary from place to place at the GM's discretion. As a rule of thumb, these prices represent buying from a city or large town. In a small town or settlement double the prices listed and increase them up to ten times in a gold mining settlement or similar location.

AMMUNITION

100 rounds, .38 calibre or smaller \$2.00
100 rounds, .41-.45 calibre \$3.25
100 rounds, .50 calibre or larger \$4.75
100 shotgun shells, \$5.00
5 pounds, loose lead balls \$0.35
5 pounds, black powder \$0.50
Sixgun speed loader \$3.00
Spencer carbine/rifle tube \$1.00

Whilst a great idea in theory revolving carbines, rifles and shotguns proved to be very unreliable

MISCELLANEOUS GEAR

Banjo \$12.50
Bear Grease (metal preservative/per pound) .05
Bed roll \$4.00
Bible \$5.00
Binoculars, x10 magnification \$25.00
Binoculars, x5 magnification \$15.00
Boots & spurs \$15.00
Buckskin trousers \$2.00
Buckskin Shirt \$2.00
Buffalo robe \$10.00
Canteen \$1.00
Cards, Playing/pack .25
Cartridge belt, holds 50 rounds \$1.00
Cashbox \$0.50
Chaps \$4.00
Cloth cap \$0.50
Cloth overcoat \$3.00
Dress \$1.50
Fur overcoat \$15.00
Gloves \$1.00
Gun belt \$2.00
Gun cleaning kit \$1.50
Hat \$3.00
Holster \$3.00
Horse blanket \$3.00
Jacket, leather \$5.00
Jacket, sheepskin lined (for cold weather) \$10.00
Jeans \$2.00
Lamp oil \$0.25 per 5 gallons
Lantern \$2.00
Lasso \$8.00
Mess kit \$2.00
Moccasins \$1.00
Pipe, briarwood \$1.00
Pipe, corn cob \$0.05
Poncho (rain gear) \$2.00
Rifle scabbard \$2.50
Saddle (ornate, with bridle and blanket) \$40.00
Saddle (standard, with bridle and blanket) \$35.00
Saddle bags \$6.00
Saddle blanket \$2.00
Sheath, knife \$0.50
Sheath, rifle \$3.00

Shirt \$0.50
Shoes \$3.50
Suit, man's or woman's \$12.00
Sulphur matches \$0.25 per box of 50
Telescope, 14 mile range \$15.00
Telescopic Sight*, \$20.00
Thick leather jerkin, gives 1pt of armour against non-gun attacks, \$5.00
Trousers \$1.50

*A telescopic sight can be fitted to a Sixgun, musket, carbine or rifle. It gives an additional +1 modifier to attacks at Long range if you Aim before firing (for a total +2 Attack modifier from Aiming and the sight). Telescopic sights are notoriously easy to jar out of alignment though, and any thumps or bumps on the weapon render the sight useless. Getting the sight modifier back requires ten minutes work and a Tinkering(Pair) roll.

LIVING EXPENSES

Bath \$1.00
Beer \$0.05 per mug
Chocolate, 8oz tin \$0.10
Cigar, cheroot \$0.05
Cigar, fancy 2 for \$0.25
Coffee, 2lb tin \$0.50
Grain (for horses), one days \$2.00
Kentucky Mash/bottle \$4.00
Letter, by mail \$0.03 per ounce
Package, by mail \$0.01 per ounce
Package, railfreight over 100lbs \$0.08 per pound
Provisions (rations) \$4.00 per week
Restaurant Breakfast \$0.50
Restaurant Lunch \$0.25
Restaurant Supper \$1.00
Room, boarding house (meals included) \$1.00 per day
Room, bordello \$5.00 per night
Room, cheap hotel (no meals) \$0.50 per day
Room, average hotel (no meals) \$1.00 per day
Room, good hotel (no meals) \$2.00 per day
Room, high falutin` hotel (no meals) \$6.00 per day
Shave & haircut \$0.25
Stabling, overnight for man or beast \$0.25
Sugar, 1lb \$0.10
Tea, 6oz \$0.50
Telegram \$0.50 per word
Tobacco, plug (chewing) \$0.10
Tobacco, pouch (smoking) \$0.20
Visit to a doctor, \$1.00, plus \$1-2 more for medicines
Whiskey, "red eye" \$1.00 per bottle
Whiskey, Kentucky mash \$4.00 per bottle

BOUNTIES

Bank robber \$100.00-1000.00
Stagecoach robber \$50.00-100.00
Train robber \$100.00-500.00
These increase with the targets notoriety (Frank James carried a bounty of \$15,000.00 in 1876)

TOOLS OF THE TRADE

Anaesthetic, chloroform \$4.00 per bottle
Anaesthetic, ether \$6.00 per bottle
Bear grease (metal preservative) \$0.05 per pound
Blacksmith's anvil: Crafting rolls when working with metal are at -1 without an anvil, \$25.00
Blacksmith's forge: Crafting rolls when working with metal are at -1 without a forge, \$60.00

Blacksmiths tools: Crafting rolls when working with metal are at -1 without Blacksmiths tools, \$30.00.
 Carbolic acid \$3.00 per gallon
 Carpenters tools: Crafting rolls when working with wood are at -1 without carpenters tools, \$40.00
 Doctors tools: Healing rolls are at -1 when working without doctors tools, \$50.00
 Gunsmiths tools: Tinkering rolls are at -1 when working with guns without Gunsmiths tools.
 Iodine solution \$0.50 per quart
 Leatherworkers tools: Crafting rolls are at -1 when working with leather without leatherworkers tools.
 Masons tools: Crafting rolls are at -1 when working with stone without masons tools.
 Medicinal alcohol \$2.00 per gallon
 Miner's tools (picks, drills, shovels, etc.): Tinkering rolls when mining are at -1 without miner's tools, \$15.00
 Potters tools: Crafting rolls are at -1 when working in ceramics without potters tools.
 Tailors tools: Crafting rolls are at -1 when working with clothes without tailors tools.

HOUSING

Homestead, 160 acres and must be worked for five consecutive years \$10.00
 Townsite, 320 acres to be divided into 125 plots of 125' x 25' \$400.00
 Town plot, poor location \$50.00
 Town plot, mainstreet \$400.00
 Town plot, choice location \$1000.00

Room, bordello \$5.00 per night
 Visit to a doctor, \$1.00, plus \$1-2 more for medicines

EXPLOSIVES

Blasting caps \$0.50 per cap
 Blasting powder \$0.50 per pound
 Dynamite \$3.00 per stick
 Fuse cord \$0.10 per foot
 Gun cotton \$1.00 per pound
 Nitro-glycerine \$2.00 per 10 ounces

TRANSPORTATION

(For more live animals, see the Critters chapter)
 Canoe \$10.00
 Connestoga wagon (requires 4-horse team) \$300.00
 Flatboat \$1.50 per foot
 Heavy freight wagon (requires 6-horse or mule team) \$500.00
 Keelboat \$3.00 per foot
 Light freight wagon (requires 2-horse team) \$200.00
 Mule \$90.00
 Pony \$50.00
 Saddle Horse \$60.00
 Stagecoach (requires 4 to 6-horse team) \$1200.00
 Stagecoach fare, express \$2.00 per 50 miles
 Stagecoach fare, local \$0.05 per mile
 Steamboat \$100,000.00
 Train fare, 1st class \$10.00 per 100 miles
 Train fare, 2nd class \$7.50 per 100 miles
 Two-seat buggy (requires 1 horse to pull) \$80.00



Folks and Critters



"I found him a loyal friend and good company. He was a dentist whom necessity had made a gambler; a gentleman whom disease had made a vagabond; a philosopher whom life had made a caustic wit; a long, lean blonde fellow nearly dead with consumption and at the same time the most skilful gambler and nerviest, speediest, deadliest man with a six-gun I ever knew."

– Wyatt Earp speaking of Doc Holliday

Introduction

This section provides information on running non-player characters (folks) and animals (critters).

Folks

Folks are human characters controlled by the GM rather than by players, hence the term "non-player character" being used to describe them (abbreviated to NPC). Folks can be broken down into three groups; Regular Folks, Named Folks and Characters.

Regular Folks are just the run of the mill folks who hang around in the background and have little to do with the game, or who act as disposable minions in action scenes. Folk's have scores of 0 in all their traits.

Named folks are more important to the game and have their own names, personalities and histories. Named folks usually form part of the story in a scenario and are used by the GM to interact with the players and drive the story forward. Named folks may be Generalists or Specialists and will usually have traits the same as starting player characters.

Characters are key figures in a scenario and usually have traits which are better than player characters.

For quickness, the table below is copied from the character creation section and gives you a range of trait scores to use for NPC's.

Dice	Generalist	Specialist
9,T,J	One 3pt, two 2pts, three 1pt	One 5pt, One 3pt, One 1pt
Q,K	One 4pt, two 3pts, three 2pts, four 1pt	One 5/2pt, One 5pt, One 3pt
A	One 5pt, two 4pts, three 3pts, four 2pts, five 1pts	One 5/4pt, One 5/2pt, One 5pt

For more detailed NPC's you can use the normal character generation system. The above two tables are really just intended for "drop-in" characters who have no depth.



Character Concepts

This section provides some ideas for different kinds of character who would fit into a Gunslingers and Gamblers™ campaign. Each type of character has a brief description to get you started and a suggestion of one or more suggested traits which such a character really should have (if they are a Named character or player-character).

Army Officer

An officer in the United States Army. Player characters using this archetype may be serving or retired officers. Decisive or Indecisive are common quirks amongst good and bad army officers, respectively.

Suggested Traits: Nerve, Jawing, Shooting

Army Soldier

A footsoldier in the United States Army. Player characters using this archetype may be serving or retired soldiers. Soldiers are often Proud.

Suggested Traits: Grit, Fighting, Shooting



War Weary Veteran

The veteran fought in the civil war and/or other wars since (such as the Indian wars). They are tired of fighting and are looking to settle down now. Such veterans are often Haunted.

Suggested Traits: Grit, Fighting, Shooting

Blacksmith

The classic blacksmith, bulging muscles and tough as an ox. Blacksmiths work in the sweltering heat of their forges all their round to make horse shoes and metal tools and implements.

Suggested Traits: Grit, Tinkering, Crafting

Bone Picker

The most prized part of the buffalo is the meat, which is packed and shipped back east. Bone pickers pick through the discarded carcasses of slaughtered buffalo and extract the bones, which can be bundled up and shipped back east where they are processed into fertilizer, combs, dice, buttons, and bone china dishes. Bone picking is a really quite disgusting job, involving wading through dead buffalo guts day in and day out. It is, though, quite a popular trade for homesteaders looking to earn a few extra dollars. Pariah is a common quirk for bone pickers, as they stink of buffalo entrails and no one wants to get anywhere near them.

Suggested Traits: Notice, Nerve, Survival

Bounty Hunter

A bounty hunter makes their living by hunting down wanted outlaws and bringing them to justice, dead or alive. Mercenary or Vigilante are common quirks for bounty hunters.

Suggested Traits: Nerve, Jawing, Shooting

Buffalo Hunter

Buffalo hunters are seasoned outdoorsmen who hunt the buffalo across the great plains for its meat and hide. Marksman is a common quirk amongst buffalo hunters.

Suggested Traits: Shooting, Survival, Notice

**Buffalo soldiers**

Black American soldiers. Buffalo soldiers were so named by the Indians because of the similarity between their tightly curled hair and the tightly curled hair of Buffaloes. The Buffalo soldiers were respected by the Indians and were hard fighters. Pariah is a common quirk for buffalo soldiers.

Suggested Traits: Grit, Fighting, Shooting

Cavalry Trooper

A trooper in the United States cavalry. Player characters using this archetype may be serving or retired soldiers.

Suggested Traits: Shooting, Riding, Nerve

**Cavalry Officer**

An officer in the United States cavalry. Player characters using this archetype may be serving or retired officers.

Suggested Traits: Shooting, Riding, Jawing

Chinese rail road worker

An immigrant Chinese rail road worker. These men (and women) are used to hard work and often have to climb around and work in dangerous places. Pariah or Poor English are common quirks for rail road workers.

Suggested Traits: Grit, Fighting, Reflexes

Con-Artist

A con-artists makes his or her living by duping` and scamming` folks. Most con-artists play on peoples greed and some will never cheat an honest man. Lying Dog is a common quirk for Con-Artists.

Suggested Traits: Learning, Nerve, Jawing

Cowhand

Cowboys and Cowgirls. Cowhands ride the long trails, escorting herds of cattle to the railheads at places such as Dodge City. The Cowhand spends most of their time in the saddle on the range with occasional bouts of carousing. The life of a cowboy is hard and tiring, exposed to the full force of the weather all year round with only the occasional opportunity to let rip. Cowboys Code is also a common quirk for cowhands.

Suggested Traits: Riding, Grit, Notice

**Dance Hall Girl**

A professional entertainer, some dancehall girls are just what they say, dancers, whilst others offer more intimate services. Dance hall girls tend to learn early how to talk their way out of dangerous situations and many are quite adept at picking their patrons pockets. Mercenary is quite a common quirk for dance hall girls.

Suggested Traits: Reflexes, Jawing, Gambling



Doctor

A member of the medical profession. Many doctors have the Hippocratic Oath quirk, which means that they have sworn not to do harm to others.

Suggested Traits: Healing, Learning, Jawing



Federal Marshall

Federal Marshalls are employed by the Federal Government to perform a variety of jobs. Their main role is to act as the enforcers of Federal Law, often acting as both Judge, Jury and Executioner out on the frontier, but they also act as prisoner escorts, census takers and messengers on occasion. A lot of Marshalls have the Lawman quirk

Suggested Traits: Fighting, Shooting, Nerve

Gambler

A professional gambler. Most gamblers walk a fine line between legal and illegal activities and often need to be quick on their feet to avoid lynch mobs and bad losers. Risk taker is a common quirk for Gamblers.

Suggested Traits: Gambling, Jawing, Nerve



Freighter

Freighters are those men who work the mule trains which carry cargo to the places where the rail roads don't yet run. They're a hardy breed, not renowned for the culture and refinement, used to long hours and the varied hazards of the wilds (including bandits, Indians, storms, exposure and animal attacks). Freighters are often Proud men.

Suggested Traits: Grit, Riding, Survival

Gunslinger

A hired gun. The Gunslinger is a professional killer who specialises in the fast draw, baiting opponents in drawing fast then gunning them down in cold blood. Cowboy Code or Mercenary are quite common quirks for Gunslingers.

Suggested Traits: Shooting, Nerve, Grit



Retired Gunslinger

The retired Gunslinger has opted to hang up their guns and live a more peaceful life. Unfortunately, they often have a Reputation and spend much of their time moving on to avoid the young guns who are looking to make a name for themselves by killing the old timer. A lot of retired Gunslingers have the Reputation quirk and the Reluctant quirk is not unusual.

Suggested Traits: Shooting, Nerve, Grit

Hunter

Hunters make a living by hunting game then selling the meat and skins. Hunters are common in the mountains where they hunt bear and other animals.

Suggested Traits: Notice, Survival, Shooting



Homesteader

Homesteaders have packed up their belongings and moved from the settled east to the wild west to create a new life for themselves by cultivating the land. Some homesteaders have their families in tow, whilst others have come alone with the intention of bringing their family later or of finding a bride on the frontier. Homesteaders are often Honest and/or Proud.

Suggested Traits: Grit, Crafting, Tinkering

Indian Brave

Braves are the warrior/hunters of Indian tribes. Most Braves are members of warrior societies and have the Oath quirk which represents specific oaths sworn as members of that society. Warriors code is a common quirk for Indian Braves, as are Pariah, Poor English and Proud.

Suggested Traits: Fighting, Survival, Nerve



Indian Chief

The chief of an Indian tribe. Important is a common quirk for an Indian chief, as are Pariah, Proud and Old Timer.

Suggested Traits: Nerve, Jawing, Fighting



Indian Medicine Man

The spiritual leaders of the Indian tribes. Medicine men are held in high regard by their fellow Indians and are always consulted for advice on important matters. The Medicine men are believed to be able to commune with the spirits and act as liaisons between the spiritual and mundane worlds. Important is a common quirk for Medicine Men.

Suggested Traits: Learning, Nerve, Jawing

Stone Killer

Where the Gunslinger plays by the letter of the law in their murdering business, the killer is a cold blooded individual who kills without compunction or consideration for the law. Stone Killers may kill at the drop of a hat, or only for the money, but either way they'll shoot you down in cold blood if that's what the job demands. Murderous and Aggressive are common quirks for a Stone Killer.

Suggested Traits: Shooting, Survival, Nerve

Logger

Loggers work the woods, felling trees and working timber. They are a hardy bunch, wielding axe and saw all day long. Loggers are often Proud.

Suggested Traits: Grit, Crafting, Fighting

Loud-mouth

The loud-mouth is a feature of every saloon in the West. He mouths off to everyone, trying to pick fights, boast about tough he is and asserting his "manhood". Loud-mouths are often bullies, physically strong, young and don't tend to get much older if they don't wise up. Bully is a common quirk for a loud-mouth.

Suggested Traits: Jawing, Grit, Fighting

Merchant

A merchant makes their living by buying cheap and selling dear. Some merchants stay in one place and others travel from place to place, trading as they go. Mercenary or Selfish are common quirks for a merchant.

Suggested Traits: Notice, Jawing, Learning



Mysterious Stranger

The mysterious stranger says little, but lets his actions speak for him, Shooting down those who cross him with consummate skill. He is the consummate professional who comes to a town looking for revenge. Lone Wolf is quite a common quirk for a Mysterious Stranger.

Suggested Traits: Nerve, Shooting, Fighting

Outlaw

An outlaw is a wanted man. Most outlaws certainly did commit the crimes they are accused of, whilst a few are innocent and may have been framed or wrongly blamed. Mean as a Rattler and Reputation are common quirks for outlaws.

Suggested Traits: Survival, Shooting, Grit



Pinkerton

A member of the Pinkerton detective agency. Pinkertons are privately hired by rich individuals or the government to investigate and solve criminal cases. In later years the Pinkertons will be incorporated into what will become the Federal Bureau of Investigation. Lawman or Curious are common quirks for Pinkertons.

Suggested Traits: Jawing, Shooting, Notice

Politician

Politicians come in all shapes and sizes from town mayors to congressman, senators and presidents. Regardless they are all driven by a desire for power, either for their own personal use or (more rarely) to benefit those who elected them.

Suggested Traits: Nerve, Jawing, Luck

**Prospector**

A prospector goes out to country where they suspect gold, silver or other minerals may be found, then sets up and begins to look for them. Prospecting is a hard job, but a success can yield huge riches. Prospectors range from those following the latest gold rush to seasoned old timers who've been at the game for decades. Prospectors are often very Focussed.

Suggested Traits: Notice, Survival, Tinkering

Preacher

A wandering minister of some religion. Most preachers are Christians who are seeking to spread the word of God and convert the ungodly to their faith. Christian preachers often have the Compassionate or Evangelical as a quirk.

Suggested Traits: Jawing, Learning, Nerve

Fire and Brimstone Preacher

A fire and brimstone preacher is a much more aggressive preacher, seeking to convert people to Christianity by threatening them with eternal damnation if they don't. A preacher appeals to peoples desire for eternal salvation whereas the fire and brimstone preacher appeals to their desire not to go to hell. Pious or Evangelical are common quirks for fire and brimstone preachers.

Suggested Traits: Jawing, Learning, Nerve

Scout

Scouts are typically employed by wagon trains or military units to ride out from the main body and scout out the land ahead. Indians are often scouts, and white scouts are often familiar with Indian customs. Lone wolf is a common quirk for a scout.

Suggested Traits: Notice, Survival, Riding

**Sheriff**

A sheriff is employed by a town to enforce the law. Some sheriffs are elected by a common vote, whilst others are employed by the mayor of a town. Lawman is a common quirk for a sheriff.

Suggested Traits: Jawing, Nerve, Shooting

**Sniper**

A sniper is a special type of soldier who specialises in shooting targets at long range with rifles. He (or she) moves silently into position before shooting and many snipers aspire to the creed "one shot, one kill".

Suggested Traits: Reflexes, Notice, Shooting

**Snake-Oil Salesman**

A snake-oil salesman is a particular kind of con-artist who specialises in selling fake medicines and cure alls to local people. Lying Dog and Selfish are common quirks for a Snake-Oil salesman.

Suggested Traits: Jawing, Nerve, Healing

Stage Coach Driver

Stage coach drivers are well paid (often making up to a \$100 a month) and are used to the hard outdoor life. They are well regarded and many young boys dream of becoming a stagecoach driver.

Suggested Traits: Notice, Riding, Grit



Texas Ranger

A member of the Texas Rangers, the much respected (and feared) law enforcement agency of the state of Texas. There's a saying "One Ranger, One Riot" which says just about all you need to know about the Rangers. Proud, Lawman and Vigilante are common quirks for a Ranger.

Suggested Traits: Fighting, Shooting, Nerve



Trader

Traders make their living buying things cheaply then selling them on a for a higher price. Traders do much the same thing as merchants, but they tend to be found in the rougher parts of the west and better equipped to handle themselves if a deal "goes south".

Suggested Traits: Jawing, Nerve, Grit



Trapper

Trappers live in the wilds and trap wild animals for their skins and meat, which they then sell at trading posts. Trappers are notoriously self sufficient and tend to like their own company, often having the Lone Wolf quirk.

Suggested Traits: Grit, Survival, Crafting



Woodhawk

Woodhaws chop down trees along rivers and provide cordwood (logs small enough to fit into the boilers) to steamers. They are a hardy bunch who spend most of their time in the woods.

Suggested Traits: Grit, Crafting, Survival



Critters

The following is a small bestiary of common animals found in the old west.

Most animals have a price listed. For domestic animals this is the amount of cash required to buy a specimen of that animal. For wild animals this represents the value of the animals pelt and meat if sold.

Quality animals cost five times the list price. A Quality animal gets +1 to all its traits. In the case of riding animals (such as horses), a Quality riding animal gives +1 to its riders Riding trait when being ridden. Cheap animals cost half the list price and have a -1 to all their traits and the Riding score of anyone mounted on them.

Animal Behaviour

This section outlines common behaviours for different kinds of animals.

Herbivores

A herbivores first response to a threat is to run away. If they cannot run away, or they are protecting offspring or mates, they will attack the threat.

Omnivores

An omnivore eats flesh and vegetation. An omnivore is an opportunist and will attack prey if it is hungry and thinks it can take the prey without injury, otherwise it will avoid contact.

Carnivores

A sated carnivore (one which has recently eaten) will ignore other animals unless threatened. If threatened it will either attack if the target is not too threatening, or move away if it is a serious danger. A hungry carnivore will attack anything which it thinks it can kill without taking undue damage.

Animal Traits

Unless stated otherwise, animals have 0 in all traits and automatically fail any Knowledge trait rolls. This list only provides traits for animals which can pose a real threat to characters.

Domesticated Animals

The price listed for a domesticated animal is how much it is worth to buy or sell alive.

Cattle: Cattle are strong but stupid and are commonly used for meat. Prices vary widely from place to place, depending on demand, anywhere from \$5.00 a head to \$30.00 a head.

Dog: Gunslingers and Gamblers™ classes dogs into three groups; Small, Medium and Large. Small dogs are terriers and the like, Medium are labradors, spaniels and so forth, and large dogs are alsatians, great danes and the like. Dogs are reasonably intelligent and easy to train and are found as both companions and working animals. Prices vary widely, largely depending on the perceived "quality" of the animal, from nearly free to \$100.00 or more.

Donkey: Donkeys are popular pack animals, renowned for their endurance and ability to navigate treacherous terrain safely. Prospectors favour donkeys as pack animals. \$30.00

Cavalry Horse: Fast and strong, the cavalry horse is trained not to spook in battle. \$100.00

Draft Horse: Slow but powerful, true draft horses are uncommon out west. In the east they are used to pull wagons around urban areas. They're not very good for riding, but make excellent workhorses. \$60.00



Saddle Horse: The most common type of horse out west, the saddle horse is quick and relatively strong. \$60.00

Mule: Excellent pack animals, mules are sterile donkeys and are far easier to maintain than draft horses. They are

notorious for refusing to overwork themselves. \$90.00

Pony: Also known as mustangs, ponies are descendants of wild horses and are commonly rode by Indians who value the ponies ability to live off the land. Although not exceptionally strong, they are very quick and agile. \$50.00

Sheep: Stupid and even more stupid, sheep are used for meat and for wool. \$5.00

Wild Animals

The value listed for each wild animal is its pelt and meat value. The animals traits are summarised in the table after following their descriptions.

Armadillo: Native to southern Texas. Not good for much of anything beyond their curiosity value. .30¢

Black Bear: Common in the mountain states, the black bear is usually not dangerous if left alone. \$5.00



Grizzly Bear: Mean, deadly and best avoided. Grizzly's are unpredictable and dangerous and a very real hazard in mountainous areas. \$10.00

Beaver: Beaver are small rodents noted for their habit of constructing dams. They are valued for their pelts. \$2.00

Buffalo: Buffalo are the lifeblood of the plains Indians and are discussed in more detail elsewhere in these rules. \$5.00

Coyote: Smaller but more intelligent than wolves, coyotes are viewed as a nuisance by farmers. They are difficult to trap and are often found rooting through bins. 75¢

Eagle: Large birds of prey, eagles are considered sacred by Indians. There are quite a few varieties of eagle in America, including the Bald Eagle, Fish Eagle and Golden Eagle. Captured live, they are worth \$12.00.

Gila Monster: Native to the arid southwest, the gila monster is a 2-foot long lizard with a poisonous bite. The poison is not fatal to humans, but anyone who is bitten by a gila monster is treated as Impaired for a few days due to the nausea and sickness the bite induces.

Jackrabbit: Large, wild rabbits that are a nuisance to farmers. Known to carry disease such as myxamatosis. .05¢

Porcupine: Generally harmless, the porcupine is covered with sharp quills that can cause nasty wounds to the unwary. Porcupines are not aggressive and only attack when defending themselves. The quills are barbed and removing them is an unpleasant job.

Puma: Also known as cougars or mountain lions, pumas are large hunting cats. They are fast and agile, and can be quite dangerous if cornered. \$2.00

Raccoon: Native to forest lands, raccoons are intelligent scavengers, as well as being cute. .50¢

Rattlesnake: A deadly poisonous snake, the rattlesnake rapidly shakes its tail when threatened, making a rattling sound as a warning to stay away. On a successful Fighting hit the target takes no damage but is injected with **Rattlesnake venom**, rules for which can be found

in the Environment chapter under Poisons \$1.00

Scorpion: Despite their reputation, most scorpions are relatively harmless. Some species do have a dangerous sting though. A character stung by most scorpions is treated as Impaired for a few days, due to nausea, pain and sickness caused by the sting. Only a few species have potentially fatal stings, including the Bark Scorpion (found in Arizona). These scorpions inject **Scorpion venom** if they get a wound, rules for which can be found in the Environment chapter under Poisons.



Skunk: When threatened, skunks spray a noxious, foul

smelling liquid. Anyone hit by the skunks spray (treat as a Fighting attack) stinks to high heaven and is treated as Impaired until they can get a really good bath \$1.00

Vulture: Carrion eating scavengers. They are often seen circling above wounded animals (and men), waiting for death so they can feed and are not above attacking weakened prey to hasten death.

Wolverine: Wolverines are renowned for their incredible ferocity, attacking and driving away animals many times their size. They are a serious nuisance to trappers, quite capable of inflicting nasty wounds. \$1.00

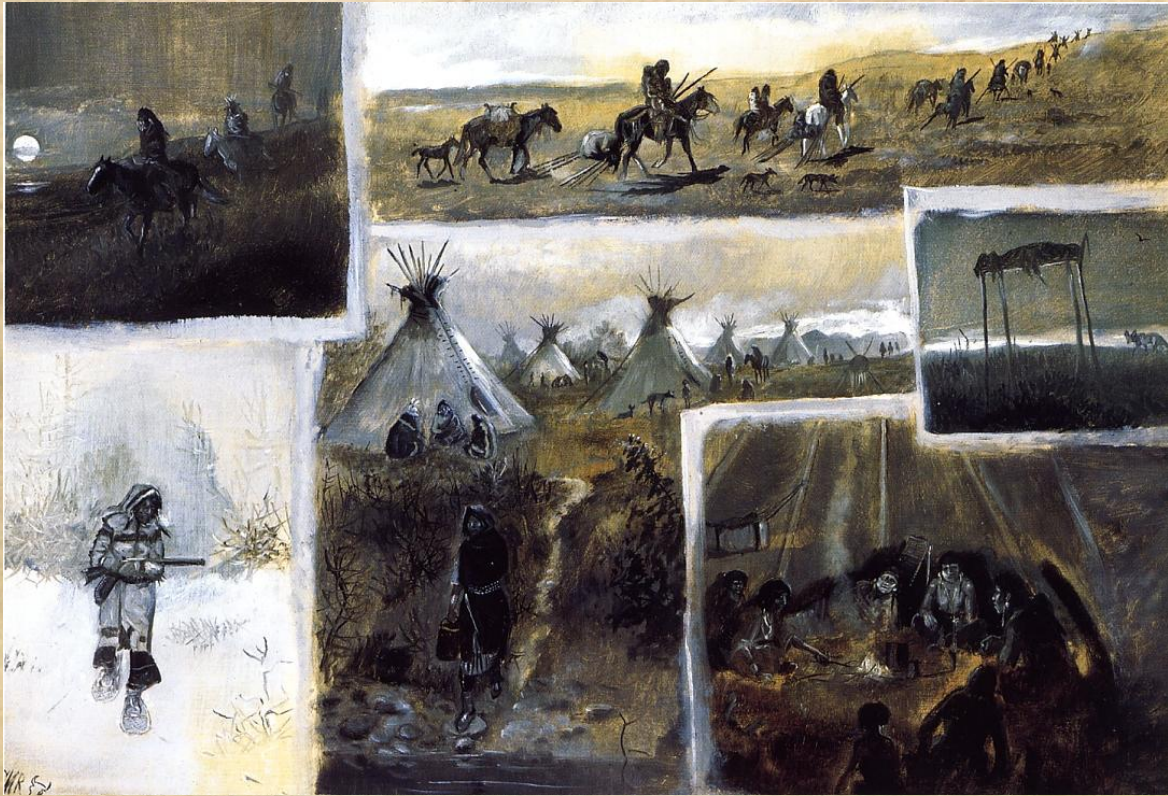
Wolf: A pack hunting animal, wolves are a nuisance to both sheep and cattle farmers. Wolves are only a threat to humans during very bad winters, where the wolves starvation may drive them to attack lone travellers or outlying communities. \$1.00

Animal	Fighting	Grit	Notice	Reflexes	Cost in \$
Cow	3	4	2	4	20*
Bull	5	5/2	1	4	20*
Buffalo	5	5/2	1	3	5*
Small Dog	1	0	5	5	60
Medium Dog	3	1	5	4	80
Big Dog	5	3	5	3	100
Donkey	2	3	2	3	30
Cavalry Horse	3	4	2	5/1	100
Draft Horse	3	5	2	5	60
Saddle Horse	2	3	2	5/1	60
Mule	3	4	2	3	90
Pony	2	3	2	4	50
Black Bear	5/2	5	3	4	5*
Grizzly Bear	5/4	5/3	2	4	10*
Coyote	3	1	5	4	1*
Gila Monster	3	4	2	3	-
Puma	5	3	3	5	2*
Rattlesnake	2	0	2	0	1*
Deadly Scorpion	1	0	-	0	-
Wolverine	4	2	3	4	1*
Wolf	3	2	5	4	1*

*means pelt and meat price



Harris County



"In 1881 I went to Wyoming and returned in 1882 to Miles city and took up a ranch on the Yellow Stone, raising stock and cattle, also kept a way side inn, where the weary traveller could be accommodated with food, drink, or trouble if he looked for it."

-Calamity Jane

Wyoming

The Great Plains meet the Rocky Mountains in Wyoming. The state is a great plateau broken by a number of important mountain ranges. In the northwest are the Absaroka, the Owl Creek, Wyoming, Gros Ventre, Wind River and the Teton ranges. In the north central are the Big Horns; in the northeast, the Black Hills; and in the southern portion of Wyoming, the Laramie, Medicine Bow and Sierra Madre ranges.

The Continental Divide cuts through Wyoming from the northwest to the south central border. Rivers east of the Divide drain into the Missouri River Basin and eventually the Atlantic Ocean. They are the Platte, Wind, Big Horn and the Yellowstone rivers. The Snake River in northwest Wyoming eventually drains into the Columbia River and the Pacific Ocean, as does the Green River through the Colorado River Basin.

Wyoming has the second highest mean elevation in the United States at 6,700 feet above sea level. The climate is semiarid, but because of its topographical diversity, it is also varied. Annual precipitation varies from as little as five inches to as much as 45 inches a year, some in the form of rain and some in snow.

Because of its elevation, Wyoming has a relatively cool climate. Above the 6,000 foot level the temperature rarely exceeds 100 F. Summer nights are almost invariably cool, though daytime readings may be quite high. Away from the mountains, low July temperatures range from 50 to 60 F.

Harris County

Harris County is a large, and entirely fictional, county in western Wyoming designed to be used as a campaign environment for your first Gunslingers and Gamblers™ game.

The very western edge of the county is the rocky mountains themselves. The southeast of the county is high desert (the red desert). The middle east is a line of the Rockies pushing out into Wyoming and splitting the county in two (North and South), the Wind River range. The north east of the county consists of low hills marching down from the Rockies to the wide plain of the Bighorn river, then rising back up to the Bighorn mountains on the easternmost edge of the county.

The rail road just enters Wyoming in the very Southern part of Harris county. The Oregon trail runs through the Red Desert in the south of the county.

Indian tribes

The following Indian tribes can be found in Harris County.

- | | |
|------------|------------|
| • Arapaho | • Kiowa |
| • Comanche | • Lakota |
| • Cree | • Shoshone |
| • Crow | • Ute |

Interesting Places

Most of the places just have a paragraph attached, the town of Comanche Wells has more detailed information and is suggested as a possible "centre of operations" for a campaign set in the County. Each place has several possible adventure ideas, presented for the GM to flesh out with more details.

Gannet Peak

The highest peak in Harris County (and Wyoming), at

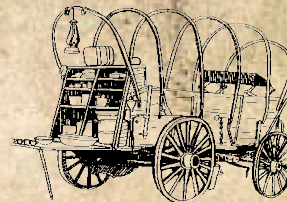
13,800 feet.

The Red Desert

The Red Desert is tucked away in the South West corner of the County and is a High altitude desert inhabited by Shoshone and Ute Indians. The desert is a mixture of flat plains, badlands and deep valleys, canyons, buttes and other features.

The Oregon Trail

Oregon trail passes through the southern part of Harris county (the Red Desert) and passes through the mountains at South Pass. There are several forts on the trail. The trail is much quieter now than in it's heyday of the 1860's, being replaced by the transcontinental rail road in 1869.



A Chuckwagon

South Pass

The Southern pass through the Rockies, where the rail road and Oregon trail runs. The pass is steep, narrow and winding, with just enough room for the train to pass through. Snow blocking the tracks is a constant problem in the winter months.

Hell's Half Mile

A tremendous set of rapids on the upper reaches of the Snake River. In the spring time the rapids can be heard from miles around as the snow melt pours through them.

Sky Butte

A large granite butte topped with deep valleys. There is no easy path up to the top of the Butte and getting there requires climbing up vertiginous granite walls.

- Bandits might be operating from a hidden camp on Sky butte, using a hitherto unknown secret passage to avoid climbing the walls. The party could be asked to investigate.

Fort Horn

Lies along the Bighorn river in the North East of the County. A frontier outpost on the edge of the Rocky mountains. With the decline in use of the Oregon trail since the rail road came the fort has been downsized and just holds a small garrison now.

- Party is caught in the fort during a large scale Indian attack. They must work with the tiny garrison to hold out against the savage horde in the oversized fort until reinforcements arrive.

Yellowstone

The Yellowstone plateau lies in the North West of Harris County and is populated by Shoshone and Crow tribes. Whilst being a beautiful place, the plateau has little of economic value so whites have generally stayed out of the Indians way.

- The party are hired to negotiate the return of something taken by the Indians on the plateau. How they accomplish the return is up to them.

Rippling Hills

Rippling hills lies just outside the Yellowstone plateau and is a bustling town on the Red Creek river. The town is now a centre for buffalo hunters, with hundreds of hunters working the plains around the town for buffalo. The buffalo are processed and the meat and hides shipped out by river, the river route eventually meeting the rail road in the south of the county. The name Rippling Hills is an Indian name which reflects the sheer size of the buffalo herds in the areas, they are so large that they can cover whole hillsides in a rippling brown carpet.



Dry Hollow

Twenty years ago Dry Hollow was a small boom town, centre of a mini-gold rush. The gold ran out and the town ran out of luck. Now it is a dusty ghost town populated only by sage brush and rattlesnakes.

- Bandits are using Dry Hollow as a camp to attack stagecoaches from. The party are hired by the stagecoach company to sort this out.

Snake River Bluffs

A bustling river halt (paddle steamers, hoodoo and riverboat gamblers). It is built where a line of bluffs mark the river bank and nestles under their shadow on the rivers edge. Snake River Bluffs marks the farthest up river that paddle steamers can operate. Steamers run a shuttle service, and cruise service, downriver from here.

- Enterprising gamblers might wish to go aboard a riverboat casino and try their luck.
- A gang of pirates has been plaguing riverboat traffic a little way downriver. The party is hired by the riverboat company to ride shotgun on a boat. They are attacked and beat off the pirates, then the captain offers them a bounty to follow the pirates back to their hideout in a hidden cave and finish them off.

Mineral River

A smelly, dirty, industrial town, built on iron ore and copper deposits. Mineral River is run by the several large ore extraction and processing companies which make their home here. Just about everybody in town is employed, directly or indirectly, by these companies.

- The company has been having problems with an Indian band who are trying to stop them despoiling the landscape, using sabotage and terrorism. The party could be hired by the company to deal with the Indians, or might join the Indians in attacking the company.

Williams Find

A boom town (lawless, gold and silver, Indian problems) near south pass. It lies on the rail road and acts as hub for the gold mining conducted in the region round South pass. The local Shoshone tribes are not happy about the miners and running skirmishes are a regular part of day to day life. An army garrison is based at Fort Williams, just outside the town.

- A young boy has gone missing and the locals blame the Indians. If the party can't find the missing boy soon the powder keg will ignite with bloody consequences.
- A dying old timer asks the party to protect his claim until his son arrives from back east to take. In exchange they will get a percentage of the profits from the mine for the next three years. The mine is rich with gold. The party must defend the claim from bandits, Indians and roguish con-men, amongst others.

Cutters Canyon

The rail road cuts through a canyon in a low range of hills and Cutters Canyon lies at the western end of the Canyon. Cutters Canyon is a railhead for local cattle ranchers and, as such, tends to have a lot of boisterous cowboys in town at any given time.

- The party are in town during when several large, and mutually antagonistic, cowboy groups come into town. The sheriff makes them deputies and they must help keep the peace.

Pleasant Meadow

A sedate little farming town in the middle of Harris County.

- The town is plagued by a bandit gang and the town mayor hires the party to deal with the bandits.
- The sheriff is taken ill and the party deputised, then a murder occurs and they must investigate, interviewing witnesses and gathering clues to find the killer before they strike again. If the GM wants to heighten the tension the killer might strike every night, and the longer the party takes to solve the crime, the more killings that will happen.

Look Out Point

A small settlement at the foot of the Look Out Hills on mineral river. Lookout point serves mainly as a trading post with the local Shoshone and Ute tribes, and as an offloading point for cargoes from Mineral River. The metal is unshipped, then taken by road to Founding.

Look Out Hills

An isolated range of low hills in the heart of the rugged terrain of the Red Desert.

Founding

In the heart of the Red Desert, Founding is fuelling stop for trains travelling along the Railway. It is also the loading head for metal cargoes shipped from Mineral River via Look Out Point.

Meakersville

A rowdy ranching town. Meakersville is dominated by two large feuding clans who ranch cattle nearby. The town is caught between the two clans and violence

regularly erupts between them. It will only take a severe enough incident to turn the feud into a full scale range war.

- If a Range war breaks out the party could join either, or both, sides as freelance soldiers. They might even join the sheriff to try and restore peace.

Harrisburg

County seat and site of the County court and jail. Harrisburg is a large city which houses the territorial government house, county jail and courthouses and a multitude of other businesses and residences.



Comanche Wells

Comanche wells is a small town in Harris county noted for it's large lake, the "Comanche wells". This lake serves as a watering stop for stagecoaches crossing the Red Desert desert and the town has grown up on it's western shore. The route is busy, with stages coming through two or three times a day. Passengers usually stay in one of the two hotels in town, the Flamingo (prop. Roland Earl) or the Golden Oyster (prop. Margerie Dunbar).

Key People and Places

- **The Flamingo Hotel (prop. Roland Earl):** The main competitor to the Oyster, the Flamingo is a more homely hotel, preferred by those who seek a more personal lodging experience. Roland Earl, his wife Jane and their four sons all live in the hotel and it has very family atmosphere.
- **The Golden Oyster Hotel (prop. Margerie Dunbar):** The Oyster is a good quality hotel which caters almost exclusively to the stagecoach trade. Margerie Dunbar runs a tight ship and doesn't skimp on the quality. She is unmarried, in her late 40's, and maintains a pleasant but formal manner with the clientele. Neither the Oyster or Flamingo approve of prostitutes in the hotel, directing anyone seeking such diversions to go to the Green Gables.
- **China Town:** The nominal leader of the small Chinese community is Chi Bao Heng, a 67 year old Chinese patriarch. Comanche Wells' China town is pretty normal, it's main relations with the white community being through laundry

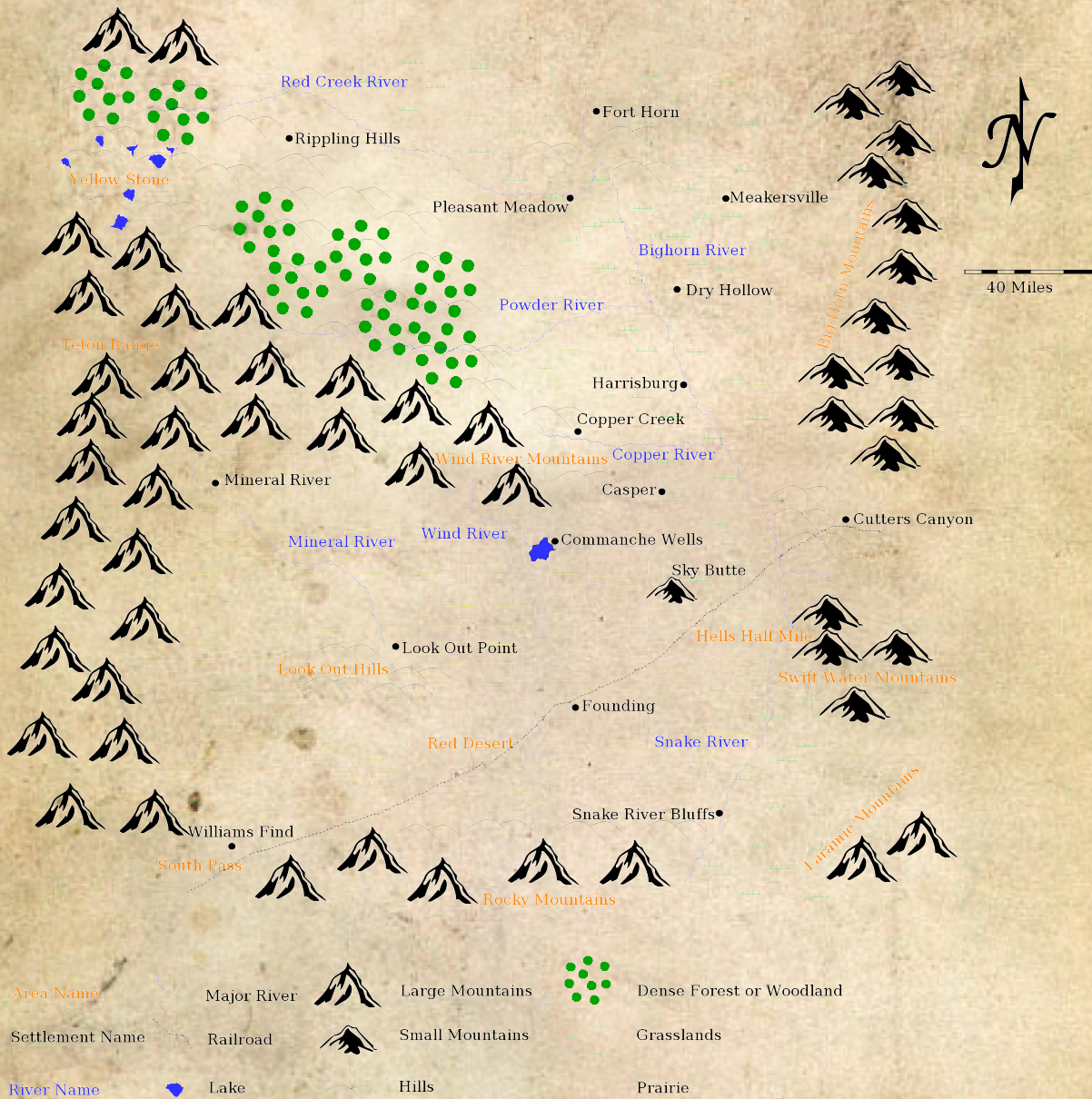
services and a small, but profitable, opium trade. The opium trade is run by the 34 year old Lao Mai Chan, a young woman who represents the triads interests in town.

- **Sheriffs Office:** The office of Sheriff John Iron Horse. The Sheriff is a Comanche Indian. It's obviously very unusual to have an Indian sheriff but Iron Horse has done such a good job of keeping the running battles between the local Comanche tribes and the whites from spilling into town that everyone supports him unequivocally. It also helps that's as hard as iron and quick as lightning with a shotgun.
- **Livery Stable (prop. Ernst Jungen):** A successful business, the livery stable caters to the stagecoach trade and Ernst is agent to the local staging companies (you see him to book passage on the stage). Ernst is in his mid thirties having emigrated from Germany around ten years ago. A jovial chap, noted for being the unbeaten town wrestling champ since he moved here.
- **General Store (prop. Clarence Whittaker):** Mr Whittaker's store stocks just about everything a body could want and anything else can be ordered in from the wide range of catalogues he keeps in the shop. Mr Whittaker is getting on in years, being in his early 60's, and much of the hard work is done by his son, Bill (who is in his 40's). Clarence's wife, Martha Whittaker, died of a fever a few years ago.
- **The Lucky Dice Saloon (prop. Bill Parsons):** reasonably straight games of chance and some hotel rooms. Most travellers stay at the Oyster or Flamingo. Bill Parsons is a retired lawman from back east, a city cop with twenty years on the beat.
- **Green Gables (prop. June Aday):** A well kept whorehouse. Girls from the Gables frequent the Lucy Dice next door and June has a deal with Bill, giving him a cut of her profits in exchange for her girls being allowed to solicit in the saloon.
- **Annie "Temperance" Brennan:** Annie is the leader of the local temperance movement. In fact, she is the leader and only member, as well as being the church pianist and staunch Christian
- **Lakeview Church (prop. Reverend Ian Davis):** Reverend of the small protestant church in town. Davis is an unassuming man who looks out for the poor and downtrodden in town whilst tending to the spiritual needs of his parish. His one vice is his occasional visits to Green Gables.

Using Harris County

Harris County is a good place to run your first Gunslingers and Gamblers™ campaign. You might want to consider basing your characters in Comanche Wells, which is a fairly central location in the County. This gives the characters a place to operate from and a chance to get to know the locals.

A Map of Harris County



Introductory Adventure

Bandits!

NPC's

Unless stated otherwise, all characters in this scenario are regular folks (0 in all traits).



The Comanche Wells-Harrisburg Stage

The Mission

The stagecoach company hires the party to find out who is raiding their coaches and to deal with the problem. The pay is \$10 a day for each character.

The party should accompany a stagecoach which is attacked. Ideally the party should chase off the bandits then follow them back to a small nearby town, **Copper Creek**, but a violent thunderstorm swirls up, so they lose them. All the party know is that the bandits went into town.

The party find the locals who are scared of the bandits and it's up to the party to identify the bandits and bring them in. The bandits were all wearing masks so the party will have to listen in to gossip and influence local people so they can work out where everyone was at the time of the raid.. then they can try and work out who the offenders were.

The local sheriff has no interest in getting involved and may even obstruct the characters. The twist is that the bandits are paying off the townsfolk who are turning a blind eye to what's going on because of the money, so the townsfolk may turn on the party if they find the bandits.

Setting

The characters are in Comanche Wells in March 1876 and are hired to capture whoever who keeps attacking the Silver Line stage coaches on their route between Comanche Wells and Harrisburg. It may be Indians (Lakota Sioux tribe are found in the area and are hostile to Whites) or bandits. They can travel with a stage coach which is to run to Harrisburg, two days away. The first day is fine and dry. A couple of hours out of Casper the coach observes a group of Lakota watching from the nearby ridge line as the coach follows the valley road. Everyone knows that relations with the Lakota are not good at the moment.. war is in the air. The GM should encourage the players to get nervous and overreact, as it happens, the Lakota have no interest in the coach and will follow the stage for half an hour or so before riding off. This is a good time to tell the players that Lakota scouts often range away from the main war party and may now be riding to bring reinforcements to take the coach.

Nothing actually happens and the coach stops at Casper overnight.

Its freezing cold at night (being March and at about 5000ft elevation on the wide plain) and anyone who opts to sleep outdoors will be Impaired all the next day due to

their cold and tiredness (there are plenty of hotels in town).

On the morning of the second day (about two hours after setting out from Casper) the coach is attacked by bandits as it fords the Copper River at Kennedy's ford.

The Bandit Attack at Kennedy's Ford

There are seven bandits, comprising six regular folks (0 in all traits and no chips) and Rosco Kenny. Kennedy's ford is a crossing over the Copper River.

Every character should make a Notice(Three of a Kind) roll as they approach the ford. A success spots the bandits who are hiding on the far bank, waiting and carefully hidden.

Rosco Kenny will call out for the coach to surrender once it is half-way over the ford and characters can easily see the bandits in cover with pistols and rifles pointing at them.

It will take the coach driver ten rounds to get the coach across the ford from the moment the action starts. Both sides are lightly wooded with plenty of soft and hard cover from trees, boulders, high grass and bushes. The bandits are in Hard cover on the far bank. The ford is twenty yards across, knee deep in water, which halves movement through it.

If combat begins the characters are not surprised, having been alerted by Rosco's call to surrender, but the bandits will have already Aimed at them.. so the bandits first shots get +1 Attack modifiers.

The bandits will concentrate their fire on the most dangerous opponents and tend to ignore unarmed or non-threatening characters.

Shots from one side of the ford to the other are at Long range. Shots from the river to the banks are Short range.

Anyone inside the coach has Hard Cover.

Anyone trying to fight or shoot whilst in the water is Impaired (so they only have one action per round) as they fight to stay upright in the fast flowing stream. Anyone knocked down in the water will move five yards downstream at the start of each round until they use an action to get up again. The ford is fifty yards wide and the coach is at the midpoint. If a character is swept more than twenty five yards downstream from the coach they are swept away and will wash up a long way downstream, wet and fed up. They are out of the fight, but can rejoin the party after combat ends.



Rosco

Once the bandits realise that they are not in for an easy win, and that the party are going to put up a fight, they will retreat backwards and mount their horses to gallop off. Typically, the bandits will withdraw after five or six rounds.. earlier if they start taking casualties.

8x Bandit Cowhands (Regular Folks)- 4 w/peacemakers and 2 w/Spencer repeating carbines

Rosco Kenny (Fighting 1, Grit 3, Riding 1, Nerve 1, Shooting 2, Luck 2)- begins fight with two Chips and is armed with a peacemaker & Spencer repeating carbine

.45 Peacemaker (+1 at Close and Short range, 6 bullets when fully loaded, Can fire single shot or short bursts, wielded in one hand)

Spencer Repeating Carbine (+0 at Close and Long range, +1 at Short range, 7 bullets when fully loaded, Can fire single shot only, wielded in two hands, or one hand with a -1 penalty to attacks)

The Storm

Shortly after the encounter at the ford an almighty thunderstorm rolls in. Visibility is reduced to feet by the torrential rain and anyone who tries to continue through the storm on horseback should make a Grit(Two Pairs) roll. If they fail they catch a chill and will be Impaired for the next four days as they are struck down with uncontrolled shivering, shaking, sneezing and a high temperature.

The storm wipes out any trail, but once it lifts the only visible settlement is Copper Creek, along the river valley and up into the hills. To get there the characters must follow the trail along the river and up into the hills, an hour or twos ride. If the characters don't dilly-dally they can get to Copper Creek before nightfall. The PC's should make Learning(Two Pairs) rolls and anyone who succeeds knows the following about Copper Creek (the information in the box below).

Copper Creek, Wyoming

Copper Creek is slowly dying on its feet. The town was founded around twenty years back to cater to the needs of miners on the nearby Copper River, which had several valuable copper lodes. The lodes have been mostly mined out now and only a few miners remain. The town now caters largely to the few remaining miners and loggers up in the higher Wind River mountains nearby.

Copper creek has a population of around one hundred and the section below highlights some of the main characters of the town. Unless stated otherwise treat these characters as Regular Folks.

The only thing upriver from Copper Creek are small mining camps and prospectors.



Main Street

The Stagecoach

The following people are on the stagecoach. They are all regular folks, except for Mr Sudbury. Riding trait is used to control the stagecoach, if a player should decide to

take control.

Old Ernie: The stagecoach driver. A bluff old-timer who's been riding the coaches all his life.

Ms. Emily Higgins: A lovely single schoolteacher on her way to her new job. Emily tends to scream and faint if trouble breaks out, but if really threatened she'll fight back, kicking and screaming.

Dr. Davis: A respectable doctor, also on his way to a new job. Actually he's a snake-oil salesman, real name Ed Delaney.



Izzy's Sodshack

Mr. Sudbury: A small, very quiet, bespectacled man. If asked he will say he is an articulated clerk and little else, taking papers to a client. Mr Sudbury is in fact a hired assassin en route to kill someone. If his bags are opened a variety of quality pistols, knives and garottes can be found in a hidden compartment.. the tools of his trade. Mr Sudbury will not get involved in fights unless attacked first, in which case he will swiftly and efficiently kill his attacker.

Mr Sudbury (Shooting 5, Reflexes 3, Luck 1) armed with one Sudbury special breech loading pistol hidden in bag and one Chip for his Luck

Sudbury special breech loading pistol (+0 at Close Range, +2 at Short Range, one bullet, Single shot only and wielded in one hand)

The Bandits

With the towns slow decline MacArthur and Rosco Kenny came up with a plan to revive the towns fortunes. They rounded up a gang of bandits who now work on the Lazy Eight, taking their time so no one suspected foul play, then set to work holding up stagecoaches, trains and anything else passing nearby to Copper Creek. They have been bribing a town clerk in Casper who passes on itinerary information for suitable targets, so the bandits can be ready and waiting for them.

The townsfolk don't question the regular influx of new wealth into the town and everyone is happy, so when the party start nosing around they may find themselves getting into hot water.

The Townsfolk

Each character has two pieces of information, what they will say and what they know. What they say is easy, they will tell it in passing. To get at what they know (noted in *italics*) requires a successful Jawing attempt, opposed by their Nerve.

Izzy Wagoner: Local drunk and old timer. Izzy's shack is on the edge of the town, up on the hillside looking down, and is the first location the party will encounter on coming into town. Izzy is a talkative old soak and will readily mention that a gang of riders rode into town during the storm and haven't left. *Izzy knows nothing about the conspiracy.*

Bill Valance: The Saloon keeper. Bill just chats about the weather and other pleasantries in passing. *Business has been a bit slow but the cowhands from the Lazy Eight always seem to have money, which is a bit odd because the summers been poor this year.*

Mary Mahone: Irish Bar girl and Banks girlfriend. Mary is a dancer, entertainer and singer, but she is not a prostitute and anyone who suggests that she is will likely have to deal with Bill Valance or Banks, if he is present when its said (Mary is a good way to start a bar room brawl). *Like Bill, Mary has noticed that the cowhands from the Lazy Eight never seem to be short of a bob or two. Some of them are a mite rough too.. even for cowboys.*

Sheriff deWayne Wright: Anything for a quiet life is deWayne's motto. He is not in on the bandit scam and will harass the player characters if he thinks they are unduly harassing townspeople. He will lock characters up overnight for harassing people and tell them to git out'a town the next day. DeWayne has two deputies, Bill Coltrain and Ray Sparks. DeWayne knows nothing about the bandits, but does have a few choice words about the miners. They tend to come into town and get right royal drunk, giving him a hard time keeping the peace. *DeWayne thinks that the miners are up to no good and thoroughly disapproves of them.*

Bill Coltrain & Ray Sparks, Deputies (Regular Folks)- usually armed with peacemakers or double-barrelled break open shotguns when trouble's brewin`.
Sheriff deWayne Wright (Fighting 3, Grit 2, Notice 3, Shooting 2, Reflexes 2, Luck 1)- 1 chip, armed with a peacemaker or shotgun when troubles brewin`

.45 Peacemaker (+1 at Close and Short range, 6 bullets when fully loaded, Can fire single shot or short bursts, wielded in one hand)

Double barreled break open Shotgun (+1 at Close Range, +2 at Short Range, 2 shells, Single shot only, but can fire both barrels together for an extra +1 Attack, Wielded in two hands)

Mayor Dobbs: The Mayor of Copper Creek. A bombastic sort, incompetent and stupid but good at giving speeches. MacArthur is the real power behind the throne. *The Mayor hasn't got a clue what is going on in town and is a total puppet for MacArthur. He is having a very quiet affair with Regina Scott which he wishes to keep secret. If anyone pushes him for information he will assume they are referring to that affair and will get very defensive.*

Mr MacArthur: Mayor Dobbs private secretary, a very quiet self-effacing gentleman and leader of the bandits. In a former life, before coming to Copper Creek, MacArthur went under the moniker "the Quicksilver Kid" and was a feared gunfighter on the Kansas/Texas border. His bandit activities in Copper Creek are a mixture of greed and altruism, in that he is getting rich but also helping the town out by bringing money in. *MacArthur knows everything about everything in the town.*

Mr MacArthur, Mayors private secretary, Bandit Leader and retired gunslinger (Nerve 5, Shooting 5, Reflexes 5, Luck 2)- has two Chips and normally carries a concealed double-barrelled .44 derringer in his right sleeve, but will strap on a pair of peacemakers when going into a fight.

.45 Peacemaker (+1 at Close and Short range, 6 bullets when fully loaded, Can fire single shot or short bursts, wielded in one hand)

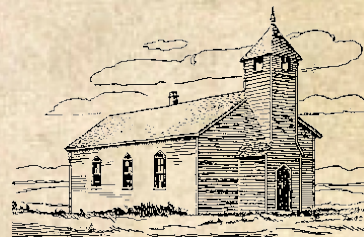
.44 Derringer (+1 at Close Range, +0 at Short Range, 2 bullets, Single shot only, but can fire both barrels together for an extra +1 Attack, Wielded in one hand and easily concealed inside clothing)

Hernandez the Barber: Mexican barber. Hernandez os chatty enough and will talk at length about his wife and children (three young sons and two young daughters). His father came north from Mexican and set up the barbers shop which Hernandez inherited. He very much hopes that his sons will continue the business after him, and there will usually be on of the Hernandez boys sweeping up around the shop. *The barber will note that the miners always seem very poor and the cowhands off the Lazy Eight seem surprisingly well off, but he assumes this is because Rosco pays well and they have had a good season.*

Mrs Regina Scott: An upstanding lady and the owner of the Scotts Pine Hotel. Regina inherited money when her mother died and decided to move west and set up her own hotel. Regina also has the towns stable behind the hotel, run by an old timer named of Ezekiel Hunt. He knows nothing about anything, being careful to mind his own business.

She is an upstanding local citizen and is having a secret affair with the Mayor. *Like the Mayor, she will clam up if questioned, unwilling to discuss anything, assuming that the questioner is interested in the affair.*

The Right Reverend Donald Murdoch: The towns Minister. Murdoch has a small church on the outskirts of town and is a classic fire and brimstone Preacher. Murdoch is not much liked round town, being a bit of a rabid extremist. He lost his wife to the consumption a few years ago and now, every week or so, tends to get drunk in the church then stumble into the saloon or casino and berate the customers for their wicked ways. Rex or Banks usually escorts him back to the church and puts him to bed, or Mary will do it if he is in the saloon, she has a bit of a soft spot for him because he lost his wife. The next day he always wakes up and is very contrite and apologetic, going round to apologise to everyone. He knows nothing about the banditry.



The Church

Jeremy Castille, The Casino owner & his two bouncers, Rex and Banks: A retired card sharp (gambler), Jeremy has used his ill gotten gains to set up the Shining Star casino. Jeremy is a bit of a wide-boy but is basically honest. Rex and Banks are his bouncers. Rex is the talker, a skilled fighter, wiry and reasonable. Banks is the silent type, a mountain of muscle who steps in when Rex can't talk someone down. Rex and Banks

may get involved if the party try and push Jeremy too hard. Neither Rex nor Banks goes armed, but if someone pulls a gun Jeremy has a double-barrelled shotgun hidden behind the bar which he'll pull.
Jeremy knows that there is some kind of conspiracy involving the mayor and one of the local ranchers, although not which one.

Rex (Fighting 3, Grit 1, Jawing 2, Nerve 1, Reflexes 2)
 Banks (Fighting 3, Grit 4, Nerve 2)

William George: The town blacksmith. Remarkably, William is a thin, wiry man who looks nothing like the traditional blacksmith, but make no mistake, he's as strong as an ox (Fighting 4, Grit 4). William once wrestled Banks into submission.

If asked about the miners, William went out to the Miners Camp Thursday morning to do some work and found no one there.

Terry Lambert: Terry owns the Double Ace ranch outside town, the other major ranch. He's had a terrible year and is on the verge of bankruptcy but he's not telling anyone that. *Terry knows nothing about the conspiracy but cannot work out how Rosco is doing so well.. particularly when he has an even smaller herd than Terry. There's also been several incidents with some of Rosco's cowhands out on the range.. they behave more like hired thugs than cowhands.*

Moses Strode and Miranda Strode, The general store owner & his wife: Moses and Miranda have been in Copper Creek since its founding and are a good solid pillar of the community, at least on the surface.

The strodes are in collusion with the "bandits", fencing much of the goods they steal. A Notice(Two Pairs) roll in the store will notice some items for sale that clearly look out of place. Neither of the Strodes will respond well to influence attempts and likely call the sheriff who will intercede and warn off, or arrest, the characters.

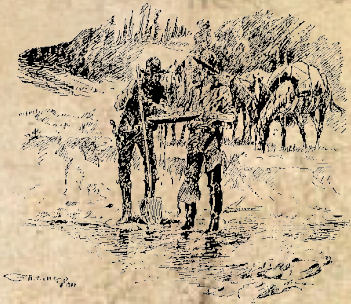


The General Store

The Miners: The miners tend to live outside town, working a small copper lode. There are about two dozen of them and they tend to keep themselves to themselves. They are often suspects for the crime and the real bandits will do their best to shift the blame onto the miners. The miners are a surly bunch and will react badly to even the mildest inquiries (throwing insults or even fists at PC's), a reaction that could be interpreted as guilt. The miners are surly because the lode is drying up quickly and they know they will soon have to move on. The miners leader is Bill Malone, a gruff man in his forties who informally leads the miners. They are mining the lode under license to the owner, a bank in Texas, splitting the yield 70:30 with the bank.

The miners were all out of the camp on Thursday morning, they will refuse to say where they were and will likely only speak after being beaten in a good old

fashioned fist fight. They had taken their horses to a nearby clean watering hole, which is why they were out of camp.



The Miners

Miners- The miners are regular folks and will fight unarmed or with improvised weapons such as spades or pick-axe handles

Bill Malone, Gruff Miners Leader (Notice 1, Grit 1, Tinkering 2)

Pick Axe or Other similar tool (+2 at Close Range, -1 at Short Range, but must be thrown for a short range attack, No modifier to defence, wielded in two hands)

The other bandits: In addition to Mr MacArthur there are six other bandits who are working outside town as hands at the Lazy Eight ranch. Note that of the eight cowhands working the ranch, only six are bandits, two are entirely innocent. *Rosco has been careful to make sure the Lazy Eight boys don't flash their wealth around, but they do tend to get baths and shaves at the barbers in town more often than most. His plan is to send them into Harrisburg in a few weeks to put their money in the bank.*

Rosco Kenny: Owner of the Lazy Eight and Mr MacArthurs partner in crime. *Rosco obviously knows all the about the operation.*

Little Jim: The young farm boy on the Lazy Eight. *Little Jim isn't party to the criminal goings on, but is certainly aware that something odd happens, six of the hands riding out at odd times and so on. He also notes that those six hands are a lot rougher than the others.*

Coral Canyon

A narrow winding defile which must be passed through to get to the Lazy Eight ranch. Going round the canyon will add several hours onto the journey (which only normally takes an hour on horseback).

If the bandits set up an ambush they (the bandits) will all have hard cover. Player characters can get into hard cover easily, with a single move action, once combat begins.

If the bandits are set up, the players need to make Notice(Three of a Kind) rolls to spot the ambush, otherwise they walk or ride straight into it.

The canyon is a narrow winding defile and all combat occurs at Close or Short range.

Events

Following the stagecoach raid the characters will likely pursue the bandits, lose them in the storm then end up in Copper Creek. The party should then investigate the town to try and find the bandits. This will involve speaking to each of the NPC's listed and extracting what information they have, then following up those leads.

Hopefully, the players will follow the red herring and get into strife with the miners at some point.

If the players are too intimidating or threatening with the townsfolk the Sheriff will step in and warn them off.

If the party are getting near the truth Mr MacArthur will ride out to the Lazy Eight and arrange an ambush for the party, then send Little Jim into town to ask for the party to come out to the Ranch to meet with Rosco who has something information which they need to know.

In the meantime, the bandits will set up an ambush in Coral Canyon (en route to the Lazy Eight) and try and gun down the party.

Failing that, the bandits will retreat to the ranch and fortify it, waiting for the party to try anything. If the party try to take the ranch a gunfight ensues.

If they retreat to get the sheriff by the time they return the ranch is deserted.. MacArthur and Kenny will be good recurring villains in this case as they have vamoosed with the other bandits.

Continuing Adventures

Once the bandit problem has been dealt with the party may wish to stay in Copper Creek and use it as a base of operations.

Jawin`



Jawing: Talking. "We sat around the campfire just jawing."

Introduction

This section is a glossary of some common phrases and words used in the Wild West. To make your game play more interesting, you may wish to try and use these phrases in play.

A Hog-Killin' Time: A real good time. "We went to the Rodeo Dance and had us a hog-killin' time."

A Lick and a Promise: To do a haphazard job. "She just gave it a lick and a promise."

Above Snakes: If you were "above snakes," you were above ground: meaning still alive.

Absquatulate: to take leave, to disappear

According to Hoyle: Correct, by the book. "Hoyle" is a dictionary of rules for card playing games.

Ace-High: Depending upon the context, this might mean "first class and respected", or it could mean a winning poker hand.

Acknowledge the Corn: to admit the truth, to confess a lie, or acknowledge an obvious personal shortcoming

Adobe: A building material of straw and earth, dried in the sun.

Agent: An employee of the U.S. government charged with conducting official business with an Indian tribe.

Air the Paunch: Vomit, throw up, regurgitate. He's "airing the paunch" after a heavy bout of drinking.

Airing the Lungs: A cowboy term for cussing.

All down but nine: Missed the point, not understood. (Reference to missing all nine pins at bowling.)

All to pieces: Completely, absolutely.

All-fired: Hell-fired.

Almighty: Huge.

Anasazi: Navajo for "ancient ones," this word describes an ancient tribe of the Southwest. Some Navajo say this meaning is a mistranslation for a word that means "ancient enemies." Another interpretation is "ancient ancestors."

Arbuckle's: Slang for coffee, taken from a popular brand of the time. "I need a cup of Arbuckle's."

Arikara (also Arikaree): This term is believed to mean "horns," after this tribe's ancient custom of wearing hair ornaments that stuck upright and were made of bone.

Arkansas Toothpick: A long, sharp knife

At Sea: At a loss, not comprehending. "When it comes to understanding women, I'm at sea."

Bach: To bachelor it. For men to keep house without a woman's help. Pronounced, and sometimes spelled, "batch".

Back down: Yield, retract.

Bad Egg: A bad person.

Badlands: From a French term meaning "bad country for travel." The term applied to barren areas of South Dakota, as well as other inhospitable western locations. Badlands are regions nearly devoid of vegetation where erosion has cut into soft, easily erodible rock forming an intricate maze of narrow ravines and sharp crests and pinnacles.

Balderdash: Nonsense

Balled Up: Confused.

Band: A grouping of people who form a stable community.

Bang-up: First rate. "They did a bang-up job."

Barkin' at a Knot: Doing something useless; wasting your time.

Bazoo: Mouth. "Shut your big bazoo."

Bear sign: Cowboy term for donuts. A cook who could and would make them was highly regarded.

Beat the devil around the stump: To evade

responsibility or a difficult task. "Quit beatin' the devil around the stump and ask that girl to marry you."

Bee in your bonnet: An idea.

Bee: A gathering of friends, family and neighbours to get a specific job done. Usually used with women's quilting get-togethers: a quilting bee.

Beef: To kill. (This came from killing a cow for food.)

"Doc Holliday beefed a man today."

Been Through the Mill: been through a lot, seen it all

Beeves: Cattle

Belly-wash: Weak coffee.

Bellyache: complain

Bend an Elbow: Have a drink. "He's been known to bend an elbow with the boys."

Bender: Drunk. "He's off on another bender."

Benzinery: A low-grade drinking place. Cheap whiskey was sometimes called benzene.

Berdache: An Indian male who dressed and lived entirely as a woman, fulfilling a cultural role within the tribe. Sometimes called in Indian languages a "would be woman" and sometimes thought of as a third sex. Common among the tribes of the Americas, these men-women had social and religious powers. They might be givers of sacred names; first to strike the sun-dance pole; leaders of scalp dances; good luck to war parties; visionaries and predictors of the future; matchmakers; excellent artisans in bead work, quill work, hide-tanning and making clothing; creators and singers of songs. Understood as following a vision by most Indians, they were not tolerated by whites. They persist today, discreetly.

Best Bib and Tucker: Wearing your best clothes.

"There's a dance Saturday, so put on your best bib and tucker."



Between hay and grass: Neither man nor boy, half-grown.

Biddy: Then.

Biddy: Hen. Also used to refer to a nagging or complaining woman.

Big Bug: Important person, official, boss. "He's one of the rail road big bugs."

Big Fifty: A .50 calibre Sharps rifle used by professionals for buffalo hunting. It was 16 pounds unloaded, with three-quarter inch, 120-grain black powder cartridges loaded for differing ranges.

Biggest Toad in the Puddle: The most important person in a group.

Bilk: Cheat.

Blow-up: Fit of anger. "He and the missus had a blow-up, but it's over, now."

Blow: Boast, brag. "Don't listen to him, that's just a lot of blow."

Blowhard: Braggart, bully.

Bluff: A high steep bank (usually formed by river

erosion).

Body: Person.

Bone Orchard: Cemetery.

Boot Yard: This was a cemetery, especially for those who died with their boots on; also called bone yard, bone orchard, grave patch.

Bosh: Nonsense. "It was absolute bosh what he said."

Boss: The best, top. "The Alhambra Saloon sells the boss whiskey in town."

Break open: A break open gun is much like a breech loading one, but rather than opening a port in the gun to eject the old cartridge and insert a new one, the weapon is snapped open and the operation conducted in that way instead.

Breech loading: A breech loading gun holds one shot at a time. After firing the spent cartridge is ejected and a new one manually loaded.

Breechcloth: Worn by men and boys, this soft square of leather hangs from the waist by a belt.

Brown Gargle: Coffee.

Buck up: Cheer up; chin up.

Buckaroo: A cowboy from the desert country of Oregon, Nevada, California or Idaho.

Buffalo Soldiers: Black soldiers of the U.S. army who fought Indians and policed the frontier in the years following the Civil War. The term was derived from the men's hair which the Indians thought resembled the fur of the buffalo. Not all of the recruits were former slaves; most were free blacks of Northern parentage and many had served with distinction during the Civil War.

Buffaloing: Striking someone over the head with the butt of a pistol, usually by surprise. A favourite tactic of Wyatt Earp.

Bug Juice: Booze, fire-water, whiskey.

Bullboat: A craft with a willow frame covered by buffalo hide.

Bulldoze: To bully, threaten, or coerce.

Bulldozer: A big person.

Bullwhacker: A person who drives a team of oxen, usually walking beside them.

Bully: Exceptionally good, outstanding. (Used as an exclamation.) "Bully for you!"

Bunko Artist: A con man.

Burg: A town, rather than the common camps and small settlements.

Bushwhack: A cowardly attack or ambush.



Butte: An isolated hill or mountain with steep or precipitous sides, usually having a smaller summit area than a mesa.

Buzzard food: Dead.

By hook or crook: To do any way possible.

Caboose: Office for the conductor at the rear of a freight train.

Calaboose: Jail.

Calf at a new gate: Upon surprise - "he looked at me like a calf at a new gate."

California Widow: A woman separated from her husband, but not divorced. (From when pioneer men went West, leaving their wives to follow later.)

Canned Cow: Canned milk.

Canyon: A valley with exceptionally steep sides, usually carved by a fast-flowing river that may or may not still be in evidence.

Carbine: A carbine is basically a cut down rifle, popular with cavalry and horsemen.

Catawampously: Also 'catawamptiously'. Fiercely or eagerly.

Cattle Baron: A cattle owner with numerous herds of stock, welding power and influence in an area.

Celestial: A term used in the West to refer to people of Chinese descent; the word derives from an old name for china, the "Celestial Empire."

Chisel, chiseller: To cheat or swindle, a cheater.

Chow: Food, dinner.

Chuck: Food.

Clan: A multigenerational group, descended from a common ancestor. Marriage within a clan is strictly forbidden.

Clean his/your plough: To get or give a thorough whippin'.

Coffee boiler: Shirker, lazy person. (Would rather sit around the coffee pot than help.)

Cold as a wagon tire: Dead.

Come a cropper: Come to ruin, fail, or fall heavily. "He had big plans to get rich, but it all became a cropper, when the rail road didn't come through."

Consumption: Slang for pulmonary tuberculosis.

Cookie: Ranch or cattle drive cook.

Cooling yer heels: Staying for a while. "He'll be cooling his heels in the pokey."

Coot: An idiot; simpleton; a ninny.

Copper a Bet: Betting to loose, or being prepared against loss. "I'm just coppering my bets."

Copperhead: Northern person with Southern, anti-Union sympathies

Cotton to: To take a liking to.

Couldn't hold a candle to: Not even close. "She couldn't hold a candle to that beauty across the room."

Cowboy Up: Tuff-up, get back on yer horse, don't back down, don't give up, and do the best you can with the hand you're dealt, give it all you've got.

Cowpunching: Driving the cattle to market.

Crazy as a loon: Very crazy.

Creation Story: A legend or belief that answers questions about the universe, such as the origin of the world, mankind and nature, man's place in the world, animals, life and death.

Creek: A small natural stream. Rarely navigable and may be intermittent.

Croaker: Pessimist, doomsayer. "Don't be such an old croaker."

Crowbait: Derogatory term for a poor-quality horse.

Crowbar Hotels: Jail

Crummy: The caboose of a rail road train.

Curly Wolf: Real tough guy, dangerous man. "Ol' Bill is a regular curly wolf, especially when he's drinkin' whiskey."

Cuss Words: The swear words back then are pretty much the same as they are now, though they were not

used as prevalently back then. Profanity was frowned upon by polite society and old west cowboys rarely would swear in front of a lady.

Cut a swell: Present a fine figure. "He sure is cutting a swell with the ladies."

Cutting Horse: A horse with the ability to cut cows out of a herd.

Daisy: Good; excellent.

Dead Man's Hand: A poker hand consisting of a pair of aces and a pair of eights. Traditionally, Wild Bill Hickock was holding this hand when he was shot dead by Jack McCall. Some sources dispute the hand, saying that it really contained two jacks, not aces and two eights.

Deadbeat: Bum, layabout, useless person.

Derringer: Derringer is actually the name of a company which makes small, concealable, guns. All such concealable "backup" weapons have become known as derringers, even if made by different companies.

Dickens: Devil, over-much, alot: a word most often used in explanations of confusion or pain; "the dickens you say," or "it hurt like the dickens."

Dicker: Barter, trade.

Die-up: The deaths of several cattle from exposure, disease, starvation, or other widespread catastrophe.

Difficulty: Euphemism for trouble, often the shootin' or otherwise violent kind. "He had to leave Texas on account of a difficulty with a gambler in San Antonio."

Dinero: From the Spanish, a word for money.

Directly: Soon. "She'll be down, directly."

Dog Soldiers: Part of the warrior society of some plains Indian tribes.

Doggie: An orphaned calf or small calf; by extension, any cattle.

Don't care a Continental: Don't give a damn.

Don't get your dander up: Anxious or excited.

Douse-the-Lights: Lights out. Time to hit the hay.

Down on: Opposed to. "His wife is really down on drinking and cigars."

Doxology Works: A church.

Dragged out: Fatigued, worn out.

Dreadful: Very. "Oh, her dress is dreadfully pretty."

Driving the Nail: A sport consisting of attempts to drive a nail into a post with rifle or pistol fire.

Dry Gulch: To ambush someone, especially when the ambusher hides in a gully or gulch near a road and jumps the passers-by.

Ducky: Used in early century as term of endearment.

Dude: An Easterner, or anyone in up-scale town clothes, rather than plain range-riding or work clothes.

Elephant: Short for 'to see the elephant'; to go to town, or to see the world, usually for the first time.

Eucher, euchered: To out-smart someone, to be outwitted or suckered into something.

Exodusters: The Biblically inspired name taken by black emigrants who departed the post-Civil War South for the promised land of Kansas.

Fag: In cowboy talk, to get out fast.

Fandango: From the Spanish, a big party with lots of dancing and excitement.

Fanning the Hammer: Holding the trigger on a single action sixgun down then fanning your hand over hand against the hammer. Each fan draws the hammer back, turning the cylinder, then releases it. This lets you shoot very quickly, but with little accuracy.

Faro: A card game that took its name from *faroon*, a derivative of *pharaoh* (pharaoh.) The Pharaoh was the king of hearts in a regular deck of cards. Players bet on the order in which cards would be drawn from a box.

Feller: Fellow. "That big feller over there is the sheriff."

Fer: For.

Fetch: Bring, give. "Fetch me that hammer." "He fetched him a punch in the nose."

Fight like Kilkenny cats: Fight like hell.

Fine as cream gravy: Very good, top notch.

Fish or Cut Bait: Do it or quit talking about it.

Fish: A cowboy's rain slicker, from a rain gear manufacturer whose trademark was a fish logo. "We told him it looked like rain, but left his fish in the wagon anyhow."

Fixin': Intending. "I'm fixin' to get supper started."

Flannel Mouth: An overly smooth or fancy talker, especially politicians or salesmen. "I swear that man is a flannel-mouthed liar."

Flush: Prosperous, rich.

Fork over: Pay out.

Four-flusher: A cheat, swindler, liar.

Free-Soilers: People opposed to the extension of slavery. The name came from the Free-Soil Party, which existed from 1848 to 1854.

Full as a tick: Very drunk.

Fuss: Disturbance. "They had a little fuss at the saloon."

G.T.T: Gone To Texas. A common expression in use following the Civil War. People would find the letters G.T.T. carved into their doors, left by a kin. Many outlaws went to Texas.

Galvanized Yankees: Former Confederate soldiers who served in the U.S. Army in the West following the Civil War, and during the Indian Wars.



Game: To have courage, Nerve, gumption. "He's game as a banty rooster." Or, "That's a hard way to go, but he died game."

Gauntlets: These were worn at the wrist to protect the hunter from being snapped by the bowstring.

Get a wiggle on: Hurry.

Get it in the Neck: Get cheated, misled, bamboozled.

Get my/your back up: To get angry. "Don't get your back up, he was only joking."

Get the Mitten: To be rejected by a lover. "Looks like Blossom gave poor Buck the mitten."

Gitty-up: Go, Move. A term used to get the horse to start moving.

Give in: Yield.

Go Boil Your Shirt: Take a hike, get lost, bug off.

Go through the Mill: Gain experience. (Often the hard way.)

Gone up the flume: Yield, lost, dead.

Goner: Lost, dead.

Good-fer-nothin': Someone who is no good, causes trouble.

Gospel mill: A church.

Gospel sharp: A preacher (supposed opposite of a card sharp).

Got the Bulge: Have the advantage. "We'll get the bulge on him, and take his gun away."

Grab a Root: eat a meal, especially a potato

Grand: Excellent, beautiful. "Oh, the Christmas decorations look just grand!"

Granger: A farmer.

Grass Widow: A divorcee.

Grassed: To be thrown from a horse.

Gringo: A derogatory word for Anglos. One source claims it comes from a shortening of the title of a popular song during the Mexican War: "Green Grow the Lilacs."

Grubstake: To provide the materials a prospector needs, including food and money, in return for a percentage of any claim that the prospector might find.

Gulch: A gulch is a deep V-shaped valley formed by erosion. It may contain a small stream or dry creek bed and is usually larger in size than a gully. Occasionally, sudden intense rainfall may produce flash floods in the area of the gulch.

Half breed: A character with one Indian and one non-Indian parent.

Half seas over: Drunk.

Hang around: Loiter.

Hang Fire: Delay.

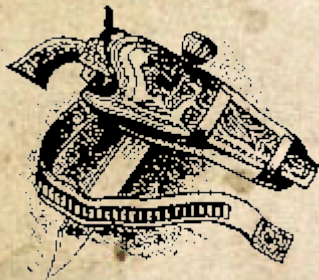
Hanker: A strong wish or want

Hankerin' for: Longing for.

Hard Case: Worthless, bad, unpleasant, often referring to a person..

Heap: A lot, many, a great deal. "He went through a heap of trouble to get her that piano."

Heeled: To be armed with a gun. "He wanted to fight me, but I told him I was not heeled."



Hemp: Cowboy talk for rope; in verb form to hang someone. Hemp fever was a morbidly jocular term for a hanging. Hemp party (also string party) meant the same. A hemp committee was a group of vigilantes or a lynch mob (depending on your point of view) and a hemp necktie was the rope they did the deed with.

Here's howl: A toast, such as Here's to your health.

High-Falutin: Highbrow, fancy.

High-Grader: In the mining camps of the Old West, a high-grader was a man who stole any big nuggets which he saw in the sluice boxes.

Hill of Beans: Slang for something of trifling value, as in "it ain't worth a hill of beans."

Hit pay dirt: Mining term. To find something of value.

Hitch in the Giddy-up: Not feeling well, as in: "I've had a hitch in my giddy-up the last couple days."

Hitched: Got married.

Ho Down: A party or celebration

Hobble your lip: Shut up.

Hog-killin Time: This a "what I mean" very good time!

Hold a candle to: Measure up, compare to.

Hold your horses: Stay calm. "Hold your horses, we're on our way."

Hoosegow: Jail, from the Spanish *juzgado*, meaning courthouse.

Horse feathers: Ridiculous.

Hot as a whorehouse on nickel night: Damned hot.

Hounds: Rowdies of the gold-rush days of San Francisco.

Hurricane Deck: The saddle of a bucking horse.

In Apple Pie Order: In top shape.

Injun: Indian

Iron Horse: A Railroad train.

Is that a bluff, or do you mean it for real play?: Are you serious?

Jawing: Talking. "We sat around the campfire just jawing."

Jig is Up: Scheme/game is over, exposed.

John Barleycorn: Beer

Judas Steer: Part of the cowboy's job during the drive was to identify the Judas steer. Once at the end of the trail, the Judas could simply lead the other cattle to slaughter with no hassle. If a particularly good Judas was found, he was spared the meat hook and used again.

Keep that dry: Keep it secret.

Kick Up a Row: Create a disturbance.

Kidney Pad: Eastern Saddle

Kinnikinnick: Tobacco, bark, dried leaves, herbs, and buffalo bone marrow blended together for smoking.

Knock Galley West: Beat senseless.

Knocked into a Cocked Hat: Fouled up, rendered useless.

Lands sake!: Acceptable alternative term of profanity.

Laudanum: A liquid morphine derivative commonly prescribed as a painkiller.

Leggings: A garment similar to pantlegs, tied to the belt.

Let slide/ let drive/ let fly: Go ahead, let go. "If you think you want trouble, then let fly."

Lifting pole: The last pole of the tipi. The skins are attached to it and lifted into place to complete the lodge.

Light (or lighting) a shuck: To get the hell out of here in a hurry. "I'm lightin' a shuck for California."

Like a Thoroughbred: Like a gentleman.

Like lickin' butter off a knife: Something that is easy; not hard.

Lily Liver: Someone who is a coward.

Llano Estacado: The dry, treeless plains of Texas and New Mexico, also called the "Staked Plains."

Loco: Crazy.

Long rider: An outlaw, someone who usually had to stay in the saddle for an extended period of time while on the run from a crime.

Lower than a snake's belly in a wagon rut: An untrustworthy individual

Lunger: Slang for someone with tuberculosis.

Madder than an old wet hen: "Mama woke up madder than an old wet hen."

Mail-Order Cowboy: This was a derogatory term used to chide tenderfoot, urban "cowboys" who arrived from the East all decked out in fancy but hardly practical Western garb.

Make a Mash: Make a hit, impress someone. (Usually a female.) "Buck's tryin' to make a mash on that new girl."

Make hay while the sun shines: To make the most of

the day, or an opportunity.

Man At The Pot: According to camp etiquette, when a cowboy gets up to refill his cup from the coffee pot hanging over the camp-fire, if someone shouts, "Man at the pot!" the man at the coffee pot is required to fill everyone's cup.

Man for Breakfast: A murdered body in the streets at dawn. Commonplace in the early days of Los Angeles and Denver. Also used to describe certain saloons when men were killed the night before. "Lambert's only had two men for breakfast."

Meaner than a one-eyed rattlesnake: A dangerous individual

Medicine bundle: Items used for ceremonial and spiritual purposes

Mesa: An isolated, relatively flat-topped natural elevation, usually more extensive than a butte and less extensive than a plateau.

Mochilla: A rectangular leather saddlebag popularized by the Pony Express.

More scared than a chicken in the rain: Someone who is very scared.

Muddy end of the stick: Short end of the stick.

Mudsill: Low-life, thoroughly disreputable person.

Muleskinner: A person who drives and usually rides in a wagon pulled by mules.

Muley: A hornless cow.

Mustard: To unsettle or disturb cattle.

Mutton-Puncher: Derogatory name used by cowboys to describe a sheep herder.

N.G.: No good. "He is n.g. and can't be trusted."

Nailed to the Counter: Proven a lie.

Namby-pamby: Sickly, sentimental, saccharin.

Necktie Party: A hanging by a lynch mob.

Nester: A squatter who settled on government land, usually to farm.

Night Hawk: While the rest of the cowboys slept under the stars on a cattle drive, one unlucky soul who drew the short straw, the "night hawk", had to stay up all night standing guard.

Nosey Parker: Someone who is noseey.

Notion: An idea.

Obliged: Thankful. Indebted for a favour "Thank you fer the coffee and eggs, ma'am. Mighty obliged."

Odd Stick: Eccentric person. "Ol' Farmer Jones sure is an odd stick."

Of the First Water: First class. "He's a gentleman of the first water."

Offish: Distant, reserved, aloof.

Oh-be-joyful: Liquor, beer, intoxicating spirits. "Give me another snort of that oh-be-joyful."

On the Dodge: Hiding out somewhere; laying low for a while.

On the Prod: Full of piss and vinegar and looking for trouble. Said of both people and critters.

On the shoot: Looking for trouble. "Looks like he's on the shoot, tonight."

Ornery as a fried toad: Bad tempered.

Packin': Carry a weapon.

Paint: A horse with irregular patches of white.

Painting the Town Red: Going out on the town for a fun, sometimes wild, time.

Parade chaps: A pair of chaps strictly for show. Might be worn for the grand entry parade at a rodeo.

Pard: Friendly version of partner.

Pardner: Partner

Parfleche: A folded, rectangular container made of rawhide, used for storing dried foods, blankets, and

clothing.

Pass the buck: Evade responsibility.

Pass the hat: Make a contribution. "They passed the hat and collected money to help the widow." Or it could also be used as, "We passed the hat and it was decided Bill would ride into town."

Pay through the nose: To over-pay, or pay consequences.

Pecker Pole: What a logger called a small tree or sapling.

Pecos: To kill by drowning. (Literally, to throw into the Pecos River.)

Pemmican: A cross between fruit leather and beef jerky, made by mixing dried chokecherries, animal fat, and dried meat.

Pennyweighter: In the mining camps of the Old West, a pennyweighter was a person who stole very small quantities of gold from the mining operation for whom he worked.

Peter out: Dwindle away.

Peyote: A hallucinogenic drug derived from the cactus plant. Often used by Indian medicine men as part of their religious ceremonies.

Pie Eater: Country boy, a rustic.

Pig Sticker: Knife or bayonet

Pimple: The cowboy's name for the very small saddles used by Easterners.

Pining away for: Longing for.

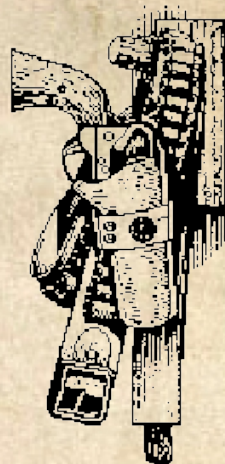
Pinkerton: A member of the Pinkerton National Detective Agency, founded in 1850. The agency is a private security agency which provides services to private individuals, business moguls and the government.

Pirooting: Having sexual intercourse

Play to the gallery: To show off. "That's just how he is, always has to play to the gallery."

Played out: Exhausted.

Plough handle: A single action pistol was sometime referred to as a plough handle. These were also referred to as "thumb busters," "cutters," "smoke poles," and "hawg legs."



Plumb: Entirely, completely. "He's plumb crazy."

Plunder: Personal belongings. "Pack your plunder, Joe, we're headin' for San Francisco."

Point blanking: Shooting someone at point-blank range with a gun, usually when they are helpless.

Poke: A small sack, usually made of leather or rawhide.

Pokey: Jailhouse.

Pony up: Pay the bill or "Hurry up!"
Poppet: Term of endearment. "Come along, poppet."
Pot Shot: An Easy shot.
Powder: Black powder. Used in bullets and as an explosive.
Powerful: Very. "He's a powerful rich man."
Powwow: An Indian cultural gathering and dance celebration.
Pray tell: Tell me. "What do you wish to know, pray tell?"
Promiscuous: Reckless, careless. "He was arrested for a promiscuous display of fire arms."
Proud: Glad. "I'm proud to know you."
Psilocybe: "Magic mushrooms". Hallucinogenic mushrooms.
Pull in your Horns: Back off, quit looking for trouble.
Pullin my donkey's tail: A much older way of saying "are you pullin my leg"
Punching Doggies: Cowpunching: driving the cattle to market.
Purty: Pretty. "That woman shore is purty"
Put a spoke in the wheel: To foul up or sabotage something.
Quakin' in your (their) boots: Someone who is scared.
Quiller's Society: An exclusive women's group skilled in Quill embroidery.
Quirley: Roll-your-own cigarette.
Rattle Your Hocks: Hurry up, get a move on.
Reckon: To guess or think. "I reckon that'll do right fine."
Renewal of Medicine Arrows: An elaborate religious rite meant to renew the four Sacred Arrows and to unify the tribe.
Repeating: A repeating gun has an internal magazine of bullets. After each shot some mechanical action, such as working a lever or slide, ejects the spent cartridge and brings a new one from the internal magazine into firing position.



Winchester '73 Repeating Rifle

Revolving: A revolving gun is a type of repeating gun, where the bullets are stored in a cylinder which revolves between shots, rather than a mechanic action which brings a bullet from the internal magazine to the barrel.
Rich: Amusing, funny, improbable. "Oh, that's rich!"
Ride a Shank's Mare: To walk or be set afoot.
Rifle: A "long arm", meaning that it must be held in both hands to fire. Fires a longer bullet (with more powder) than a pistol of the same calibre.
Right as a trivet: Right as rain, sound as a nut, stable.
Right as Rain: Fine. "After a good night's rest, he'll be right as rain."
Rip: Reprobate. "He's a mean ol' rip."
Road Agent: A robber, bandit, deperadoe.
Rode Fence: Patrolled the range checking see if any areas of fencing needed repairs.
Roostered: Drunk. "Looks like those cowboys are in there gettin' all roostered up."
Row: A fight
Sacred Arrows: Source of spiritual power for the Cheyenne. There are four arrows, two for War and two

for Hunting.
Sacred Buffalo Hat: Source of spiritual power for the Cheyenne.
Saddle Bum: A drifter.
Saddle Stiff: A cowboy.
Saddle Tramp: A cowboy who spends most of his time in the chuck line.
Sand: Nerve; courage; toughness. "You got sand, that's fer shore."
Scattergun: A shotgun which has been cut down in length. This reduces it's effective range but makes it more useful at close range, as well as being more concealable.
Scoop in: Trick, entice, inveigle. "He got scooped into a poker game and lost his shirt."
Scuttlebutt: Rumours.
See the Elephant: Originally meant to see combat for the first time, later came to mean going to town, where all the action was or to go somewhere to experience a "worldly event."
Seegar: Cigarette. "I reckon I'll sit on the porch an' smoke a seegar."
Sharps: Any firearm manufactured by Christian Sharps for his Sharps Rifle Company. This term also applied to professional gamblers who cheated at the Poker tables.
Shave Tail: A green, inexperienced person.
Shaver: A child or young person of either sex; "What a cute little shaver."
Shin out: Run away.
Shindig: A dance, party, celebration.
Shindy: Uproar, confusion.
Shoddy: Poor quality.
Shoot one's mouth off: Talk nonsense, untruth. "He was shootin' his mouth off and Bill gave him a black eye."
Shoot, Luke, or give up the gun: Do it or quit talking about it.
Shotgun: Rather than bullets, a shotgun fires a cloud of lead pellets with each shot.
Shove the queer: To pass counterfeit money.
Shut yer cock holster: Shut yer mouth.
Sick as a poisoned coyote pup: "I was feelin' sick as a poisoned coyote pup."
Sidle: Move unobtrusively or sideways; "The young man began to sidle near the pretty girl sitting on the log"
Silk: Barbed wire.
Simon Pure: The real thing, a genuine fact. "This is the Simon pure."
Sin-Buster: A preacher.
Sinew: Tendon found along the backbone of the buffalo, used for sewing thread.
Sixgun: A Sixgun (aka. Six shooter) is the ubiquitous weapon of the wild west. A pistol with a revolving cylinder of bullets. As each bullet is fired the cylinder rotates placing a fresh bullet in line with the barrel, ready to fire. Sixguns are so called because they normally have six bullets in a cylinder
Skedaddle: Scurry away or run like hell (circa Civil War.) "I best skedaddle."
Slack: Slow. "This is the slack season."
Slower than molasses in January: Very slow.
Soaked: Drunk.
Soft solder: Flattery. "All that soft solder won't get you anywhere."
Sold His Saddle: Disgraced
Someone to Ride the River With: A person to be counted on; reliable; got it where it counts.
Sound on the Goose: True, staunch, reliable.
Spell: Time; for a while.

Spirits: Alcohol. "The men go down to the saloon and git their fill of spirits."

Stand the gaff: Take punishment in good spirit. "He can really stand the gaff."

Steamed up: Another version of riled up. "He was all steamed up after comin' back from town."

Stew in one's own juice: To suffer from one's own action.

Stew in one's own juice: To suffer from one's own action.

Stop: Stay. "We stopped at the hotel last night."

String: A line of horses.

Strong enough to float a colt: Very strong coffee.

Stumped: Confused.

Sucker punch: A completely unexpected punch or other unarmed attack, usually to somewhere vulnerable such as the genitals, solar plexus or kidneys.

Sucking Hind Tit: Being last and getting the least.

Sun Dance: A religious rite highlighted by ceremonial dancing, it symbolized renewal of the world.

Superintend: Oversee, supervise. "He just likes to superintend everything."

Sweet Medicine: A Cheyenne prophet hero.

Take French leave: To desert, sneak off without permission.

Take on: Grieve. "Don't take on so."



Take the Rag Off: Surpass, beat all. "Well, if that don't take the rag off the bush."

Tall Hog at the Trough: Superior, outstanding, exudes leadership.

Taos Lightning: A name given to any potent liquor.

Tenderfoot: A person new to the job, or a young person.

Tenderloin: The red-light commercial district of a town, featuring brothels.

The Draw: Drawing your gun "border style" consisted of pulling your pistol, worn backward in the holster, by putting your arm across the front of your body. This fancy stuff was popular down around the Mexican border.

The Old States: Back East.

The whole kit and caboodle: The entire thing.

Three ways from Sunday: Moving quickly; high-tailing it out of there.

Throw up the sponge: Quit, give up, surrender.

Tie to: Rely on. "He's a man you can tie to."

Tipi: A cone shaped dwelling of the Plains tribes that consisted of a circular framework of poles joined at the top and covered with animal hides.

Tiswin: A kind of weak beer brewed from corn, popular among the Apache.

To beat the Dutch: To beat the band. "It was rainin' to beat the Dutch."

To the manner born: A natural. "He's a horseman to the manner born."

Trailing: Moving cattle from one location to another.

Travois: A carrier pulled by a horse, dog, or person. Two poles are crossed and tied at one end, a leather pad is attached to the other.

Treaty: An agreement negotiated between representatives of the United States and one or more Indian tribes.

Tribe: A type of society consisting of a community that occupies a common territory and are related by bonds of kinship, language, and shared traditions.

Twig: Understand.

Two Whoops and a Holler: Not far away.

Unshucked: Cowboy talk for naked. An unshucked gun is one that's out of the holster.

Up the spout: Gone to waste/ruin.

Waddy: One of the words for cowboy, especially a cowboy who drifted from ranch to ranch and helped out in busy times.

Wake up/Woke up the wrong passenger: To trouble or anger the wrong person.

War Bag: Cowboys travelled light, and stored their meagre worldly possessions in his "war bag". Inside was generally everything he owned, typically an extra set of clothes, extra ammunition, spare parts for equipment, playing cards, bill of sale for his horse, his makings and maybe a harmonica or a few precious letters.

Well, I Swan: So surprised, ready to faint or pass out.

Who-hit-John: Liquor, beer, intoxicating spirits. "He had a little too much who-hit-John."

Wihio: Cheyenne word for spider. Literally, one who spins a web and moves up and down, seemingly walking on nothing. Wihio also means one with higher intelligence.

Wind up: Settle. "Let's wind up this business and go home."

Windbag: Someone who is talking nonsense. "If that windbag gets outta hand, you come tell me an' I'll take care of the old coot."

Wipe your chin: Be quiet.

Worse Than a Cat in a Roomful of Rockers: Someone who is really nervous.

Y'all: You all

Yack: A stupid person.

Yammerin': Talking. "Drink yer coffee an' quit yer yammerin'."

Yellow Belly: A Coward.

Yourn: A form of 'yours', as in "This un's mine, that un's yours."

Appendix One- *Songs of the Frontier*

Home on the Range (a trail song)

Oh, give me a home where the buffalo roam,
Where the deer and the antelope play,
Where seldom is heard a discouraging word,
And the skies are not cloudy all day.

Chorus:

Home, home on the range,
Where the deer and the antelope play.
Where seldom is heard a discouraging word,
And the skies are not cloudy all day.
How often at night when the heavens are bright
With the light from the glittering stars,
Have I stood here amazed and asked as I gazed
If their glory exceeds that of ours

(Chorus)

Where the air is so pure, the zephyrs so free,
The breezes so balmy and light,
That I would not exchange my home on the range
For all of the cities so bright

(Chorus)

I've Been Working on the Railroad (Railroad song)

I've Been Workin' On The Railroad,
All the live-long day;
I've been workin' on the railroad
To pass the time away.
Don't you hear the whistle blowing,
Rise up so early in the morn'
Don't you hear the captain shouting,
"Dinah, blow your horn."

Chorus:

Dinah, won't you blow,
Dinah, won't you blow,
Dinah, won't you blow your horn?
(repeat chorus)

Someone's in the kitchen with Dinah,
Someone's in the kitchen, I know;
Someone's in the kitchen with Dinah,
Strumming on the old banjo.
Fee- fi fiddle I-o,
Fee-fi fiddle I-o,
Fee-fi fiddle I-o,
Strumming on the old banjo.

She'll Be Coming Around The Mountain (Railroad song)

She'll be coming round the mountain when she comes,
toot, toot,
She'll be coming round the mountain when she comes,
toot, toot,
She'll be coming round the mountain,
She'll be coming round the mountain,
She'll be coming round the mountain when she comes,
toot, toot.

Other verses:

She'll be driving six white horses when she come, (spoken)
whoa, back, etc.
And we'll all sing "Hallelujah" when she comes, (spoken)
oh, yes, etc.

Don't Fence Me In (Cowboy song)

Wild Cat Kelly, looking mighty pale, was standing by the

sheriff's side

And when that sheriff said "I'm sending you to jail,"
Wild Cat raised his head and cried:

Chorus:

Oh, give me land, lots of land under starry skies above,
Don't fence me in.

Let me ride thru the wide open country that I love,
Don't fence me in.

Let me be by myself in the evening breeze,
Listen to the murmurs of the cottonwood trees.
Send me off forever, but I ask you please,
Don't fence me in.

Just turn me loose, let me straddle my old saddle
Underneath the western skies.

On my cay use, let me wander over yonder till I see the
mountains rise.

I want to ride to the ridge where the West commences,
Gaze at the moon till I lose my senses.

Can't look at hobbles and I can't stand fences,
Don't fence me in.

Wild Cat Kelly, back again in town, was sitting by his
sweetheart's side

And when his sweetheart said "Come on, let's settle
down,"

Wild Cat raised his head and cried:

(Chorus)

Cowboy Jack (Cowboy song)

He was just a lonely cowboy with a heart so brave and
true,

And he learned to love a maiden with eyes of heaven's
blue.

They learned to love each other and named their wedding
day, when a quarrel came between them and

Jack, he rode away.

He joined a band of cowboys, and tried to forget her name,
But out on the lonesome prairie she waits for him the
same.

One night when work was finished, just at the close of day,
Someone said, "Sing a song, Jack, to drive dull cares
away."

When Jack began his singing, his mind did wander back,
For he sang of a maiden who waited for her Jack.

"Your sweetheart waits for you, Jack; your sweetheart
waits for you,

Out on the lonesome prairie where the skies are always
blue."

Jack left the camp next morning breathing his sweethearts
name,

"I'll go and ask forgiveness, for I know that I'm to blame."
But when he reached the prairie he found a new-made

mound,

And his friends they sadly told him they'd laid his loved
one down.

They said as she lay dying, she breathed her sweetheart's
name,

And asked them with her last breath to tell him when he
came:

"Your sweetheart waits for you, Jack; your sweetheart
waits for you,

Out on the lonesome prairie where the skies are always
blue."

Appendix Two- *Cowboy Wisdom*

- "A gun is a tool, Marion, no better or no worse than any other tool, an axe, a shovel or anything. A gun is as good or as bad as the man using it. Remember that." -- Shane
- Always drink upstream from the herd.
- Always take a good look at what you're about to eat. It's not so important to know what it is, but it's sure crucial to know what it was.
- An onion can make people cry but there's never been a vegetable that can make people laugh.
- Behind every successful rancher is a wife who works in town.
- Diplomacy is the art of saying "Nice doggie" until you can find a rock.
- Don't interfere with something that ain't botherin' you none.
- Don't judge people by their relatives.
- Don't squat with your spurs on.
- Don't worry about bitin' off more'n you can chew; your mouth is probably a whole lot bigger'n you think.
- Generally if a man has to tell you 'i'm for real,' he's not.
- Generally, you ain't learnin' nothing when your mouth's a-jawin'.
- Good judgement comes from experience, and a lotta that comes from bad judgement.
- Grass is for bulls, what do you ride?
- If it don't seem like it's worth the effort, it probably ain't.
- If lawyers are disbarred and clergymen are defrocked, shouldn't it follow that cowboys would be deranged?
- If you find yourself in a hole, the first thing to do is stop digging.
- If you get to thinkin' you're a person of some influence, try orderin' somebody else's dog around.
- If you're ridin' ahead of the herd, take a look back every now and then to make sure it's still there.
- It don't take a genius to spot a goat in a flock of sheep.
- It's better to be a has-been than a never-was.
- Lettin' the cat outta the bag is a whole lot easier'n puttin' it back.
- Live a good, honourable life. Then when you get older and think back, you'll enjoy it a second time.
- Never approach a bull from the front, a horse from the rear, or a fool from any direction.
- Never ask a barber if you need a haircut.
- Never kick a cow chip on a hot day.
- Never miss a good chance to shut up.
- Never slap a man who's chewing tobacco.
- Remember that silence is sometimes the best answer.
- Sometimes you get and sometimes you get got.
- Talk slowly, think quickly.
- Tellin' a man to git lost and makin' him do it are two entirely different propositions.
- The best way out of a difficulty is through it.
- The biggest troublemaker you'll probably ever have to deal with watches you shave his face in the mirror every morning.
- The easiest way to eat crow is while it's still warm. The colder it gets, the harder it is to swallow.
- The quickest way to double your money is to fold it over and put it back into your pocket.
- There's two theories to arguing with a woman. Neither one works.
- Timing has a lot to do with the outcome of a rain dance.
- We all got pieces of crazy in us, some bigger pieces than others.
- We can't all be heroes because someone has to sit on the curb and clap as they go by.
- What the country needs is dirtier fingernails and cleaner minds.
- When you give a personal lesson in meanness to a critter or to a person, don't be surprised if they learn their lesson.
- When you lose, don't lose the lesson.
- When you're throwin' your weight around, be ready to have it thrown around by somebody else.
- You can't tell how good a man or a watermelon is 'til they get thumped (character shows up best when tested.)

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d6	1	2	3	4	5	6
Poker Dice	Nine	Ten	Jack	Queen	King	Ace

Gunslinger Character Sheet

Player

Description

Name

Gender

Race

Nationality

Age

Religion

History

Distinctive Features

Body Traits

Fighting

Wits Traits

Notice

Shooting

Gambling

Grit

Nerve

Reflexes

Jawing

Riding

Luck

Knowledge Traits

Healing

Quirks

Tinkering

Learning

Survival

Crafting



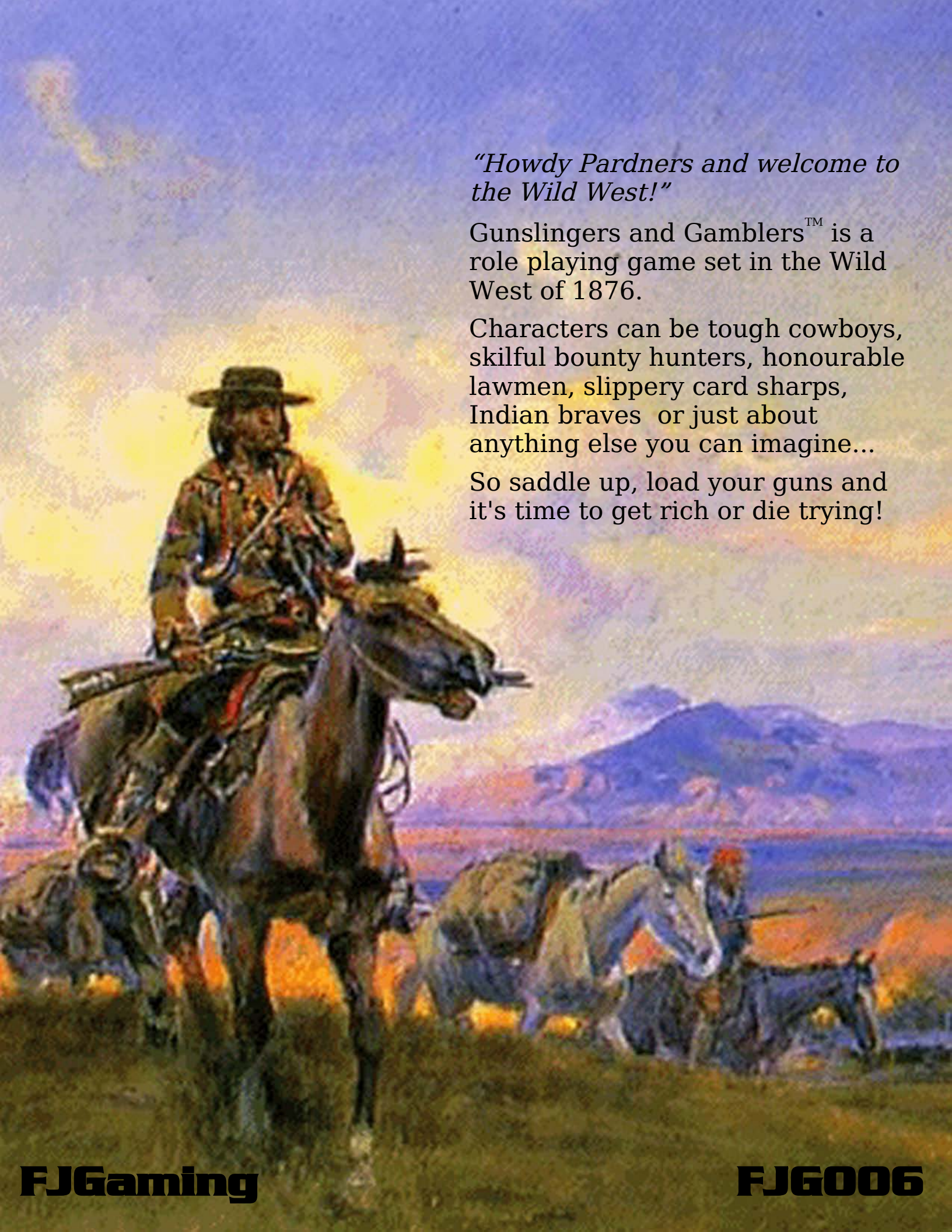
Total Wounds	Opposing Hand
1	High Card
2	Pair
3	Two Pairs
4	Three of a Kind
5	Low Straight
6	Full House
7	High Straight
8	Four of a Kind
9	Poker

Weapons

Close Short Long Defence Ammo R.O.F Hands Cost Notes

Belongings



A Western scene with a cowboy on a horse in the foreground and a stagecoach in the background. The cowboy is wearing a hat and a patterned shirt, and the horse is dark-colored. The stagecoach is pulled by two horses and has a driver. The background shows a landscape with mountains and a sunset or sunrise sky.

"Howdy Pardners and welcome to the Wild West!"

Gunslingers and Gamblers™ is a role playing game set in the Wild West of 1876.

Characters can be tough cowboys, skilful bounty hunters, honourable lawmen, slippery card sharps, Indian braves or just about anything else you can imagine...

So saddle up, load your guns and it's time to get rich or die trying!