



# STRIKEBREAKERS !

A Savage Worlds One Sheet™ by Matthew Cutter  
for use with Deadlands: The Weird West



*Wherein the posse becomes embroiled in Virginia City's labor disputes...and uncovers a provocateur.*

## THE STORY SO FAR

In Virginia City, Nevada the miners are on strike for safer working conditions. The Comstock mining concern intends to use brutal methods to crush the strike. To that end, they hire a ruthless strikebreaker named Dorcas Whateley. She promises to use her resources and talents to put the miners back to work — by hook or by crook — in exchange for town records she hopes will lead her to an ancient, arcane crystal skull.

Luckily for the miners they've got a guardian angel on their side. Sister Betsy Mason showed up not long after Dorcas did, and she's bent on helping the miners and foiling Dorcas Whateley's plot.

## THE SETUP

Christopher's a relative of one of the heroes and a miner in Virginia City. After his best friend is murdered by Comstock ruffians, Sister Betsy urges him to send a letter to that character asking for help.

Dear —,

*I know I have not seen you in a long time, but I figure we are family and I hope you will at least consider my request. We are in Virginia City, Nevada, striking for safer mines. Yesterday strikebreakers killed my friend Jake, and I fear I may be next. Please come quick, we need help and there's no one else I can ask.*

*Sincerely, Christopher*

It's up to the posse to hightail it to Virginia City (Fear Level 2) as quick as they can. You can learn more about Virginia City, a thriving desert metropolis, in *Deadlands: Stone and a Hard Place*. Move to the next section when the heroes arrive at Comstock's Lode.

## CROSSING THE LINE

At the mines, the situation seems just as Chris described. Read the following:

*Almost a dozen miners in a picket line march slowly past the Comstock Mine's wooden gates, yelling slogans and holding placards that demand fair pay and medicine. Grim Comstock employees stand atop the gates with Gatling shotguns, looking unhappy. You see Christopher among the strikers.*

The posse has some time to catch up with Chris and find out what's happened since he wrote his letter. Chris tells the sodbusters that gangs of Comstock

employees have clashed with the picketers a few times since then, but there were no fatalities. He adds,

*"I'm real excited to introduce you to Sister Betsy. She's awful nice. Likes to say the Lord works in mysterious ways. Heck, she's the one who told me I ought to write you a letter and ask for help."*

The shootists' reunion with Chris is short-lived. Abruptly the Comstock Lode's gates swing open to reveal a phalanx of hard-looking men in dark suits holding clubs and knives. After sizing up the miners for a round or two, they bellow in rage and attack.

- **Miners (10):** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*.
- **Strikebreakers (15):** Use the Outlaw profile in the *Deadlands Marshal's Handbook*. They're armed with large clubs (Str+d6) and Bowie knives (Str+d4+1, AP 1).

• **Boss Thug:** Use the Gunman profile in the *Deadlands Marshal's Handbook*. He's armed with a single-action Colt (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).





## THE HIGH COST OF LABOR

When the fight ends, if Christopher survived he insists they go to see Sister Betsy right away. If Chris wasn't so lucky, the other miners make the introduction.

At the Comstock Miners' Union Hall, the posse makes Sister Betsy Mason's acquaintance and meets the pious men and women of her flock. Betsy says,

*"I can't thank you enough for making the trek to Virginia City. Bless you. I've heard the word of the Lord, and He says we've got quite a task ahead of us. We're going to need every ounce of help you've got."*

*"There's far more to this than a labor dispute. Henry Comstock hired a bloodthirsty shrew by the name of Dorcas Whateley to break the strikers. And let me tell you right now: She don't play fair."*

Sister Betsy is happy to tell the posse all she knows about Dorcas Whateley and her misbegotten clan. She also offers her flock as back-up should the heroes need or want it (if so, treat Betsy's Flock as allied Extras). Then she asks the sodbusters how they plan to see the strike through, and ensure better treatment for the Comstock's miners.

After the discussion's gone on for a bit, call for Notice rolls at -2. Success detects the sound of someone creeping around outside the Miner's Union. But it's not someone—it's something, sent by Dorcas to liven up the miners' parlay: a passel o' hungry walkin' dead.

- **Walkin' Dead (4 per hero):** See the *Deadlands Marshal's Handbook*. Deadlers raised by Dorcas Whateley glow with an unholy light from within, granting them the Fear Special Ability.
- **Miners (8):** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*.


## ENDING THE DISPUTE

The Comstock miners' strike can play out in any number of ways, depending on your posse's particular talents and proclivities. Regardless of how they choose to solve Virginia City's dilemma, Sister Betsy offers her aid and that of her flock without hesitation. Sister Betsy can provide powerful support in combat, calling upon miracles to heal and augment abilities.

## ALLIES & ENEMIES

Hereafter we provide profiles for characters liable to be friends and foes to the posse during the tale's resolution. Add others as you like, Marshal.

- **Betsy's Flock (5):** Use the Townsfolk profile in the *Deadlands Marshal's Handbook*. Two of them have Shooting d8, the Quick Draw Edge, and are armed with single-action Colt Peacemakers (Range 12/24/48, Damage 2d6+1, RoF 1, AP 1).

 **Gabriel:** Sister Betsy's riding horse is a Wild Card. See *Savage Worlds*.



## SISTER BETSY MASON

Sister Betsy was a soiled dove who quit the business when she heard "the call." She took up the life of a wandering blessed who helps the communities she travels to—especially women in bad straits. Betsy downplays her looks to be seen as a vessel of holiness rather than an icon of vanity.

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

**Skills:** Driving d4, Faith d12, Fighting d4, Guts d8, Healing d8, Notice d8, Persuasion d6, Riding d8, Shooting d8, Streetwise d8, Survival d4, Taunt d6

**Cha:** +2; **Grit:** 5; **Pace:** 6; **Parry:** 4; **Toughness:** 5

**Hindrances:** Code of Honor, Delusional (Believes her horse is the mouth of God), Pacifist (Minor)

**Edges:** Arcane Background (Blessed), Attractive, Behold A Pale Horse..., Brave, Conviction, Flock, Level Headed, Marksman, New Powers, Power Points

**Powers:** Boost/lower Trait, greater healing, healing, protection, sanctify, windstorm; **Power Points:** 20

**Gear:** Double-barrel shotgun (Range 12/24/48, Damage 1-3d6, RoF 1-2), riding horse (Gabriel), silver cross necklace.



## DORCAS WHATELEY

Dorcas Whateley is an albino, but coldly beautiful in her uniquely unnerving way. She is Sister Betsy's nemesis, the two having clashed numerous times in the past over a number of lost, arcane crystal skulls. Dorcas believes they hold great power to aid the Cackler. Dorcas prefers manipulation and seduction over direct confrontation.

**Attributes:** Agility d8, Smarts d12, Spirit d10, Strength d4, Vigor d6

**Skills:** Fighting d6, Gambling d8, Guts d10, Intimidation d8, Investigation d10, Knowledge (Occult) d10, Notice d6, Persuasion d12+1, Riding d6, Shooting d6, Spellcasting d12, Stealth d8, Streetwise d4, Taunt d8

**Cha:** +2; **Grit:** 5; **Pace:** 6; **Parry:** 5; **Toughness:** 5

**Hindrances:** Vengeful (Major)

**Edges:** Arcane Background (Magic), Dealer's Choice, New Powers, Old Hand, Power Points, Professional (Persuasion), Rich, Snakeoil Salesman, Strong Willed, Very Attractive, Whateley Blood (Unsettling)

**Powers:** Bolt, boost/lower Trait, invisibility, puppet, quickness, zombie; **Power Points:** 25

**Gear:** Ceremonial dagger (Str+d4), arcane tomes.

*"Sister Betsy Mason" and "Dorcas Whateley" created by Dan and Maribeth Petrocelli.*