



# BUFFALO SOLDIERS

A Savage Worlds One Sheet™ for use with Deadlands™

By Dave Blewer



The posse gets caught up in the tensions between settlers and Indians on the plains of Montana. Use the Deadlands characters found on our Savage Website [www.peginc.com](http://www.peginc.com) or make your own.

## SLAUGHTER ON THE PLAINS

While riding across the plains of Montana, the posse hears a distant fusillade of shots and see smoke in the distance, something fairly large is a-blaze. Reaching the battle site takes the better part of an hour, long after the fight ends, however the smoke remains constant, giving them something to aim for.

Investigating, they find a small wagon train. Three wagons have been attacked, and one burns fiercely. The wagons have been pulled into a defensive triangle, which didn't work, as bodies are strewn all around.

Five Indians are poking around in the ruins, they run as soon as the posse makes their presence known. They fight to protect themselves, but are more interested in escaping. Once the Indians have been dealt with or driven off, the site can be investigated.

Successful Notice or Investigation rolls

reveal several facts. Every single member of an extended family of eleven was killed, including the children. The attackers did not use any manufactured weapons, the victims were bludgeoned to death. One of the wagons—the burning one—was literally torn apart. Furthermore although the defenders were armed with rifles and pistols, none of the attackers appear to have been injured or killed.

Successful Tracking rolls find three sets of cloven hooves. A raise allows a cowpoke to determine that whatever left the tracks was two-legged. Two raises find several bullets around one of the sets of tracks. The bullets are flattened as if they hit something impenetrable.

## A DEAL WITH THE DEVIL

Two weeks before the event detailed above takes place, deserters from the 10th Cavalry Regiment of the USA Army came upon a Blackfoot burial site on the Montana plains. Ignorant and greedy, they tore the grave apart, hoping to find treasures.

What they couldn't know, was the grave was also a prison. A powerful manitou was bound into the site by the bones of honorable warriors. In desecrating the grave, the soldiers inadvertently freed it.

The soldiers were cowed by the powerful presence which suddenly manifested before them, and were amazed when it offered them immortality and invulnerability in return for freeing it, they accepted.

As Faust before them

discovered, any deal with a devil is sure to go bad. They were granted their wishes—the manitou possessed them all and transformed them into terrible abominations, twisted buffalo men to mock the spirit that had brought it low.

Since then these creatures have marauded across the plains attacking settlers, attempting to promote hostilities with the Blackfoot tribe, and sowing fear across the plains.

Their actions have not gone unnoticed by the buffalo spirit, which sent its favorite son, Laughing Calf, to stop them. Unfortunately the Montana plains are enormous and the shaman had to split his war party into several groups to find the beasts quickly.

To make matters even worse, Laughing Calf has just been captured by townsfolk thirsting for revenge and is about to be strung up.

## THE ONLY GOOD INDIAN...

Less than a couple of hours after the encounter with the wagon train, the party rides into a nameless town, at least no one has bothered to put up a sign. The fledgling town is a collection of tents alongside partially built buildings. As the posse ride into town they notice a mob of townsfolk outside a roofless barn.

The townsfolk are about to string up an Indian shaman, believing he is behind the attacks. They are woefully wrong.

## SOLUTIONS

What happens next is totally up to the posse.

The lynching is stopped: A grateful Laughing Calf asks the posse to help him track and stop the abominations. His braves were slaughtered by the townsfolk (and maybe by the posse as well) and they are the only suitable warriors within hundreds of miles.

Once the abominations have been found,



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## BUFFALO SOLDIERS (1 PER CHARACTER)

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d12, Vigor d10

**Skills:** Fighting d10, Intimidation d8, Notice d8, Tracking d10

**Pace:** 8; **Parry:** 7; **Toughness:** 19(10)

### Special Abilities

**Armor (+10):** buffalo soldiers hides are enchanted

**Bash:** d12+d6

**Fear (-1):** There is something very, very wrong about these twisted creatures.

**Fleet Footed:** Buffalo soldiers roll a d10 for their running die.

**Size +2:** Buffalo Soldiers are much bigger than a man.

**Unstoppable:** Buffalo soldiers who travel at least 6" before attacking, add +4 to their damage total.

## INDIAN BRAVES (5)

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

**Skills:** Fighting d8, Guts d8, Intimidation d6, Riding d8, Shooting d6, Stealth d6, Survival d6, Tracking d6

**Charisma:** 0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

**Hindrances:** Stubborn

**Edges:** Block

**Gear:** Bow (12/24/48, 2d6), tomahawk (d8+d6), horse.



## LAUGHING CALF

**Attributes:** Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

**Skills:** Fighting d6, Guts d8, Persuasion d8, Riding d8, Shooting d6, Stealth d6, Survival d8, Tracking d8, Tribal Medicine d10

**Charisma:** 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Old Ways Oath

**Edges:** Arcane Background (Shamanism), Power Points

**Powers:** *boost/lower trait, healing, smite*; Power Points: 20

**Gear:** None

### Special Abilities:

**Beaten and Wounded:** When first encountered Laughing Calf has suffered one Wound and three levels of Fatigue.

**Spirit Song:** Laughing Calf can enter a trance and sing a spirit song, allowing warriors blessed by his mark to ignore the warding of the buffalo soldiers.

## VENGEFUL TOWNSFOLK (10)

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

**Skills:** Fighting d4, Knowledge (Trade) d8, Notice d6, Shooting d4

**Charisma:** 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Gear:** 6 Pitchforks (d6+d4), 1 saber (2d6), 1 double barrel shotgun (12/24/48, 1-3d6, RoF 1-2), 2 Colt Frontier (12/24/48, 2d6, AP 1)

Laughing Calf daubs a stylized white buffalo on the forehead of each posse member and then starts chanting. While the shaman chants, and the mark remains on the posse members, their attacks ignore the armor of the buffalo soldier.

Of course, the manitous controlling the soldiers are aware of this and will do everything they can to get to the shaman and disrupt his chanting.

The Shaman is hung: The manitou is aware it is now uncontested on the plain and attacks the fledgling town. Unfortunately, most of the townsfolk flee—only one for each Posse member remains. The abominations retain their armor.

The Posse does not interfere and leave town: They encounter the abominations out on the plains, and probably die a grisly death.

## AFTERMATH

Once all the buffalo soldiers are defeated, the corpses transform back into their human form. The soldiers aren't actually dead, but unconscious. Those who are allowed to recover have learnt a very salutary lesson about life in the Weird West and could, given the right encouragement, become a serious thorn in the side of the Reckoners.

Want to get started right away? Well you can. All you have to do is get online and download some of the sample characters we've provided for you at:

[www.peginc.com](http://www.peginc.com)

Want to check out the game before you drop your dough on the book? No problem. Download the Test Drive rules.

With a one sheet, the Test Drive rules, and a few heroes, you can get a flavor for deadlands: Reloaded. We think you'll get a taste for it!

And keep checking back for more one sheets for our savage worlds settings.