



THE 1880 SMITH & ROBARDS CATALOG





The 1880 Smith & Robards catalog

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A Note From the Editor

Leonardo da Vinci famously wrote, "Time stays long enough for those who use it." We at Smith & Robards have spent every spare second in toil since our operation was founded in the winter of 1871. Far be it from us to disagree with the master builder, but it's been our unhappy experience that time stays still for no man—and there's never quite enough of the blasted stuff.

All the more reason to keep reading, shrewd shopper! This new, 1880 edition of the world-renowned Smith & Robards Catalog contains a bounty of labor-saving devices that make time stay for whatever purpose you deem fit.

Through nine years, a Civil War in conflict and in stalemate, a transcontinental race of Rail Barons, the Great Rail Wars tearing the West asunder, and the most recent catastrophe to shatter the once-proud City of Lost Angels, your friends at Smith & Robards have never once faltered, never allowed our dogged pursuit of perfection to flag for even an instant.

In short, valued customer, we remain dedicated to bringing you the finest, most amazing machinery money can buy. And though we have not discovered the secret of making time stand still—yet!—we are committed to our calling in science, now as ever.

Excelsior!

Sir Clifton Robards

September, 1880

The Story of Smith & Robards

Erastus T. Gould was kind enough to offer a full revision of his now-famous accounting of the Smith & Robards story. Updated to include recent events and meticulously scoured for factual inaccuracies, Dr. Gould's 1880 revision follows.

—Ed.

Esteemed Reader,

My name is Dr. Erastus T. Gould. I am a close friend of both Dr. Smith and Sir Clifton Robards. When it came to my attention that they intended to publish a catalog enumerating their many wondrous inventions, I immediately importuned them for the opportunity to preface the tome with a recitation of the circumstances that led to the formation of their enterprise. I felt this necessary because there is a common misperception held by the public—and, I might add, often propagated by negligent journalists—that those who engage in such innovative endeavors are, to use the vernacular, “mad.”

This is assuredly not the case. Some of my scientific brethren may, with some justification, be considered eccentric, but actual cases of mental aberration are rare. I feel this fallacious perception is due to the fact that many of the contrivances developed by this “new” science are beyond the understanding of the average layperson. As has

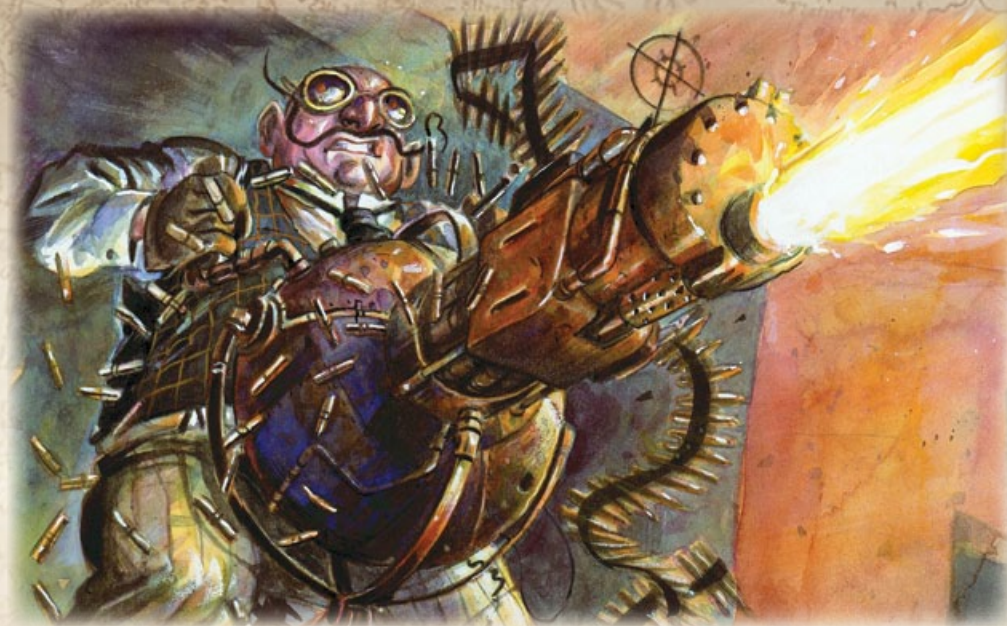
been so throughout history, the masses fear what they cannot understand.

But I digress.

Roswell

The Smith & Robards story begins in the year 1869, when Jacob Smith was approached by a member of the Texas constabulary and offered a position at a government research facility. He was in serious financial straits at the time and the offers of unlimited funding and resources were a heady ambrosia. Smith accepted the proposition and journeyed to the Confederate laboratory in Roswell, New Mexico.

It was in Roswell that I made his acquaintance. I too had been lured there with promises of lucre and free creative license. Nothing could have been further from the truth. The living conditions were wretched. We were often without sufficient water to drink, much less perform proper



personal hygiene. Our quarters were little more than ramshackle hovels which kept the sun off. I can't recall the number of times I awoke to discover members of the local fauna sharing my accommodations.

As for our work, it was explained to us that we could proceed with any form of research we desired, after we had discharged our obligation to the Confederacy. It was made pointedly clear that no one would be permitted to depart from the facility until they had fulfilled every clause in those accursed Faustian contracts.

We toiled long hours in furnace-hot workshops to create a wide spectrum of weaponry. Some grumbled about the conditions, but not very loudly, for the brutish troglodytes who were responsible for the camp's security would seize upon any excuse to torment us. Occasionally we heard shots late at night. The guards insisted they were "shootin' ky-yoats," but our numbers were often one fewer the day after one of these incidents.

It was during this time that Jacob Smith began to turn away from instruments of destruction and speak of his dream of scientists working together for the betterment of mankind. His vision struck a chord with many of our fellows and he became the de facto leader of our band.

An Infernal Plan

In the autumn of 1870, circumstances changed. Our collection of deadly devices was shipped Back East for the assault on Washington, and the pace of work in the laboratories slowed. Those of us who had resolved to leave looked for an opportunity to escape. It was not long in coming.

There was a problem with the system that removed ghost rock vapor from the storage bunkers. We were tasked with repairing the system—instead, we sabotaged it! Smith rerouted the system to discharge all the vapor into an unused bunker. A few days later he fabricated a pretext to check the system again and planted a small, timed charge in one of the vent shafts.

The explosion which ripped through the camp that night must have shaken the foundations of Hell. Massive ghost-rock fires lit the sky, and the Lords of Chaos danced over our infernal camp. Smith and I, accompanied by some compatriots, made our exit in the confusion.

The Maze or Bust!

We struck out west, toward California's Great Maze, hoping to find other enlightened minds who shared our vision of a scientific utopia.

What we found was a seething cesspool of cutthroats, ruffians, and greed-crazed miners—all obsessed with making a fortune from the Maze's massive ghost rock deposits. Unfortunately, the substance was integral to our research. We determined to make the best of the situation and laid claim to a small plateau in the Maze.

We spent the next two months attempting to give free reign to our muses. I say attempting, because the majority of our existence was devoted to defending our wretched piece of real estate from claim jumpers, and little work was accomplished. It was during this time, however, that Sir Clifton Robards joined our motley band.

Enter Robards

Robards is a landed gentleman from England. The wealth of his vast estates allowed him to live a life of leisure and he devoted much of his time to the pursuit of scientific knowledge. When news of the amazing powers of ghost rock reached England, Robards immediately booked passage for North America.

Smith and Robards quickly became close friends and made plans to combine Robards' prodigious financial resources with Smith's incredible genius. Unfortunately, before their plans could come to fruition, Fate intervened.

When the Texas Rangers finished sorting through the muddle at Roswell, they realized they were short a few scientific corpses. A posse set out on our trail and eventually located us in the Maze. A timely warning allowed us to vacate the premises before the lawmen arrived.

An Encounter with Dr. Hellstromme

This time we journeyed east. We had heard rumors of Dr. Hellstromme and the amazing work he was doing in Salt Lake City. Smith and Robards both wanted to work with the doctor, and hoped to start a business with him.

They were doomed to be disappointed again. I'm not cognizant of all the facts, but I do know Smith returned from his first meeting with Hellstromme in a rage. He swore he would never work with him under any circumstances. Robards was less adamant and felt they should continue

their dialogue with the doctor, but Smith would hear none of it.

Smith ultimately prevailed, refusing to be a part of any enterprise which included Dr. Hellstromme. Robards relented and provided the capital to start our workshop.

The Early Years

The first few years of our endeavors were the most difficult. We purchased a small barn on the outskirts of Salt Lake City to serve as both our workshop and living quarters. It was little better than our wretched dwellings in New Mexico—but it was ours.

We labored long hours in those early days, for we had many obstacles to overcome. Two were especially troublesome: the scarcity of ghost rock, and the competition of Dr. Hellstromme and numerous independent scientists.

We had grown accustomed to having a plentiful supply of ghost rock on hand for our work whilst we lived in the Great Maze. This was not to be the case in Utah. There is ghost rock to be had in the Wasatch Mountains, but one has to look harder and work longer to acquire it. We spent many arduous days in the hills procuring the rather modest amount we needed.

Ghost Rock

Having broached the subject, I feel I must take this opportunity to dispel some of the myths surrounding ghost rock—a horrendous misnomer in my opinion.

Ghost rock is an amazing substance with many practical applications, but there are those who have ascribed to it unfounded mystical properties. This is due to the infernal wailing noise it makes when burned and the rock's appearance—dark black, streaked through with white aggregates which some claim are trapped souls.

I can assure you, having worked many hours with the material, that these white deposits are not, in fact, the souls of the damned, but are naturally occurring mineral impurities. As to the noise, ghost rock is a somewhat porous rock, shot through with numerous small chambers of trapped air. When burned, this air heats and expands until it fractures the chamber and escapes



through one of the many small fissures in the rock. This produces a high-pitched wail in much the same manner as a church organ plays music by pushing air through its mighty steel pipes.

Ghost rock has so many useful properties; there seems little need to create such fanciful stories. It has important applications in metallurgy, chemistry, and—most simply—as a fuel. Many of the inventions of the new science would not be possible were it not for this remarkable mineral.

Even when ghost rock is not directly used in a new device, it is often used in its manufacture. For instance, ghost rock can be used in place of coke to refine steel. This steel is much lighter and stronger than that manufactured by conventional fuels. It also has a much higher melting point than normal steel.

“Ghost steel,” as this new metal has become known, has made it possible to build devices which are much lighter and more durable than before. Ghost steel’s greater strength and higher melting point is necessary to the construction of high-temperature boilers which can withstand the heat of burning ghost rock.

Ghost rock also has many uses in the field of chemistry. It can serve as both a catalyst and a reagent. When used in small quantities, powdered ghost rock can be a stimulant to the human body. Taken in large doses, it is invariably fatal.

As a fuel, ghost rock is unequalled. It burns slow but hot. In a properly ventilated firebox, it can reach temperatures which melt normal steel and iron. It is this ability to generate such tremendous heat which makes it so valuable. A boiler fueled with this substance can reach normal operating temperatures in a fraction of the time needed by conventional fuels.

This wonder mineral is not without its shortcomings, however. As I mentioned above, it can be toxic if ingested in large doses. It also gives off a highly volatile vapor which has been the cause of many an inadvertent explosion and, if breathed, can cause madness and even death.

Now, let me continue my story.

The Competition

In addition to gathering our own ghost rock supply, we were forced to contend with competitors who seemed unbound by moral constraints. A number of attempts were made to raze our workshop, but fortunately we were able to foil them all. Indeed, many of our early inventions were built for our own protection!

Despite these tribulations, we made steady progress and soon had a number of satisfied customers. Word of our work spread and Fortune soon smiled upon us. We had built a custom

pistol for one of our clients, a Pinkerton agent from Denver named Emerson Caldwell.

He used this pistol to foil a bank robbery singlehandedly and made front-page news in many of the larger newspapers across the continent. Shortly thereafter, orders for a pistol like Agent Caldwell's began to pour in from across the country. The Pinkerton Agency contacted our firm in the hopes of procuring 200 of these "Gatling" pistols for their field agents.

The Compound

There was no way our small band could fill the volume of orders we had received. Remember, devices such as ours must be handcrafted by skilled scientists, and even then, the failure rate in any given device is extremely high.

What we needed was more of our fellows, as we had been blessed with at Roswell. The decision was made to expand our operation. A few letters brought to us a number of likeminded inventors of whom we had made acquaintances in California. The remainder of our workforce was filled out by the enthusiastic and hardworking people of Salt Lake City.

With so much depending on the successful completion of these orders, we were concerned about the possibility of sabotage. After much discussion, it was decided that our new facility would be built outside the city. During our numerous sojourns into the Wasatch Mountains in search of ghost rock we happened upon a broad, sheer-sided plateau. This seemed the ideal place to build our new workshop. Even Robards was convinced that the site's security more than outweighed the additional construction costs it was bound to incur. An added convenience of the location was that we would have a supply of ghost rock practically at our doorstep.

Disaster Strikes!

It took two months for our new facility to be completed, but only two weeks before a saboteur infiltrated our ranks and attempted to destroy it.

This scurrilous individual nearly succeeded. He was working on one of our steel forges and changed the contents of one of the iron ore hoppers to ghost rock. Needless to say, a

tremendous explosion resulted when the deadly cargo reached the forge.

Ten workers and Dr. Dowdy, a friend from our California days, perished in that hellish blast. Dr. Smith was badly injured. Much of the eastern portion of the factory was leveled. Only through the valiant efforts of the surviving staff were we able to prevent the fire from consuming the remainder of the facility.

I am not normally a vengeful individual, but I am happy to report that the saboteur also perished in the blast. Since this time, Smith and Robards insist on interviewing each potential new employee personally and employ stringent screening measures to ensure that such events do not repeat themselves.

We did not allow this tragedy to deter us. Instead we redoubled our efforts, working night and day to fill our quota. The effort, though Herculean, was worth it, and we were able to fill the Pinkerton order on time. We received other orders from the Pinkerton Agency for specialized equipment, as well as requests from other interested inventors, lawmen, and government officials. Our solvency assured, we set about repairing and expanding the factory.

Expansion & the Great Rail Wars

The company's clientele continued to expand as 1873 began, as did its financial wherewithal. The chaos of what has become popularly known as "The Great Rail Wars" was in full force, and Robards looked upon it as a grand opportunity. If Smith & Robards could link with the oncoming railroads, the firm could supply them with improved rolling stock, locomotives, and so on. The connection would also allow us to better serve our customers by giving us the capacity to ship items by rail. Up to this point our clients had been forced to inconvenience themselves by coming to our factory in Utah to get their order, or work out their own shipping arrangements. Postal service in this war-torn portion of the continent is erratic at best.

With this in mind, Robards acquired the Denver-Pacific, a small railroad based out of Denver. He immediately ordered an ambitious program of expansion. The first link was to

SMITH & ROBARDS

our facility in Salt Lake City. Once this was accomplished, rails were laid both east and west.

In the East, the Denver-Pacific crews ran headlong into the railroads headed west. DP maintains rail connections with three of these companies through 1880: Black River, Wasatch, and Union Blue. This link has greatly benefited the company.

In the West, DP rails got as far as Virginia City, Nevada. Construction halted there in 1876, and stayed that way for quite a long while. With the political climate in California so tumultuous, the firm was reluctant to commit the resources needed to build through the Sierra Nevadas until events there had run their course. That was when Sir Clifton somehow convinced Dr. Smith to give Hellstromme another chance.

A short-lived contract with Wasatch ensued—one that was opposed by Dr. Smith all along—which allowed the rival company to make use of DP rolling stock west of Salt Lake City. The arrangement ended badly, and suddenly, with Wasatch stock ejected from DP trains all across Nevada only a few months later. I'm not privy to the particulars, but I have it on good authority that Dr. Smith was extremely unhappy about some of the cargo Dr. Hellstromme was transporting to California, and ordered the agreement dissolved—effective immediately.

Wasatch aside,
the other

railroads involved in the race west became major clients, ordering rolling stock, locomotives, weapons, and many other devices. The race also expanded even further our ever-growing civilian clientele, by providing us with rail access to nearly every major city in North America.

The Boom Heard 'Round the West

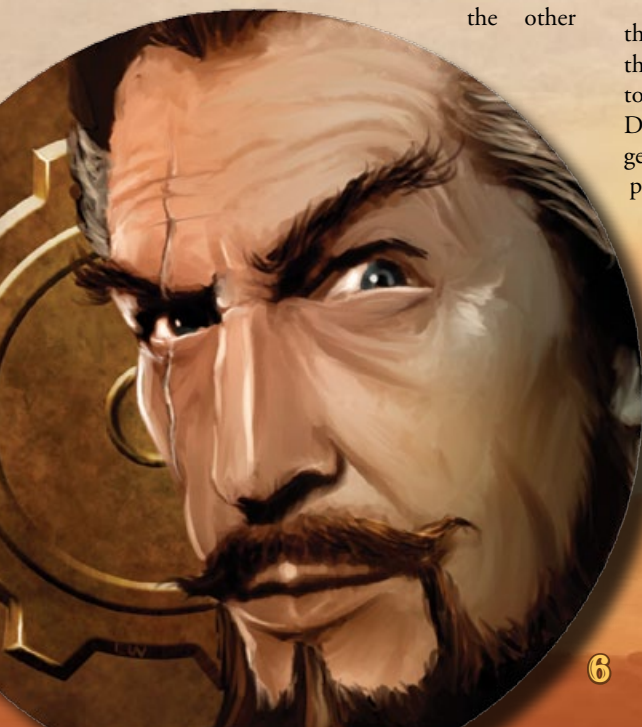
For three long years, even as the bloody gears of the War Between the States ground to a bankrupt halt, The Great Rail Wars soldiered on. Hundreds of thousands of lives were lost in the great conflagration, as ferocious battles scourged the countryside and came to be remembered by names like The Cauldron, Hill City, and Broken Rails. All the while, the Rail Barons laid track toward the City of Lost Angels and did their level best to eliminate all competitors, including us.

In late 1879, the race came to an end when our nemesis Dr. Darius Hellstromme rolled into Lost Angels first, making Wasatch the uncontested winner of both the North's and South's ghost rock contracts. Others were present and willing to fight for that right, but Hellstromme dropped a trio of ghost rock bombs on the battlefield, burning to death any who might have stood in his way. Cruel, pragmatic, and a little bit theatrical, the maneuver fit Darius to a tee.

The shockwaves of that blast resonated across the Weird West. Robbed of their overriding goal, the Rail Barons shifted their companies' focus to the consolidation of holdings in the so-called Disputed Territories, and opening more revenue-generating spurs. As a result, an even more savage phase of The Great Rail Wars was touched off.

Lies & Deceit

The battle won for now, Hellstromme engaged in a business campaign of calculated feints and thrusts. He immediately accepted the Confederacy's ghost rock supply contract with considerable aplomb and grace, even as he gave Washington the cold shoulder and refused theirs. Many observers—Joshua Chamberlain among them, it's said—believed this was a brazen attempt by Hellstromme to undermine the North.



Sensing opportunity, Robards sought Smith's leave to seek a better agreement than the one they already held with the Union. He wanted no less than to become the North's official and sole provider of ghost rock. The engineering wing drew up plans for extending a spur to Shan Fan, the logistics of transferring Union Blue rail warriors to aid the effort was assessed, and plans were laid to maintain productivity while diverting so many resources to a new—and dangerous—freight venture.

All of it for naught.

Months later, just as Sir Clifton was about to secure more favorable trade status with the Union, Hellstromme swooped in and “reconsidered” his previous views. Through some fine oratory (and no doubt breathtaking conceptual drawings) he was able to win back his Union suitors and sign a lucrative contract.

Some will tell you otherwise, but it's my opinion Hellstromme initially refused the deal so as to dangle the contract in front of us, and then steal it out of pure spite—his own petty revenge for being spurned by DP.

The Gomorra Incident

By mid-1879, the town of Gomorra—popularly known as Doomtown—had all but recovered from prior upheavals, and was growing again at a respectable rate. Indeed, at the headquarters of the Collegium, new devices were virtually flying off the assembly line. The future seemed fairly bright for Gomorra's residents, and no less than dazzling for the intrepid scientists of the Collegium.

In early July, something went awry with one of the Collegium's many secret projects. By “awry,” Dear Reader, we mean *blew sky-high*. In the wake of the earth-shaking explosion, a black cloud of soot obscured all of Gomorra for several days, while ghost rock fires raged unchecked through the settlement. When it was all over, not much of Gomorra remained intact, and all that was left of the Collegium was a massive crater.

One can only guess how grievous a blow would have been struck to Science, had the knowledge of the Collegium perished in that blast. I shudder at the very thought. Luckily, one Professor Marcus Perriwinkle survived the cataclysm and made his way to Salt Lake City, a steamer trunk

filled with the Collegium's many patents in tow. Since Professor Perriwinkle has joined forces with us here at Smith & Robards, we are proud to offer a host of new wonderments as a regular part of our catalog.

New Horizons

Since the Battle of Lost Angels, the Denver-Pacific line has been extended from Virginia City to Shan Fan, providing a vital link for travelers between the East and West Coasts. Just as importantly, a crucial artery of trade has opened, allowing ghost rock to leave the Maze in DP rolling stock, most of it destined for Salt Lake City and the S&R facility. Be sure to visit our newest shipping office in Shan Fan for all your purchases!

As many of you are aware, competition between the Rail Barons remains deadly. Denver-Pacific trains are among the safest in the nation, thanks to the many innovations Smith & Robards has made in the field of railroad science. Our trains are well-armed and armored to discourage attacks, and they are equipped with a multitude of devices designed to increase both your safety and comfort.

The Catalog

You hold the fruits of Smith & Robards' incredible growth in your hands. From the beginning, Jacob Smith envisioned building the company into a tremendous mail-order house rivaling those in Chicago and elsewhere. The company now has the resources to deliver its wares to any location in North America. Those that are not accessible by rail can be reached by one of our fleet of delivery vehicles which were specially built for the sole purpose of providing you, our customer, with the finest service available.

In the past few years we have become the leading developer and manufacturer of “new science” inventions in the world. As this century draws to a close, Smith & Robards continues to lead the way to a world made better through science.

Your Humble Servant,
Erastus T. Gould



Using the Smith & Robards Catalog

Whether they use it to order the latest infernal device or to wipe their tuchus, everyone eventually reaches for the Smith & Robards catalog.

Let's say a cowpoke buys a copy of the latest Smith & Robards catalog (see Chapter Three), and pretty soon he's itching to get his hands on some shiny new toys. How does one go about getting them? Well, Smith & Robards has only one factory, so that means a prospective customer has to pick up the order or have it delivered—and delivery in the Weird West ain't cheap!

BUYIN' STUFF

Many of the items listed in the catalog are available from smaller firms or individual inventors, but speed and quality are variable. If you want only the best, you need to talk to Smith & Robards.

Smith & Robards maintains a sizeable office in Salt Lake City. This has a large showroom, which normally has at least one of each smaller catalog item on display. Heroes making their purchases here can buy the showroom model.

It takes some time to replace expensive items like submersible boats or air carriages, and there are occasional runs on smaller items (Gatling weapons tend to become real scarce whenever a railroad starts laying a new line), so it's always necessary to check if an item is in stock.

Draw a card for each item your hombre wishes to buy. As long as you draw anything other than a Deuce or a Joker, you're in luck and the item is currently in stock. (If you buy more than one of a single item, draw a card for each one.) When a Deuce or Joker comes up, it means the supply of that item has been exhausted. All devices bought from the showroom are standard versions of the catalog item. If a particular item is out of stock, it needs to be backordered, resulting in a delay while a new one is manufactured.

Smith & Robards also maintains shipping offices in Denver, Dodge, Virginia City, and Shan Fan, to which it ships orders daily. Besides shipping, these offices sell unclaimed items. To see if a particular item is available, draw a card. If

SMITH & ROBARDS

it's an Ace, they have what your hero's looking for. Otherwise, she's out of luck.

DELIVERIES

If your posse can't get to a Smith & Robards office, or the local branch doesn't have what they're after, buyers have to place an order with the factory.

There are a number of ways to place an order. A customer can go to Salt Lake City and place the order in person (the most reliable method), place the order at a shipping location (fairly reliable), mail them a form (less reliable), or wire the order in (who knows what they'll send).

Whatever method is used, buyers are advised to always include the item number (found in parentheses after each item's name in the Catalog) when placing orders from the field, and to specify any preferences, as requested in an item's description.

Payment

Smith & Robards requires payment in advance, either in gold or an equivalent value of ghost rock (Smith would be more than happy to accept C.O.D. orders—one of the many reasons Robards handles the finances). Full payment must be made at one of the Smith & Robards offices or a bank. If made at a bank, a bank officer must send a wire to S&R confirming the deposit before the order will be processed.

It's possible to establish a credit line with S&R by depositing gold or ghost rock with them ahead of time. This allows a customer to order from almost anywhere. The cost of the order is deducted from the current balance. Smith & Robards is not a bank and does not pay interest on deposits (although it's rumored the company makes a nice return by storing the deposits in the Wells Fargo bank in Denver).

All sales of S&R merchandise are final, unless it arrives damaged or with a defect.

Filling Orders

The procedures and equipment used by Smith & Robards' shipping department were designed

by staff members. For this reason, the S&R shipping department has a disturbing tendency to "malfunction" (much like the devices they sell). The chance of a mistake occurring depends on the method by which an order is placed.

Each time an order is placed, draw a card. If the card is equal to or better than the card listed for the Ordering Method the hero uses something has gone wrong with fulfilling the shipment. In that case, roll a d6 on the Mishap Table which follows.

Ordering Method

<i>Method</i>	<i>Card</i>
Order at Salt Lake City office	Joker
Order at shipping office	Ace or better
Order by mail	Queen or better
Order by telegram	Ten or Better

Mishap Table

<i>d6</i>	<i>Result</i>
1–3	Order is temporarily lost. Add 2d6 days to shipping time.
4–5	The customer is shipped something other than what he ordered. This should be something of equal or slightly greater value.
6	The customer is shipped an item of much lower value than what he ordered.

Delivery Time

Once a cowpoke orders a device, he must wait while the order is processed, assembled, and (hopefully) delivered.

Smith & Robards keeps a large stock of parts and partially assembled components on hand. This allows their people to assemble even large devices quickly. Once an order is received, it usually takes 2d6 days for the factory to complete it.

The Marshal has more information on deliveries, and the mishaps that may occasionally transpire along the way, in a special section in the back of this book. (It's just for Marshals, so don't go spoilin' yourself by lookin' at it now.) Suffice to say the Marshal is going to draw some more cards to see how the delivery shapes up.

CUSTOMIZATION

It's possible to have stock items customized to your specifications, but this costs time and money (see below). These customizations are only cosmetic in nature. They do not affect the function of the device in any way. If you want to alter the function of an item listed in the catalog, you'll have to do it yourself or have the gadget custom-built at the factory.

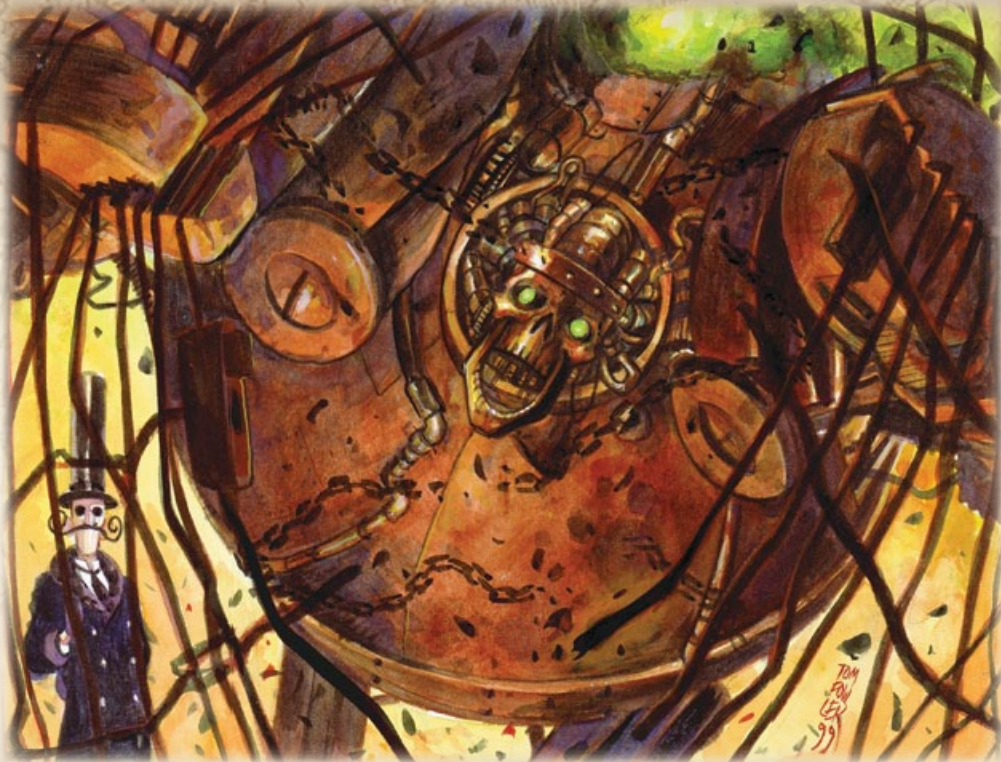
<i>Change</i>	<i>Cost</i>	<i>Customization Time</i>
Custom paint job	+10% of base cost	+1d4 days delivery
Engraved weapon	+20% of base cost	+1d6 days delivery
Item tailored to user's dimensions	+30% of base cost	+1d8 days delivery
Mundane accessories: bookshelves, carpet, etc.	+40% of base cost	+1d10 days delivery
Silver plated gun, leather upholstered vehicle	+50% of base cost	+1d12 days delivery

DELIVERY OPTIONS

<i>Method</i>	<i>Cost</i>	<i>Speed</i>	<i>Mishap</i>
Auto-gyro	\$3/mile	240 miles/day	Joker
Air carriage	\$5/mile	160 miles/day	Joker
Self-transport	\$2/mile	varies	Joker

RAIL DELIVERY

<i>Location</i>	<i>Time (days)</i>	<i>Cost (% of bill)</i>	<i>Mishap</i>
Denver	1	3%	Joker
Dodge	3	3%	Joker
Virginia City	2	3%	Joker
Shan Fan	3	3%	Ace or Joker
Deadwood	7+1d6	8%	Queen or better
Dallas	7+1d4	8%	Queen or better
Tombstone	8+1d6	10%	Jack or better
Chicago	5+1d4	5%	Ace or Joker
New Orleans	5+1d4	5%	Queen or better
Santa Fe	7+1d6	8%	Jack or better



If your hombre happens to be near Salt Lake City, he might as well just mosey on down to the Smith & Robards office and pick up his new toy. If he doesn't live nearby, he has to have it shipped to him. The quickest and cheapest way to do this is to have the order sent to one of S&R's designated shipping points in Denver, Dodge, Virginia City, or Shan Fan. Since these orders are shipped on Denver-Pacific trains, Smith & Robards guarantees to deliver the item in usable condition or your money back.

An order sent to one of these places is held for a month before it's assumed that its owner isn't going to show. After a month the device(s) is put up for sale. If another month passes and the item hasn't been sold or claimed by its rightful owner, it's shipped back to the factory and used to stock the Salt Lake City showroom.

Rail Delivery

Buyers can have their orders shipped anywhere with a rail connection for the right price. Smith

& Robards' delivery guarantee does not apply to these shipments because they must be transferred to the trains of other railroads. The Great Rail Wars are still raging, and many shipments never arrive at their destination. Occasionally, some arrive in slightly poorer condition than they were in when they began the journey.

Direct Delivery

If a buyer can't even get to a rail station for whatever reason, it's possible to have goodies delivered right to their doorstep. This is sometimes faster than rail delivery, but heroes pay through the nose for this service.

Smith & Robards maintains a small fleet of auto-gyros and specially equipped air carriages for just this purpose. Their highly trained and motivated (some say crazy) pilots deliver most anywhere—even into the middle of a raging gunfight (although there is a significant surcharge for combat deliveries). S&R delivery vehicles are always well-armed. Auto-gyros and air carriages

usually bristle with steam Gatlings and other high-powered weapons.

Direct delivery costs \$3 per mile for items small enough to be transported by auto-gyro, and \$5 per mile for items needing an air carriage. Smith & Robards has special heavy-lift air carriages capable of transporting things as large as submersible boats. If your hombre orders a vehicle capable of reaching his location, he should check the self-transport box on the order form, instructing S&R to drive it to his location. This costs only \$2 per mile.

To determine how long a direct shipment takes, multiply the Top Speed of the transport vehicle by 8 hours of travel a day, then divide the distance by that number. The result is the number of days it takes for the driver to reach the buyer's location. Expedited delivery halves the travel time (two drivers) and doubles the shipping costs.

The delivery driver will only wait two days at the delivery point. If the purchaser doesn't show up on time, the driver returns to the factory with the order. At that point the customer may pick it up, or contact the factory to make other arrangements. Either way, he's still charged for the delivery attempt.

The Marshal has more information on how to determine when Mishaps occur, along with just what those irritating difficulties might be.

Exchanges & Refunds

To state the obvious, the Weird West is a dangerous place. Between the outlaws, critters, and feuding rail gangs, it's a wonder shipments ever reach their destination. The only reason they do is because freight trains carry even bigger guns than the hombres looking to rob them. Still, a train occasionally goes missing or creaks into the station with some large holes blown in it.

Smith & Robards' delivery guarantee means that any item which arrives at one of their shipping locations (Denver, Dodge, Virginia City, and Shan Fan) in an unusable condition will be replaced free of charge. All other deliveries are undertaken at the buyer's sole risk, with no liability assumed by Smith & Robards. Any consideration beyond that granted by the preceding statements is solely at the discretion of Smith & Robards' duly appointed agents and representatives. (And

a lot more fine print you wouldn't read anyway, amigo.)

S&R CONTRIBUTIONS

Most of Smith & Robards' infernal devices are developed by their staff, but they do look at blueprints submitted by outside inventors. For an inventor's blueprint to even be considered for mass production, she must first take the Eureka! Edge (see the *Deadlands Player's Guide*).

There's a reason why only Legendary characters can take the Edge. No blueprint whose basic stability has not been rigorously tested in laboratory and field conditions over an extended period of time will be accepted. Period. This is a stiff requirement, but it allows the mechanics and scientists in the factory to turn out fairly reliable gadgets in a reasonable amount of time. Even if the blueprint passes the reliability test, it must still impress both owners.

When your scientist submits a blueprint, make a Weird Science roll to see how impressive his invention appears. Smith loves to look at new inventions, so a successful roll at a modest penalty (−2) is enough to sway him.

Impressing Robards is a bit harder, since he is tight with the company's purse strings. He demands that each submission include a report on the device's selling points. To figure out how the report goes over, the inventor makes a Persuasion roll, modified by Robards' reluctance to part with his company's money on a given day.

To determine how stingy Robards is on the day he reviews the submission, draw a card. If it's a number card, the inventor has caught Robards in a relatively generous state of mind—the roll only suffers a −2 penalty. If it's a face card Robards is looking to cut costs, and the roll suffers a −4 penalty. On a Joker all product development budgets have been slashed—the roll to make a favorable impression suffers a −6 penalty.

Hopefully the invention doesn't resemble anything being developed by the in-house Smith & Robards' R&D teams (some rejected inventors claim that the R&D teams get most of their ideas from declined blueprints). But if Smith & Robards won't buy the device, there's always

NEW SCIENCE SUBJECTS

Roll	Subject
1	Ground vehicles
2	Water vehicles
3	Air vehicles
4	Armor
5	Labor savers
6	Guns
7	Artillery
8	Melee weapons
9	Elixirs
10	Optics
11	Sound
12	Metallurgy
13	Ghost rock
14	Explosives
15	Steam engines
16	Clockwork mechanisms
17	Medicine
18	Player's choice
19	Marshal's choice
20	Roll twice more, ignoring this result

Hellstromme Industries, Ltd., right down the road...

If an invention is bought by S&R, first determine the catalog price of the item, using similar devices as a guide. Smith & Robards' standard compensation is a one-time payment equal to five times the catalog price (doubled if the scientist takes payment in company credit rather than cash), plus 1d6 x \$50 in royalties every month. The new device is typically available once the next edition of the catalog is published the following Spring/Summer or Fall/Winter.

New Science Magazine

In addition to their already extremely popular catalog, Smith & Robards publishes a well-respected (in certain circles, at least) quarterly magazine entitled *New Science*. Each issue is packed full of articles and essays of interest to inventors, and few serious mad scientists ignore it.

Although some of the magazine's authors have obviously been working with ghost rock in a poorly-ventilated lab, most issues have a few articles with valuable insights in them. Most inventors consider *New Science* indispensable reading and maintain a regular subscription (for those who travel widely, an occasionally onerous task!).

Every issue has one article that contains useful information which can actually aid an inventor in manipulating his various gizmos. Each time an inventor acquires a new issue, roll on the *New Science* Subjects table below to see what the subject of the useful article happens to be. Keep track of the results!

When you make a Weird Science roll to enact one of your mad scientist's gizmos (i.e., powers), she can make use of insights gained from an issue of *New Science* for a one-time, +2 bonus to the Weird Science roll, as long as the issue contains a useful article that is somehow related to the power's Trappings. The bonus applies to a single Weird Science roll, after which the extra benefit of the insight is lost.

The Marshal has final say as to whether a given article applies to a gizmo's function or not, but creativity on the player's part should be rewarded.

New issues are available each January, April, July, and October. They sell for \$10 an issue.

COMMON VEHICLES

Not everyone can own their own steam wagon or auto-gyro. Listed below are the game statistics for a few ordinary vehicles found in the Weird West. These sorts of things aren't found in Smith & Robards' fantastic catalog, so we've included them here.

Most normal contraptions don't malfunction like Smith & Robards' wonderful wares tend to do, but they are subject to the rules for Vehicles in *Savage Worlds*. They can malfunction, so to speak, but these tend to be far less spectacular than those created through mad science.

Wagon

This is the standard Conestoga prairie schooner. A wagon's speed is dependent upon the horses pulling it—two of them are required to get the most out of your vehicle. If you've only got one horse, your Acceleration is halved (round down).

Acc/Top Speed: 5/-; **Toughness:** 8; **Crew:** 1+9; **Cost:** \$200; **Notes:** Driving -2 in rough terrain. Wagons don't have a Top Speed because the animal simply moves its Pace as usual (plus a running die if it runs).

Stagecoach

This is a larger, enclosed vehicle meant to carry passengers from place to place. The driver sits up top, usually with a back-up man riding shotgun beside him. At least four horses are needed, but six are preferred. Less than four halves the Acceleration (round down).

Some models include heavier armor, and thus require more horses (no less than six, though eight are preferred).

Acc/Top Speed: 5/-; **Toughness:** 10 (2); **Crew:** 2+18; **Cost:** \$300; **Notes:** Driving -2 in rough terrain. Stagecoaches don't have a Top Speed because the animals

simply move their Pace as usual (plus a running die if they run).

Locomotive

This is the everyday, coal-fueled locomotive, the workhorse of the rails, employed by all the major and minor rail companies to move their freight... and fight their wars. Smith & Robards offers a line of practical augmentations for those iron horses destined to see combat (see page 40).

Acc/Top Speed: 2/30; **Toughness:** 16 (2); **Crew:** 3+4; **Cost:** \$15,000; **Notes:** Requires full minimum crew of engineer, boilerman, and brakeman to function.

Train Car

Usually passenger cars filled with benches, these can also be sleeper cars, lounges, dining cars, or the so-called "express car," typically the third car back behind the coal tender. This car contains safes full of money and payrolls, along with an express messenger stationed inside (with a shotgun, most likely) to protect the goods. Freight cars, open-sided flatbeds, and cabooses use these statistics as well.

Acc/Top Speed: -/-; **Toughness:** 12 (2); **Crew:** Varies; **Cost:** \$8,000; **Notes:** Can hold a maximum of 100 passengers, less if designated for some other use besides planting one's rear.



MALFUNCTIONS RELOADED

These rules replace the Malfunction rules in the *Deadlands Player's Guide*. While that system works just dandy when your heroes only have access to a dozen or so Infernal Devices, bringing a whole catalog's worth of machinery into your game means that old chestnut, "It explodes!", is going to get old real fast.

Whenever your hombre uses an Infernal Device, a result of 1 on the Trait die (regardless of the Wild Die) means a Malfunction has occurred, as usual. But here's the twist: Malfunctions come in three awful flavors, each a little worse than the last: Minor, Major, and Catastrophic.

Which one your hapless hero sets off is determined by looking at the Wild Die result. For Extras, roll an additional d6 when a Malfunction occurs.

Malfunction Results

d6	Result
1	Catastrophic
2-3	Major
4+	Minor

Catastrophic: See the item's description. This is the worst possible Malfunction that can occur for a given device.

Major: A device overheats, a vehicle shakes violently, a potion is rancid or mildly poisonous, a vapor cannon recoils violently, etc.

The user (and any passengers, if the device is a vehicle) takes 2d6 damage. In addition, the device is disabled and unusable until it's fixed (which requires a Repair roll and 2d6 rounds to complete). Single-use items are wasted.

Minor: A device is losing steam from a stuck valve, a vehicle is dragging a loose coupling, a potion has partially evaporated, etc.

The item works as it should this time, but suffers a -2 to further use until a successful Repair roll is made as an action. Single-use items have their effect halved or negated (at the Marshal's discretion).

These rules apply to any Infernal Device that has a listed Malfunction. You can easily apply these rules to Infernal Devices from any other book. Just assume the listed Malfunction is the result for snake eyes, and you're set to hit the trail, amigo.



SHOOTIN' IRONS & OTHER RANGED WEAPONS

Weapon	Range	Damage	RoF	Cost	Wt	Shots	Min Str.	Notes
<i>Clothing</i>								
Hat Gun	12/24/48	2d6+1	1	\$250	8	6	–	AP 1, Shooting –2
<i>Miscellanea</i>								
Electro-Magnetic Focusing Device	Cone	Special	1	\$1,800	10	1	–	AP 2; reload 2
Rifle Cane	24/48/96	2d8	1	\$150	2	1	d6	AP 2; reload 2
Rifle Parasol	24/48/96	2d8	1	\$200	3	1	d6	AP 2; reload 2
Hydraulic Miner	10/20/40	Special	1	\$1,400	300	Special	–	Shooting –2
Grapple Gun	5/10/20	2d6	1	\$150	10	1	–	See notes
<i>Exotic Weapons</i>								
Blowpipe	5/10/20	1d6+1	1	\$100	.5	1	–	See notes
Boomerang	10/20/40	Str+d6	1	\$25	2	–	d8*	*Min Agility. Returns on a miss
Shuriken	4/8/12	Str+1	2	\$3	.5	–	–	
Smoke Pellet	4/8/12	–	1	\$15	–	–	–	See notes
<i>Gatling Weapons</i>								
Gatling Pistol	12/24/48	2d6+1	2	\$800	5	12	–	AP 1, must fire at full RoF
Gatling Rifle	24/48/96	2d8	2	\$1,200	13	12	d6	AP 2, must fire at full RoF
Gatling Shotgun	12/24/48	1-3d6	2	\$1,500	15	12	d8	Must fire at full RoF; see notes
Steam Gatling	24/48/96	2d8	4	\$5,000	50	120	–	AP 2; must fire at full RoF; cannot move; see notes
<i>Special Weapons</i>								
Acid Gun	Cone	2d10	1	\$2,500	12	16	–	AP 4
Air Gun (Pistol)	10/20/40	2d4	1	\$300	1	6	–	See notes
Air Gun (Rifle)	20/40/80	2d6	1	\$600	4	15	–	See notes
Ammo-matic	24/48/96	2d8	3+	\$7,000	50	100	–	AP2; may not move; see notes
Dynamite Launcher	8/16/32	Special	1	\$750	25	10	d8	
Electrostatic Gun	2/4/8	Special	1	\$1,500	3	1	–	See notes
Flamethrower	Cone	2d10	1	\$2,000	15	30	d6	Ignores armor
Flash Gun	Cone	Special	1	\$150	5	6	–	See notes

SMITH & ROBARDS

Weapon	Range	Damage	RoF	Cost	Wt	Shots	Min Str.	Notes
Light Enhancement Pistol	12/24/48	1-4d6	1	\$3,000	4	1	—	See notes
Lightning Gun	24/48/96	2d10	1	\$2,750	20	N/A	—	See notes
Net Gun	10/20/40	Special	1	\$350	6	1	—	See notes
Sonic Destabilization Ray	10/20/40	Special	1	\$2,500	20	1	—	See notes
Drill Rocket	24/48/96	4d8+2	1	\$1,500	15	1	—	AP15; Medium Burst Template; Heavy Weapon; See notes
<i>Vapor Cannons</i>								
Six-Pounder	75/150/300	3d6+1	1	\$5,000	N/A	—	—	AP5; Heavy Weapon
Ten-Pounder	75/150/300	3d6+2	1	\$6,000	N/A	—	—	AP5; Heavy Weapon
Twelve-Pounder	75/150/300	3d6+3	1	\$7,000	N/A	—	—	AP6; Heavy Weapon
<i>Aquatic</i>								
Clockwork Torpedo	30/60/90	4d8+2	4	\$500	Large Burst Template, AP10, Heavy Weapon			
Anchored Mine	—	4d6	—	\$100	Large Burst Template, AP10, Heavy Weapon			
Depth Mine	—	4d6	—	\$200	Large Burst Template, AP10, Heavy Weapon			
Limpet Mine	—	4d6	—	\$150	Medium Burst Template, AP15, Heavy Weapon			

MELEE WEAPONS

Weapon	Damage	Cost	Wt	Min Agility	Notes
Chainsaw	2d6+4	\$800	20	d10	
Brassclaw Bracer	Str+d8	\$100	4	d8	Parry +1
Fighting Fan	Str+d4	\$4	1	d6	Parry +1; See notes
Flying Claw	Str+d4	\$30	3	d8	Parry -1; Reach 2
Naginata	Str+d4	\$30	5	d6	Parry +1; Reach 2
Nunchaku	Str+d4	\$30	4	d8	
Sai	Str+d4	\$6	2	d6	Parry +1
Three-Section Staff	Str+d4	\$45	8	d10	Parry +1; Reach 1; Requires two hands
Twin Hooks	Str+d6	\$30	4	d8	Reach 1 (when linked)
Electrostatic Knife	Special	\$400	2	—	See notes
Electrostatic Saber	Special	\$800	5	—	See notes
Force-Amplification Mace	Str+d8	\$75	8	d6*	Parry -1; *Min Str.

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Volume 5, Issue 2
Fall/Winter 1880

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CONTESTED DELIVERIES

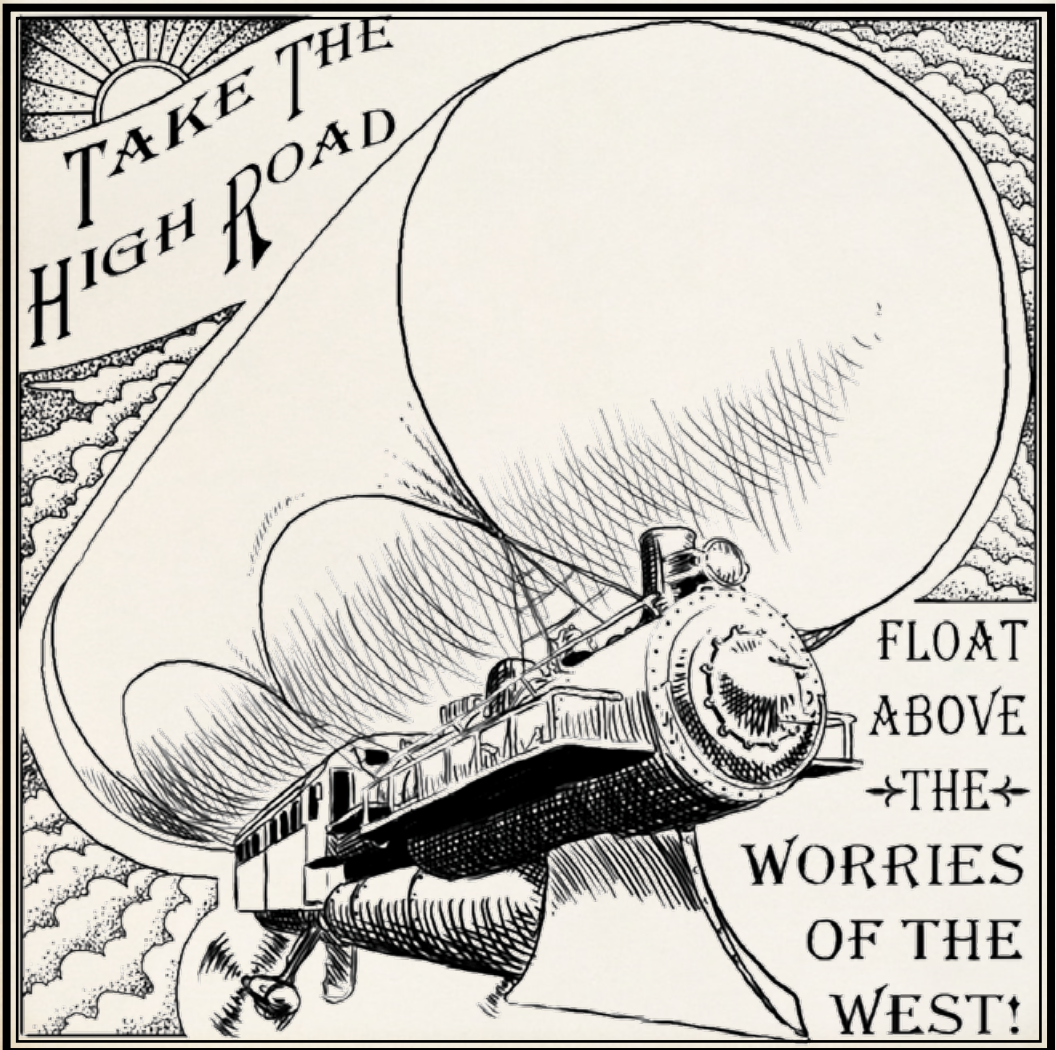
OUR DELIVERY STAFF MAKE THEIR BEST EFFORTS TO DELIVER YOUR ORDER, EVEN TO THE EXTENT OF ENGAGING HOSTILE PARTIES TO DO SO. HOWEVER, IF THE DELIVERY TEAM SHOULD BE CALLED UPON TO ENGAGE IN COMBAT TO ACCOMPLISH DELIVERY, A SURCHARGE EQUAL TO 5% OF THE CARGO'S VALUE OR \$500, WHICHEVER IS GREATER, IS CHARGED TO YOUR ACCOUNT. THIS CHARGE MUST BE PAID IN FULL TO TAKE RECEIPT OF THE MERCHANDISE.

***SMITH & ROBARDS SAFETY GUARANTEE**

The Smith & Robards safety guarantee extends to all situations where a customer (Hereafter "the Customer") is rendered incapable, injured, maimed, mutated, mutilated, decapitated, dismembered, disfigured, or disintegrated while using a qualifying Smith and Robards (Hereafter "the Company") product (Hereafter "the Product"). In such cases, the Company shall investigate the matter fully. If the Customer is deemed at the Company's sole discretion to have been using the Product in accordance with any and all manufacturer's recommendations (available on a per-product basis by request at a cost of \$2 per recommendation factsheet), the Company shall be liable to refund the Customer the cost of the item in full, including shipping costs. This in no way is to be treated as an admission of guilt or further liability by the Company. In claiming the said reimbursement, the Customer waives any and all rights to further restitution from the Company and agrees that such payments are full and final settlement for any loss sustained.

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CONVEYANCES

Leave the dangers of rail travel behind! Smith & Robards manufactures a complete line of fast, reliable conveyances to transport you safely to your destination. Now you can avoid the hassles of switching trains, or long delays because someone blew up the track. Last but not least, no more robberies! If you have your own vehicle you can go where you want, when you want!

AIR CARRIAGE

Tired of long, bumpy, and bone-jarring stagecoach rides? Do you spend more time out of

the saddle than traveling due to painful saddle sores? Well, suffer no more, valued customer, for Dr. Smith's incredible Lighter-Than-Air Carriage removes all that agony by elevating you high above the rutted byways of the Western frontier!

The air carriage is an amazing device that floats in mid-air much like a ship floats in water. This is accomplished by filling the balloons attached to the roof of the cabin with hot air vented from the carriage's ghost rock boiler. Once the balloons are fully inflated, the entire vehicle soars gracefully into the sky. The air carriage can carry eight passengers high above the

countryside in its well-appointed cabin. See the West like you've never seen it before!

The carriage's high-efficiency ghost rock boiler serves a number of functions. In addition to providing the hot air needed for flight, it also powers the twin air-screws that propel the vehicle through the air and provides heated water for hot beverages. Ideal when observing the beautiful snow-covered landscapes on those frosty winter mornings!

To offer the most pleasant travel experience, a number of options are available for each air carriage to suit your taste and budget.

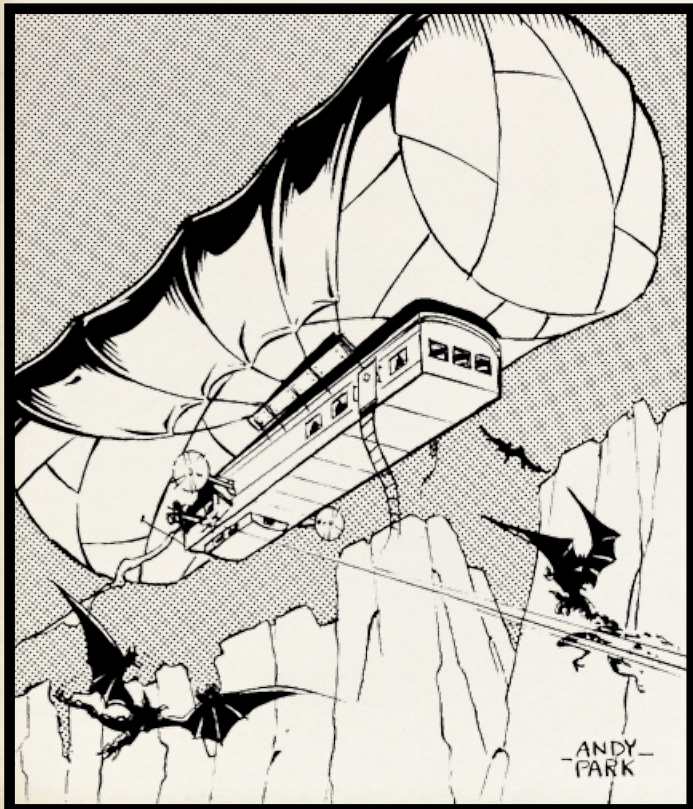
BASIC AIR CARRIAGE (AC100)

Cost:\$10,000

The basic air carriage features an air bag, standard cabin with bench seats, external oil lamps for night flight, a swivel-mounted pilot's seat, and powerful air screws for forward thrust and maneuvering, all operated by a high-efficiency ghost rock boiler.

Acc/Top Speed: 5/20; **Climb:** 5; **Toughness:** 16 (4); **Crew:** 2+8; **Cost:** \$10,000 **Notes:** Travels approximately 25 miles on one pound of ghost rock. The basic cabin is not heated—in cold weather or at high altitudes passengers will need their union suits.

Malfunction: If a Piloting roll results in snake eyes, the ghost rock boiler ruptures, causing 3d10 damage to everyone in a Large Burst Template (including the air carriage) and setting the craft on fire. Falling damage may also apply.



LUXURY CABIN

(AC101)

Cost:.....\$5,000

The luxury cabin provides all the amenities of home! Passengers ride on cushioned sofas, ghost-rock vapor lamps provide light during the twilight hours, and hot water from the oversized boiler is piped into the main compartment to provide heat in colder climes and altitudes. It even includes a private water closet that will certainly make those long trips pass a little more comfortably.

EMERGENCY AIR

CATCHERS (AC102)

Cost:.....\$2,000

Safety should be the first rule of thumb when flying, and in the unlikely event that the main air bag should fail, the emergency air catchers ensure the cabin descends at a safe speed and is deposited lightly upon the ground. Just the thing if you have reason to take your craft into dangerous areas of the West!

Notes: These are essentially parachutes to be deployed in the event that the air bag fails. Roll a Piloting check to activate the air catchers. If they deploy successfully, the cabin descends to the ground at the rate of 12" per round. Failure means the vehicle drops like a stone.

OBSERVATION BUBBLE (AC103)

Cost:.....\$1,000

The observation bubble replaces the walls of the pilot's pit with glass panels, greatly increasing the operator's field of vision. This makes for greater ease of operation during landing and takeoff, and lets you better enjoy the panoramic vistas of the West!



Notes: The expanded field of vision provided by the observation bubble grants a +2 bonus to all Piloting rolls for takeoff, landing, and maneuvering in confined spaces.

GATLING MOUNT (AC104)

Cost:.....\$50

If you feel the need for some protective firepower while flying, the air carriage has sufficient room to mount a number of Gatling guns at various points around the cabin. Gatlings sold separately.

Notes: The air carriage can carry two Gatlings per side, and one on the stern.

STEAM GATLING MOUNT (AC105)

Cost:.....\$150

If you need serious firepower, replace those old crank-guns with steam Gatlings. Steam Gatlings sold separately (see page 87).

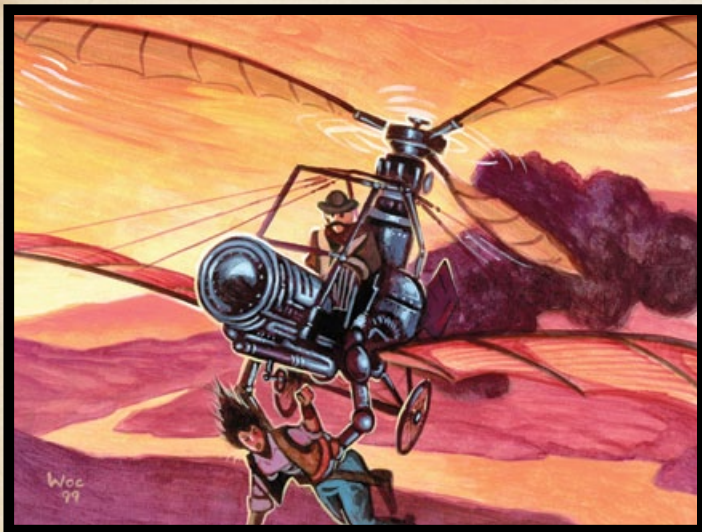
AUTO-GYRO

For those who are more interested in speed of travel than comfort, we present another of our incredible flying machines: the one-of-a-kind auto-gyro. You will certainly be the talk of the community as you swoop in and out of town with your auto-gyro!

This amazing device is propelled by a steam-powered air screw. As the auto-gyro moves forward, the air washing over it spins the blades of the upper lift fan and elevates the vehicle off the ground.

The auto-gyro can transport two people quickly over any type of terrain and deposit them safely at their destination. The auto-gyro is not only a practical vehicle, but also useful in almost any scenario, from rescue operations to transporting light cargo. This contraption's amazing speed and incredible aerial agility have made it popular with many military and civilian groups as a scouting vehicle.

The versatility of the auto-gyro allows for it to be equipped with a number of options. If there is



something not listed that you are interested in, simply state your request, and Smith & Robards will do our utmost to oblige!

BASIC AUTO-GYRO (GC100)

Cost:.....\$8,000

This basic model is equipped with two open-air passenger seats.

Acc/Top Speed: 15/30; **Climb:** 20; **Toughness:** 8 (2); **Crew:** 2; **Cost:** \$8,000 **Notes:** Piloting -2 in rough conditions; travels approximately 50 miles on one pound of ghost rock.

Malfunction: If a Piloting roll results in snake eyes, the ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template (including those aboard and the vehicle itself). Falling damage may also apply to those flying cowpokes unfortunate enough to have an in-air accident.

ENCLOSED SEATS (GC101)

Cost:.....\$250

If you don't wish to be exposed to the elements, a small compartment can be attached to

the frame to keep the rain off. For an extra \$50, you can add a collapsible leather top to the cabin and enjoy the wind in your hair on pleasant days.

Notes: Adding this option puts a small open cockpit around the passenger area. This gives both occupants Armor 1 from the gizzards down.

GATLING SWIVEL MOUNT (GC102)

Cost:.....\$50

As with most of Smith & Robards' vehicles, you can add an extra level of safety from the dangers of the West. This is a reinforced post mounted next to the passenger's seat. It holds most models of Gatling gun, which must be purchased separately.

Notes: This option allows you to attach a standard Gatling gun on a pintle mount next to the passenger's seat. This may be fired in a 180-degree arc to the front of the vehicle.

STEAM GATLING MOUNT (GC103)

Cost:.....\$100

Still don't feel safe enough? Then it's time to add the confidence only a steam Gatling provides. This feature adds mounting brackets and the piping needed to attach a steam Gatling gun underneath the auto-gyro. The gun draws power from the auto-gyro's boiler. Steam Gatlings sold separately (see page 87).

Notes: It's possible to mount a steam Gatling along the auto-gyro's centerline. Because the gun is in a fixed mount, it's necessary to line up the vehicle with the target. The driver uses her Piloting skill to hit the target instead of Shooting.

TETHER CABLE (GC104)

Cost:.....\$25

Many railroads employ auto-gyros as observation platforms above their trains. The addition of a tether cable makes it possible to tow the auto-gyro behind a train, ship, or other vehicle. This is an easy way to scout the surrounding countryside and conserve fuel at the same time. The cable includes a quick-release catch, just in case you need to make a quick exit from a tight spot.

Notes: This option allows the auto-gyro to be towed behind another vehicle. As long as the towing vehicle is moving, it's not necessary for the auto-gyro's air screw to be running. This reduces fuel consumption to zero. It takes a single action to release the cable. Tethering a flying auto-gyro in place requires a successful Piloting roll.

CARGO RACKS (GC105)

Cost:.....\$300

Increase your cargo capacity with these useful side-mounted cargo racks. This feature adds a

rectangular cargo rack of sturdy steel construction to each side of your vehicle, each of which can support up to 300 pounds of gear or cargo. For an extra \$50, the racks are equipped with a quick-release mechanism to jettison cargo in an emergency.

Notes: The racks reduce the auto-gyro's handling. When loaded with 300 pounds or less of combined cargo, the vehicle's Climb rating is halved. Halve it again if the racks hold more than 300 pounds. Loaded cargo needs to be divided as evenly as possible between the racks. Unbalanced loads impose a -2 penalty (or greater, at the Marshal's discretion) to all Piloting rolls. Activating the quick-release catch requires an action by the pilot.

CLIMBING SPIDER

Like our mechanical skeleton, the climbing spider is also a framework of piston-driven appendages powered by a small ghost-rock boiler. Instead of four limbs, the spider sports eight!

The climbing spider is designed with the rugged terrain of the Maze in mind, but it's equally at home on any vertical face. The ends of the spider's "legs" are tempered steel pitons designed to wedge into the smallest cracks on a cliff face, allowing the operator to skitter up them as quickly as a true arachnid!

The conveyance is engineered to leave the user's arms free for delicate tasks like taking ore samples—or even full-fledged mining. We've accomplished this by creating motivational controls

that are operated by torso motion rather than requiring limbic input. A push up or down with the shoulder drives one leg, back or forward another, a twitch of the waist a third, and so forth. While the controls require a modicum of practice to master, the end result is well worth the effort!

Always thinking of convenience, we designed the climbing spider to allow the operator to "walk" on only the four rear legs, thus remaining upright when not on a vertical face.

CLIMBING SPIDER (CL100)

Cost:.....\$5,000

A hero operates the spider using the Driving skill. It allows the operator to move up or down vertical faces without need for a Climbing roll. An operator can only move at half Pace when climbing due to the intricate gyrations necessary to motivate the controls. It's possible to "run" by wiggling faster, but this imposes a -2 penalty on Driving rolls.

Standing upright reduces the number of contortions needed to move about, allowing her to move up to normal Pace. Additionally, while standing, she can fight with the remaining appendages, but it's not easy. She uses the lower of her Driving or Fighting skill to do so—with a -2 on top of that!

On a successful hit, a leg does 2d8 damage. The spider is capable of pulling or lifting up to 50 times the user's Strength die in noncombat situations.

Acc/Top Speed: User's Pace; **Toughness:** 8; **Crew:** 1; **Cost:** \$5,000 **Notes:** Operates approximately 40 hours on one pound of ghost rock.

Malfunction: If the operator's Driving roll shows snake eyes, the

boiler overpressurizes and causes the legs to clench—right into the wearer's guts! He takes 3d8 damage. The machine is out of action, pending a Repair roll and 2d6 hours' work.

MAZE RUNNER

The Great Maze is not a hospitable place. Its swiftly changing currents, narrow canyons, and menacing creatures challenge even the most intrepid of adventurers. If you should venture there, reliable transportation is a must! Now you can own a boat specifically designed by our technicians to ply the rugged, flooded canyons of the Great Maze.

The Smith & Robards Maze runner, now equipped with a fully integrated high-performance ghost rock boiler, is a reliable, fast, and highly maneuverable watercraft—both very desirable traits in a dangerous place such as the Maze! It's a speedy number with independently geared side paddlewheels. These can rotate in opposite directions, allowing the ship to pivot in place.

MAZE RUNNER (MR100)

Cost:.....\$15,000

This standard boat is equipped with the basic hull, twin paddlewheels, and a high-efficiency ghost rock boiler. The Maze Runner has an open rear deck with bench seats and a partially enclosed driver's cockpit. There's room for cargo or bunks in a small bow cargo hold.

Acc/Top Speed: 10/30; **Toughness:** 10 (2); **Crew:** 3+5; **Cost:** \$15,000 **Notes:** Travels 30 miles per pound of ghost rock.

**ARMORED HULL
(MR101)**

Cost:.....\$3,000

If operating in rocky areas or in harm's way, please consider armoring your hull. This reduces your top speed, but keeps you afloat longer!

Notes: This adds armor plates and reinforcements to the hull and paddlewheels. The hull has Armor 4, but Top Speed drops to 25.

**BOW CANNON MOUNT
(MR102)**

Cost:.....\$1,000

This option provides all the necessary equipment to mount a 6-pound vapor cannon (see page 96) on the bow of the boat. It includes a 12-round armored ammo bin.

Notes: The mounted cannon has a 180-degree arc of fire.

**GATLING MOUNT
(MR103)**

Cost:.....\$50

Up to four Gatling guns may be mounted around the boat.

Notes: Gatling guns can be mounted on the bow—assuming no cannon is mounted there, on either side of the pilot house, and at the stern.

**STEAM GATLING MOUNT
(MR104)**

Cost:.....\$100

If you desire some extra firepower, steam Gatlings may be the answer (see page 87).

Notes: Steam Gatlings may be mounted in lieu of standard Gatling guns in the same positions.

MINE RACKS (MR105)

Cost:.....\$500

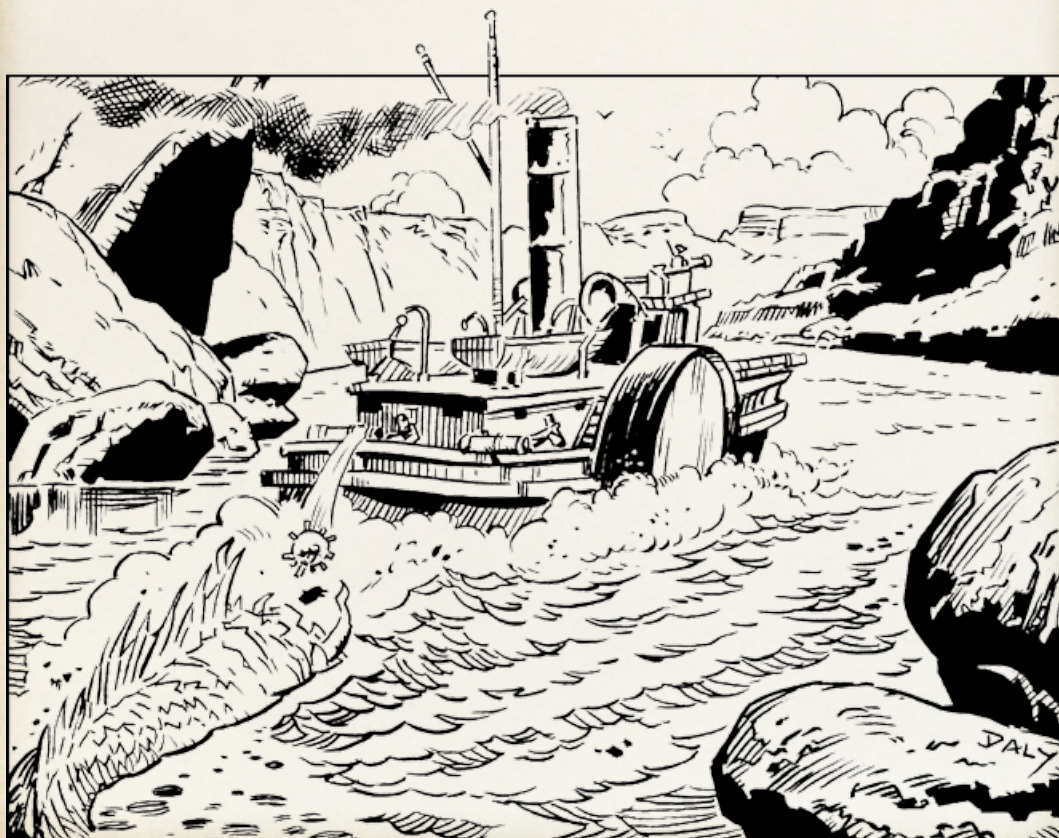
It's often necessary to deal with threats lurking beneath the surface. Up to two racks may be installed on the rear deck of the boat, each capable of holding three clockwork mines. Mines sold separately (see page 39).

SCREWS (MR106)

Cost:.....\$2,000

Add a set of screws to your boat as a second means of propulsion. When used in conjunction with the paddles, the screws actually increase the Maze runner's top speed.

Notes: Screws may be used with paddlewheels or alone. When used with paddlewheels, increase the boat's Top Speed by 10. When used alone, the boat moves at



normal Pace but can't pivot in place.

TORPEDO TUBE (MR107)

Cost:.....\$2,000

Mount up to two torpedo tubes in your Maze runner's bow, and make your craft versatile enough to handle most combat situations. A single torpedo tube can deploy one torpedo per round. Torpedoes sold separately (see page 38.)

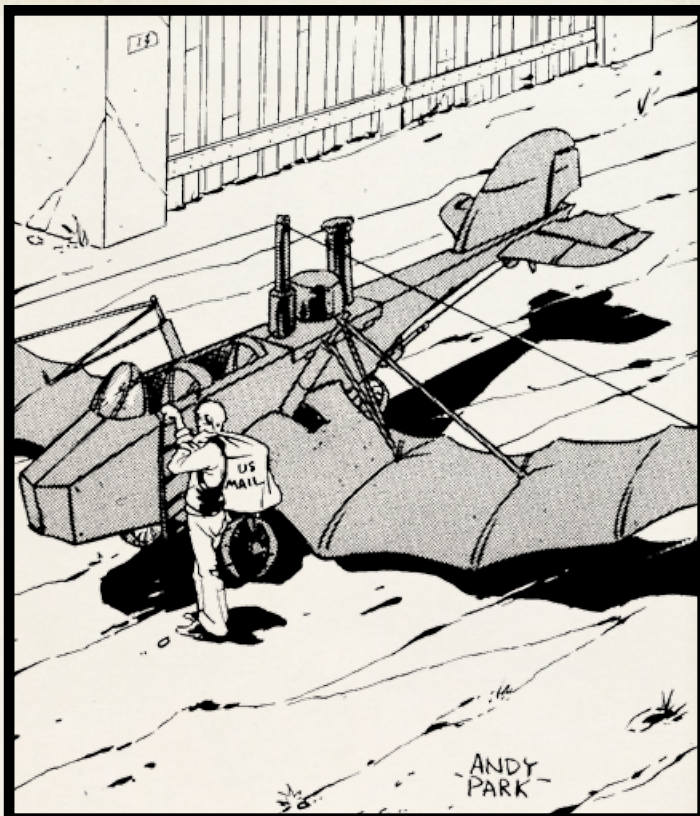
ORNITHOPTER

Next in our line of flying vehicles is the highly heralded ornithopter—first conceived of by Leonardo da Vinci himself! It doesn't have the speed of the auto-gyro, or the capacity of the air carriage, but it has a singular grace unmatched by either.

This lightweight vehicle soars high above the earth on gossamer wings, gliding like a bird of prey in the proper hands. It can be just as deadly to unsuspecting prey.

The ornithopter achieves flight in the same way as our avian friends: by flapping its flexible wings. Once aloft, a skilled pilot can remain flying for hours by catching upward moving air currents. Watching the ornithopter fly is breathtaking, and to fly it is to escape upon the wind.

Of course, there are times when the wind is not headed your way. When this occurs, the pilot can simply engage the precision clockwork mechanism and continue on his way. With or without the wind, the ornithopter is not the only way to fly, but it certainly is one of the most enjoyable!



Your new ornithopter may be equipped with a number of Smith & Robards' quality optional components.

BASIC ORNITHOPTER (OR100)

Cost:.....\$5,000

The basic model includes the body, wings, clockwork mechanism, and winding crank.

Operating the ornithopter requires a Piloting roll for takeoff, landing, and at the midpoint of the flight under normal conditions. Failure on any of these rolls means the ornithopter goes Out of Control (see *Savage Worlds*).

The roll made at the midpoint of the trip determines the ornithopter's range. This represents the pilot's attempts to find and

ride updrafts and thermals. The Marshal may apply a +2 to this roll when flying in areas where these are common, such as near mountains, over deserts, etc. The vehicle may stay airborne one hour for every success and raise on this roll. At the end of this period, the pilot must land and wind the clockwork mechanism. If the pilot is only making a short hop (15 miles or less) don't worry about the range. This rule is intended only for long trips.

The ornithopter needs only a few yards to take off or land. It can hover by quickly shifting its weight fore and aft, but it takes an extremely skilled pilot to pull this trick off. Each round the vehicle hovers, the pilot must roll Piloting at -4 (the Marshal may adjust this for high winds, nearby obstacles,

etc.). If failed, the ornithopter drifts two yards (1") in a random direction for every point by which the roll was missed. Roll 1d12 and read the result as a clock facing to determine the direction of drift. On a successful roll the ornithopter may rotate up to 45 degrees.

Acc/Top Speed: 5/20; **Climb:** 10; **Toughness:** 6 (1); **Crew:** 2; **Cost:** \$5,000 **Notes:** Requires no ghost rock.

Malfunction: If a Piloting roll results in snake eyes, the clockwork mechanism shatters, causing pieces of spring and gears to fly everywhere. This is an explosion dealing 3d6 damage to everyone in a Medium Burst Template (including the ornithopter). Falling damage may also apply.

WIND GAUGES (OR101)

Cost:.....\$300

Flying the ornithopter is a breeze with a good set of wind gauges! These high-quality instruments include a number of wind vanes and thermometers. With them you can better judge the direction and lifting capability of the air currents around your vehicle.

Notes: The gauges give a +2 bonus to Piloting rolls made to hover, extend range, or perform special aerial maneuvers (see *Savage Worlds*).

OVERSIZED WINGS (OR102)

Cost:.....\$500

These are just the things for those who plan to take lengthy trips in their ornithopter. The oversized wings increase the vehicle's ability to catch rising air currents, thereby increasing the ornithopter's range with only a minor sacrifice in tight handling.

The oversized wings also add a greater amount of stability to the aircraft, increasing its safety value!

Notes: These wings increase the vehicle's gliding ability and give a +2 bonus to all range rolls, but decrease its maneuverability, reducing its Climb rating to 5, and applying a -2 penalty to rolls made to hover.

HEAVY DUTY SPRING (OR103)

Cost:.....\$200

The heavy duty spring won't keep you from winding the spring, but it will keep you from winding it as often! This high-quality tempered steel spring increases the length of time between windings.

Notes: The spring grants a +2 bonus to all Piloting rolls made to extend the vehicle's range.

GATLING MOUNT (OR104)

Cost:.....\$150

This vehicle can't carry armor, but you can still protect your investment with the addition of a little judiciously applied firepower. This feature allows you to mount a Gatling gun at either the passenger or (front-firing only) pilot position. It is possible to mount guns for each person in the aircraft, but the added weight may seriously reduce the ornithopter's normally fine handling and range.

Notes: Gatling guns mounted at the passenger position are on a pintle mount which allows a full 360-degree arc of fire. The gun mount for the pilot fires directly forward. The pilot must line the craft up with the target, so use Piloting to hit instead of Shooting. Mounting more than a single gun reduces the ornithopter's Climb rating by 2 and causes a -2 penalty on all range rolls.

HEAVY DUTY CANVAS (OR105)

Cost:.....\$300

If you plan to steer your ornithopter into harm's way, this feature is a must. This specially woven canvas is highly resistant to tearing. It can be punctured numerous times without significant loss of structural durability or increased risk of tearing. Your vehicle may resemble Swiss cheese, but you'll still be in the air while your opponent is headed for the ground. As a special bonus, our factory mechanics will paint your vehicle with any color scheme you desire for a mere additional \$50.

Notes: Ornithopters equipped with heavy duty canvas have their Toughness increased by 1. The extra weight of the canvas imposes a -2 penalty on all range rolls and subtracts 2 from the vehicle's Climb score.

PERPETUAL LANDSHIP

Using a patented Reciprocal-Spring System similar to that of our tethered satellite, the landship provides its own power source—a self-winding, coil-spring system—even as it purrs silently along. It requires no fuel, and is nearly silent in its operation.

The spring-driven wagon can run for at least eight hours on flat terrain before entropy finally reduces the reciprocating power source below operating levels. However, you need not stop to wind the wagon; we've included an ingenious retractable mast and sail to allow you to continue your journey under wind power—and

wind your springs at the same time! Lacking a breeze, a good downhill slope of a few miles can do the same. Finally, if all else fails, a gear-assisted winding handle can “jump-start” the landship.

The best part of the design is all but a small portion of the workings rest beneath the landship’s cargo compartment, allowing it to carry as much volume as a standard freight wagon!

PERPETUAL LANDSHIP (PL100)

Cost:.....\$5,000

A hero uses Driving to operate a landship. Once the springs run out of tension, the vehicle can operate under sail or coast if on a downhill grade. In that case, the top speed is dependent on the terrain and/or weather conditions.

The mast is raised and lowered via a hand-crank mounted beside the driver. It takes 5 rounds to fully raise or lower the sails, during which time all Driving rolls are made at -2. The winding handle for the springs is a much slower process. It requires one hour of cranking and a Vigor roll (on a failure, gain 1 level of Fatigue that fades with an hours’ rest) to generate enough tension to get the landship underway again.

Acc/Top Speed: 5/15;
Toughness: 8 (2); **Crew:** 2+6;
Cost: \$5,000 **Notes:** Driving -2 in rough terrain. For long journeys, make a Driving roll after five hours of travel. Each success and raise means the driver has coaxed another five hours of travel time from the springs.

Malfunction: If a Driving roll results in snake eyes, the mast suddenly collapses (or spontaneously extends and then collapses), dealing 3d10 damage to a random passenger and to

the ship itself. Fixing it requires a Repair roll (-2) and 2d6 hours’ work.

RAIL RUNNER

The rail runner takes the concept of the steam wagon to new heights by including not only a luxurious, enclosed cabin as standard fare, but also adding a set of retractable rail wheels. Recognizing that few railroads have yet standardized their track gauges, the rail wheels are adjustable, allowing the rail runner to adapt to any circumstance. And when the tracks run out, the driver can retract the wheels with the simple pull of a lever and continue on a standard pair of (armored) wagon wheels.

No expense has been spared to make this the premier method of traversing the continent, from tastefully concealed armor plating to a top-mounted Gatling gun for those times when the envy of others overcomes their morality.

RAIL RUNNER (RA100)

Cost:.....\$5,500

The rail runner’s operator makes use of the Driving skill. A

gunner must be stationed on top of the rail runner to operate the Gatling, and therefore receives no protection from the vehicle’s armor. The driver also sits outside and atop the conveyance, leaving him similarly unprotected.

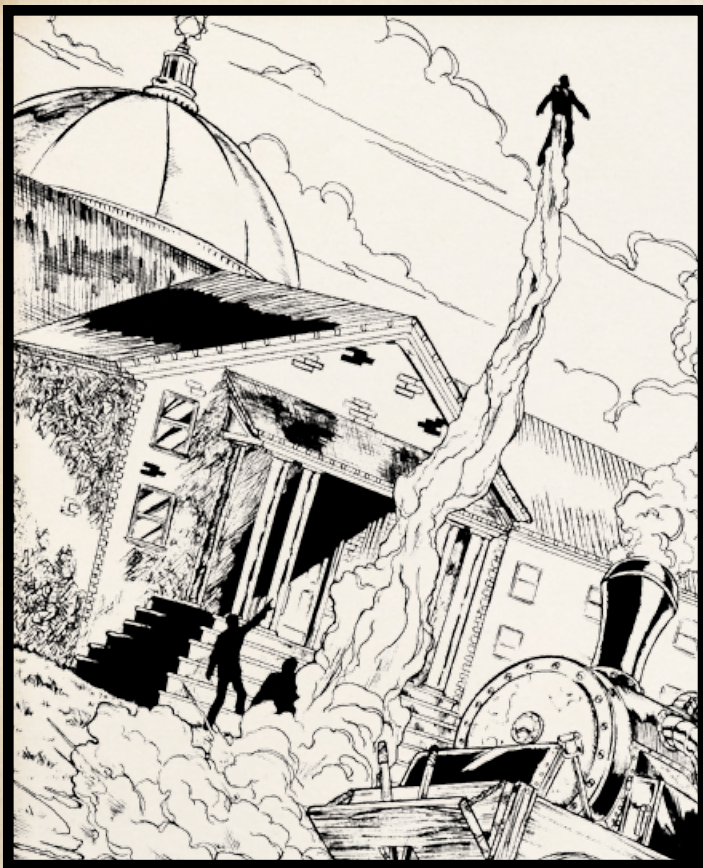
Acc/Top Speed: 5/15;
Toughness: 12 (5); **Crew:** 2+6;
Cost: \$5,500 **Notes:** Travels just dandy on trails or rails. Driving -2 in rough terrain. Travels approximately 50 miles on one pound of ghost rock, increased to 70 miles if riding on rails.

Malfunction: If a Driving roll results in snake eyes, the ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template (including those aboard, and the vehicle itself).

ROCKET- POWERED DEVICES

From the blueprints and workbench of the late Dr. Patton Riddle comes the science of rocketry. A volatile and powerful





mix of combustible chemicals is focused from the vehicle's posterior, propelling it forward at an extraordinary rate. This new class of aerial vehicles is not for the faint of heart—or stomach—but it grants maximum velocity when you need to be somewhere in a hurry. Now, you too can own the maximum in power.

For your traveling pleasure, Smith & Robards stocks both long-range and short-range versions of these wondrous conveyances. You may rest assured that the latest designs achieve new benchmarks of excellence, which has already caused a precipitous—and legally demonstrable—drop in untimely accidents and malfunctions.

ROCKET GLIDER (RG100)

Cost:.....\$1,500

When speed isn't as much of a concern as increased range, and your fuel budget has dried up, try one of our brand-new rocket gliders. A rocket glider uses small, single-use rockets to achieve altitude, then relies upon updrafts to extend flight as long as is needed. Heroes use Piloting to fly a rocket glider.

A roll is made at the midpoint of the trip to determine the rocket glider's range. This represents the pilot's attempts to find and ride updrafts and thermals. The Marshal may apply a +2 to this roll when flying in areas where these are common, such as near

mountains, over deserts, etc. The vehicle may stay airborne one hour for every success and raise on this roll. At the end of this period, the pilot must land and replace the thrust rockets before flying again. If the pilot is only making a short hop (15 miles or less) don't worry about the range. This rule is intended only for long trips.

Acc/Top Speed: 5/20; **Climb:** 10; **Toughness:** 6 (1); **Crew:** 1; **Cost:** \$1,500 **Notes:** A rocket glider can carry up to 200 pounds.

Malfunction: If a Piloting roll results in snake eyes, ghost rock residue in the spent rockets explodes, causing 2d10 damage to everyone in a Medium Burst Template and setting the glider on fire. Falling damage may also apply.

THRUST ROCKETS (RG101)

Cost:.....\$100/pair

Replacement thrust rockets are sold by the pair. Each flight requires a new set of rockets to achieve altitude.

ROCKET PACK (RP100)

Cost:.....\$2,500

Another of our personal transportation devices, the wondrous rocket pack has been made famous by the Flying Buffaloes of Fort 51, Nevada. Smith & Robards takes great pride in the fact that these brave soldiers use our very own model.

Since their commander, Captain Kyle, first ordered our early model, suggestions from the troops have led to a steady stream of refinements. The rocket packs we now offer you, our valued customers, have been rigorously field tested under some of the most extreme conditions imaginable.

The current model uses burning ghost rock vapor to propel the wearer high into the sky. The flight controls have been improved—gone is the fishing-rod style control of the original model. The new controls feature dual hand-grips that serve to both regulate and direct thrust from the main boiler.

When the fuse atop it is lit, a ghost rock rod at the center of the pack ignites, heating the water inside the boiler. The steam forces the wearer into the air, and he can control the thrust by venting extra steam from large panels on either side.

Price includes a pair of asbestos-lined pants.

Acc/Top Speed: 20/20; **Climb:** 10; **Toughness:** 8 (2); **Crew:** 1; **Cost:** \$2,500 **Notes:** A rocket pack can lift up to 300 pounds (plus the weight of the pack) for 20 minutes per pound of ghost rock.

Malfunction: If a Piloting roll results in snake eyes, the pack explodes, causing 3d10 damage to everyone in a Medium Burst Template. Falling damage may also apply.

STEAM CART

Since their introduction, steam boilers heated by ghost rock—a simple, effective idea to begin with—have given rise to many new and exciting developments in the art of swift and sure conveyance. Whether you have access to rails or you're stranded in the frozen wastes of Alaska, you'll have no trouble getting around with these fine items underneath you.

STEAM CART (CA100)

Cost:.....\$1,200

A steam cart is a standard railroad handcart that's been modified to include a ghost rock boiler, armor plating, and varied weaponry. These small vehicles are used to move crews of rail warriors quickly—sometimes for repair and other times to lay waste. Your basic steam cart includes a boiler, so you don't have to break a sweat moving it by hand.

Acc/Top Speed: 5/15; **Toughness:** 8; **Crew:** 1+5; **Cost:** \$1,200 **Notes:** Functions only on railroad tracks; Travels approximately 60 miles on one pound of ghost rock.

Malfunction: If a Driving roll results in snake eyes, the ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template (including the steam cart and anyone riding it).

ARMOR PLATING (CA101)

Cost:.....\$500

Your steam cart is equipped with ghost steel armor plating,

engineered to provide maximum protection in a lightweight package.

Notes: This option gives the vehicle Armor 4, and grants Light Cover for passengers, Medium for the driver and those who crouch down.

WEAPON MOUNT (CA102)

Cost:.....\$50

This is a reinforced post mounted next to a passenger seat. It holds most models of Gatling gun, or a flamethrower, either of which must be purchased separately. A steam cart can hold up to four implements of destruction.

Notes: This option allows you to attach a standard Gatling gun or flamethrower on a pintle mount, with a 180-degree arc of fire.

STEAM SLED (SL100)

Cost:.....\$3,000

One of our latest offerings, the aquatic version of the steam sled gained instant popularity in the Great Maze. The sled is a small ghost-rock boiler mounted on a large pontoon. Two high-speed screws propel the sled through





the water. The crew sit on the pontoon in front of the boiler.

A new arctic version of the steam sled, outfitted with skis for land use in snowy regions, is also available at the same low price. Why trudge through the drifts in snowshoes when you can blaze a trail across the tundra on your steam sled?

Acc/Top Speed: 20/40;
Toughness: 5 (1); **Crew:** 1+1;
Cost: \$3,000 **Notes:** Travels 80 miles per pound of ghost rock.

STEAM WAGON

By far one of our most popular selections, steam wagons come in a number of sizes and styles—too many to list here. If the styles and options listed here don't suit your needs, please write for our special steam wagon edition.

All Smith & Robards steam wagons are equipped with a high-efficiency steam engine, heavy-duty suspension, and quality controls. A wide variety of options

are available for steam wagons, the most common are listed here.

OPEN-TOPPED WAGON (SW100)

Cost:.....\$1500

The open-topped wagon can be equipped with a folding canvas cover for an extra \$50.

Acc/Top Speed: 5/15;
Toughness: 10 (3); **Crew:** 1+3;
Cost: \$1,500 **Notes:** Driving -2 in rough terrain. Travels approximately 60 miles on one pound of ghost rock.

Malfunction: If a Driving roll results in snake eyes, the ghost rock boiler explodes, causing 3d10 damage to everyone in a Large Burst Template (including those aboard, and the vehicle itself).

ENCLOSED WAGON (SW101)

Cost:.....\$3,500

An enclosed body surrounds the driver and passengers in a sturdy wooden cabin.

Notes: An enclosed wagon provides total cover for the driver and all passengers.

GATLING MOUNT (SW102)

Cost:.....\$50

This is a reinforced post mounted next to a passenger's seat. It holds most models of Gatling gun, which must be purchased separately.

Notes: This option allows you to attach a standard Gatling gun on a pintle mount in the center of the vehicle. The gun normally has a 180-degree arc of fire. If the wagon has an enclosed passenger compartment, the gun may be mounted on the roof or mounted to fire out the front or sides—the location of the boiler prevents shooting out the rear of the vehicle. A roof-mounted gun has a 360-degree arc of fire and may be fired by anyone on the roof or standing in the roof hatch.

Front and side-mounted guns protrude through the armor in small casemates that can fire up to 45 degrees to either side. The gunner looks out through narrow vision slits which impose a -2 to Notice checks to spot things outside the wagon. The upside is anyone attempting to target the gunner suffers a -6 modifier to hit, though if they do hit, they'll get you in the head.

STEAM GATLING MOUNT (SW103)

Cost:.....\$100

This feature adds mounting brackets and the piping needed to attach a steam Gatling (see page 87) to the steam wagon. The gun draws power from the wagon's boiler.

Notes: This option allows steam Gatlings to be mounted in the same manner as above.

CANNON MOUNT

(SW104)

Cost:.....\$500

This mount can hold any artillery piece up to a 12-pound Napoleon (see *Savage Worlds*), but the simple fact of its presence reduces the passenger capacity of the wagon by two.

Notes: This option allows an artillery piece to be mounted on the vehicle. The gun has a very limited arc of fire, only 30 degrees to either side of the mount. The gun mount includes an armored storage bin which can hold 20 rounds of ammo.

ARMOR PLATING

(SW105)

Cost:.....\$2,000

This option is only available for the enclosed wagon. Steel plates and reinforcing struts are bolted to the wagon's frame to strengthen it against attack.

Notes: The vehicle's body and cabin have Armor 6 and Toughness 13.

ARMORED WHEELS

(SW106)

Cost:.....\$800

If you're traveling over rugged terrain or have reason to believe someone may take a shot at you, the standard wheels may not be up to the task. The armored wheels are specially reinforced by light metal plates to increase their durability.

Notes: The wagon's wheels have Armor +3. All Driving rolls suffer a -2 penalty.

ROCKET BOOSTERS

(SW106)

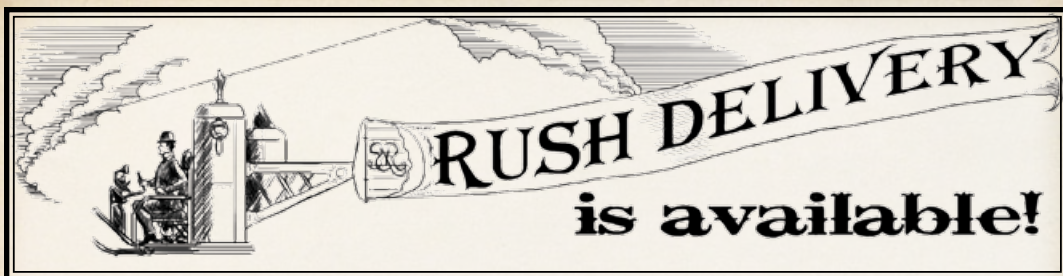
Cost:.....\$1,000

This new accessory is hot off the drawing board! In our field tests, it has shown itself to be indispensable in outrunning dangerous creatures such as the dreaded Mojave rattlers. Simply pull the lever to engage and leave your troubles behind! Two pairs of ghost rock vapor rockets propel your vehicle to heart-stopping speeds.

Notes: This feature mounts a pair of high-powered rockets on each side of the steam wagon. It takes a Driving roll (an action) to activate them. On the round following the one on which they are fired, and for 1d6 rounds afterward, the rockets propel the wagon along at a Pace of 60. While the rockets are active, all Driving rolls are made at -4. The rockets operate using ghost rock vapor tapped from the boiler. It takes a full hour of continuous boiler operation to recharge the rockets after use.

Malfunction: If a Driving roll results in snake eyes, the rockets explode on the following round, inflicting 4d10 damage to everyone in a Large Burst Template (including the steam wagon). When rocket boosters are in use, this catastrophe supersedes the usual one for an open-topped wagon.





VELOCIPEDE

This steam-powered bicycle is the vehicle of choice for those who want a quick means of transportation without the hassle of tending a horse. It's only for one person (with optional sidecar), but it moves like the wind!

BASIC VELOCIPEDE (SV100)

Cost:.....\$800

The basic vehicle comes with two solid rubber tires, a high-efficiency ghost rock steam engine, and rugged off-road frame.

Acc/Top Speed: 10/20;
Toughness: 8 (2); **Crew:** 1 (+1 with sidecar); **Cost:** \$800 **Notes:** Travels approximately 100 miles on one pound of ghost rock.

Malfunction: If a Driving roll results in snake eyes, the ghost rock boiler explodes, causing 2d10 damage to everyone in a Large Burst Template (including the velocipede and anyone riding it).

SIDECAR (SV101)

Cost:.....\$100

Bring a friend along on your journeys! For an extra \$50, a ring mount capable of holding a Gatling gun can be fitted to the sidecar.

Notes: The sidecar can hold one full-grown adult.

SUBMERSIBLE BOAT

The submersible boat is a very popular item among our customers residing or working within the Great Maze. It provides reliable waterborne transportation, combined with the ability to move and operate unseen beneath the water's surface. Just the thing for avoiding unfriendly travelers!

This incredible vehicle can travel on the surface like an ordinary boat, or it can slip beneath the waves and swim among the fishes and even larger creatures of the deep. This amazing feat is accomplished via a set of ballast tanks. When you wish to submerge, you simply open the tanks and flood them with water. To return to the surface, compressed air is used to force the water from the tanks.

While on the surface, the submersible is powered by a high-efficiency ghost rock boiler. This provides the steam needed to turn the boat's twin screws, work the pumps that compress the bottled air, and wind the clockwork mechanism that provides power while submerged.

Guiding the craft underwater is simplicity itself! Every submersible boat comes equipped with a retractable periscope. This device

allows you to peer around above the water, while your boat remains safely below the surface.

A large number of accessories are available for your submersible boat. Buy one today!

BASIC SUBMERSIBLE BOAT (SB100)

Cost:.....\$20,000

The basic boat includes a sturdy iron hull, clockwork boiler mechanism, twin screws, air pumps and hose, and basic bilge pumps.

Operating the submersible requires the Boating skill. Under normal conditions, a simple success is required when the vessel submerges or surfaces.

The boat's Acceleration is also the number of inches by which it can change its depth each round. Maximum depth for periscope use is 10 yards (5"). The submersible can operate down to a depth of about 50 yards (25"). Beneath this depth, the hull begins to buckle. The boat takes 2d6 damage (which ignores Armor) every round it spends below this depth.

The submersible's hull contains 20 man-hours of oxygen. Divide this number by the number of people on board to determine how long the submersible can stay submerged. For example, if the sub is carrying five people, it could stay underwater for about four hours before it needed to

come to the surface for fresh air. If the sub's air supply is exhausted, consult the rules for Drowning in *Savage Worlds*.

Surfaced, the sub uses steam for propulsion. Submerged, power is provided by a powerful clockwork mechanism. In an emergency, the boiler can be used underwater to travel at the surface rate, but it consumes oxygen at the rate of two man-hours per round.

Acc/Top Speed: 5/10 (5/5 submerged); **Toughness:** 13 (3); **Crew:** 2+5; **Cost:** \$20,000 **Notes:** Travels approximately 50 surface miles on one pound of ghost rock.

Malfunction: If a Boating roll results in snake eyes, the submersible's clockworks fail catastrophically for 3d6 damage in a Medium Burst Template. Depending on the result of this roll, the crew and passengers may find themselves in grave danger (submerged with no means of surfacing, for example).

AUXILIARY AIR TANKS (SB101)

Cost:.....\$200

Auxiliary tanks serve a number of useful functions. They can be used as a backup for the main ballast tank system or to provide fresh air for the passengers and crew while submerged.

Notes: These tanks may be used to operate the ballast tanks if the main tanks fail, or they may provide an additional 20 man-hours of air for the crew.

DECK GUN MOUNT (SB102)

Cost:.....\$500

This option provides a swivel mount for a Gatling gun, steam Gatling, 6-pound vapor cannon, or harpoon gun, as well as a

watertight container for storing ammo on deck.

Notes: The gun mount can hold a harpoon gun, regular or steam Gatling gun, or cannon, each bought separately. The ammo storage compartment is set under a hatch in the deck and holds 30 harpoons, 500 Gatling rounds, or 20 cannon rounds. The mount can be swiveled 360 degrees.

HARPOON GUN (SB103)

Cost:.....\$500

The waters of the Maze are filled with an assortment of nasty creatures who may take exception to sharing their home with you. If you mount a harpoon gun on your vessel, you can let them know who's boss—even while submerged! The gun uses a powerful spring to propel the harpoon.

The gun is equipped with a winch and cable that may be attached to the end of the harpoon. If the harpoon does at least a wound it has stuck in the target.

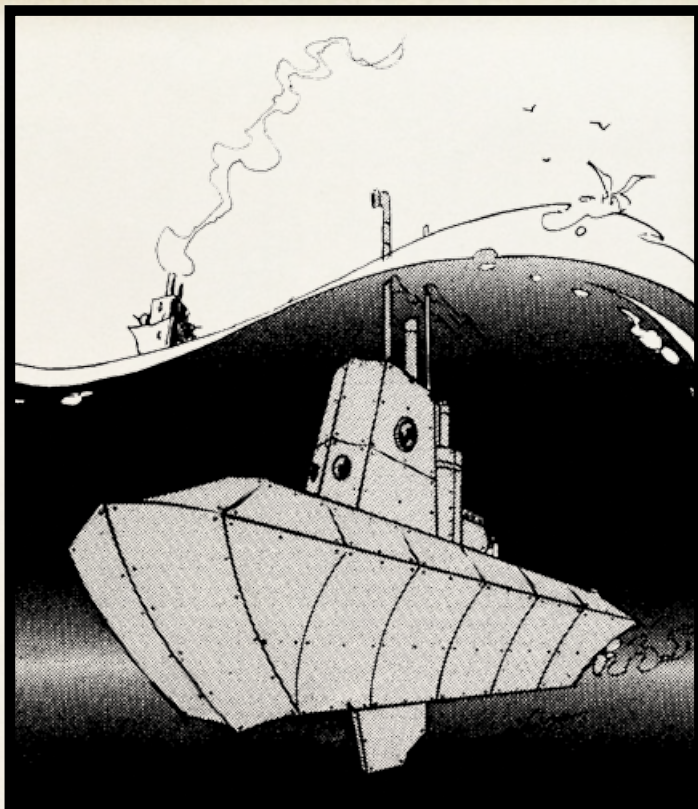
Range: 20/40/80; **Damage:** 4d8; **RoF:** 1; **Cost:** \$500; **Shots:** 1; **Notes:** The harpoon gun may be fired by the driver while submerged. In this case, the driver makes a Boating roll in place of the Shooting roll.

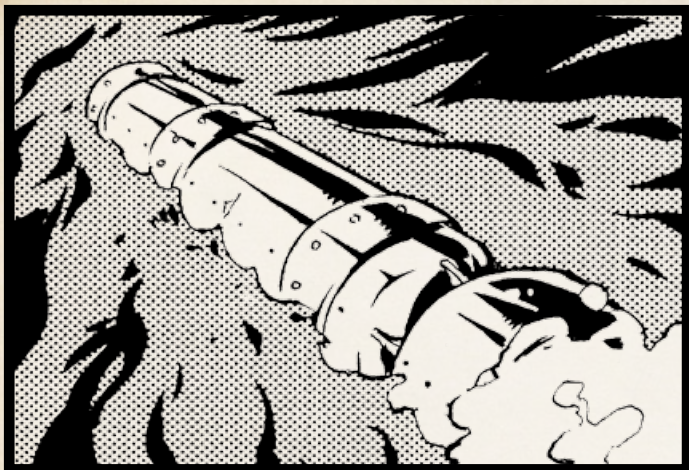
Malfunction: If the Boating or Shooting roll results in snake eyes, the harpoon gun's spring shatters, spraying shrapnel and clockwork fragments in a Medium Burst Template for 3d6 damage.

OBSERVATION BUBBLE (SB104)

Cost:.....\$2,000

Replace the bow of your submersible with an observation





DIVER'S HATCH (SB106)

Cost:.....\$150

This feature is the result of letters from our customers. Many of them use their submersibles to explore sunken wrecks and salvage objects from them. The diver's hatch is installed in the floor of the submersible and allows divers to enter and leave the boat while submerged.

Notes: This allows divers to leave the submersible through a hatch in the floor. All other hatches must be sealed when the diver's hatch is opened or water pours in, sinking the ship in 1d8 rounds if it isn't closed.

CLAW ARM (SB107)

Cost:.....\$300

This dandy little accessory is also the result of customer suggestions. The claw arm can be used to grab objects outside of the boat and place them in a small collection box on the submersible's hull. It can also be used to place limpet mines. Operating or fighting with the claw arm requires a Repair or Smarts (-2) roll.

Notes: In addition to manipulating objects outside the sub, the arm can be used as

a weapon against underwater nasties. The arm does the operator's Str+d8 when used as a club.

Malfunction: If the Repair or Smarts roll results in snake eyes, the arm's clockworks fail catastrophically in a deadly shower of metal fragments, which cause 2d8 damage to the operator.

TORPEDO TUBE (SB108)

Cost:.....\$2,000

A particularly troublesome pirate giving you headaches? Surprise him from beneath the waves with a clockwork torpedo!

Notes: Submersibles equipped with tubes may fire clockwork torpedoes (see page 38) in combat. A maximum of four tubes may be mounted in the bow.

AIR FLOAT (SB109)

Cost:.....\$500

Need to stay underwater for extended periods? No problem! This accessory equips your submersible with an air hose attached to a flotation device. Deploying the hose allows your crew to breathe fresh air while 50 feet below the surface.

Notes: While the air float is deployed, the crew has an unlimited supply of air—but not enough to run the boiler while submerged. If the submersible goes below 15 yards in depth, a float valve closes the end of the hose and prevents water from leaking into the ship. When driving in debris-filled water, care must be taken to avoid snagging the hose.

AQUA EARS (SB110)

Cost:.....\$2,000

This incredible system allows you to keep track of what is going

bubble and view the wonders of the underwater world! The bubble is constructed of Smith & Robards' special safety glass.

Notes: The observation bubble allows the crew to see where they're going while submerged. This grants a +2 modifier to any Boating rolls made to maneuver between obstacles. It also makes it possible to see objects to be picked up with the claw arm.

HIGH-CAPACITY BILGE PUMPS (SB105)

Cost:.....\$500

Standard bilge pumps handle the water that collects inside the hull during normal operation. Battle damage, however, may cause leaks that require higher capacity pumps. Don't wander around the channels of the Maze without them. You'll regret it if you try.

Notes: High-capacity bilge pumps allow the driver to ignore 1 point of "wound" penalties for vehicular damage. Additionally, if a submersible is wrecked and sinking (a process that typically takes 1d6 minutes), high-capacity pumps instead keep the ship afloat for 2d6 minutes.

on around your submersible, even when you're too deep to use the periscope. A number of listening devices are placed around the hull. These are connected via tubes to a helmet. Anyone wearing this helmet can hear any activity in the water near the submersible as easily as if sitting on dry land.

Notes: Any character wearing the aqua ears helmet can hear activity in the water around the sub and may make Notice rolls to identify the source and location of the noises. Loud noises—exploding mines and the like—require anyone hearing them through this system to make a Vigor roll (-4) or be deafened for 1d6 hours.

Malfunction: If a Notice roll results in snake eyes, a blast of sonic feedback assaults the user's ears, causing him to be Shaken for 1d6 rounds and deafened for 1d6 days.

WHIRLIGIG

This wonderful device, created by the aptly named Dr. Byrd—recently of Salt Lake—is ideal for prospectors, scouts, photographers, and the like. It provides a slightly more stable platform than the ornithopter, and a longer flight time than the comparably sized rocket pack.

A small ghost-rock boiler provides the impetus to the overhead rotors. A complicated sequence of gearing prevents the device from turning the user into a spinning top and allows her to control her facing. The tilt of the rotor determines both direction and speed of travel, and is adjusted via handles and armrests.

WHIRLIGIG (WH100)

Cost:.....\$2,000

Under normal circumstances, a simple Piloting check is required at takeoff and landing, but the Marshal may modify this for difficult circumstances such as inclement weather and so on. Abnormal circumstances—such as aerial combat, for example—may require additional Piloting rolls.

Due to the two-handed nature of the Whirligig's controls, any sky pilot wishing to fire a weapon while aloft can only do so while hovering. This is also the "default" state for the propellers. Should the hero release both controls, the Whirligig quickly comes to a halt and hovers in place.

Like the rocket pack, the whirligig is capable of traveling straight up. It can also move sideways or backward at full Pace. The maximum lift for the backpack helicopter is 300 lbs. Any weight surpassing that either prevents the whirligig from taking off, or simply causes the rotors to fail if in flight!

Acc/Top Speed: 10/20; **Climb:** 10; **Toughness:** 6 (1); **Crew:** 1; **Cost:** \$2,000 **Notes:** Piloting -2 in rough conditions. A whirligig can lift up to 300 pounds for 60 minutes per pound of ghost rock.

Malfunction: If a Piloting roll results in snake eyes, the axle slips out of its casing and the rotors do 2d10+4 to the pilot's noggin. The machine crashes as well.



VEHICLE ACCESSORIES

We have a number of items that make useful additions to just about any vehicle. Better to have them now than want for them later.

AIR CATCHER

Despite the best precautions, it is occasionally necessary to abandon a damaged vehicle. That's hard to do when you are 500 feet in the air. Until now, that is! Smith and Robards' personal air catcher allows you to jump from high altitudes and survive.

AIR CATCHER (PA100)

Cost:.....\$200

Once you've jumped, simply count to 10 and pull the cord. The air catcher deploys, trapping a cushion of air inside it. You'll float to the ground lighter than a feather! The user rolls Piloting when the air catcher is deployed (and may attempt the roll even if unskilled).

Malfunction: If the user's Piloting roll results in snake eyes, the air catcher fails to open and the user suffers normal Falling damage. It's probably best not to look down, amigo!

ALTITUDE SIGHT

As anyone who has ever tried it can tell you, dropping a weapon from aloft and hitting the target can be a difficult proposition. You must account for altitude,

angle of descent, speed of descent, acceleration due to gravity, and many more variables besides.

Scientists at Smith & Robards have labored long and hard to develop a sophisticated new sighting system which allows you to accurately adjust your aim and compensate for these numerous factors.

ALTITUDE SIGHT (AS100)

Cost:.....\$200

The basic altitude sight gives a +2 bonus to all bombing attempts which use the Piloting or Shooting skill.

Malfunction: If the Piloting or Shooting roll results in snake eyes, any friendly forces in range are targeted instead (if there aren't any, treat as a miss and double the deviation).

DELUXE ALTITUDE SIGHT (AS101)

Cost:.....\$4,000

This dandy machine gives you all the features of our standard altitude sight, but the deluxe version is specially engineered to factor in wind currents and other environmental influences. Don't settle for less!

The deluxe altitude sight gives a +4 bonus to all bombing attempts which use the Piloting or Shooting skill.

Malfunction: If the Piloting or Shooting roll results in snake eyes, any friendly forces in the area are targeted instead (if none, treat as a miss and double the deviation).

CLOCKWORK TORPEDOES

There are times it doesn't pay to announce your presence, as many of our more judicious customers already know. Smith & Robards' clockwork torpedoes allow you to engage waterborne targets without betraying your position. Both our submersible boat and the Maze runner can employ these weapons when equipped with launching tubes.

The torpedo is a long cylinder packed with explosives and propelled through the water by a precision clockwork motor. The torpedo explodes on contact with the target, usually doing tremendous damage. When launched in groups, they can be devastating.

Be warned, however. A solid knowledge of geometry and physics is needed to employ these murderous weapons with any accuracy at longer ranges.

CLOCKWORK TORPEDO (CT100)

Cost:.....\$500

Each torpedo is packed securely in its own custom shipping crate, with the explosive element disarmed until activated at your location.

Range: 30/60/90; **Damage:** 4d8+2; **RoF:** 4; **Cost:** \$500; **Notes:** Large Burst Template, AP 10, Heavy Weapon. A canny pilot can attempt an opposed Boating roll (versus the attacker's Shooting roll) to avoid an oncoming

torpedo. A separate roll is required to evade each one.

Evaded torpedoes continue in a straight path to the extent of their range, unless they hit something (like another boat) and detonate first.

Malfunction: If a Shooting roll results in snake eyes, the torpedo explodes inside the tube, doing full damage to the vessel and setting off any other explosives in range.

MINES

Smith & Robards manufactures three models of aquatic mine: anchored, depth, and limpet. Our salespeople are standing by to help you choose the mine that's right for you!

Notes: A simple success on a Boating or Repair roll is needed to set a mine. If the skill die results in snake eyes, the mine detonates while being set or deployed, dealing full damage to the technician and anything else in range.

ANCHORED MINE (AM100)

Cost:.....\$100

Anchored mines are used to create a barrier against enemy ships. The mines are attached to a heavy anchor and a length of chain. The length of the chain can be adjusted to set the mine at its desired depth. The mine activates one minute after it is placed in the water. Large rods extend from all sides of the mine. Anything that pushes on one of these rods with more than 5 pounds of force sets the mine off.

Range: -; **Damage:** 4d6; **RoF:** -; **Cost:** \$100; **Notes:** Large Burst

Template, AP 10, Heavy Weapon. A Notice roll (-2) is required to spot a mine beneath the water's surface. The Marshal may apply additional modifiers for lighting, weather, murky water, etc.

DEPTH MINE (DM100)

Cost:.....\$200

Depth mines are designed for use against underwater threats and carried on a large rack. They are equipped with a special detonator that is sensitive to water pressure. When dropped into the water, they sink to the desired depth and then explode.

Range: -; **Damage:** 4d6; **RoF:** -; **Cost:** \$200; **Notes:** Large Burst Template, AP 10, Heavy Weapon.

LIMPET MINE (LM100)

Cost:.....\$150

Limpet mines are designed to be attached to the hulls of enemy ships. When pressed against the hull, spring-loaded spikes stick into the ship, firmly anchoring the mine. A timer on the mine (set before placement) allows the attacker to leave the area before it detonates.

Range: -; **Damage:** 4d6; **RoF:** -; **Cost:** \$150; **Notes:** Medium Burst Template, AP 15, Heavy Weapon. The timer can be set to detonate anywhere between one second and four hours after activation.

FOLLOWING RECENT MISHAPS, SMITH & ROBARDS REMINDS ITS CUSTOMERS THAT "NUDGING," TAPPING, OR STRIKING MINES WITH SEAGOING VESSELS TO SEE IF THEY ARE ARMED IS NOT ADVISED.



RAIL CAR ACCESSORIES

The current state of rail travel being what it is—dangerous enough to prevent most rational people from employing it—many railroads have approached us to construct special devices for their trains. A number of devices have proven popular and we now offer them as standard selections.

ARMOR PLATING

Smith & Robards has developed armor plating that is 20% lighter than an equivalent thickness of more traditional armor. This is accomplished through a special tempering process.

ARMOR PLATE (RR100)

Cost:.....\$2,500

Adding armor plating to a standard railroad car increases the Armor level from 2 to 5. It increases the weight of the car by two tons.

ARMORED TURRETS

This device is a fully armored turret placed atop a railroad car. There are two models of turret: a mechanical and a steam-powered model. Either may be equipped with a Gatling gun or 6-pound cannon. The steam version may also be equipped with a steam Gatling.

MECHANICAL TURRET (RR201)

Cost:.....\$2,000

The mechanical model is unpowered, and the turret is rotated via a mechanical crank. Mechanical turrets require a two-man crew—one man to fire, the other to rotate the turret.

Notes: Provides Armor 5. The weapon mounted in the turret can fire 45 degrees to either side of the direction the turret faces.

The turret itself can be rotated 45 degrees in a single action (with a successful Repair roll, or Shooting roll at -2) by either the gunner or his assistant. If the gunner rotates the turret, he may not also fire on the same action.

Malfunction: If the Repair or Shooting roll results in snake eyes, the turret slips its ring and falls off the car.

SEE OUR EXTENSIVE
SELECTION OF ELIXIRS &
TONICS FOR BALMS AND
SALVES TO SOOTHE YOUR
TENDER STEAM BURNS!

STEAM TURRET (RR202)

Cost:.....\$3,500

The steam model must have access to steam pressure—either from the locomotive's boiler or a boiler in the car itself. The rotation of the steam turret can be operated by a single person via foot pedals hooked to the steam supply.

Notes: Provides Armor 5. The weapon mounted in the turret can fire 45 degrees to either side of the direction the turret faces. The turret itself can be rotated 45 degrees in a single action (with a successful Repair roll, or Shooting roll at -2) by either the gunner or his assistant. If the gunner rotates the turret, he may also fire with the usual MAP of -2.

Malfunction: If the Repair or Shooting roll results in snake eyes, the steam system blows its top: the gunner and anyone else in the car take 3d10 damage, and the gunner must make an Agility roll (-4) or be blown from the train.



ARMOR & CLOTHING

At Smith & Robards, we know you're not just interested in wearing the finest protective garments and mechanically enhanced attire money can buy. You want to cut a dashing figure while you do it! That's why we employ designers and clothiers from all over the world. With Smith & Robards' signature clothing, genuine style is guaranteed when your safety is a must.

BULLETPROOF GARMENTS

Smith & Robards produces a complete line of personal armor. New steel production techniques, using ghost rock instead of coke in the refining process, enable the manufacture of stronger, lighter steel plates and make personal armor feasible again.

We offer two grades of armor protection. Light armor stops most pistol bullets and markedly slows rifle rounds. The heavier grade stops all pistol bullets and most rifle rounds. What little comfort and mobility you may lose is compensated by the protection, guaranteed*.

LIGHT ARMORED HAT (BG100)

Cost:.....\$500

We produce the finest quality protective headgear available at

any price, in all popular styles. Please specify Stetson (in the ever-popular "Boss of the Plains" style), derby, fedora, or sombrero when ordering.

Armor: 1; **Weight:** 2; **Cost:** \$500; **Notes:** An armored hat consists of a steel skull cap fitted into a standard hat. It covers only the upper portion of the skull. 50% chance vs. head shot.

HEAVY ARMORED HAT (BG101)

Cost:.....\$800

When you're expecting danger, only a heavily armored hat will do. Please choose from the above list of attractive styles when ordering your heavy armored headgear.

Armor: 2; **Weight:** 4; **Cost:** \$800; **Notes:** An armored hat consists of a steel skull cap fitted into a standard hat. It covers only the upper portion of the skull. 50% chance vs. head shot.

BULLET PROOF VEST (BG102)

Cost:.....\$1,800

Our armored vests not only deflect small arms fire, but are light enough to wear in the heat of the West. Through a secret process, the vest is infused with ghost steel shavings that repel hostile fire.

Armor: 2; **Weight:** 10; **Cost:** \$1,800; **Notes:** Covers torso. Donning or removing the vest requires an action.

Malfunction: If the wearer ever rolls snake eyes on a soak roll, the damage ignites the ghost steel shavings in the vest, causing 2d10 damage to the wearer immediately, and a further 2d6 damage each round until he takes it off.

HEAVY BULLET PROOF VEST (BG103)

Cost:.....\$2,800

Whatever mobility you might lose while wearing this vest you'll regain in peace of mind. Sometimes referred to as "The Impenetrable Vest," this little number will keep you imperforated when the lead starts flying.

Armor: 4; **Weight:** 20; **Cost:** \$2,800; **Notes:** Covers torso. Donning or removing the vest requires an action. Characters wearing heavy vests suffer a -1 to all Agility rolls.

Malfunction: If the wearer ever rolls snake eyes on a soak roll, the damage ignites the ghost steel shavings in the vest, causing 2d10 damage to the wearer immediately, and a further 2d6 damage each round until he takes it off.



CUSTOMER NOTICE:

PLEASE BE SURE TO
SPECIFY YOUR REQUIRED
SIZE FOR PERFECT FIT
AND PROTECTION

**LIGHT ARMORED
LEGGINGS (BG104)**

Cost:.....\$1,200

Pockets sewn into these leggings hold ghost-rock infused armor plates to repel enemy fire. Armored leggings provide protection to the legs, but not the feet. Complete your outfit with an item from our line of fine footwear (see the following page).

Armor: 1; **Weight:** 10; **Cost:** \$1,200; **Notes:** Covers legs (but not feet). Donning or removing the leggings requires an action.

Malfunction: If the wearer rolls snake eyes when soaking a wound to the legs, the damage ignites the ghost steel shavings in the leggings, causing 2d10 damage to the wearer immediately, and a further 2d6 damage each round until he takes them off.

**HEAVY ARMORED
LEGGINGS (BG105)**

Cost:.....\$1,900

Be warned—these armored britches will slow you down. At any rate, the defense they provide can't be beat.

Armor: 2; **Weight:** 20; **Cost:** \$1,900; **Notes:** Covers legs (but not feet). Pace -1. Donning or removing the leggings requires an action.

Malfunction: If the wearer rolls snake eyes when soaking a wound to the legs, the damage ignites the ghost steel shavings in the leggings, causing 2d10 damage to the wearer immediately, and a further 2d6 damage each round until he takes them off.

**LIGHT ARMORED
DUSTER (BG106)**

Cost:.....\$3,500

These are stylish and functional leather dusters that have had heavy metal plates sewn into

them. They provide the best all around protection, covering all but the head, hands, and feet, but can be difficult to wear for long periods of time.

Armor: 2; **Weight:** 20; **Cost:** \$3,500; **Notes:** Covers torso, arms, and legs (but not feet or hands). Characters wearing light armored dusters suffer a -1 to all Agility rolls. Donning or removing the duster requires an action.

Malfunction: If the wearer rolls snake eyes when soaking a wound, the damage ignites the ghost steel shavings in the duster, causing 3d10 damage to the wearer immediately, and a further 2d6 damage each round until he takes it off.

**HEAVY ARMORED
DUSTER (BG107)**

Cost:.....\$5,500

This item is recommended for only the huskiest of our customers. Lesser men have been laid low by the heavy armored duster's prodigious burden!

Armor: 4; **Weight:** 40; **Cost:** \$5,500; **Notes:** Covers torso, arms, and legs (but not feet or hands). Pace -1. Characters wearing heavy armored dusters suffer a -1 to all Agility rolls. Donning or removing the duster requires an action.

Malfunction: If the wearer rolls snake eyes when soaking a wound, the damage ignites the ghost steel shavings in the duster, causing 3d10 damage to the wearer immediately, and a further 2d6 damage each round until he takes it off.

DIVING SUIT

Golden treasure awaits those brave enough to venture beneath the waves! For centuries the sea has jealously guarded the treasures lost in her depths, but now it's possible to retrieve some of these riches from her grasp.

How? With Smith & Robards' new diving suit! This amazing device provides a diver with fresh air while underwater and allows him to stay submerged for long periods of time. When using the diving suit with one of our durable air pumps, you can explore beneath the sea indefinitely.

DIVING SUIT (DS100)

Cost:.....\$2,000

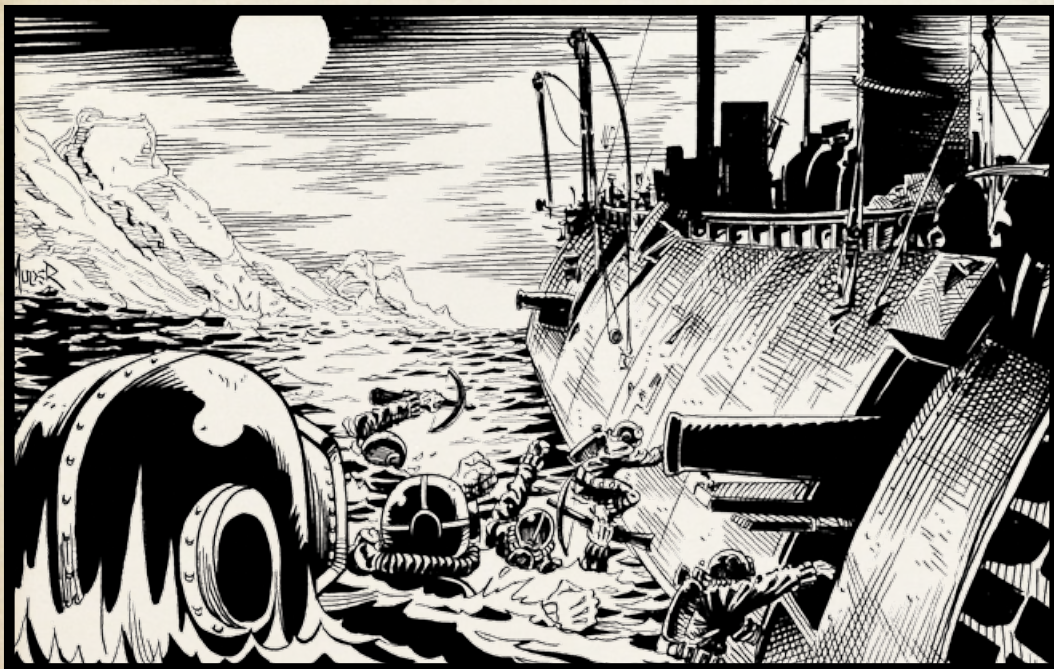
This includes the suit, metal helmet, an assortment of ballast weights, and all the fittings necessary to attach air hoses and tanks.

Notes: A diver can normally change depth at the rate of 5" (10 yards) per round and can descend safely to about 250 feet. Below that depth, a diver must succeed on a Vigor roll every minute or suffer a level of Fatigue.

When walking on the bottom, the diver moves at half Pace and cannot run.

If a diver spends more than 15 minutes below 30 feet, he must ascend slowly—no more than 2" (six yards) per round. If the diver ascends faster, he must make a Vigor roll (-4) to avoid the bends. A failed roll means the diver takes 3d6 damage. If a roll on the Injury Table is required, use the result for a hit to the head.

Malfunction: If the user's Boating or Swimming roll (either can be used to operate the suit), results in snake eyes, the helmet bursts, doing 2d6 damage to the



wearer. If this occurs, consult the Drowning rules in *Savage Worlds*.

AIR TANK (DS101)

Cost:.....\$250

A full tank provides one hour of fresh air.

Notes: If a diver's air runs out, consult the rules for Drowning in *Savage Worlds*.

MANUAL AIR PUMP (DS102)

Cost:.....\$300

Attaching the suit to a pump on the surface provides the diver with an unlimited air supply. The manual pump requires someone to periodically turn the crank and replenish the diver's air. Both pumps come with 150 feet of hose.

DELUXE STEAM PUMP (DS103)

Cost:.....\$900

This pump is driven by a small steam piston and provides the diver with a constant stream of fresh air.

Malfunction: The steam pump must be fine-tuned once for every hour's use, by making a successful Repair or Smarts (-2) roll. If the roll results in snake eyes, the pump governor fails and it begins to run at high speed. If the pump is not stopped (requiring a Repair roll at -2) in 1d6 rounds, the suit overinflates and explodes. Treat this as a burst helmet, doing 2d6 damage to the wearer. Then consult the Drowning rules in *Savage Worlds*.

EXTRA AIR HOSE— 100 FT. (DS104)

Cost:.....\$50

A 100-foot length of extra air hose to add range to your sub-aquatic ramblings.

EXTRA BALLAST WEIGHTS (DS105)

Cost:.....\$10

Take a few friends along with you on your submarine stroll with these handsome sets of extra

weights. Each set comes in its own convenient carrying case.

FOOTWEAR

It's been said a man only stands as strong as his boots, and we at Smith & Robards aim to help every man and woman stand a little stouter. No matter your specific needs, we have awe-inspiring footwear to meet them.

GROUNDING BOOTS (FW100)

Cost:.....\$500

Electrical gadgetry and weapons are becoming more and more common. While many believe electricity to be merely a passing fad and unlikely to replace steam-powered equipment, we feel it's better to prepare for any logical eventuality.

When an electrical charge strikes the wearer, it's drawn to the grounding boots by a mesh of

copper wire, which then releases the charge into the ground. Each heel has a network of capacitors, one producing a negative charge, the other a positive. This combination has proven to be a nearly irresistible focus for electrical energy!

Notes: Against any electrically based attack, the boots provide Armor +3. However, they also tend to actually draw electricity to the wearer, so such an attack receives a +1 on any roll to hit the hero! The boots do not function when in water or while wet.

Malfunction: If a Vigor roll to soak electrical damage results in snake eyes, the appropriately charged capacitor shorts out, causing the other boot to concentrate the charge in the victim. The attack causes double damage!

NOISELESS SHOES (FW110)

Cost:.....\$500

The soles of these shoes are treated with a layer of our patented sound-dampening rubber, which muffles sound even as it increases traction five-fold. Top-grade leather uppers are treated with infused oils to limit creaking. Please specify preferred style when ordering—many types of shoes and boots are available.

Notes: The wearer of noiseless shoes adds +2 to Stealth rolls where sound would normally be a factor. The shoes' rubber soles add +1 to Climbing rolls.

Malfunction: If the Stealth or Climbing roll results in snake eyes, the soles burst into flames, causing 2d8 damage to the wearer immediately, and a further 2d6 damage each round until he

takes them off (which requires an action).

ROCKET BOOTS (FW120)

Cost:.....\$750

There are times when discretion is the better part of valor. Smith & Robards rocket boots allow you to make a hasty exit from nearly any outdoor situation. Simply click your heels together—and you're gone!

Attached to each boot is a powerful rocket charge. The charge is packed in a tube which runs down along the ankle. Striking the boot heels together sets off a percussion cap which ignites the rocket and propels you skyward. Experienced users report traveling distances of as much as 300 yards with few injuries!

Notes: The wearer makes a Piloting roll whenever the boots are activated. Once the rockets light, the character moves at a Pace of 50 for three full rounds. Each round, the flying cowboy must make a Piloting roll (-2) to stay under control (if he fails, see the section on Aircraft in *Savage Worlds*). The hero can trade forward motion for altitude at a one-to-one rate—it is possible to travel straight up (of course, at the end of the burn, the character will start to descend!).

The wearer also has to roll Piloting whenever the boots take a hard blow (e.g., the character kicks someone or jumps from a height). If the roll is failed, the boots ignite on their own. Roll Piloting again to see if they function correctly.

Malfunction: If the Piloting roll results in snake eyes the boots explode, doing 2d10 damage to the wearer's legs.

DELUXE ROCKET BOOTS (FW121)

Cost:.....\$1,250

This deluxe version comes with a double rocket charge on each boot. When the first charge burns out, the second charge ignites automatically. This allows you to stay aloft for twice as long as the basic boots.

Note: This item functions as Rocket Boots, above, except the deluxe version stays aloft for six rounds instead of three.

Malfunction: If the Piloting roll results in snake eyes the boots explode, doing 3d10 damage to the wearer's legs.

ROCKET CHARGE (FW122)

Cost:.....\$20/pair

Recharge your rocket supply with these handy two-packs.

AIR VANE HELMET (FW123)

Cost:.....\$400

Equip yourself properly for rocket travel! This large, padded helmet—topped with a large fin resembling a weather vane—has a clear visor made of Smith & Robards' special safety glass to protect your face from flying grit and insects.

Despite its bizarre appearance, the air vane helmet is an extremely useful bit of equipment if you're going to be using rocket boots. It serves two important purposes. First, it protects your cranium from serious injury in the unlikely event of a mishap with your rocket boots (as always, train carefully before using such devices). Second, and more importantly, it channels the air flow past your body and gives a greater amount of control over your direction of flight.

Notes: The air vane helmet adds +2 to Piloting rolls made while using rocket boots, and grants Armor 2 to the wearer's head.

SPRING BOOTS

(FW130)

Cost:.....\$400

Sometimes you just need a little push, as opposed to the tooth-rattling power of rocket augmentations. These handy boots are equipped with spring-loaded heels, whose coils have ghost rock cores, for some extra bounce in your gait.

Notes: The wearer adds +2 to Strength rolls for Jumping, and may add +2" to the total distance covered.

Malfunction: If the Strength roll results in snake eyes the springs are too powerful, adding their effect and doubling the total distance. If the jumper hits a solid object she suffers 2d6 damage.

SUCTION BOOTS

(FW140)

Cost:.....\$500

Ever wanted to be a fly on the wall? Of course you have! Suction boots grant that marvelous power. A pressurized rubber cup forms the sole of each boot, and these allow the wearer to scale sheer surfaces as though they were flat. When you need to get to higher ground in a hurry, you need suction boots!

Notes: Suction boots grant the wearer the ability to walk on walls at half Pace. She can scale an inverted or vertical surface, as long as it is relatively smooth and flat (an interior wall, glass, ice, etc.), and otherwise act normally while doing so.

Malfunction: If the wearer ever rolls snake eyes on a soak roll while on a vertical surface,

the damage knocks her from her perch. She suffers Falling damage as usual.

HAT GUN

As any gambler can tell you, you should always have an ace in the hole. The hat gun is the kind of ace no one ever expects, and it makes one heck of a hole.

HAT GUN (HG100)

Cost:.....\$250

The hat gun combines the cylinder and trigger mechanism of a double-action revolver with a shortened barrel and hides the entire assembly in the crown of a Stetson hat. Pulling down on your hat string opens a small panel in the front of the hat and fires the gun. All you have to do to aim is simply look at your target. Guaranteed to take your opponent by surprise! Of course, be sure to disarm the weapon when in less dangerous situations for fear of shooting someone you're tipping your hat to.

Range: 12/24/48; **Damage:** 2d6+1; **RoF:** 1; **Cost:** \$250; **Weight:** 8; **Shots:** 6; **Notes:** AP 1; Shooting rolls are at -2 when using the hat gun.

Malfunction: If the Shooting roll results in snake eyes, the mechanism comes loose, firing the bullet into the wielder's head. Roll full damage, amigo, and don't forget the extra +4 for the head shot!

HAT PERISCOPE

There are times when poking your head out from behind cover to have a look around can be bad

for your heath. If you buy one of our ingenious hat periscopes, you can reconnoiter dangerous situations with no risk to your person.

HAT PERISCOPE

(HP100)

Cost:.....\$200

Pulling down on your hat string opens a panel in the top of the hat and extends the periscope upward. At the same time, a small view piece extends downward in front of your right eye.

High-quality mirrors reflect the light gathered at the tip of the periscope down to the view piece, allowing you to look over and around obstacles without exposing any of your precious anatomy. Better to lose a lens than an eye!

Notes: Due to its narrow field of view, all Notice rolls made when looking through the hat periscope suffer a -2 modifier. Anyone who uses the hat to shoot around a corner, drive a vehicle, or other complicated task suffers a -4 modifier to the appropriate skill roll. Raising the periscope in combat is an action. Targeting the hat requires a called shot with a -4 modifier, while targeting the periscope itself imposes a -6 modifier.

Malfunction: If the Notice roll results in snake eyes, the view piece pokes the wearer in the eye for 2d6 damage.

MAZE DRAGON

ROBE

The mighty Maze dragons of California's waterways are a preposterous legend to most, but a well-known fact of life for

those who make their living in the Great Maze.

Needless to say, only a few hunters of these great beasts exist, and of those few only one or two have ever managed to kill a Maze dragon. Due to their success we are able to bring you this new item that represents both the height of luxury and the utmost in practicality. You won't want to be caught dead in Shan Fan without one!

MAZE DRAGON ROBE (MD100)

Cost:.....\$12,000

A Maze dragon robe offers good body protection to the wearer. The regal costume also lends an air of dignity and authority to improve

one's presence, especially among the members of Shan Fan's triad.

Armor: 2; **Weight:** 4; **Cost:** \$12,000; **Notes:** Covers arms, torso, 50% legs. Charisma +1 among the triads, Charisma -2 among everyone else.

Malfunction: If the wearer rolls snake eyes on a soak roll, the robe is damaged and releases Maze dragon blood and bodily fluids into the wearer's wounds. For 1d6 days, the victim must immerse himself in water for about 15 minutes every six hours or suffer a level of Fatigue (which remains until the poor devil is submerged again).

MECHANICAL SKELETON

This utilitarian device was originally devised by a doctor in New York City, to help patients suffering from partial paralysis get around. It was less than successful in that function, so he sold the basic design to Smith & Robards. Our ingenious staff improved the design, transforming it into a multi-purpose labor saver.

MECHANICAL SKELETON (MS100)

Cost:.....\$5,000

The mechanical skeleton is a large steel framework, painstakingly modeled after actual human anatomy, into which you strap yourself. Its bones are tempered steel beams, its muscles are steam pistons. The skeleton's heart is a small, but powerful, ghost rock boiler. The incredible S&R mechanical skeleton enhances your own natural strength!

It takes 1d6 rounds to strap into or step out of a mechanical skeleton. With a successful Agility roll it can be done in 2 rounds, or 1 on a raise.

Notes: Operating the mechanical skeleton requires the Driving skill. The skeleton increases the operator's Strength by two die types, to a maximum of d12+2. It can lift objects weighing 50 times the user's Strength die. If the operator's enhanced Strength is greater than d12, add the modifier to the die type to find the weight of objects that can be lifted.

The steam pistons take longer to react than normal sinew. The wearer of a mechanical skeleton can never have higher than an eight for initiative—any higher card is considered an eight.



The skeleton's long legs increase the driver's Pace by 2. If the driver tries to attack someone with the skeleton, he uses the lower of his Driving or Fighting skill die. Firing a steam Gatling uses Shooting as normal.

Malfunction: If the user's Driving roll results in snake eyes, the skeleton's boiler explodes, dealing 3d10 damage to everything in a Large Burst Template.

ARMORED TORSO (MS101)

Cost:.....\$1,200

This option adds armored plates to the central portion of the skeleton, giving the operator Armor 2 on the torso and head. The user's arms and legs, however, remain unprotected. This armor plating is similar to what's used in S&R's bulletproof garments.

Malfunction: If the wearer rolls snake eyes when soaking a wound to the torso or head, the damage ignites the ghost steel shavings in the armor plates, causing 2d10 damage to the wearer immediately, and a further 2d6 damage each round until he exits the mechanical skeleton.

CHAIN SAW MOUNT (MS102)

Cost:.....\$100

This allows the addition of a Smith & Robards chain saw (see page 61) to one arm of the skeleton. The chain saw is mounted on a sliding rail so it can be retracted when not in use.

STEAM GATLING MOUNT (MS103)

Cost:.....\$200

This allows the attachment of a steam Gatling (see page 87) to the forearm of one arm.

OWL-EYE GOOGLES

If you need to move around at night, consider purchasing a set of our owl-eye goggles. Simply strap on a pair of these spectacular devices and you can see normally in almost complete darkness.

OWL-EYE GOOGLES (OG100)

Cost:.....\$1,000

These amazing goggles use a pair of large magnifying lenses attached to parabolic reflectors to collect and amplify the available ambient light. A series of mirrors directs this light to the view piece before your eyes, allowing you to roam through the dark as if you were a creature of the night.

Notes: The wearer suffers no Darkness penalties in anything less than pitch blackness. All Notice rolls made when looking through owl-eye goggles at a target more than 10" away suffer a -2 modifier. Anyone who uses the goggles to shoot a weapon, drive a vehicle, or other complicated task at any target farther than 10" away suffers a -2 modifier to the appropriate skill roll.

Malfunction: If the skill roll results in snake eyes, the goggles over-magnify the ambient light, causing a bright flash—the wearer must roll Vigor (-4) or be blinded for 1d6 days.

OWL-EYE STALK (OG110)

Cost:.....\$250

This optional attachment to the owl-eye goggles mounts the light-gathering portion of the goggles on telescopic extendable stalks. These stalks may be extended to a length of 36 inches, and allow

you to peer over obstacles, around corners, etc.

READ-ALL SPECTACLES

Astoundingly, the wearer of our exclusive read-all spectacles can read text in a foreign language—even if he has never studied it, or even heard it, before. Black magic? Hardly! Don't declare it impossible until you've tried a pair for yourself.

These amazing bifocals utilize one of Smith & Robards' most closely guarded trade secrets, one that our competitors over at Hellstromme Industries are dying to get their hands on. For now, all you would-be translators can only get them here.

READ-ALL SPECTACLES (RS100)

Cost:.....\$1,000

Never let ignorance stand in your way! These state-of-the-art bifocal lenses are designed to translate one specific, foreign language into English for the wearer. The foreign text is viewed through the lower, reading segment of the lens, and the corresponding English text appears on the upper segment.

We stock lenses to translate Arabic, Chinese, Dutch, French, German, Italian, Latin, Portuguese, Russian, and Spanish text into English. Please specify language when ordering.

Notes: Use of the spectacles requires a Smarts roll. On snake eyes the wearer's mind is scrambled, rendering him unable to understand any text or speech for 1d6 days.

RIFLED ACCESSORIES

Sometimes you need to be armed in a place where decorum, mutual agreements, or the law won't permit it. At times like these, you need attractive accoutrements and accessories that complement your clothing ensemble while providing the necessary firepower. Don't be caught unprepared! Buy a Smith & Robards rifle cane today—Bat Masterson did!

RIFLE CANE (RC100)

Cost:.....\$150

Many towns have posted signs prohibiting the carrying of firearms within town limits. The Smith & Robards rifle cane

allows you to appear unarmed while actually carrying a powerful single-shot rifle. A ghost steel barrel and action result in a weapon that is remarkably sturdy and lightweight.

The shaft of the cane conceals the barrel of the rifle. A stud in the handle of the cane fires the weapon. The head of the cane swings open, cocking the weapon and allowing a fresh round to be placed in the chamber.

Range: 24/48/96; **Damage:** 2d8; **RoF:** 1; **Cost:** \$150; **Weight:** 2; **Shots:** 1; **Min. Strength:** d6; **Notes:** AP 2; reload 2.

Malfunction: If the Shooting roll results in snake eyes the barrel explodes in a Small Burst Template for 2d6 damage.

RIFLE PARASOL (RC101)

Cost:.....\$200

Similar to the rifle cane in most respects, the rifle parasol is styled for a proper lady. A fully-functional parasol complements the hidden rifle within—perfect for keeping cool on sunny days and fending off would-be suitors.

Range: 24/48/96; **Damage:** 2d8; **RoF:** 1; **Cost:** \$200; **Weight:** 3; **Shots:** 1; **Min. Strength:** d6; **Notes:** AP 2; reload 2.

Malfunction: If the Shooting roll results in snake eyes, the barrel explodes in a Small Burst Template for 2d6 damage.



SONIC GOGGLES

A variety of scientific fields require their students to work in areas of reduced light or even total darkness. For example, many biologists documenting the emergent species of so-called "crypto-zoology" are forced to observe their subjects after nightfall or in deep caverns.

To address this situation, we've developed the sonic goggles. Rather than amplifying available light (as with our owl-eye goggles), these devices utilize another method of sensory input to completely negate the need for illumination.

Our goggles use taut rubber diaphragms stretched in the place of exterior lenses. These hold a special pressure-reactive, alchemical fluid against an interior lens fitted with photographic plates. Ambient sound waves generated by echoes from surrounding objects force the diaphragms against the fluid, which, in turn, reacts with the photographic plates to create visual stimuli.



In effect, the user “sees” through sound! As effective as they are, we caution against the use of sonic goggles in an environment likely to generate loud noises.

SONIC GOGGLES (SO100)

Cost:.....\$1,000

Sonic goggles allow the user to ignore all penalties for lighting, even pitch darkness. They allow the user to automatically detect invisible objects or creatures in her line of sight. In addition, they provide a +4 bonus to all Notice rolls to detect a Stealth attempt, unless the sneaky varmint is hiding behind a solid object at the time.

The user does not necessarily know a given creature or object is invisible or hidden; it's not to her! Actions of the target or those around may give her a clue that something's amiss, however. The images produced by the gizmo aren't of perfect quality, so any Trait roll based solely on vision is at a -2. Also, the hero is completely color blind while wearing the gadget.

Although she doesn't have to worry about a sudden light burning out her retinas, sharp or loud noises can actually blind the wearer temporarily. When exposed to such sounds, she must make a Vigor roll. As a rule of thumb, a dropped pan requires a simple check, a gunshot imposes a -2 penalty, and a dynamite explosion -4.

Malfunction: If a Vigor roll results in snake eyes, the gizmo sprays surprisingly caustic liquid into the wearer's eyes. She takes 2d6+4 damage to the head, and if she survives that injury, add the insult of being blinded for 2d6 hours, too.



VAPOR MASK

The perils posed by ghost rock fumes to the hale and hearty bodies of those who breathe it are a well-documented phenomenon among those who work daily with the miraculous fuel. We cannot be held accountable if hidebound traditionalist journals of medicine refuse to recognize the malady! What we can do, loyal customer, is provide you with a means of avoiding the agonizing symptoms for yourself.

Smith & Robards' patented vapor mask improves markedly upon Haslett's original gas mask design. But in addition to filtering dust and harmful gases out of the wearer's air, our augmented-charcoal filter also removes potentially lethal ghost rock fumes. You'll want to be wearing one of these whenever you enter the mines or fire up your steam wagon.

VAPOR MASK (VM100)

Cost:.....\$100

The vapor mask is a rubber respirator held onto the face by elastic canvas straps, with eye-lenses large enough to accommodate a bespectacled scientist, and equipped with a filter to remove harmful substances from the air. The wearer gains a +4 bonus on Vigor rolls to avoid the effects of harmful airborne dusts and gases (including Vigor rolls to avoid contracting rock fever).

Malfunction: If a Vigor roll results in snake eyes the filter disintegrates, causing 3d6 acidic damage to the wearer's lungs, and she suffers the effects of the environment. (If this turns out to be a case of rock fever, the wearer suffers -3 to Trait rolls throughout the malady's progress.)

REPLACEMENT FILTER (VM101)

Cost:.....\$25

We recommend replacing your filters at least twice a month to maintain safe usage! Filters sold individually.

MISCELLANEA

This section of the catalog contains a smattering of other devices which don't fall into any particular category, but are useful nonetheless. Many of these inventions were originally developed for a specific client, but proved so popular we decided to add them to our regular equipment line.

Be sure to check future catalogs for new and exciting offerings in this section. You never know what's going to crop up next!

AUTO- REGULATING HEATER

There are few things more unpleasant than having to crawl from underneath a feather quilt to stoke the stove on a frosty morning. With an auto-regulating heater, you need never suffer that sensation again!

The fuel hopper holds more than enough fuel to ensure a peaceful night's rest without worry of a chilly morning.

AUTO-REGULATING HEATER (AH100)

Cost:.....\$75

The device consists of a standard wood, gas, or coal stove (your choice) fitted with an external hopper or fuel tank. A mercury-filled thermometer monitors room temperature, opening or closing the hopper/fuel valve as needed to increase or decrease room temperature.

Malfunction: Setting the thermostat for a good night's rest requires a Smarts roll. On snake eyes, in 2d12 hours the gizmo overheats, shooting the front grate off at high speed. Anyone in front of it is struck for 2d10 damage. Until a successful Repair roll (-2) is made, which eats up 2d6 hours' time, the heater can't be used.

DUST IONIZER

Certainly this is a product for the more discerning customer. It may carry a high price tag, but when compared to its benefits, the dust ionizer is a bargain. Never again will you need pay a butler's salary after installing one of these wondrous inventions!

The ionizer infuses the air of your home with a constant charge of static electricity. This charge applies evenly to furniture, rugs, even the floor and walls. In addition, it also charges dust particles with the same electricity.

DUST IONIZER (DI100)

Cost:.....\$250

Your furniture and fixtures now actually repel dust, much like the same poles of a magnet force each other apart. You'll never have to pick up a dust cloth again once you flip the power switch. A single ionizer can protect up to 2,500 square feet. The ionizer itself is a mere two feet by three feet in size, and the ion globe is available in a variety of tasteful styles and patterns to match virtually any decor.

Malfunction: The owner rolls Smarts to turn on the device, and then once a week to maintain operation. If a Smarts roll results in snake eyes, the ionizer releases a burst of static electricity. Everyone within 5' and direct line-of-sight takes 2d10 nonlethal damage from the charge, and has their hair stand on end for 1d10 minutes afterward.

ELECTRO- MAGNETIC FOCUSING DEVICE

This amazing device is essential to the laboratory of any scientist studying the effects of magnetism or similar phenomena. Only slightly larger than a Gatling pistol, the electro-magnetic focusing device (which we will henceforth term the EMFD, for the sake of brevity) provides the user with a hand-held means of directing a powerful beam of magnetic energy onto his experiments. We need not explain the incredible usefulness of this tool to anyone who might have use for just such a device.

ELECTRO-MAGNETIC FOCUSING DEVICE (EF100)

Cost:.....\$1,800

The EMFD is similar in design and use to the electrostatic gun. Before each shot, it must be charged by pumping the charging

handle. It releases all its stored energy in a single shot, so it must be recharged after each shot. Each pump requires a single action and a successful Shooting roll. The capacitors in the EMFD don't hold a charge any better than those in the electrostatic gun. The maximum charge the EMFD capacitors can hold is six.

When fired, the device creates a powerful magnetic field in a Cone Template extending from the front of the device. The field lasts one round per charge, to the maximum of six. This magnetic field has a Strength of d4 with a single charge, and each pump after the first increases it by a die type, to a maximum Strength d12+1.

Any metal items in the area are drawn toward the firer at a Pace equal to the Strength die type, if the charge's Strength has a sufficient Load Limit to move them. (See the Encumbrance rules in *Savage Worlds*.)

Should the user target a metal object that outweighs him, he's dragged toward it instead, unless he beats the EMFD field on an opposed Strength roll. Any cowpoke holding a metal object—like, say, a six-gun—can also make a contest of Strength each round the field is in effect to keep her grip. Failure means it's ripped from her grasp.

Range: Cone Template;
Damage: Special; **RoF:** 1; **Cost:** \$1,800; **Weight:** 10; **Shots:** Special; **Notes:** Holds anywhere from one to six charges.

Malfunction: If a Shooting roll results in snake eyes, the capacitor shorts out, doing 1d6 nonlethal damage to the user for each stored charge. The EMFD can't be used again until the capacitor is replaced.

REPLACEMENT CAPACITOR (EF101)

Cost:.....\$450

Replacement capacitors are sold individually. If the availability of an instant magnetic field is crucial to your work, we recommend having two or three extras on hand.

EPITAPH CAMERA

The *Tombstone Epitaph* publishes weekly reports of bizarre creatures and events, few of which are taken seriously by sensible folk. A picture, however, would be worth a thousand words, but any sort of movement ruins pictures taken by most cameras.

Smith & Robards overcame this limitation by mixing powdered ghost rock with the emulsifier that coats photographic plates. These plates are incompatible with standard cameras, and require an "Epitaph" camera to properly record an image.

EPITAPH CAMERA (EC100)

Cost:.....\$1,600

The camera is so named because upon its availability, the *Epitaph* immediately adopted it for all photographic images published in the paper. Unfortunately, the very success of these cameras causes skeptics to believe the images are faked. But we here at Smith & Robards are committed to aiding in the dissemination of truth, and slowly but surely more folks have come to trust the evidence before their eyes!

Malfunction: Heroes use Smarts to take photographs. If the Smarts roll results in snake eyes, the camera's ghost rock plates explode, causing 2d4 damage in a Small Burst Template.

EPITAPH PLATE (EC101)

Cost:.....\$5

Plates for these cameras are more expensive than regular photographic plates, but no lesser plate will do with a camera so advanced. Additional *Epitaph* plates are sold individually.





DEVELOPING SOLUTION (EC102)

Cost:.....\$20

Epitaph camera plates cannot be developed with standard chemicals. This bottle contains sufficient special solution to develop 20 *Epitaph* plates.

GHOST ROCK DETECTOR

If you are thinking of packing up your belongings and heading to the Black Hills or the Great Maze to find your fortune in ghost rock, be sure to take a Smith & Robards ghost rock detector along with you.

More important than even pick or shovel, this wonder device is guaranteed to save you days of wasted prospecting time and inches of worn boot leather!

GHOST ROCK DETECTOR (GD100)

Cost:.....\$3,000

The detector works on the simple principle that ghost rock vapor is highly flammable. When you turn the device's crank it takes a sample of the air in the direction it is pointed, compresses it, and then ignites it. If there is a significant amount of ghost rock vapor in the area, a small explosion occurs in the detector's test chamber. As the burnt gas shoots from the chamber, it spins a small fan mounted near the exhaust port. In turn, the spinning fan rings a bell. The more rings you hear, the closer the ghost rock deposit is. To locate the deposit, simply take samples along a number of azimuths and proceed in the direction which produces the most bell rings.

The ghost rock detector's usefulness doesn't end once you've found the Mother Lode, though!

It can be used as a safety device in operating ghost rock mines. Simply switch the detector from "find" to "monitor" (lowering the compression rate). If the bell rings when you turn the handle, vapor levels in your mine have reached unsafe levels.

Notes: A successful Weird Science roll detects the presence of ghost rock in a 100 yard radius. A Notice roll (-4) once per day detects the seam of ghost rock, which can then be mined. A raise on the Weird Science roll narrows the distance down to 50 yards and reduces the Notice roll penalty to -2.

Malfunction: If a hero's Weird Science roll results in snake eyes, the device gives false readings, detecting ghost rock everywhere the posse travels.

GHOST ROCK TIMEPIECE

How many times have you scrambled to light a match so you could see your timepiece in the dark? Or attempted in vain to find a candle lying about? Perhaps you've attempted to learn the exact time by catching a ray of moonlight, or even ambient starlight. For some, the light of a lonely campfire provides all the illumination a traveler could need.

For those sick and tired of light's scarcity, Smith & Robards brings you a full range of timepieces designed to shed their own light. That's right—these timepieces glow in the dark with a green gleam! The clock face is infused with ghost rock dust to provide light whenever and wherever you need it most.

GHOST ROCK WATCH (GW100)

Cost:.....\$100

The ghost rock watch comes in a handsome carrying case, and includes a snap-on lid to shield the glow when it's not needed. Please specify men's wristwatch (with leather wristband), ladies' wristwatch (with leather wristband), or pocket watch (with chain and fob) when ordering.

Notes: The watch doubles as a flashlight from reflected fluorescent/phosphorous crystals, shedding pale green light in a Cone Template. The watch needs winding once per week, which requires a Repair or Smarts (-2) roll.

Malfunction: If the result of the Repair or Smarts roll to wind it is snake eyes, the clockwork mechanism spins faster and faster, finally setting the ghost rock alight—it explodes for 2d6 damage in a Small Burst Template.

GRAVITIC INTENS- IFICATION FIELD GENERATOR

Similar to the EMFD, the gravitic intensification field generator—or gravitic intensifier, for short—provides a researcher the means to study the effects of increased gravity on an object or test subject. Using gravitic attunement coils and a directional targeting device, a scientist can increase the gravity in a specific region significantly.

However, unlike the EMFD, the gravitic intensifier is somewhat unwieldy, due to the complex equipment necessary to properly amplify the effects of gravity. Since it's roughly the dimensions of a medium-sized safe (3'x3'x3'), we've thoughtfully provided it with the undercarriage of a wheelbarrow to ease transport to and from field sites.

The gravitic intensifier uses a one-ounce nugget of ghost rock to power the attunement coils. Each use completely consumes the nugget, so although it is quite a useful part of a researcher's equipment locker, it can become extremely expensive to operate.

GRAVITIC INTENSIFICATION FIELD GENERATOR (GG100)

Cost:.....\$3,250

The intensifier takes an action and a successful Weird Science roll to activate, once the user has it in place. Once turned on, it intensifies the force of gravity in a Large Burst Template centered on itself. Objects or creatures outside that area (or more than 8" above or below it) are not affected by the gizmo.

Those within the area, however, suffer its full effects. All Trait rolls are made at a -4 penalty due to the greatly enhanced gravity. All creatures have their Pace halved, and each round cowpokes and normal animals (or even supernatural ones that are subject to Fatigue) spend inside the field, they have to make a successful Vigor roll or suffer a level of Fatigue. Characters Exhausted in this fashion fall prone, and stay that way until the device is turned off.

The field lasts until the intensifier is shut off or 10 rounds elapse, at which time the nugget is completely expended and the gizmo shuts down.

Malfunction: If the Weird Science roll results in snake eyes, the field is several times more powerful than expected. All Trait rolls are penalized as normal, but characters can only move half their Pace with a successful Strength roll. Vigor rolls made by those inside the field suffer a -2 penalty. Only a successful Repair roll (-2) can shut the device off at this point!

MESMERIC OSCILLATOR

The mesmeric oscillator demonstrates the susceptibility of the human brain to simple external stimuli. It can be used for a variety of experiments, ranging from simple studies of hypnosis to more elaborate research into sensory inhibition.

The oscillator uses a sequence of flashing, electrically powered bulbs to create a syncopative visual effect. Most humans find the repetitive pattern almost irresistibly hypnotic, and quickly slip into a trance-like state. To protect the researcher from the effects of the oscillator, we've mounted the contraption on a helmet which, once strapped onto her head, puts the lights safely out of the scientist's direct view.

The oscillator draws its power from a belt-mounted, ghost-rock-burning mini-generator. A single nugget of ghost rock provides enough energy for nearly 10 hours' continuous use.

MESMERIC OSCILLATOR (MO100)

Cost:.....\$1,200

The oscillator requires a successful Smarts roll, and an action, to activate. The lights take a moment to reach the proper sequence speed, so its effects do not begin until the user's next action. Everyone within 4" and viewing the oscillator must make a Spirit roll each round or be Shaken. A cowpoke that rolls snake eyes is knocked unconscious for 1d6 hours.

Even if the Spirit roll is made, the hero suffers -2 on any Trait roll that requires vision to affect the wearer while the oscillator is flashing. Both effects can be avoided by simply not looking at the user of the oscillator or remaining more than 4" away. At that distance, the light show isn't intense enough to have a stunning effect. Harrowed are affected by this device, but other abominations are not.

The oscillator provides Armor +1 to the head, but if enough damage is done to cause a single wound (despite Armor), the

oscillator is broken and requires a Repair roll (-2) to fix.

Malfunction: If the Smarts roll to activate the oscillator comes up snake eyes, the generator shorts into the wearer's head, causing 4d6+4 damage directly to the noggin. The helmet's Armor grants no relief.

PLAYER INSTRUMENTS

These delightful devices are actually highly specialized versions of our clockwork laborers (found in the Labor Savers section, on page 61). Fortunately for you, the customer, this means we can produce them much cheaper than the fully equipped models. We can fit a player to nearly any device, from a jaw harp to an orchestral harp, but the price varies accordingly.

PLAYER INSTRUMENTS (PI100)

Cost:.....\$25-\$75

Each player instrument comes with a selection of five stamped

plates of the most popular classical pieces, and others are available upon request for the price of a mere \$1 per plate. Please specify desired musical instrument when ordering.

Malfunction: Activating a player instrument with its imprint card requires a Smarts roll. If the roll shows snake eyes, the imprint card is printed backward, resulting in a horrendous cacophony that's curiously unsettling. All listeners must make an immediate Guts check (-2)! Worse, the imprint card is stuck and takes a successful Agility roll (-4) to pull loose, after which it must be replaced.

PSYCHIC PROJECTOR

Telegraph wires, horses, stagecoaches, Maze runners, and even trains—what do they have in common? They're all contrivances to get you, or your communications, to a place you presently are not. With our incredible psychic projector, you will never again be a slave to geography!

The device actually consists of two parts: the transmission chamber and the broadcast projector. Of the two, the transmission chamber is by far the largest, being a cylinder some three feet in diameter and eight feet high, connected to a steam-turbine generator and transmission control board. The broadcast projector is only slightly larger than a powder horn and fitted with a carbide lamp, a series of lenses, and rubber diaphragms.

To employ the projector, the user steps into the transmission



chamber where she is coated with a light dusting of specially treated ghost rock powder. The projector also contains a supply of the powder culled from the same nugget of ghost rock.

Using certain corollaries of established scientific theories, all the user's actions are mimicked by the powder in the projector, albeit on a smaller scale. The carbide lamp serves to project the image onto the lenses, which in turn magnify it to normal size and provide an illusion of dimension. Furthermore, the diaphragms magnify the vibrations of the particles caused whenever the user speaks, and allow her words to be transmitted as well.

However, due to the photochemical nature of the treated particles, the image has a turquoise hue and is somewhat transparent, which reveals it for what it is—a projection. Also, the user's voice is distorted by the transmission process, giving it a hollow, almost spectral sound. Finally, a second set of lenses and diaphragms focus light and sound onto the particles from the projector's surroundings. This provides the user the means to conduct two-way communications with persons at the projector end of the transmission. Occasionally, transmissions are slightly distorted, so take care to confirm all messages!

PSYCHIC PROJECTOR (PP100)

Cost:.....\$12,000

The device provides a clear, albeit obviously false, image at the projector. Spoken communication is less effective, however. Listeners must make a Smarts roll to

understand each of the user's sentences.

The cowpoke using the transmission chamber has an even tougher time of it. He must make the same Smarts roll, but with a -4 penalty for the purposes of understanding anything from the projector. The projector has an effectively unlimited range of operation.

A single, treated nugget is needed for each transmission, although half of the nugget must be at each location. There is no time limit on the transmission, but once the user leaves the chamber, a new nugget must be prepared for another transmission.

The transmission chamber isn't linked to a single projector, but must have a treated nugget for each projector the user wishes to reach. He can broadcast to more than one at a time by coating himself with multiple dustings, or make separate (and private) contact by removing the dust from one nugget before applying another keyed to a different projector.

Notes: Marshal, since there's such uncertainty with communicating through this device, you may want to have any player whose cowpoke is using one write out her message on a piece of paper and pass it to you instead of speaking it aloud. Then, you can recopy it to another bit of note paper—altering it according to a failed Smarts roll to understand it, or a malfunction—and pass it to the recipient to read. This might take a little more work, but it's likely to lend itself to an amusing situation or two!

Malfunction: If the player of the hero in the transmission chamber rolls snake eyes on a

PRODUCT RECALL

With regret, Smith & Robards is forced to issue a recall of The Winstone-Bailey Self-Tightening Tie due to unforeseen difficulties. The Company also wishes to offer its condolences to the families of those affected.

Smarts roll, the dust accidentally ignites, causing 2d10 fire damage and setting clothes, hair, etc. on fire on anything *but* a 1 on 1d6. Barring additional fires, the flames last 1d4 rounds—but the folks on the projector end get a very entertaining view of a dancing fireball!

TREATED FUEL NUGGET (PP101)

Cost:.....\$100

Additional treated nuggets are sold individually.

PROJECTOR UNIT (PP102)

Cost:.....\$3,500

If you wish to project your message to multiple destination sites, additional projector units are sold individually.

RATTLER DETECTOR

Smith & Robards' rattler detectors are indispensable pieces of equipment for anyone traveling in the Nevada area. These simple yet ingenious devices can be the difference between a safe trip and becoming a meal for a Mojave rattler.

All you have to do is place the detectors around your camp. Then you can sleep soundly, knowing you will have advance warning of any attack by one of these subterranean terrors.

RATTLER DETECTOR (RD100)

Cost:.....\$100

Each detector has a parabolic dish which is placed flat on the ground. The dish collects and amplifies the sound made by a rattler as it burrows through the ground. At the center of the dish is a tuning fork which is sensitive to the characteristic noise of a tunneling rattler. If one approaches within 100 yards, the tuning fork begins to vibrate violently and triggers a wind-up alarm bell.

Notes: The Marshal should secretly make a Smarts roll for each character who places a detector. With success it functions correctly, automatically detecting any rattler which moves within 100 yards of it (and setting off a loud alarm bell). Detectors may also be triggered by things like

a large group of horses (20 or more), an earth tremor, etc.

Malfunction: If a Smarts roll results in snake eyes, the detector goes off without cause, and the tuning fork sends vibrations into the ground which actually attract any rattlers in the vicinity.

RATTLER DETECTOR HEADSET (RD101)

Cost:.....\$100

This accessory is for the intrepid adventurers who hunt these mighty beasts. The headset plugs into a sound tube on the detector and allows the operator to hear what the detector hears. Skilled listeners can pick out the sound of a burrowing rattler long before it trips the alarm.

Notes: Roll Notice (-4) to hear the sound of an approaching rattler before it trips the alarm.

Malfunction: If the Smarts roll results in snake eyes the detector goes off without cause, and the

tuning fork sends vibrations into the ground which actually attract any rattlers in the vicinity.

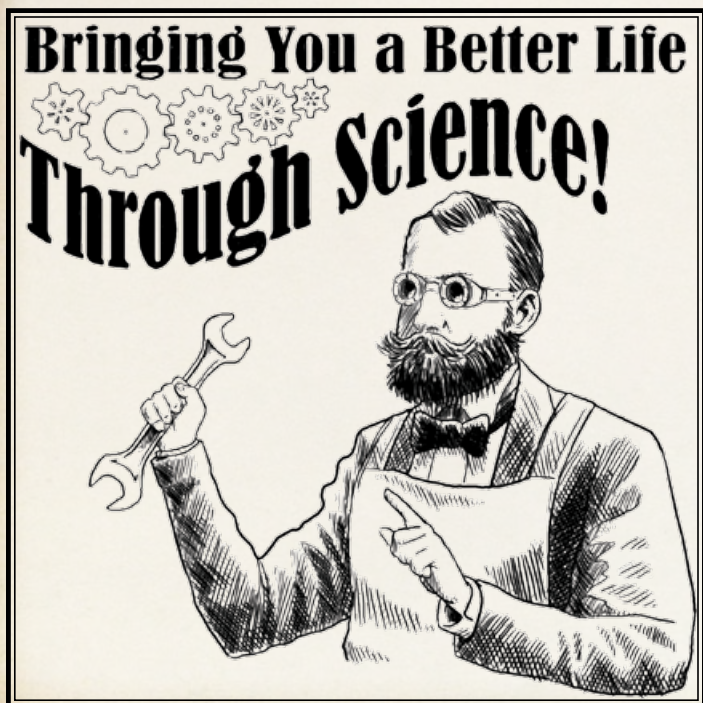
SELF- DEVELOPING PHOTOGRAPHIC PLATES

An accurate account of field tests, an experiment's results, or evidence of a new species are invaluable to those engaged in scientific research. And, as man is a visually oriented beast, a photograph is an excellent means of recording just those sorts of events. However, as most will agree, current photographic equipment is cumbersome, slow to employ, and difficult to use properly. As a result, photographic evidence is too seldom used in our chosen profession.

Now we offer a method for nearly instant photography and development of film with these self-developing plates. These handy devices need only have their silvered surface exposed to the objects to be photographed to record the scene in front of them!

The plates require no camera, no lenses, no tripod—in fact, nothing other than an operator to hold them and strip the protective cover from their surface. The image reproduced is of near-professional quality, and more than suitable for properly documenting research.

Each plate is approximately two feet by one foot in area, and produces a sepia-toned photograph of only slightly smaller size after only a mere five seconds of exposure.



SELF-DEVELOPING PHOTOGRAPHIC PLATES (PH100)

Cost: \$25 per plate/\$100 for package of five

The plates require a successful Smarts roll to be effective. However, they must be exposed to the scene for an entire round. Any movement in the scene during that time blurs the image. Exactly how badly this distorts the photograph depends on the amount of movement, and is the Marshal's call. In short, these items are great for recording a static scene like a footprint or crime scene, but nearly useless for capturing an image of anything living.

Malfunction: If the Smarts roll results in snake eyes, the plate snaps a shot of the Hunting Grounds. Anyone seeing it must make a Guts roll (-2). The picture fades in five minutes, leaving no record of the horrified viewer's outrageous claims...



SOUND TELEGRAPH

Smith & Robards is proud to announce the latest breakthrough in the field of electronic and electromagnetic communications. It is now possible to speak to a friend over a mile away without shouting, and without the need for connecting wires!

Our sound telegraph uses a series of resonating membranes and sound chambers to amplify the sound of your voice and focus it into a narrow band. This stream of sound is fired at the listening dish of another sound telegraph. The listening dish collects the

sound, re-amplifies it, and plays the message for the recipient.

This device has no cumbersome wires like the gadget Bell cooked up!

SOUND TELEGRAPH (ST100)

Cost:.....\$2,000

The sound telegraph can send and receive messages at a distance of two miles. Placing a relay unit between two telegraphs doubles the range. In order to communicate, the two telegraphs must have no intervening terrain or objects between their listening dishes, and the dishes must be perfectly aligned with one another.

The basic model comes with a backpack-style carrying case.

Notes: Aligning two dishes requires a successful Repair roll and about 30 minutes' time. It also requires someone to operate each telegraph. If using a relay unit, one telegraph must be aligned with the relay, then the relay must be aligned with the second telegraph. The cranks used to position the dish have mechanical counters linked to them which record the exact position of the dish. It is possible to align a telegraph with many other telegraphs and switch between them by cranking the dish to the recorded numbers. If a telegraph is moved, it must go

through the lengthy realignment process again.

The sound telegraph emits a highly focused beam of sound. Anyone who walks through the beam must make a Vigor roll (-4) or be deafened for 1d6 hours.

Malfunction: If the Repair roll results in snake eyes the signal is over-amplified. The telegraph blows apart in a Large Burst Template, and everyone within the explosion takes 2d10 damage and must make a Vigor check (-2) to avoid being deafened for 1d6 days by the blast of noise. Everyone within 100 yards hears the last message sent.

RELAY UNIT (ST101)

Cost:.....\$1,500

Extend the range of the basic unit with a relay unit. It amplifies any signals it receives and sends

them on to their destination. Positioning a relay unit between two sound telegraphs also allows them to send messages over intervening terrain.

Notes: If using a relay unit, one telegraph must be aligned with the relay, then the relay must be aligned with the second telegraph. Aligning a relay unit requires a successful Repair roll and about 30 minutes' time.

DELUXE RELAY UNIT (ST102)

Cost:.....\$3,000

The deluxe relay unit has four listening/speaking dishes, allowing an equal number of sound telegraphs to be linked to each other. If manned by an operator, the deluxe unit can route

messages between the individual sound telegraphs.

Notes: If the deluxe relay unit is not manned by an operator, it broadcasts its message to all of the telegraphs which are aligned to it (not the most secure means of communication). Aligning a deluxe relay unit requires a successful Repair roll and about an hour's time.

SPIRIT CAMERA

People may scoff at the purpose of this camera, but those who use them know better. Specially coated lenses and a secret chemical mixture in the photographic plates allow the ghost camera to photograph things which can't otherwise be seen. Order a spirit camera today and discover the wonders of the spirit world around you!

The fantastic pictures produced by this camera are dismissed by most as the results of a flaw in the photographic plates. We assure you this is not the case! Of course, if you're ordering one you probably don't need much convincing.

We offer a 10% discount on this device to full-time employees of the *Tombstone Epitaph*!

Warning: The possession of a spirit camera is illegal in much of the U.S. and in all states of the Confederacy.

SPIRIT CAMERA (SC100)

Cost:.....\$2,500

Whether you believe in ghosts or not, you'll be amazed by pictures taken with this camera. Although mundane objects appear much as they would in a normal



photograph, things associated with the spirit world appear in vivid color.

Notes: The camera cannot use standard photographic plates. The camera can hold only one plate at a time and this must be removed and developed within an hour of the shot being taken or the picture is ruined.

When loaded with a spirit plate, the camera can photograph the unseen vistas of the spirit world—in color. The mundane objects in the picture appear as in ordinary black and white photos, but spiritual objects appear in brilliant color. Normal people glow with an aura matching their personalities; an angry person may blaze red, an evil character may have a deathly black aura, etc.

Locations associated with a particularly powerful event may also have an aura. The site of Custer's last stand at the Little Big Horn, for instance, has a swirled red and black aura from the death and anger released there. A Harrowed individual's nature is obvious—his face takes on a death's head look in a spirit camera photo because the manitou is partially visible just beneath the skin. Other spirits and invisible creatures are also visible in the picture. The exact amount of information appearing in the photo should depend on the user's Smarts roll.

Taking a picture with the spirit camera requires a Smarts roll. If the roll is failed, the photographer takes an ordinary black and white picture. If the roll is successful, each raise increases the amount of spiritual energy captured and the accuracy of the information in the plate. The Marshal might want to make this roll secretly, so players

don't know the exact accuracy of their photograph.

Agents and Texas Rangers try to keep these devices out of civilian hands, and normally confiscate or destroy them on sight.

Malfunction: If the Smarts roll results in snake eyes, the picture is faulty. The spiritual information in the photo is incorrect, auras may be the wrong color, non-existent spirits appear, actual spirits don't appear, etc. Additionally, any spirits in the photo were aware of the "spirit photography" and deliberately warped the image to their own ends.

SPIRIT PLATE (SC101)

Cost:.....\$15

Additional spirit plates are sold individually.

DEVELOPING SOLUTION (SC102)

Cost:.....\$20

Spirit plates cannot be developed with standard chemicals. This bottle contains sufficient special solution to develop 20 spirit plates.

TETHERED SATELLITE

This astounding device is guaranteed to be a prime acquisition for any military force, as well as for more cerebral pursuits. The satellite provides its operator with an observation post that is not only unobtrusive—desirable for many zoological researchers—but also relatively safe from assault as well, a trait of value to the military.

The satellite carries a dizzying array of focusing mirrors and lenses to a predetermined height. A one-time-use rocket lifts the satellite to altitudes between 500 and 2,500 feet. At the chosen height, it hovers indefinitely thanks to an ingenious set of reciprocating fans. As gravity pulls the satellite down, air movement turns a suite of fans, while alternating coil springs power a second set of fans. These rotate at high enough speeds to keep the satellite at the desired altitude.

Field tests indicate this self-propagating fan system can keep the satellite aloft for at least two weeks, providing preventative maintenance has been properly conducted. The mirrors and lenses provide up to 50x magnification, allowing observation of all but the most specific details from even the maximum operating height!

The altitude and optical array are adjusted by means of a control panel located on the ground, allowing the operator to scan, observe, and even zoom in on activity below. A simple telegraph-based system provides for worry-free manipulation of the device. The entire system, including launch rockets and control panel, fits easily in the back of a standard wagon, whether steam-powered or horse-drawn.

GOT A STORY?

We want to hear from you, loyal customer, about your experiences with Smith & Robards' products. We exist to serve you, and your correspondence helps us to refine our products and improve our service.



TETHERED SATELLITE (TE100)

Cost:.....\$4,000

The satellite package provides its user with the ability to see over most terrain features and observe activity while remaining undetected. The mirror and lens arrays provide a +4 bonus to vision-based Notice rolls to a distance of two miles, providing the satellite can achieve line of sight, of course.

Operating the control panel requires only a Smarts roll, assuming the operator's manual

is handy or the hero has read it in the past. Lacking the manual, the cowpoke must make a Smarts roll (-4) to decipher the controls. Set up and launch of the system requires one hour's time. It takes an action to zoom or switch targets, and 5 rounds to change altitude. The satellite and rockets are incapable of lifting or supporting more than their own weight.

The tethered satellite package includes 2,500 feet of control cable, the control panel, 10 rockets, all operator's manuals

(which require about eight hours to read completely), and the satellite itself.

Malfunction: The satellite fans over-torque and rip the device apart. Flying debris from the mess deals 2d10 damage in a Large Burst Template directly beneath the satellite.

SATELLITE LAUNCH ROCKETS (TE101)

Cost:.....\$50

Additional launch rockets, attractively priced, are available in bundles of 10.

THE POWER OF ACCURATE INTELLIGENCE!

Captain Jay Kyle, leader of the world-famous Flying Buffaloes, writes from Fort 51:

"With the purchase of a single Smith & Robards Tethered Satellite, we have minimized Apache assaults as well as the fuel usage of our legendary rocket packs. Why risk our necks flying in reconnaissance patterns when the Tethered Satellite performs the selfsame function, with no danger whatsoever to the troops? I'd recommend anyone who likes keeping an eye on his land buy one of these units, pronto!"

LABOR SAVERS

The wave of new scientific breakthroughs and inventions sweeping the world means more than just faster travel and deadlier weapons. Labor-saving devices developed from the new science mean more time to devote to leisure and learning. This can only benefit mankind in the future!

CHAIN SAW

Now one man can accomplish in seconds what it used to take two men minutes to do. Smith & Robards' new revolving-chain saw can top or fell a large tree in seconds.

In place of a fixed blade this revolutionary device mounts individual saw teeth on the links of a chain. A powerful steam-powered rotor rotates the chain around a cutting arm at high speeds. This arrangement can cut through even the hardest wood in the blink of an eye.

CHAIN SAW (CS100)

Cost:.....\$800

The chain saw comes complete with a backpack-sized steam power unit, the saw, and two replacement chains.

The chain saw is connected to its boiler by 20 feet of flexible metal pipe. The backpack-sized boiler is set up on the ground for normal logging work. It is possible to run the saw while wearing the boiler, but the user must make a Vigor roll each round the saw is in operation or suffer a level of Fatigue from the intense heat.

The chain saw can be used for its intended purpose—cutting wood—or as a weapon.

Damage: 2d6+4; **Weight:** 20; **Cost:** \$800; **Notes:** Requires a Strength roll to use for cutting wood. Minimum Strength d10.

Malfunction: If the Fighting or Strength roll results in snake eyes, the steam pack explodes for 3d10 damage in a Large Burst Template.

SPARE CHAIN BLADE (CS101)

Cost:.....\$20

Spare chain blades are sold individually.

CLOCKWORK DE-MOLER

You need never worry about your carefully manicured lawn

being ravaged by moles, gophers, rats, or other burrowing rodents again with Prof. Phineas T. Kromer's astounding clockwork de-moler.

Sensitive stethoscopes monitor the ground for the sounds of subterranean digging and scratching. When movement is detected, pressure variances within the scopes' diaphragms turn the device and draw it to the source. Once there, the patented Roto-Exterminator wheel quickly, and humanely, dispatches the culprit, while simultaneously aerating your lawn!

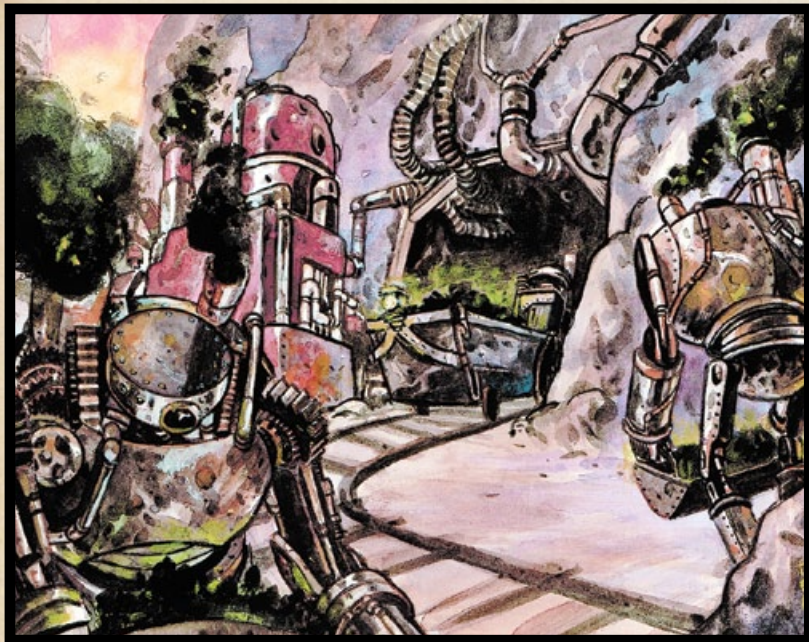
Even the craftiest varmints can't escape the de-moler, as the very noise of their escape draws the device to them.

CLOCKWORK DE-MOLER (CD100)

Cost:.....\$120

The de-moler has Notice d10 for detecting subterranean





should an operator enter or approach the device while it is working!

The butcher's frame, gearing, and springs occupy a modest area (roughly 10'x10'x8'), although we do advise clearing an area twice that size or using generous tarp coverings on surrounding surfaces. While undeniably effective at its task, the butcher's exuberance in its labors produces debris that may prove unsettling to some. As with any device of this sort, we strongly advise caution be exercised when employing the

clockwork butcher.

Notes: The owner rolls Smarts to activate the butcher. The butcher inflicts 3d20+4 damage to anyone or anything within it while operating. This damage is dealt regardless of whether or not the measurements are set for the blades. The only difference is the quality of the cut of meat...

Malfunction: If the Smarts roll results in snake eyes, the blades and saws go haywire. Anyone within 2" of the device is hit by 1d4 random blades, for 2d6 damage each!

CLOCKWORK LABORER (CM101)

Cost:.....\$750

No longer must a man dirty his hands with common tasks and labor, thanks to our inestimable engineers! Although we've built them in an anthropomorphic appearance, clockwork laborers are capable of being adapted to nearly any simple task, from

CLOCKWORK MANPOWER

What better solution could there be for labor disputes then replacing your troublesome human staff with trusty mechanical models? Never again will you struggle to stamp out sloth and greed among your workforce. We've found these inventions so labor-efficient, we feel denying them to the rest of the world would be a criminal act.

CLOCKWORK BUTCHER (CM100)

Cost:.....\$375

With this incredible device, any grocer can turn a barn into a private abattoir! A few simple pre-cutting measurements and adjustments are all that are necessary to prepare the clockwork butcher to slaughter and carve any livestock, from a Texas longhorn steer to a lowly sheep. This process not only carves the meat, but de-bones and tenderizes it as well. *At no time*

movement, and Pace 8 for catching up to it. Its blades and spikes do 3d6 damage (AP 2) to anything directly under it, in a Small Burst Template.

Malfunction: If the de-moler's Notice roll results in snake eyes, the de-moler keys on footsteps instead of digging. A random character within 12" is chased by the device. If it catches up, it inflicts its normal damage on the victim's feet.

FERTILIZER NOZZLE (CD101)

Cost:.....\$12

This optional attachment allows you to refertilize the rodent-damaged ground, and dispose of the remains at the same time. Rodents are processed into a nutrient-rich paste, which is sprayed downward cleanly as the de-moler works. No muss, no fuss!

digging ditches to stoking a locomotive engine. When placing an order, please specify the exact processes involved in the chosen labor so that we may properly prepare the directive imprint plates that guide the activities of the laborer.

Notes: The clockwork laborer performs a single simple task detailed by the imprint plates installed in its back. The plates grant the laborer Knowledge (Trade) d6 for purposes of performing its single, directed task. These tinmen have no mental facilities; they're little more than anthropomorphic clocks.

Since the gadget has no reasoning ability, it continues to do the work it was programmed for, regardless of the situation. For example, it may keep digging long after running through a vein of ore. The lack of intelligence makes it poorly suited for combat as well, although it can man a firearm or cannon and fire at a predetermined range or target if so programmed.

Laborers are powered by simple springs and clockwork, so they require half an hour of winding every 10 hours, or they stop functioning. It takes a successful Smarts roll to wind a clockwork laborer properly.

Malfunction: If the laborer's Knowledge (Trade) roll, or the Smarts roll to wind the springs, results in snake eyes, the machine strikes the nearest human unexpectedly for Str+d8 damage. It continues to flail wildly, requiring a successful Repair roll (-4) to make it stop, and 2d6 hours' work to get it running properly again.

CLOCKWORK LABORER

The basic models of laborer appear very similar to the standard "tin man," although they're powered by springs and gears rather than a boiler. Depending on the task, individual models may lack arms, legs, or even a head!

Attributes: Agility d6, Smarts N/A, Spirit d4, Strength d8, Vigor d8

Skills: Knowledge (Trade) d6

Pace: 4; **Parry:** 2; **Toughness:** 8 (2)

Gear: Clockwork laborers are equipped with a single piece of equipment suited to the programmed task.

Special Abilities:

- **Armor +2:** A clockwork laborer's metal shell affords it some protection.
- **Construct:** +2 to recover from being Shaken; no additional damage from Called Shots; immune to disease and poison.
- **Fearless:** Clockwork laborers are unaffected by Fear or Intimidation.

IMPRINT PLATES (CM102)

Cost:.....\$25

Additional plates, pre-imprinted for various tasks, cost \$25 for each complete set. Typically, around 100 cards are required for a single task.

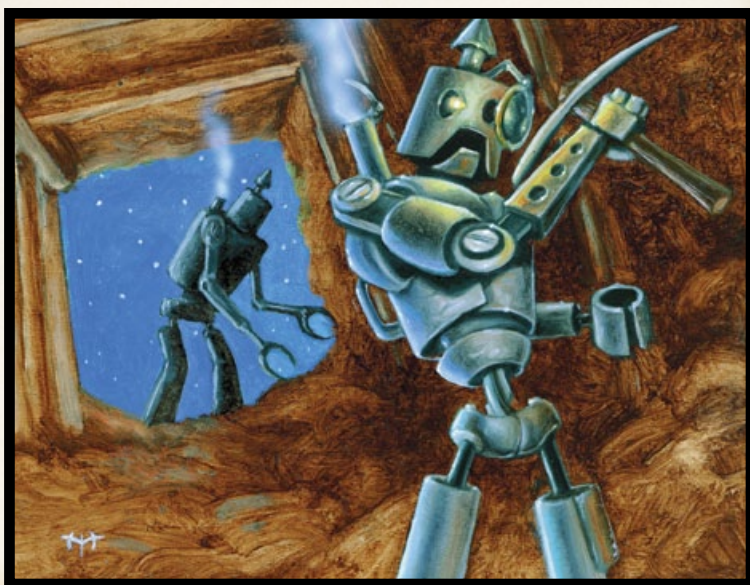
DIRECTIVE IMPRINT PRESS (CM103)

Cost:.....\$500

This is a valuable purchase for anyone who plans to make extensive use of clockwork laborers. Instead of being limited to a single set of directive imprint plates, or having to commission additional ones from us here in Salt Lake City, the imprint press allows its owner to make her own, whenever she pleases!

The device comes with all the imprint keys to produce directive plates for any task within the ability of a laborer to perform, and a supply of 100 blank plates.

Notes: This device lets the owner redirect a clockwork laborer to another task. The laborer can't be directed to do anything beyond



its abilities, however. The process of creating a set of plates takes a successful Smarts roll (-2) and an entire day's time, but once the first set is done, additional (identical) sets take only an hour each.

Malfunction: If the Smarts roll to create a set of imprint plates results in snake eyes, the imprint actually commands the laborer to rip itself apart in a series of violent gyrations. Anyone within a Medium Burst Template when it's activated is struck by flying springs and debris for 2d6 damage.

BLANK IMPRINT PLATES (CM104)

Cost:.....\$5

Additional blank plates are available for \$5 per 100—the average amount needed to program a single task.

FLAPJACK MACHINE

With the Smith & Robards flapjack machine you can prepare breakfast for a small army, and still have time for a nap before lunch!

Simply light a fire in the base and pour your batter in the top. The machine automatically dispenses the batter onto a rotating griddle. The precision timing device attached to the griddle ensures the flapjacks are cooked perfectly. When they're finished, a mechanical arm deposits up to 30 flapjacks a minute right on your plate!

FLAPJACK MACHINE (FM100)

Cost:.....\$1,000

The flapjack machine includes two 20-pound sacks of Smith &

Robards' patented ready-mixed flapjack flour. Just add water! A Smarts roll is required to set the device in motion, after which time it does all the work.

Malfunction: If the Smarts roll results in snake eyes, the machine flings flapjacks off in random directions for 1d6 rounds, and then blows apart. This does 2d8 damage to everyone within a Large Burst Template.

HYDRAULIC MINER

Pressure-driven water hoses are becoming more commonplace in the industrialized East, and miners have long searched stream beds for nuggets washed from an ore-rich ledge. It was inevitable that someone would find a way to combine the two and create man-made panning streams. We at Smith & Robards are pleased to offer the method to you!

Thanks to a steam-boiler engine, our hydraulic miner can generate tremendous water pressure capable of blasting away up to 4,000 cubic feet of dirt every half hour. Hard-packed or rocky soil may slow this rate considerably.

HYDRAULIC MINER (HM100)

Cost:.....\$1,400

The entire affair fits onto the back of a standard steam wagon. The miner comes with everything needed to become a mining magnate overnight, including a quarter mile of feeder hose to link to the water supply. Note that the miner can use as much as 1,000 gallons a minute, so at a minimum make sure to tap into a good-sized stream.

Operating the miner to expose ore in a precise fashion requires an Agility roll. Used as a weapon, the hydraulic miner requires a Shooting roll (-2). If a hero is struck by the blast, the player makes an opposed Strength roll versus the pressure's Strength d12+2, or is knocked off his feet, and thrown backward 1" for each raise. The pressure's Strength is reduced by one die type per Range Increment beyond the first.

Range: 10/20/40; **Damage:** Special; **RoF:** 1; **Cost:** \$1,400; **Weight:** 300; **Shots:** Special; **Notes:** Shooting -2. As long as it has a connection to a water source, its Shots are unlimited.

Malfunction: If an Agility or Shooting roll shows snake eyes, the hydraulic miner's boiler explodes, doing 4d20+4 damage to everything in a Large Burst Template, including the device.

INSTA-FREEZE

The icehouse will soon become a business of the past, thanks to the insta-freeze machine. With this clever device, ice becomes unnecessary. In mere minutes, you can freeze foodstuffs solid and let them cool each other!

Our patented Thermo-Magnetic Coils are at the core of this miraculous device, which is no larger than the average tool shed once fully assembled (about 5'x8'x8'). Working on the principle of thermal diffusion, the coils conduct temperature variations to such an efficient degree that they are capable of freezing a 250 lb. slab of beef solid in less than half an hour!

INSTA-FREEZE

(IF100)

Cost:.....\$450

The insta-freeze is fired up periodically to turn foodstuffs into ice, but is not left running all the time. Operating the device requires a successful Smarts roll.

The insta-freeze and Thermo-Magnetic Coils are just plain too big to use as a weapon without some creative thinking. Anyone trapped inside an insta-freeze must deal with temperatures approaching -10° Fahrenheit (see rules for Cold in *Savage Worlds*).

Malfunction: If the Smarts roll results in snake eyes, the coils short out violently, sending a 2d10 bolt of electricity into a random character within 2".

MECHANICAL MULE

Tired of cursing at your pack mule? Why not replace him with a reliable Smith & Robards mechanical mule!

Our mechanical mules have robust, spring-powered motors that propel them at a steady four miles per hour all day long. No more tugging the bridle of a stubborn animal—simply grab the handle on the steering lever and begin walking. The mule follows you immediately!

MECHANICAL MULE

(MM100)

Cost:.....\$1,500

The mules have built-in waterproof cargo containers, as well as a number of convenient steel eyelets for securing external cargo. Each mule is guaranteed to carry 1,000 pounds of cargo.

Each mule also has a special rear hitching post so that the reins of another animal can be tied to the mule or the steering lever of another mechanical mule can be attached there. It is possible for one person to lead a string of up to 10 mechanical mules in this manner.

Notes: Mules have a Pace of 10 and cannot run. The user makes a Driving roll at the start of each trip, and whenever an additional roll is called for by circumstances (negotiating a dangerous descent, crossing a stream, etc.). If a character has a string of mules, all Driving rolls suffer a cumulative -1 penalty for each mule after the first. A mule can travel eight hours before it must be rewound. This process takes 30 minutes.

Malfunction: If a Driving roll results in snake eyes the main spring snaps. Everyone within a Medium Burst Template is pelted with pieces of mule and cargo for 2d6 damage.

PADDED SEAT (MM101)

Cost:.....\$50

Why walk? This accessory adds a padded seat to the mule's back and reconfigures the controls so the mule can be operated from that position.

PHYSICIAN'S ASSISTANT

Too many inventions are dedicated to causing pain and suffering. In an effort to redress that, we now offer the physician's assistant. Instead of finding new ways to kill our fellow man, science provides the means to heal him!

CALLING NEW

SCIENTISTS

Do you have what it takes to join the ranks of Smith & Robards' dedicated team of visionary inventors and forward-thinking marketers? Join us as we bring the latest devices to the masses and together forge a brighter tomorrow through the application of fresh ideas.

Smith & Robards offers ample remuneration and company housing in the most modern tenements. Relocation to Deseret is a condition of employment. Contact us care of Smith & Robards, marked for the attention of Gilbert Moorely.

The assistant contains all the vital tools of a doctor's own bag, alongside a small supply of important chemicals, antiseptics, and anesthetics. It requires a physician's medically trained hand to properly set its clamps, needles, blades, and the like, as it is only a machine. Once in place, it is capable of treating a patient's wounds far faster than even the most skilled surgeon's fingers.

Additionally, because the device is unlikely to exhibit human failings like flinching or hesitation—no matter how the patient carries on during treatment—it can treat wounds previously thought beyond the abilities of modern medicine!

The assistant comes with enough supplies to treat up to 10 patients. Scientific and professional responsibility requires we limit sales of this device to licensed medical practitioners.

PHYSICIAN'S

ASSISTANT (PH100)

Cost:.....\$750

With a successful Healing roll, the assistant halves the normal

time to treat a wound (i.e., from 10 minutes to a mere five). The device provides no bonus to the Healing roll, nor can it be used by a cowpoke making an unskilled roll. It weighs about 30 lbs.

Notes: If a hero with Knowledge (Medicine) uses the device, she can attempt treat even permanent injuries. This requires a Knowledge skill roll (-4). With a success, the doctor can then attempt a Healing roll (-3) to remove the permanent injury.

The physician's assistant is not a gentle healer. Any patient treated by it suffers a level of Fatigue whether or not the medicine roll succeeds. It's also more than a little unnerving. Any cowpoke this device is used on must make a Guts roll.

Malfunction: If a Healing roll results in snake eyes, the assistant goes haywire and causes an additional wound. It takes a successful Repair roll (-4) and 2d6 hours' work to get it healing normally again.

REFILL PACKET (PH101)

Cost:.....\$100

This package contains enough supplies to treat up to 10 patients. Don't be caught in a dicey situation lacking the proper chemicals, antiseptics, and anesthetics!

TRAIL STOVE

After a long day on a hot and dusty trail, the last thing you want to do is spend hours over a hot cooking fire. If you own a Smith & Robards ghost-rock trail stove you won't have to.

Our stove heats up to cooking temperatures in mere minutes

and can accommodate up to three medium pots on its surface. The dial, which controls the vent fans, allows you to regulate the stove's temperature and ensure even cooking.

The trail stove has no visible flame, so it is ideal for those who want a hot meal but don't want the unwanted visitors that come with a visible campfire.

TRAIL STOVE (TS100)

Cost:.....\$500

The stove requires an ounce of ghost rock for fuel each time it is used. Make a Smarts roll to operate the trail stove. A successful roll means dinner is perfectly cooked, while a failure indicates dinner is burned, but still edible (barely).

Malfunction: If the Smarts roll to operate the trail stove results in snake eyes, ghost rock vapors get into the food. Everyone eating it must make a Vigor roll (-4) or come down with rock fever.

VISUAL SCALE

Sir Isaac Newton's Law of Universal Gravitation states that every object in the universe exerts an attractive force on every other object. It further states the force depends on the mass of the objects and how far apart the two are. Our "visual" scale puts that theory to the test—and proves it true!

This astonishing piece of equipment allows its owner to determine the weight of any object he can see. Although we've named them "visual," the actual mechanism has little to do with sight beyond merely locating the target for the scale.

The scale isolates and measures the attraction generated by the

selected object. We calibrate the device against known weights in our facility prior to sale, so you can rest assured all readings are accurate.

The only input necessary from the operator is the distance to the target. The more exact the better, but at a minimum an accurate foot-count is required. We've even included a protractor and graduated lens for assistance in making this determination.

The scale (and attached ranging equipment) comes mounted on a single tripod no larger than a piece of surveyor's equipment or small camera.

VISUAL SCALE (VS100)

Cost:.....\$500

The scale provides a measure of an object's weight with a variance of no more than +/-10%, provided the distance entered into the device is accurate within a foot. By providing the range to the nearest inch, the error margin is reduced to only +/-5%.

The ranging equipment requires a Smarts roll (-4) to use. Success indicates the hero has obtained the range within a foot. On a raise, the distance has been calculated to the nearest inch.

Malfunction: If the Smarts roll results in snake eyes, the scales transduce the target's weight into physical force instead of simply measuring it. The user is struck by a wave of pressure equal in weight to the object viewed. Exactly how much damage that does is up to the Marshal, but really massive objects like locomotives or mountains should be dead (5d20+4 damage or more!).

ELIXIRS & TONICS

One of the fields most affected by the new science is chemistry. Great strides have been made in the area of medicines and other tonics. We here at Smith & Robards are committed to bringing our customers the best money can buy. We won't rest until we've tried every conceivable way to make a tonic more potent, safe, and reliable.

This section contains a handy list of all our incredible elixirs, described for the lay person.

ADRENAL BOOSTER (AB100)

Cost:.....\$200/dose

This particular tonic stimulates the imbibers' adrenal glands, releasing a burst of pure adrenaline into his system. The result is the ability to perform near super-human feats of strength, endurance, and speed!

When drunk, the adrenal booster elixir boosts the hero's Strength and Vigor by one die type each, and increases Pace +2, for a duration of 10 minutes. For the tonic's duration, the drinker cannot recover from Fatigue by any means. When the effect ends, the drinker must roll Vigor or suffer a level of Fatigue.

Malfunction: If the Vigor roll shows snake eyes, the drinker has a bad reaction. Her Strength and Vigor drop by a die type each (to a minimum of d4), and her Pace is reduced by half, for 1d6 hours.

CAUSTIC VAPORS (CV100)

Cost:.....\$125/dose

These innocent looking pills are one of the most insidious weapons in our—or, we daresay, any—alchemical closet. When exposed to air, they immediately

react and begin turning the surrounding air into a vapor that burns flesh on contact. While painful and possibly damaging to exposed skin, the real danger lies in inhaling the substance!

Caustic vapors rapidly expand to fill a Large Burst Template with a thick, fog-like cloud for a duration of 2d6 rounds. Everyone with exposed skin within the area suffers 2d4 acid damage per round. Fortunately, even normal cloth works as a barrier to the heavy vapor, so clothing effectively protects against it. A Smith & Robards vapor mask (see page 49) provides protection against inhaling the gas.

Anyone who inhales the compound takes 2d6 damage every round she remains in the cloud, and for an additional 1d4 rounds afterward. That's



in addition to the acid damage mentioned above!

Malfunction: Roll Throwing to successfully deploy the pills (Range: 4/8/16). If the roll results in snake eyes, the vapors are full strength, but the bottle shatters as the hero readies it, catching her in the center of its effects!

CHOKING GAS (CG100)

Cost:.....\$90/dose

Some outlaws will stop at nothing to avoid capture, including using innocent bystanders as shields. Our revolutionary choking gas can disable these despicable cowards without causing any permanent harm to their victims.

Choking gas is usually thrown in a breakable container. A dose of choking gas expands into a cloud the size of a Large Burst Template. Each additional dose in the container increases the cloud's diameter by 2" (four yards). Everyone within the cloud begins to cough and choke. Each round, everyone within the cloud must make a Vigor roll (-4) to resist the gas. Anyone who fails takes a level of Fatigue. Each dose of choking gas lasts 2d6 rounds.

Characters affected by the gas must continue to make Vigor rolls each round, even if they leave the cloud, until they succeed and regain control of their breathing, or fall unconscious. This Fatigue can cause unconsciousness but not death (except with a Malfunction).

Malfunction: If a victim's Vigor roll results in snake eyes, the gas inflicts 3d6 lethal damage.

COHESION COATING (CC100)

Cost:.....\$80/dose

This wonder liquid can be used to make objects more resistant

to damage. The cohesion coating sinks into whatever material it is on and fills in any flaws or cracks in the object, strengthening it and making it harder to break. Use with care though, for the effect is temporary—until the user is dealt a Joker, or at the end of the combat.

Roll Smarts to apply a dose (or Vigor if it is applied to the skin). Pouring a dose of cohesion coating on an object increases its Armor level by 1. A single dose will treat an area four feet square. Objects coated with this elixir radiate an eerie glow. This is barely noticeable during the day, but at night it negates any lighting penalties for shots aimed at the object, since it's so much easier to see.

Clothing or skin treated with this potion become extremely stiff, causing a -1 penalty to all the recipient's Agility and Agility-based skill rolls for the duration.

Malfunction: If the Smarts or Vigor roll results in snake eyes, the coating reacts like an acid and permanently reduces the object's Armor by -1. If the object has no Armor, it takes 4d6 damage instead.

DEHYDRATED AIR TABLETS (DA100)

Cost:.....\$30/dose

This astounding pill is actually a form of "solid" air. When the dehydrated air tablet is immersed in water, it slowly returns to a gaseous state. The amount of water necessary is small, nor need it be pure. Human saliva, for example, functions admirably as a catalyst. By holding a dehydrated air tablet in the mouth, the user is supplied with life-giving oxygen, even underwater or in a smoke-filled room!

The process by which air is reduced to a solid form is not as precise as we might wish, so in the interests of safety, we recommend either limiting use to shorter spans or carrying a second tablet just in case.

Roll Vigor when a tablet is placed in the hero's mouth. For the duration of the dehydrated air's effects (3d6 minutes), the hero has a ready supply of fresh air. This protects her against drowning, poison gases, smoke inhalation, or any other effect that is based on breathing.

Malfunction: If the Vigor roll shows snake eyes, the tablet burns the user's mouth, causing a level of Fatigue due to uncontrollable coughing and spitting. The tablet's useless.

DE-INEBRIATING TONIC (DT100)

Cost:.....\$10/dose

For those times when the more detrimental effects of alcohol are undesirable, we present our de-inebriating tonic, guaranteed to cancel the effects of any alcoholic intoxication within moments of its consumption!

Roll Vigor when a hero swallows a dose. With success, the tonic completely and instantly cancels the effects of drunkenness. It also induces a bout of upchucking to clear any remaining liquor from the cowpoke's system. This unpleasant experience causes a level of Fatigue and no small embarrassment. As a beneficial side-effect, the upchucking also helps the poor sod purge any poisons he may have swallowed in the last 10 minutes from his system. Add +2 to the Vigor roll to resist a toxin of that sort.

Malfunction: If the Vigor roll results in snake eyes, the potion

actually intensifies the alcohol, sending the cowpoke into a drunken coma for 1d6 hours.

DE-PIGMENTATIVE PAINT (DP100)

Cost:.....\$1,000/gallon

In one of the most momentous discoveries in the field of alchemy, we have created a paint that renders an object coated with it transparent to light! We can't disclose even the slightest details on the function of this incredible compound, but we can guarantee that our customers have seen nothing like it—literally! For a number of reasons, we must advise strongly against using the paint on exposed flesh.

De-pigmentative paint makes any object coated with it nearly invisible, per the *invisibility* power (see the *Deadlands Player's Guide*). Roll Smarts to apply the paint correctly. A single gallon can cover up to 400 square feet. Note that if only a single side of an object is coated with the paint, it is transparent (or invisible) from the painted side only. This provides a handy method for surveillance, as one can create a "window" that can't be seen from the other side. The paint's effect lasts for one hour.

Any cowpoke who insists on painting herself quickly finds out why it's a bad idea. The fumes are nauseating, and the stuff gets into the bloodstream through the body's pores. Each round, she must roll Vigor or take a level of Fatigue (which can kill if it goes beyond Incapacitated). Wearing a full suit of clothes (including gloves) and a vapor mask (see page 49) prevents this awful fate.

Even if the damaging effects of the paint are avoided, she faces a multitude of problems. Her eyes remain visible unless she paints

them (ouch!). Painting the lenses of the vapor mask doesn't help, as the eyes are still visible behind the glass. Granted, this may be disconcerting to most folks, but a pair of "floating" eyes are going to draw attention—which, presumably, she wants to avoid. Also, because she can't see her own body either, all Agility-linked Trait rolls receive a -2 penalty for the paint's duration.

One last note: Any object coated with the de-pigmentative paint is just as invisible to the cowpokes who painted it as everyone else, so they'd better not forget where they left it!

Malfunction: If the Smarts roll results in snake eyes, the paint barely obscures the subject. Plus, the fumes are nauseatingly strong. Anyone within 2" of the object must make a Vigor roll (-2) each round or suffer a level of Fatigue.

EXBALMING FLUID (EF100)

Cost:.....\$100/dose

Exbalming fluid, which reacts only with dead flesh, serves two purposes to assist in the

preparation and disposal of the dearly departed. First, it can instantly and surely identify to a doctor or mortician whether or not a body is a corpse, or a patient. On the living, it simply runs off or pools, just like water, but on dead flesh it violently reacts, quickly burning it away!

When poured or splashed onto a dead body, exbalming fluid causes 2d8 damage per round for its duration of 1d6 rounds. If carefully poured, it contains enough to completely douse a human body (lending it its nickname of "crematorium in a bottle"). When dealing with moving targets, the hero must toss or sling the liquid at the target. This takes a Throwing roll to hit (Range: 4/8/16). When hurled in this fashion, the fluid affects a Small Burst Template and does 2d8 damage per round to any dead (or undead, including Harrowed) flesh in the area for the duration.

Malfunction: If the Throwing roll results in snake eyes, the fluid is dead on target but actually *heals* one wound per round of its duration!



ENFEEBLING POWDER (EP100)

Cost:.....\$40/dose

This wonder powder is guaranteed to keep prisoners docile and well-behaved. When mixed with a liquid, the powder makes a libation which robs any who drink it of energy and strength.

Anyone who drinks a dose of enfeebling powder must make a Vigor roll (-6). If the roll is failed, the victim's Strength and Vigor die types are each reduced by a die type (to a minimum of d4). This effect lasts for about four hours.

Malfunction: If the victim's Vigor roll results in snake eyes—oops! The powder has the reverse effect and actually increases the imbibers Strength and Vigor by a die type.

EXFOLIANT OIL (EO100)

Cost:.....\$40/dose

Exfoliant oil must be ignited to take effect. Once lit, the oil produces a thick, yellowish smoke that is virtually harmless to humans and other animals, but a deadly toxin to all forms of plant life. It's especially well-suited to clearing areas of thick overgrowth, thickets, or even small stands of trees. Be warned that we do not advise its use for agricultural purposes. Its toxins render soil unsuitable for growing plants for at least two years.

Exfoliant oil creates a cloud of yellow smoke the size of a Large Burst Template, which lasts for 10 minutes in the absence of wind. Any normal plant within the area is killed by the vapors. Grass, weeds, brush, and small saplings wilt and die immediately. Larger plants such as mature trees may

linger for weeks before finally falling in a cascade of wood chips.

This is not a method for harvesting lumber. The wood of any plant killed by the exfoliant is dry, rotted, and filled with small holes. The soil in the area under the cloud is poisoned, and no plant life will take root there for 1d6 years following the exfoliant's use.

Unnatural plant-life takes 4d8 damage each round it remains in the cloud. It's the Marshal's call as to what constitutes "unnatural" in this case.

Humans who remain in the cloud must make a Vigor roll each round or take a level of Fatigue. Other than obscuring vision (-2 to attacks, and no one may be targeted beyond 10"), there is no other ill effect.

Malfunction: Roll Smarts to ignite the oil. If the roll results in snake eyes, the cloud has no effect on plants, but does 3d6 damage to all animal flesh in the area.

GREASED LIGHTNING PILLS (GL100)

Cost:.....\$75/dose

Concocted for gunslingers looking for an edge in a fight, these pills stimulate the nervous system, speeding nerve impulses dramatically, and granting the pistolero preternatural reflexes.

Whenever a character affected by these pills is dealt an eight or less in combat, he may discard that card and draw again, keeping the best of his draws. This effect lasts until the user is dealt a Joker, or the end of a combat. For each dose taken, the recipient must make a Vigor roll.

Malfunction: A bad patch of pills slows the reflexes. If the Vigor roll results in snake eyes, the user does not gain the usual benefit,

but instead is dealt two cards each round, and acts on the lower of the two. Further, if the user has any Edges that modify initiative cards, they are nullified. This effect lasts until the user is dealt a Joker, or the end of a combat.

GREEK FIRE (GF100)

Cost:.....\$100/dose

The secrets of the ancient Greeks have been rediscovered! This incredible liquid burns with a searing flame, destroying all it touches.

Greek fire can be thrown in a breakable container (with a Throwing roll, Range: 4/8/16) or it can be poured onto the target (with an Agility roll). It ignites when exposed to air. Each dose covers a Medium Burst Template and burns for 1d6 rounds. Everything within this area is set ablaze and takes 2d10 fire damage each round until the Greek fire burns itself out. Water will not extinguish the fire.

Malfunction: If the Throwing or Agility roll results in snake eyes, the acidic mixture has weakened the container. The bottle breaks before it's thrown, igniting for its full effect centered on the would-be thrower or pourer.

HEALING UNGUENT (HU100)

Cost:.....\$80/dose

You have to see this concoction at work with your own eyes or you won't believe its incredible power. Simply spread the unguent over the wounded area and within minutes the skin begins to close over the wound! This isn't just a bandage—it's real, permanent healing power.

Regrettably, despite its many properties, the Healing Unguent has no effect on the deceased.

Spreading a dose of the unguent over a wound allows the injured character to make an immediate Vigor roll. If the roll is successful, one of the hero's wounds is healed instantly, or two with a raise. This can be applied after any normal healing due to medical attention.

Malfunction: If the Vigor roll results in snake eyes the unguent burns the treated area for 3d6 damage.

LETHE WATER (LW100)

Cost:.....\$70/dose

Named for the mythical river in Hades whose waters caused forgetfulness, Lethe water does just that, and is much more reliable than whiskey! Slip a few drops of this in someone's drink and rest assured he won't remember the next few hours of his life.

Anyone who drinks a dose of this potion must roll Smarts (-2). With failure he loses any memory of the events which occur during its duration of 2d6 hours. Later attempts to recall something which happened during this time require a Smarts roll (-6). A successful roll still only reveals disjointed snippets of the past.

Malfunction: If the Smarts roll results in snake eyes, the drinker has a photographic memory for the elixir's duration.

LIQUID COURAGE (LC100)

Cost:.....\$30/dose

Many Western folks claim a good shot of whiskey steels a man's nerves and calms his spirit. That may be so, but there's little scientific basis for the claim. On the other hand, there is a scientific basis for the workings of our liquid courage. It stimulates the body to release its own calming

essences, and steadies the hand of even the most high-strung soul.

Make a Vigor roll when a hero downs a dose of liquid courage. With a success the hero who imbibes it gains +2 on all Guts rolls for the duration of 30 minutes. However, this "instant bravery" comes at a price. His fight-or-flight instinct is completely overridden by the concoction. For the duration of his liquid courage-induced valor, the cowpoke must make a Smarts roll (-4) to run away from a fight or other life-threatening situation!

Malfunction: If the Vigor roll results in snake eyes, the hero goes into a berserk rage, making him immune to Fear and Intimidation. Unfortunately, he attacks anyone and everything nearby. A Spirit roll (-4) is necessary to avoid attacking a friend while under the potion's influence.

METABOLIC ELEVATION TONIC (ME100)

Cost:.....\$50/dose

Our metabolic elevation tonic is perhaps the greatest aid available to customers seeking assistance in losing unwanted pounds. The tonic accelerates the body's natural metabolism, accelerating its own fat-burning processes tenfold. A steady diet of this tonic, combined with a controlled diet, results in noticeable weight loss in merely two weeks! We also advise a regular exercise program while using the tonic, as a user is likely to experience restlessness immediately after a dose.

A hero who imbibes metabolic elevation tonic and succeeds on a Vigor roll gains the benefit of the Quick Edge. At the end of the tonic's duration of five minutes, the hero must immediately eat a

full meal or gain a level of Fatigue due to hunger pangs!

Malfunction: If the Vigor roll comes up snake eyes, the tonic has the normal effect. However, it burns off so much of the hero's body weight to do so, he has the Small Hindrance (from being so darned skinny) until he can eat enough to put the pounds back on! This takes 1d4 weeks, provided plentiful food is available.

ORAL INFLAMMATOR (OI100)

Cost:.....\$80/dose

Without a doubt, the flame-thrower is one of the most efficient pest-control tools available. However, few people actually need more than a single blast of cleansing flame to rid themselves of a wasps' nest, burrow of rats, or snakes' den. For those one-use occasions of extermination, we present the oral inflammator.

To use an oral inflammator, the hero simply places the pill on her tongue (which requires an action) and a Vigor roll is made. On her next action, she can spit out a gout of flame, or continue to hold the pill in her mouth and allow the reaction to build. After one round, the inflammator does 1d10 damage. Each additional round adds another d10 to that total, to a maximum of 3d10 after three rounds. The flame expands in a Cone Template, with the narrow end at the user's mouth.

Should the hero be Shaken or wounded while holding an Inflammator in her mouth, she must make an Agility roll (-2) to hold onto it. On a failure, she inadvertently spits the tablet out, causing a gout of flame in a random direction (determine by rolling d12 and reading it like a

clock facing). If the roll results in snake eyes, she swallows it and suffers 2d6 damage.

Malfunction: If the Vigor roll results in snake eyes—oops! Apparently, the mix wasn't calibrated correctly. It explodes as soon as she eats it, causing 2d10+4 damage. Armor provides no protection.

OWL-EYE TONIC (OE100)

Cost:.....\$75/dose

Want to see in the dark like a wise old owl? Take a dose of this incredible tonic and never lose your way in the dark again! A dose of owl-eye tonic lasts about 30 minutes, and allows the imbiber to see in all but total darkness without penalty.

Malfunction: The imbiber rolls Vigor upon drinking a dose of the tonic. If the Vigor roll results in snake eyes, the hero has an adverse reaction and is blinded for the potion's duration.

OXIDIZING OIL (OO100)

Cost:.....\$50/dose

Instead of making a metal object more resistant to rust and corrosion, this viscous fluid actually causes instantaneous—and often total—oxidation! Although we can't guarantee such results in all cases, in more than one field test oxidizing oil reduced the target metal to a pile of brittle rust fragments and residue! Oxidizing oil is just the thing for any tinkerer or blacksmith in need of a method for quickly and easily ridding himself of unwanted scraps.

The user makes a Smarts roll to properly apply the oxidizing oil. Any metal object coated with the oil immediately begins to

rust; the item has its Toughness reduced by 5. If the object doesn't have a Toughness score, it instead crumbles into dust! A single dose of oxidizing oil contains enough fluid to coat 10 square feet of metal completely. It can be dispensed in smaller amounts with no ill effects.

Note that the oil need not completely coat an object or device to hinder its function. Corroding the gears of a clockwork device, the action of a firearm, or even a boiler plate may be sufficient to take it out of action. The Marshal has the final say on whether or not a given component is vital to a device's function.

Malfunction: If the Smarts roll results in snake eyes, the oil actually improves the function of an infernal device. For 2d10 minutes, the device only malfunctions on a roll of snake eyes—ignore Minor and Major Malfunctions.



PALLIATIVE BALM (PB100)

Cost:.....\$25/dose

This soothing salve is a boon to physicians everywhere, and it's of no small use to the medically uneducated as well! It cleanses any surface wound to which it's applied, causes nearly immediate coagulation of the blood, and stimulates the body's own natural mechanisms to begin the process of healing.

A healer rolls Smarts to apply a dose of palliative balm. Each dose contains enough salve to treat a single wound. When used by a hero in conjunction with the Healing skill, it grants a +2 bonus to the roll to heal the wound to which it is applied. (In other words, multiple doses are required to heal multiple wounds.)

An unskilled hero can use the palliative balm too, in which case it negates the penalty for being unskilled. The balm is only effective against surface wounds—in other words, if a cowpoke has just taken a swig of lye, he's out of luck!

Malfunction: If the Smarts roll shows snake eyes, the balm proves caustic and causes another wound level. Ouch!

RESTORATION ELIXIR (RE100)

Cost:.....\$150/dose

A good long plug of S&R's patented restoration elixir cures what ails you. After taking a draught, a cowpoke immediately regains any lost Fatigue levels and may make an immediate Vigor roll to recover wounds as if healing naturally, regardless of whether he suffered the wounds within the last hour. He ignores wound penalties for this roll.

Malfunction: If the Vigor roll results in snake eyes the accelerated healing puts stress on the character's heart. She suffers a heart attack as described on the Fear Effects table.

REVITALIZING TONIC (RT100)

Cost:.....\$10/dose

Do you feel fatigued, depressed, under the weather? A few swigs of our revitalizing tonic will perk you right up. This amazing tonic increases blood flow and stimulates the nervous system, increasing your vim and vigor. Each dose causes the recipient to make a Vigor roll—on a success he regains one Fatigue level, or two with a raise.

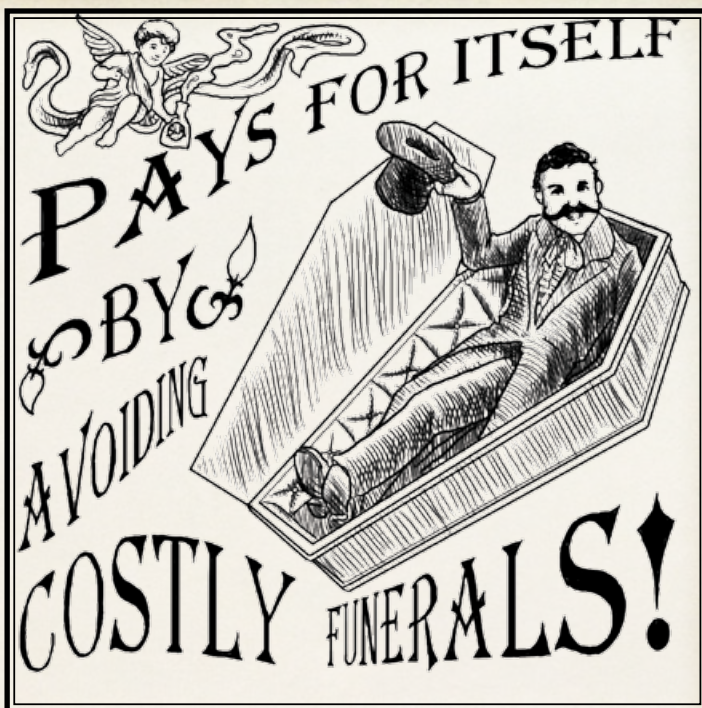
Malfunction: If the Vigor roll results in snake eyes, the user spends 1d6 rounds Shaken and emptying his lunch from his mouth, and suffers two levels of Fatigue.

REVIVIFICATION ELIXIR (RV100)

Cost:.....\$2,000/dose

Don't be caught dead without a dose of this lifesaving elixir, or you'll stay that way! This incredible potion facilitates the movement of electrical charges throughout the body and stimulates the heart, making it possible to breathe life back into a seemingly lifeless corpse! The elixir must be administered within five minutes of the victim's apparent "death" to be effective.

Once it has been poured down the corpse's throat, those attempting to revive the victim must move his limbs and compress his chest in order to work the elixir through his system. If this is done, the victim must make a Vigor roll (at -6, regardless of any wound



penalties). If successful, the elixir heals a fatal wound and restores life to the character, or two wounds with a raise. A failed roll means a trip to the undertaker's.

Malfunction: If the Vigor roll results in snake eyes the deceased's body revives, but her soul has gone on to a better place—the character is a walkin' dead!

SAMPSON'S ELIXIR (SM100)

Cost:.....\$60/dose

The haircut wouldn't have mattered if Sampson had some of this elixir. This incredible draught invigorates muscle tissue and fortifies the heart, making amazing feats of strength seem like child's play. A dose of Sampson's elixir increases the imbiber's Strength by two die types for about 10 minutes.

Malfunction: The imbiber rolls Vigor upon drinking a dose of the

tonic. If the Vigor roll results in snake eyes, the hero has an adverse reaction and Strength is reduced by two die types (to a minimum of d4).

SLUMBER GAS (SU100)

Cost:.....\$30/dose

Sometimes it's necessary to subdue a person or animal without harming them. Smith & Robards' slumber gas is just the thing for those situations. Anyone who gets a whiff of this gas falls quickly into a peaceful slumber.

Slumber gas is usually thrown in a breakable container. When released, a dose quickly expands into a Large Burst Template-sized cloud, and lingers for 2d6 rounds. The Marshal may reduce this time by half if it's windy. Each additional dose in the container increases the diameter of the cloud by 2" (four yards).

Anyone caught inside the cloud must make a Vigor roll (-2) each

round or fall into a deep sleep for 1d6 hours. Once asleep, nothing will awaken a character until the gas wears off (except a dose of revitalizing tonic!).

Malfunction: If the Vigor roll results in snake eyes the elixir acts as a major stimulant, granting the target +2 on all Trait rolls for the potion's duration.

SLUMBER LIQUID (SU101)

Cost:.....\$25/dose

As slumber gas, above, but also available in liquid form. Just drop it in your drink and have a good night's rest.

Malfunction: See slumber gas, above.



SMOKE PELLET (PE100)

Cost:.....\$5/pellet

These most ingenious pieces of pyrotechnic wizardry are completely harmless, but certain to delight children and adults alike! When thrown against the ground, the pellet erupts into a cloud of smoke. The smoke is dense, but relatively short-lived, as well as totally safe for healthy humans. Please specify white, yellow, blue, red, or green vapors when ordering pellets.

Roll Agility to use a smoke pellet. All a hero needs to do is

throw it against a hard surface, stomp on it, or otherwise break the pellet. Once crushed, a cloud of smoke begins pouring from the pellet, quickly filling an area the size of a Medium Burst Template. The smoke lasts for one minute. Attacks into, out of, or through the smoke suffer the standard penalty for pitch darkness (-6).

Wind or even mild air currents disperse the smoke fairly quickly, but it is a handy distraction while it lasts. Although the smoke has no harmful effects on anyone within it, some folks may be nervous about entering a cloud of yellowish or other colored vapors...

Malfunction: If the Agility roll results in snake eyes, the smoke causes a level of Fatigue each round to everyone in its area of effect who fails a Vigor roll.

SOUL SIGHT ELIXIR (SE100)

Cost:.....\$100/dose

Give a dose of this to one of your unbelieving friends and change the way they view the world forever! This incredible concoction increases your sensitivity to the spirit world and allows you to see things you never thought possible.

Taking a dose of soul sight elixir allows you to see the spiritual energies which surround you. The world appears as it would in a picture taken by a spirit camera (see page 58) for about 10 minutes.

Malfunction: The imbiber rolls Vigor upon drinking a dose of the elixir. If the Vigor roll results in snake eyes, the hero can only see spiritual entities, not mundane items, and the spirits all realize they're being watched.

SURE SHOT ELIXIR (SS100)

Cost:.....\$75/dose

Last night's drinking give you the shakes? Steady your hand with a swig of Smith & Robards' sure shot elixir. A single dose of sure shot elixir gives the user a +2 bonus to all Agility-linked Trait rolls for about 30 minutes.

Malfunction: The imbiber rolls Vigor upon drinking a dose of the elixir. If the Vigor roll results in snake eyes the hero has a bad reaction and gets the shakes. All Agility-linked Trait rolls suffer a -2 penalty for the elixir's duration.

TACTILE DESENSITIZER (TD100)

Cost:.....\$30/dose

It is widely known that there is a dearth of effective anesthetic pharmaceuticals available to the practicing physician or even simple dentist. But no longer! Now there is no need for stitches, a tooth extraction, or even an amputation to inflict excruciating torment on the patient when you have access to our tactile desensitizer. This incredible, lenitive elixir inhibits the body's sensitivity to touch, thereby easing the pain of intrusive surgery or wounds.

When imbibed, roll Vigor. The tactile desensitizer allows the drinker to ignore up to 2 levels of wound modifiers (not cumulative with Nerves of Steel Edges) for 10 minutes. A hero using the tactile desensitizer suffers a -2 on any Agility-based roll requiring fine manipulation, like Lockpicking, due to decreased sensitivity for the duration.

Malfunction: Ack! If the Vigor roll results in snake eyes, the drinker is saddled with the

Thin Skinned Hindrance for the duration (see the *Deadlands Player's Guide*). He also suffers the normal penalties to Agility-based Traits.

TOURNIQUET IN A BOTTLE (TB100)

Cost:.....\$10/dose

Another fine addition to any doctor's traveling bag, our "tourniquet in a bottle" is a vital medication for treating seriously wounded patients. This wonderful mixture greatly enhances the blood's own coagulative properties to quickly prevent further loss of that vital fluid through open injuries. Even though it breaks down quickly once activated, the clots formed by the tourniquet remain, protecting the patient even after the elixir is no longer effective.

A tourniquet in a bottle may be either ingested by the subject (roll the drinker's Vigor) or poured directly onto a wound in extreme circumstances (in which case, roll the pourer's Smarts). For the tourniquet's duration of 10 minutes, the user ignores 1 level of wound penalties. If applied to an Incapacitated hero who is about to die, the poor sod stabilizes immediately. Even after the effects of the concoction wear off, the treated wounds do not lose any more blood, unless new damage occurs.

Malfunction: If the Vigor or Smarts roll results in snake eyes, the tonic makes her a temporary hemophiliac. Roll Vigor each minute or suffer a level of Fatigue from bleeding—this Fatigue loss can kill. Needless to say, the poor sod that was already Incapacitated bleeds out in mere seconds and dies.

UNIVERSAL LUBRICANT (UL100)

Cost:.....\$150/dose

Friction is the foe of any tinkerer, inventor, or scientist who works with the forces of nature. It robs energy from any moving object, it impedes movement, and it eventually erodes any moving part in a system. In short, friction is the pair of cement shoes that drowns progress.

Our universal lubricant imparts near frictionless motion to any object to which it is applied. This enhances the function of any device with moving parts. Of course, it also makes it nearly impossible to pick up, so perhaps it is fortunate that the very properties which make it so lubricitous also cause it to rapidly evaporate.

A bottle of universal lubricant holds enough of the oily substance to coat 20 square feet. Roll the user's Smarts each time the bottle is opened, rather than during use. Any infernal device with moving parts to which it is applied only malfunctions on snake eyes for the concoction's duration of one minute.

It's unnaturally slick, so items coated with it can't be picked up short of wrapping them in a towel or rag. Poured on the ground, no one can walk or run across the area; instead they flop like fish out of water in the slippery mess until the oil evaporates. A cowpoke who douses himself in the stuff is slicker than a greased pig! Attempts to grapple, handcuff, tie up, etc. fail miserably—until the stuff loses its potency.

Malfunction: If the Smarts roll results in snake eyes, the oil proves caustic. Anyone touching it with exposed flesh takes 2d10 damage.

Infernal Devices coated with it suffer a Catastrophic Malfunction as soon as they are next used.

VOCAL UNCTION ELIXIR (VU100)

Cost:.....\$50/dose

This soothing throat syrup tightens (or relaxes) the vocal cords, bringing them to the perfect pitch for pleasing speech. It's a favorite among singers and thespians—who rely on their vocal talents for their livelihoods—as well as politicians, who like the sound of their own voices to begin with! Upon imbibing this elixir, the drinker gains Charisma +2 for the next hour.

Malfunction: If the user rolls snake eyes on a Persuasion roll while benefiting from the effects of this elixir, his voice becomes hard and hoarse for the next 24 hours instead, giving him Charisma -2.

AN APOLOGY

Smith and Robards extends a sincere apology to Mrs. G. Statham of Flatbush, NY for an error in our most recent catalog.

The *Mysteria Wondrous Tincture* she purchased contained a typographical error in the catalog entry. It was in fact intended for internal bleeding, and not infernal breeding, as the catalog erroneously stated.

While we are unsure what exactly Mrs. Statham used this item for, such use is clearly not covered by the Smith & Robards Safety Guarantee. Nonetheless, we wish her a speedy recovery.

GHOST ROCK & BOILERS

GHOST ROCK

Smith & Robards can fill all your ghost rock requirements. We receive shipments of ghost rock from the Great Maze daily. A portion is used in our production facilities, but, at the request of many customers who do not have access to local supplies of the substance, we have begun processing and selling ghost rock.

Smith & Robards is now one of the largest ghost rock clearinghouses in the world. One of the innovations of which we are most proud is our ghost rock fuel cores. Raw, unprocessed ghost rock nuggets burn hot, but slow. This is fine for stationary devices which must run for long periods of time, but it does not deliver the power needed for many of our high-performance vehicles like the auto-gyro or steam velocipede.

Ghost rock fuel cores were invented to solve this problem. They are constructed from pulverized ghost rock which is poured into a cylindrical mold with a special glue of our devising.

Once the cylinder has hardened, it is removed from the mold and drilled lengthwise. Small, upward-slanting holes are drilled at various points around the cylinder.

When burned in a properly drafted firebox, fuel cores burn at twice the rate, and more importantly, twice the temperature, of raw ghost rock. Only fireboxes constructed of ghost steel can withstand this awesome heat.

Couple this heat with the performance of a Smith & Robards ghost steel boiler and you'll have all the power you need.

GHOST ROCK NUGGETS (GH100)

Cost:..... \$100/lb.

Ghost rock in its raw form. Useful for experimentation and the production of ghost steel.

GHOST ROCK FUEL CORE (GH101)

Cost:..... \$120/lb.

These are specially constructed cylinders of pure ghost rock. Each cylinder has been cored and

perforated to provide optimal airflow through the rock. All Smith & Robards boilers are designed to use a standard one-pound core.

PROCESSED & POWDERED GHOST ROCK (GH102)

Cost:..... \$150/lb.

Spend less time over your crucible and more time experimenting. Smith & Robards' processed and powdered ghost rock is just the thing for the alchemist in a hurry.

GHOST ROCK BOILERS

Are you working on a new device which requires the power that only steam can provide, but don't feel like building a boiler yourself? You are in luck. Smith & Robards is pleased to unveil its new line of boilers and accessories for the scientist on a schedule.

Building a steam power plant is child's play for most inventors, but as many of you have discovered, this can be the most expensive and time-consuming part of the construction process. Now, you can simply order the appropriately-sized boiler from us and connect it to your creation when it arrives.

All Smith & Robards boilers are constructed from the highest grade ghost steel, allowing us to build them to more exacting tolerances than conventional boilers. This increases performance and raises the steam pressures at which these boilers may be safely operated.



This translates into considerable savings in size and weight. Reduced leakage and higher pressures allow operation at full power for extended periods with a water supply half that of a conventional boiler. It is this high power-to-weight ratio that makes possible many of our more spectacular devices like the auto-gyro.

Notes: All Smith & Robards boilers use ghost rock as their primary fuel. Use S&R fuel cores for optimal performance. Unprocessed ghost rock may be used, but airflow through the firebox must be increased to maintain performance. This doubles fuel consumption. Other fuels may be used, but are not recommended. Boilers come with the attachments needed to power two steam pistons. All but the smallest model have a pressure valve fitting which allows the attachment of steam-powered accessories, such as the steam Gatling.

MINI-BOILER

(GB100)

Cost:.....\$250

When space or weight is at a premium, this is your choice. This backpack-sized unit is used to power our chain saw and steam velocipede.

SMALL BOILER

(GB101)

Cost:.....\$500

This powerful little unit gives you a lot of steam for your dollar. It provides power for our auto-gyro and mechanical skeleton.

MEDIUM BOILER

(GB102)

Cost:.....\$1,000

This model is the workhorse of our line, providing enough power



for most typical applications. Medium boilers are used in our steam wagon, air carriage, and small ships.

LARGE BOILER

(GB103)

Cost:.....\$2,000

The large boiler is most commonly employed in large vehicles like steam locomotives and steam ships.

GIANT BOILER

(GB104)

Cost:.....\$5,000

This gargantuan boiler provides enough heat and steam for nearly any application. A pair of these enormous devices power the entire S&R compound, with energy to spare!

STEAM PIPE (GB105)

Cost:.....\$10/20 feet

Steam from Smith & Robards boilers should be routed with ghost steel pipe. Conventional copper tubing may rupture under the extreme pressures generated by our boilers.

Purchase 100 feet of pipe and get a GB106 package free!

STEAM FITTINGS

(GB106)

Cost:.....\$20

This package contains a wide assortment of couplings and other fittings needed to attach your new boiler to your latest creation.

AUTO-FEED FIREBOX

(GB107)

Cost:..... 10% of boiler cost

All S&R boilers may be equipped with an auto feeding firebox. As long as the attached hopper contains fuel, the firebox automatically loads more as needed. The boiler must be checked periodically to avoid ash build up.

DISCLAIMER

Ghost Rock can be extremely hazardous if proper precautions are not taken. Use of this material may cause lasting bodily harm. Symptoms and side effects may include nausea, vomiting, fever, blindness, constipation, homicidal rage, suicidal depression, maniacal laughter, and delusions of grandeur. Smith & Robards recommends protective garments and vapor masks, and is not responsible for any symptoms arising from proper or improper use.

WEAPONS & ACCESSORIES

Smith & Robards proudly offers the highest quality armaments and personal protection against the uncivil elements of the West. Choose from the best gamut of advanced arms manufactured in top plants throughout the continent, alongside an exquisite array of exotic, foreign varieties specially procured for practitioners and intrigued parties alike. Our superb selection ensures your safety is never in jeopardy!

MUNITIONS

In addition to furnishing the finest regular shells, we stock special ammunition designed by our exclusive workshops east of the Mississippi that are fully suitable for any standard firearm. As always, it is our intention to provide you with the best bang for your buck, so why not pick up these uniquely functional and safe rounds today?

ACID ROUNDS—PISTOL (SZ100)

Cost:.....\$1/round

Be among the first to fire these new prototypes!

Damage: 2d6, plus acid; **Notes:** If damage results in a Shaken or higher result, the target must succeed at an Agility roll or a random piece of gear suffers 2d6 damage and is possibly destroyed (Armor loses a point of protection).

Malfunction: If the Shooting roll results in snake eyes, the

weapon is destroyed—reduced to a bubblin', sizzlin' mess.

ACID ROUNDS—RIFLE (SZ101)

Cost:.....\$2/round

Damage: 2d8, plus acid; **Notes:** As per pistol rounds above, and the acid also inflicts an additional 1d6 damage.

Malfunction: If the Shooting roll results in snake eyes, the weapon is destroyed—corroded instantly by fast-acting acid.

AUTO-INCENDIARY ROUNDS—PISTOL (AI100)

Cost:.....\$400/round

During casting, the bullet of an auto-incendiary cartridge is infused with an alchemical solution containing, among other ingredients, powdered ghost rock—which helps account for some of the cost. The unique volatility of the ghost rock creates a catalyzing agent in the

bullet. When exposed to certain substances inherent in blood, the bullet causes them to ignite spontaneously!

Damage: As per pistol. **Notes:** If an auto-incendiary round causes at least 1 wound, the truly insidious effects begin. At the beginning of the round after the wound is inflicted, the victim's blood begins to ignite. On the first round, she takes 2d6 to the hit location. If this causes even one wound, the reaction not only continues, but increases in intensity as it spreads through the blood, doing 2d8 damage the next round.

As long as the burning generates wounds, the die type increases another level each round, to a maximum of 2d12 until it's somehow extinguished, or the victim dies. If the burning fails to inflict a wound level, or the victim prevents it somehow (e.g., by spending a Fate Chip), the reaction stops.



This ammo has no special effect on creatures without normal blood—including the Harrowed or most other undead. Moreover, using this nasty toy too often makes the shooter susceptible to rock fever; see page 117 for details. Every two rounds fired counts as a week of prolonged exposure!

Malfunction: If the Shooting roll results in snake eyes, the cartridge explodes in the chamber doing 2d6 to the hero's hand, and starts the catalyst in her own blood.

AUTO-INCENDIARY ROUNDS-RIFLE (AI101)

Cost:.....\$600/round

Damage: As per rifle; **Notes:** As per pistol rounds above.

Malfunction: If the Shooting roll results in snake eyes, the cartridge explodes in the chamber doing 2d8 to the hero's hand, and starts the catalyst in his own blood.

AUTO-INCENDIARY ROUNDS-SHOTGUN (AI102)

Cost:.....\$800/round

Damage: As per shotgun; **Notes:** As per pistol rounds above.

Malfunction: If the Shooting roll results in snake eyes, the cartridge explodes in the chamber doing 2d10 to the hero's hand, and starts the catalyst in his own blood.

EXPLOSIVE ROUNDS- PISTOL (ER100)

Cost:.....\$25/round

Carefully packed with an alchemically enhanced dose of nitroglycerin, the actual active compound is separated and partitioned in the nose by a wax divider. This helps prevent

accidental explosions. However, explosive rounds detonate upon impact—whether or not it's a perfect hit! The explosion is small, but it's sure to give your opponents something to think about.

Damage: As per weapon, plus one additional die of the appropriate type for the firearm, in a Small Burst Template; **Notes:** Buffering makes the round very resistant to accidental detonation. Still, a forceful blow (such as a fall, another explosion, etc.) may cause the wax barrier to rupture. Roll 1d6 in such situations; on a 1, the bullet explodes for 2d6 damage!

Malfunction: If the Shooting roll results in snake eyes, the cartridge explodes in the chamber, detonating any remaining explosive rounds as well. The explosion causes 2d6 damage, plus an additional 1d6 for each round detonated after the first, in a Small Burst Template.

EXPLOSIVE ROUNDS- RIFLE (ER101)

Cost:.....\$30/round

Damage: As per explosive pistol rounds, above; **Notes:** See above.

Malfunction: See explosive pistol rounds, above.

EXPLOSIVE ROUNDS- SHOTGUN (ER102)

Cost:.....\$35/slug

Damage: As per explosive pistol rounds, above; **Notes:** See above. Explosive rounds for shotguns are manufactured only as slugs.

Malfunction: See explosive pistol rounds, above.

MAGNUM ROUNDS- PISTOL (MG100)

Cost:.....\$5/round

Our magnum rounds are guaranteed to boost the performance of virtually any

firearm. The name *magnum* is derived from the Latin prefix for "large" or "great," and refers to the sheer potency and stopping power of these cartridges. With a magnum cartridge loaded, you needn't be concerned that an opponent will simply shrug off your attempts to defend yourself; he'll take notice—or his next of kin will!

A word of warning: The magnum cartridge subjects a firearm to stresses not anticipated by most design specifications. We *strongly* recommend the magnum reinforcement process for any gun you intend to load with magnum bullets.

Damage: As per weapon, and an additional 1d4 damage; **Notes:** The force of the round puts tremendous pressure on a gun. Any firearm that has not had the magnum reinforcement process automatically receives a Catastrophic result on every malfunction.

Malfunction: If the Shooting roll results in snake eyes, the round is too powerful for the firearm and blows it apart. The character takes normal damage for the round (including the bonus for the magnum process) to her gun hand.

MAGNUM ROUNDS-RIFLE (MG101)

Cost:.....\$10/round

Damage: As per magnum pistol rounds, above; **Notes:** See above.

Malfunction: See magnum pistol rounds, above.

MAGNUM ROUNDS- SHOTGUN (MG102)

Cost:.....\$10/slug

Damage: As per magnum pistol rounds, above; **Notes:**

Magnum rounds for shotguns are manufactured only as slugs.

Malfunction: See magnum pistol rounds, above.

MAGNUM REINFORCEMENT PROCESS (MG103)

Cost:.....\$100

Magnum rounds cause stress on firearms the manufacturer never intended. Our magnum reinforcement process is available for any firearm, and strengthens the frame, chamber, and barrel to withstand the pressures of the potent ammunition. You must ship your chosen weapon to our factories in Salt Lake City.

Once the process is finished, we'll ship the finished product back to you by the usual means. A firearm that has had the magnum reinforcement process figures malfunctions normally.

SHOTSHELL ROUNDS- PISTOL (SH100)

Cost:.....\$2/round

Similar to shotgun shells, shotshell cartridges aren't a single bullet, but a number of smaller pellets inside a disintegrating, paper casing.

Range: 6/12/-; **Damage:** 1-2d6; **Notes:** Shotshell pistol bullets grant the wielder +2 to Shooting rolls with the weapon. Shotshell pistol rounds do 2d6 damage at Short range, 1d6 damage at Medium, and are ineffective at Long range. Shotshells have AP 0.

Malfunction: If the Shooting roll comes up snake eyes, the shot prematurely separates in the barrel. It completely ruins the action, requiring 2d6 hours and a successful Repair roll (-2) before it functions again. Moreover, the firer suffers a flash burn and 2d6

damage as the ghost rock-infused gunpowder ignites.

SHOTSHELL ROUNDS- RIFLE (SH101)

Cost:.....\$4/round

Range: 12/24/-; **Damage:** 1-2d8; **Notes:** Shotshell rifle bullets grant the wielder +2 to Shooting rolls with the weapon. Shotshell rifle rounds do 2d8 damage at Short range, 1d8 damage at Medium, and are ineffective at Long range. Shotshells have AP 0.

Malfunction: If the Shooting roll comes up snake eyes, the shot prematurely separates in the barrel. It completely ruins the action, requiring 2d6 hours and a successful Repair roll (-2) before it functions again. Moreover, the firer suffers a flash burn and 2d8 damage as the ghost rock-infused gunpowder ignites.

SPLAT ROUNDS-PISTOL (LT100)

Cost:.....\$10/round

We've designed these cartridges to be a half-way step between the harmless bluster of flash rounds and the lethality of normal ammunition. A rubbery outer coating holds a vicious concoction of our most skilled chemists. When it strikes a victim, the outer shell ruptures, transferring most of the energy of the round without penetrating the victim. While easily able to incapacitate a target, they cause no serious permanent injury, making them an effective, yet safe, defensive weapon.

Range: 6/12/24; **Damage:** As per weapon, but Nonlethal; **Notes:** AP 0.

Malfunction: When a Shooting roll shows snake eyes, the round is pinched in the action and leaks fluid into the gun's works, then

explodes in the chamber for 3d6 damage to the wielder. The gun is useless without a successful Repair roll (-2) and 2d6 hours' work.

SPLAT ROUNDS-RIFLE (LT101)

Cost:.....\$20/round

Range: 12/24/48; **Damage:** As per weapon, but Nonlethal; **Notes:** AP 0.

Malfunction: When a Shooting roll shows snake eyes, the round is pinched in the action and leaks fluid into the gun's works, then explodes in the chamber for 3d8 damage to the wielder. The gun is useless without a successful Repair roll (-2) and 2d6 hours' work.

ARMOR PIERCING ROUNDS

Given the advent of the new science, armor-plated vehicles are becoming commonplace. Against them, sadly, any old ammunition from the general store no longer suffices. Hence, Smith & Robards now produces a line of armor-piercing shells for nearly every conceivable caliber of personal firearm, from petite one-shooters to booming rifles. These rounds are guaranteed* to pierce armor that would stop their ordinary counterparts dead in their tracks, or your money back!

The very highest-grade ghost steel mated to high-powered cartridges and powder loads is the manufacturing secret behind such remarkable penetrating power. However, due to the stresses caused by the powerful charges,

we recommend you only use this round in weapons of good repair.

To save wear and tear on your weapons, these lethal rounds are jacketed in a softer metal (such as copper or iron).

ARMOR PIERCING ROUNDS—PISTOL (AP100)

Cost:.....\$2/round

Damage: As per pistol used, but -1 damage against organic targets; +1 to pistol's AP.

Malfunction: If the Shooting roll results in snake eyes, the powder load explodes in a Small Burst Template for 2d6 damage.

ARMOR PIERCING ROUNDS—RIFLE (AP101)

Cost:.....\$3/round

Damage: As per rifle used, but -2 damage against organic targets; +2 to rifle's AP.

Malfunction: If the Shooting roll results in snake eyes, the powerful powder load explodes in a Medium Burst Template for 2d6 damage.

CUTTER ROUNDS

These state-of-the-art rounds feature a bladed tip and retractable wings that pop out and lock after shell case ejection. Now you can bring your gun to a knife fight!

CUTTER ROUNDS— PISTOL (CR100)

Cost:.....\$1/round

The additional width from the wing blades means aim can be less precise and still hit small targets. Characters using cutter rounds receive a +4 bonus to offset Called



Shot penalty against inanimate objects. So, for example, there is no penalty to shoot the rope of a gallows (Small Target) with cutter rounds, and -2 to shoot a cell lock (Tiny Target).

Damage: As per pistol used.

Malfunction: If the Shooting roll results in snake eyes, the blades extend unexpectedly and jam the barrel. The gun is useless until the character has time to take the whole thing apart and extract the bullet (requiring a Repair roll at -2, and 2d6 hours' time).

CUTTER ROUNDS—RIFLE (CR101)

Cost:.....\$2/round

In addition to the Called Shots benefit of pistol rounds, the higher velocity of a rifle combined with the extra surface of the wing blades means it's harder for a target to dodge.

Damage: As per rifle used;
Notes: Shooting +1.

Malfunction: If the Shooting roll results in a roll of snake eyes, the blades extend unexpectedly and jam the barrel. The rifle is useless until the character has time to take the whole thing apart

and extract the bullet (requiring a Repair roll at -4, and 2d6 hours' time).

FLASH ROUNDS

It's better to light a candle than curse the darkness, as the saying goes. And if you haven't got a candle—or better still a handy Smith & Robards ghost rock lantern—then these innovative flash rounds might just be the next best thing.

FLASH ROUNDS—PISTOL (FR100)

Cost:.....\$3/round

Unless the eyes are completely protected (by tinted visor, blindfold, etc.), a target hit by flash rounds must make an Agility roll to avoid being blinded for 1d6 rounds. The target receives a +2 bonus on the roll if he wears a sombrero, mask, helmet, or similar head or eyewear that limits peripheral vision. Since the round is designed to break upon impact, it does the damage indicated below regardless of the gun used.

Damage: 2d4; **Notes:** One-half effective Range.

Malfunction: If the Shooting roll results in snake eyes, the round disintegrates upon exiting the barrel and the shooter must make an Agility roll (at -2) or suffer the effect.

FLASH ROUNDS-RIFLE (FR101)

Cost:.....\$5/round
Same effects as pistol rounds.

Damage: 2d6; **Notes:** One-half effective Range; Shooting +1.

Malfunction: If the Shooting roll results in snake eyes, the round disintegrates upon exiting the barrel and the shooter must make an Agility roll (at -4) or suffer the effect.

GLOW-DUST ROUNDS

These fluorescent paint rounds are helpful when you need to mark quick, elusive targets. Light up your foes for all to see and take the guesswork out of nighttime combat!

GLOW-DUST ROUNDS- PISTOL (AMO150)

Cost:.....\$3/round

A target struck by a glow-dust round takes the damage listed below, and suffers a -4 penalty to Stealth rolls, until the affected clothing (if any) is removed or the affected body part is scrubbed in water (requiring 1d6 rounds). Alternately, the shooter may choose to aim at a solid surface near the target (such as a wall, tree, etc.) and hope the splatter covers it. In this case, all characters within a Small Burst Template must succeed on an Agility roll or incur the Stealth penalty (though they suffer no damage).

Damage: 2d4.

Malfunction: If the Shooting roll results in snake eyes, the round breaks apart in the barrel, requiring the shooter and everyone within a Small Burst Template to make an Agility roll (at -2) or suffer the effect.

GLOW-DUST ROUNDS- RIFLE (AMO151)

Cost:.....\$5/round

Rifle rounds inflict the damage listed below, and they cause the

-4 penalty to Stealth rolls, until the affected clothing (if any) is removed or the affected part is washed in water (requiring 1d6 rounds). Alternately, the shooter may choose to aim at a solid surface near the target (such as a wall, tree, etc.) and hope the splatter gets it. In this case, all characters within a Medium Burst Template must succeed on an Agility roll or incur the Stealth penalty (though they suffer no damage).

Damage: 2d6.

Malfunction: If the Shooting roll results in snake eyes, the round breaks apart in the barrel, requiring the shooter and everyone within a Medium Burst Template to make an Agility roll (at -2) or suffer the effect.

EXOTIC WEAPONS

Check local statutes for legality when purchasing these beauties! Smith & Robards assumes no liability for infractions of local and state regulations and prohibitions.

Unless noted otherwise, for weapons with a Minimum Agility requirement, a character failing to meet it who rolls a 1 on the Fighting die (regardless of Wild Die) has hit him/herself for normal damage.

BLOWPIPE (EW100)

Cost:.....\$100

This isn't some cheap, hollowed-out piece of wood purchased on your Aunt Edna's travels in equatorial New Guinea. This is a precision-engineered dart delivery system, constructed of lightweight and durable ghost steel. The



Smith & Robards blowpipe is 18 inches long fully extended, and guaranteed to aim true when used according to instructions. Blowpipe darts are designed to deliver a single dose of sedative, elixir, or other preparation (darts sold separately).

In a snap the blowpipe telescopes to a handy, six-inch carrying size, perfect for a pocket, shirtsleeve, or boot. The blowpipe is constructed to hold one dart even when it's compact and riding on your hip.

Range: 5/10/20; **Damage:** 1d6+1; **RoF:** 1; **Cost:** \$100; **Weight:** 0.5; **Shots:** 1; **Notes:** On a result of Shaken or a wound, the dart "sticks" and delivers its payload, with the attendant effects.

Malfunction: If the Shooting roll results in snake eyes, the blower accidentally sucks the dart into his own mouth. He suffers the effect of whatever is loaded in the dart, along with 2d6+1 damage.

BLOWPIPE DART (EW101)

Cost:.....\$5

Each blowpipe dart holds a small reservoir which, when forcibly compressed by impact with the target, delivers a single dose of sedative, elixir, or other preparation. The medicine need not be enervating! At least one commander of The Great Rail Wars is said to deliver doses of revitalizing tonic to his weary men—counting on the pain to get them hopping as much as the tonic! Buy extras, because each dart is usable only once.

A dart's reservoir may be filled with your own concoction, and is also appropriate for any one of the following amazing Smith & Robards elixirs and tonics (sold

separately; see page 67): EP100, LW100, OE100, RE100, RT100, SM100, SU101, SS100, VU100.

BOOMERANG (EW110)

Cost:.....\$25

Straight out of the howling wilderness of the Australian outback comes this deadly throwing weapon, based on traditional aboriginal as well as Navajo Indian designs. When thrown correctly, the boomerang's uneven wings cause it to fly in an elliptical path and return to your hand! You'll hope, instead, to strike down your prey with the boomerang's razor-sharp blade.

All Smith & Robards boomerangs include a catching glove, made of high-quality leather with a palm that's fully covered by ghost steel chainmail. Don't go catching one of these babies with your bare hand!

Range: 10/20/40; **Damage:** Str+d6; **RoF:** 1; **Cost:** \$25; **Weight:** 2; **Min. Agility:** d8; **Notes:** A boomerang that misses the target returns to its thrower. Catching it requires an Agility roll (-2). **Malfunction:** If the Agility roll to catch a boomerang results in snake eyes, the would-be catcher instead gets caught for full damage.

BRASSCLAW BRACER (EW120)

Cost:.....\$100

This is a set of three high-quality ghost steel blades, set into a metal housing and worn on the forearm like a bracer. Though they are not made of brass, but rather high-tensile ghost steel, which acquires its distinctive sheen during the manufacturing process. A specially designed handgrip improves the weapon's responsiveness and accuracy.

These marvelous weapons are not subject to Disarming attempts, since they are indeed strapped to the wielder's arm! Please specify right- or left-handed model when ordering.

Damage: Str+d8; **Cost:** \$100; **Weight:** 4; **Min. Agility:** d8; **Min. Strength:** d8; **Notes:** Parry +1.

FIGHTING FAN (EW140)

Cost:.....\$4

Unlike a typical fan that only keeps a lady cool on a stove-hot day, this distinctively illustrated beauty from the Orient has a thin, slashing metal edge running along the topside, useful for deterring unsightly critters (or persistent suitors refusing to heed hints) with style and grace.

Damage: Str+d4; **Weight:** 1; **Cost:** \$4; **Min. Agility:** d6; **Notes:** When spread, a fighting fan can be used to distract and confuse foes, adding a +1 bonus to Parry if the user is performing the Defend or Full Defense maneuver.

FLYING CLAW (EW150)

Cost:.....\$30

This weapon is a wicked metal claw attached to chain. Like a whip, when the wielder scores a raise on his Fighting roll, the attack does not inflict an additional d6 damage. Instead, the victim suffers Parry -2 until his next action.

Damage: Str+d4; **Weight:** 3; **Cost:** \$30; **Min. Agility:** d8; **Notes:** Parry -1, Reach 2.

NAGINATA (EW155)

Cost:.....\$30

Designed for reach and penetrating power, this ghost-steel pole-arm is tailored for our friends from the Far East.



Damage: Str+d8; **Weight:** 5;
Cost: \$30; **Min. Agility:** d6;
Notes: Parry +1, Reach 2.

NUNCHAKU (EW160)

Cost:.....\$30

This weapon is standard issue for tongs in Shan Fan and elsewhere in the Maze, and consists of two small staves (or handles, if it suits you) linked by a short chain. The “nun-chucks,” as they are commonly known among Mazers, originated from grain flails used by Chinese peasants. They may look simple, but it takes training and coordination to use them in a fight without walloping oneself.

Damage: Str+d4; **Weight:** 4;
Cost: \$30; **Min. Agility:** d8.

SAI (EW170)

Cost:.....\$6

The sai is pretty much a three-pronged pig-sticker. The central prong is the actual damage-dealing end, while the other

prongs serve to catch weapons. The wielder receives a +1 bonus to make Disarm attacks when using these weapons.

Damage: Str+d4; **Weight:** 2; **Cost:** \$6; **Min. Agility:** d6;
Notes: Parry +1.

SHURIKEN (EW180)

Cost:.....\$3

Shuriken, or throwing stars, come in a variety of shapes. The tall tales of Mazers have turned them into lethal weapons, but in reality they're used to distract foes or deliver poison or other substances at range. That said, a lucky shot with one of these babies hurts like blazes.

Range: 4/8/12; **Damage:** Str+1;
RoF: 2; **Weight:** 0.5; **Cost:** \$3.

THREE-SECTION STAFF (EW200)

Cost:.....\$45

The exotic three-section staff comprises three wooden poles,

each around two feet long, joined by a short length of chain to form what looks like Paul Bunyan's nunchaku. The weapon can be used as a staff, nunchaku, or a whip. The wielder can make Disarm and Grapple attacks at a range of 1”.

Damage: Str+d4; **Weight:** 8; **Cost:** \$45; **Min. Agility:** d10; **Notes:** Parry +1; Reach 1; Requires two hands.

TWIN HOOKS (EW210)

Cost:.....\$30/pair

This pair of high-quality blades can be wielded separately, or hooked together and swung in a sweeping, whip-like strike. Be warned, it's not as easy as it looks! Assembling or detaching the hooks requires an action.

Damage: Str+d6; **Weight:** 4 (each); **Cost:** \$30; **Min. Agility:** d8; **Notes:** Reach 1 (when linked).



GATLING WEAPONS

Since its introduction in 1862, the Gatling gun has revolutionized and altered combat in ways man could scarcely hope or dream. These days many models of spring-powered, rotating barrel pistols litter the market, but with Smith & Robards you get the unchallenged best. Smith & Robards' pistols are simply more reliable, and reliability is what you want when the lead starts flying.

Don't settle for imitations—only genuine Smith & Robards Gatling weapons use newly manufactured, laboratory-calibrated casings, gears, and springs. Unlike some other suppliers, we'll never sell you a reconditioned weapon!

GATLING PISTOL (GP100)

Cost:.....\$800

The Gatling pistol is no less than a hand-held, rapid-firing cannon, with rotating barrel powered by patented clockwork mechanisms. There's never any need to fan the hammer! Our latest model is quickly reloaded using the new Speedy-Change barrel.

Range: 12/24/48; **Damage:** 2d6+1; **RoF:** 2; **Cost:** \$800; **Weight:** 5; **Shots:** 12; **Notes:** AP 1. Gatling weapons cannot fire single shots and must use their full Rate of Fire.

Malfunction: On a result of snake eyes on the Shooting roll, the user spins about, spraying bullets everywhere. Treat this as a Suppressive Fire attack against everyone in a Large Burst Template centered on the user. The weapon can't injure more victims than it has bullets remaining.

SPEEDY-CHANGE BARREL (GP101)

Cost:.....\$150

The Speedy-Change barrel system allows the user to snap off empty barrels with a flick of a lever and quickly replace them with loaded ones. With a successful Agility roll, the Speedy-Change barrel allows a pistolero to reload a Gatling pistol as if he had the Speed Load Edge. Remember to pre-load your Speedy-Change!

Malfunction: If the Agility roll results in snake eyes, the Speedy-Change barrel jams in the weapon and refuses to fire. It takes a successful Repair or Shooting (-2) roll and 1d6 hours' time to un-jam it.

GATLING RIFLE (GR100)

Cost:.....\$1,200

Our line of Gatling pistols proved so popular we decided to see if we could have equal success with a rifle based on the same principles of design. It seems our engineers were up to the challenge!

PRODUCT RECALL

Regretfully, Smith & Robards is no longer able to offer you our patented and perennially popular Everstick Supra-Mucilage. While the solution fulfilled to the utmost every promise of a permanent bond, unbreakable by any means, such fulfillment was found to engender its own unique set of problems.

Pending the favorable settlement of multiple litigations in the Union and Confederacy, we hope to make our Supra-Mucilage available again in the very near future!

This new revolving-chamber rifle gives a single man the firepower equivalency of an entire squad. It has four chambers that revolve around a central solid barrel. As one fires, another passes through





the spring-loaded magazine and is automatically loaded with a fresh round.

Range: 24/48/96; **Damage:** 2d8; **RoF:** 2; **Cost:** \$1,200; **Weight:** 13; **Shots:** 12; **Min. Str:** d6; **Notes:** AP 2. Gatling weapons cannot fire single shots and must use their full Rate of Fire.

Malfunction: On a result of snake eyes on the Shooting roll, the user spins about wildly, spraying bullets everywhere. Treat this as a Suppressive Fire attack against everyone in a Large Burst Template centered on the user. The weapon can't injure more victims than it has bullets remaining.

CLOCKWORK MAGAZINE (GR101)

Cost:.....\$200

The Gatling rifle's single most revolutionary innovation is the unique clockwork mechanism used to rotate the chamber. It is not located in the rifle itself, but rather in each individual magazine!

You'll waste no time winding a spring in combat. Simply slap in a new magazine and blaze away. With a successful Agility roll, a clockwork magazine allows the user to reload a Gatling rifle as if he had the Speed Load Edge.

Malfunction: If the Agility roll results in snake eyes, the clockwork magazine is misaligned and damages the action. It takes a successful Repair roll and 1d6 hours' work to get it firing again.

GATLING SHOTGUN (GS100)

Cost:.....\$1,500

Once the Gatling rifle proved feasible, there was only one logical choice for the next project—a Gatling shotgun! This initially proved quite a challenge because the flimsy cardboard shotgun cartridges crushed easily and jammed the mechanism, causing one malfunction after another.

This problem was solved by our ingenious new belt-feed system. The shotgun shells are loaded into a circular metal link belt which

drops into the weapon's receiver. A clockwork mechanism in the weapon's stock operates the firing action and feeds the belt through the chamber for as long as the trigger is depressed.

Range: 12/24/48; **Damage:** 1-3d6; **RoF:** 2; **Cost:** \$1,500; **Weight:** 15; **Shots:** 12; **Min. Str:** d8; **Notes:** Gatling weapons cannot fire single shots and must use their full Rate of Fire. Gatling shotguns do not grant a +2 to Shooting rolls.

Malfunction: On a result of snake eyes on the Shooting roll, the user spins about wildly, spraying shot everywhere. Treat this as a Suppressive Fire attack against everyone in a Large Burst Template centered on the user. The weapon can't injure more victims than it has shells remaining.

CARTRIDGE BELT (GS101)

Cost:.....\$100

Each cartridge belt holds 12 shots, all lined up and ready to go.

To avoid the time it takes to reload when one belt is done (a full action), some shootists recommend clipping multiple belts together to increase the gun's ammo supply. We must advise strenuously against this practice, for the weight of an oversized belt is always greater than the clockwork mechanism was designed to handle!

Malfunction: When a Gatling shotgun is loaded with multiple connected belts, the chance of Malfunction is increased for each additional belt. With one additional belt all Minor Malfunctions are considered Major. With two additional belts, all Malfunctions are considered Catastrophic (as listed for the weapon).

STEAM GATLING

(SG100)

Cost:.....\$5,000

The steam Gatling is one of our hottest items. Military and civilian organizations the world over have found many applications for this device. The steam Gatling uses high pressure steam to turn a small fan blade attached to the gun's rotating mechanism. This allows the gun's barrels to rotate much faster than with the traditional cranking by hand. The steam Gatling must be attached to a source of pressurized steam to operate.

Notes: If the steam Gatling is fired continuously for three rounds or more, a cloud of steam forms around it. This obscures vision and provides Medium Cover (-2) both for the gunner and his targets. If it's a windy day, the gun stops firing for a round, or if it's on a moving vehicle, the cloud disperses.

Range: 24/48/96; **Damage:** 2d8; **RoF:** 4; **Cost:** \$5,000; **Weight:** 50; **Shots:** 120; **Notes:** AP 2. Cannot move. Gatling weapons cannot fire single shots and must use their full Rate of Fire. The operator of a steam Gatling in a confined space must make a Vigor roll (-2) each round or suffer a level of heat-induced Fatigue (see *Savage Worlds*).

Malfunction: If a Shooting roll results in snake eyes, the steam Gatling's ghost rock boiler ruptures, filling a Large Burst

WARNING!

This weapon discharges a steady stream of steam while in use. To avoid burns or heat stroke, always use in a well-ventilated area.

Template with a blast of searing steam. This causes 2d10 damage, along with the usual Suppressive Fire attack!

GRAPPLE GUN

Would that all journeys to the wild were peaceful strolls along a carefully contoured path. Unfortunately, such is far too often not the case, especially in the American West. Geological and topographical features seem to conspire to make even a day's excursion a winding tour of canyons and ridges.

Our grapple gun can help the earthbound traveler scale these obstacles by providing a convenient safety line for vertical—or horizontal—climbs and traverses.

Based on our larger harpoon gun, the grapple model is much more man-portable, being only slightly larger than the average double barrel shotgun. A miniature ghost rock boiler produces high-pressure steam in a tube mounted underneath the grapple launching barrel, again, not unlike a shotgun. When the trigger is pulled, this steam enters the barrel, forcing the grapple out at a high rate of speed.

A small pulley at the end is attached to a lightweight metal wire. When the grapple secures itself, either by penetrating a soft object or wrapping around a stable and secure target, the firer can use the cable to pull a thicker rope through the pulley. Once the rope is in place, the owner can use it for either a safety line or to actually assist in a climb. The grapple gun comes with three spare grapples, 100 feet of wire, and one ounce of ghost rock for the boiler.

GRAPPLE GUN (GG100)

Cost:.....\$150

The grapple gun can launch a grapple and wire up to 120 feet. Using it requires a Shooting roll, and a successful roll hooks or sticks the grapple in a suitable target. Based on the situation, the Marshal may rule no such surface or object is within range.

Range: 5/10/20; **Damage:** 2d6; **RoF:** 1; **Cost:** \$150; **Weight:** 10; **Shots:** 1; **Notes:** Although it only takes a single action to load another grapple, the pressure chamber takes three rounds to build up enough steam to launch a shot. A single ounce of ghost rock provides enough fuel for 10 shots before being expended.

Malfunction: If the Shooting roll results in snake eyes, the miniature boiler blows a gasket, venting hot steam onto the firer for 3d6 damage. The gun is useless until a successful Repair roll (-2) is made, along with 2d6 hours' work being done.

SPECIAL WEAPONS

These weapons lie on the forward horizons of the new science. They are the most cutting-edge of ideas dreamed up by our most brilliant minds.

ACID GUN (SP100)

Cost:.....\$2,500

The acid gun is for those who need the cleansing burn of flame but don't want to deal with putting out all the fires started by our revolutionary flamethrower.

This incredible device uses pressurized air to propel a thin stream of concentrated acid up to 16 yards. The acid immediately



begins to dissolve anything it comes in contact with!

One of the desirable features is that anyone with a basic knowledge of chemistry can easily create new ammunition for this truly amazing weapon. Its supply of pressurized air is easily replenished with a built-in pump, and acid refills are available from S&R.

Range: Cone Template;
Damage: 2d10; **RoF:** 1; **Cost:** \$2,500; **Weight:** 12; **Shots:** 16;
Notes: AP 4.

Malfunction: If the Shooting roll results in snake eyes, the acid tank ruptures and showers the user with acid, with the usual effects. The acid gun is useless until fixed (with a successful Repair roll and 2d6 hours' time).

ACID GUN REFILL (SP101)

Cost:.....\$20

Acid gun refills are sold individually, double-wrapped for safety.

Notes: Characters with the Knowledge (Chemistry) skill may create one additional refill per

1d6 hours' work and successful skill check. Regardless of success, it costs \$5 for components. If the skill die roll is a 1, the character fumbled with the volatile mix of compound and applies the weapon's effects to himself.

AIR GUN-PISTOL (SP110)

Cost:.....\$300

This version is far more powerful than the ones you might buy your child for Christmas. The Smith & Robards Super Seal system uses much higher air pressure, which allows air weapons to fire .22-caliber pellets at impressive velocities. It is great for target shooting indoors, or whenever loud noise might draw unwanted attention! Each gun comes complete with a hand-powered air pump for refilling the gun's air reservoir.

Air guns are fired just like other guns. Recharging an empty air reservoir requires one action per shot restored.

Range: 10/20/40; **Damage:** 2d4; **RoF:** 1; **Cost:** \$300; **Weight:** 1; **Shots:** 6; **Notes:** Unless a

listener is in the immediate vicinity, it requires a Notice roll to hear an air gun's shot.

Malfunction: If the Shooting roll results in snake eyes, the air reservoir ruptures, releasing all stored air. The gun may not fire until the reservoir is replaced or patched (with a successful Repair roll and 1d6 hours' time).

AIR GUN-RIFLE (SP111)

Cost:.....\$600

Air guns are fired just like other guns. Recharging an empty air reservoir requires one action per shot restored.

Range: 20/40/80; **Damage:** 2d6; **RoF:** 1; **Cost:** \$600; **Weight:** 4; **Shots:** 15; **Notes:** Unless a listener is in the immediate vicinity, it requires a Notice roll to hear an air gun's shot.

Malfunction: If the Shooting roll results in snake eyes, the air reservoir ruptures, releasing all stored air. The gun may not fire until the reservoir is replaced or patched (with a successful Repair roll and 1d6 hours' time).

AIR PELLETS-.22 CALIBER (SP112)

Cost:.....\$10/1,000

Affordably priced at \$10 per bag of 1,000 pellets, you might as well buy two.

SYRINGE DART (SP113)

Cost:.....\$5

Specially made darts used with air guns to administer elixirs to unwilling targets. Ideal for administering sedatives to wild animals or unruly patients. Each dart can hold a single dose of any of the following elixirs or tonics in liquid form (sold separately; see page 67): EP100, LW100,

OE100, RE100, RT100, SM100, SU101, SS100, VU100.

Notes: Halve the weapon's range increment when firing syringe darts. Recovered darts may be cleaned and reused.

Malfunction: If the Shooting roll results in snake eyes when firing a syringe dart, the dart misfires and shatters in the barrel. Shards of metal pierce the firer's hands for 2d6 damage, in addition to the effect of whatever elixir or substance was in the reservoir.

AMMO-MATIC (MO100)

Cost:.....\$7,000

Like a standard Gatling gun, the ammo-matic requires the firer to operate a hand crank to rotate the barrels and release the firing pin. However, thanks to the internal spring-driven mechanism, the user need only crank it for the initial burst. The device begins to cycle itself once the process has begun, augmenting spring tension with the recoil from each shot.

These concurrent effects result in the weapon increasing its cyclic rate in an arithmetic progression and achieving firing speeds far in excess of even a steam-powered Gatling!

Firing the ammo-matic requires a Shooting roll. The first round the ammo-matic is fired, it has a Rate of Fire of 3. Each round after the first increases that RoF by an additional 3 (i.e., RoF 6 on round two, RoF 9 on round three, and so on), until the user stops actively firing the gun. During this time she cannot opt to fire less than the weapon's full RoF.

Once the firer releases the trigger pads, the weapon continues to "cook off" rounds during this time, reducing its RoF by 3 each round until it reaches RoF 0, at which point it stops firing. The

user can aim the ammo-matic as it winds down, using Shooting as normal. However, she has to wait until the weapon reaches ROF 3 before starting the progression again.

The weapon comes mounted on a tripod that helps absorb recoil somewhat. Instead of the usual -2 for Automatic Fire, the user suffers only a -1 at RoF 3. The penalty increases to -2 at RoF 6, -3 at RoF 9, (and so on). The ammo-matic can be mounted on any vehicle that can mount a Gatling or steam-powered Gatling gun.

Range: 24/48/96; **Damage:** 2d8; **RoF:** 3 and up; **Cost:** \$7,000; **Weight:** 50; **Shots:** 100; **Notes:** AP 2; may not move.

Malfunction: If a Shooting roll results in snake eyes, the chamber separates from the barrel, causing one or more rounds to detonate in the chamber. It explodes, dealing 1d10+1 damage for each burst the weapon would have fired this round (i.e., its RoF divided by 3). The explosion affects a Medium Burst Template.

DYNAMITE LAUNCHER (DL100)

Cost:.....\$750

This formidable piece of martial hardware consists of a revolving chamber holding 10 dynamite sticks affixed to an ignition mechanism and a barrel that hurls them forth. A press of the trigger lights the stick, and the dynamite is thrown toward its target at high velocity. With properly cut fuses, the user can cause his explosive missiles to detonate on impact!

The launcher's price does not include a supply of dynamite. It may be loaded with standard TNT, or with Smith & Robards' patented ghost rock dynamite (see page 92).

Using the launcher requires the usual Shooting roll. Reloading it is a slow, painstaking process, requiring a successful Repair roll and an hour's time. Cutting fuses to a preset time requires a Smarts roll. If it isn't successful, the Marshal secretly draws an action card when the launcher is fired. On the next round, when that



card value is reached in the round, the dynamite explodes.

Range: 8/16/32; **Damage:** As per dynamite (see the *Deadlands Player's Guide*); **RoF:** 1; **Cost:** \$750; **Weight:** 25; **Shots:** 10; **Notes:** Minimum Strength d8.

Malfunction: If a Shooting roll results in snake eyes—big BOOM! The stick in the chamber goes off prematurely, setting off the remaining sticks in the launcher. Figure damage as normal—and start digging a grave for the user.

ELECTROSTATIC GUN (SP120)

Cost:.....\$1,500

If you need to defend yourself but don't believe in killing, or you need to take someone in alive, look no further! The electrostatic stunner is the weapon for you!

A favorite of bounty hunters across the American West and beyond, this amazing gadget generates hundreds of millions of volts of static electricity and unleashes them at your adversary. The resulting disruption to your target's nervous system will reduce him to a quivering mass at your feet.

Electrode darts spring-fire from the mechanism, carrying thin filaments and a prodigious shock. The electrostatic gun is extremely versatile because you control the intensity of the charge delivered to the target. The longer you pump the charging handle, the higher the stored voltage. Each capacitor holds a maximum of six pumps.

Range: 2/4/8; **Damage:** Special; **RoF:** 1; **Cost:** \$1,500; **Weight:** 3; **Shots:** 1; **Notes:** When shot, the victim rolls Vigor with a penalty equal to the amount of charges stored in the stunner. Failure means the victim is Shaken for 1d4 rounds.

Malfunction: Apply a penalty to the Shooting roll equal to the amount of stored charges. If the adjusted result is snake eyes (or less), the wielder takes the full shock while the intended target suffers no damage, and the gun's capacitor burns out. Until the capacitor is replaced the gun cannot be used.

ELECTROSTATIC KNIFE (SP121)

Cost:.....\$400

We've adapted our stunner technology to a line of high-quality cutting blades. These electrostatic blades can be used as lethal weapons or to simply subdue your opponent. The choice is up to you! These amazing weapons allow you to damage targets in armor you might not otherwise be able to penetrate.

Damage: Str+d4+Special; **Weight:** 2; **Cost:** \$400; **Notes:** The wielder can make a Touch attack in combat (Fighting +2) to deliver an electric shock without also cutting the opponent. When hit, the victim rolls Vigor. Failure means the target is Shaken for 1d4 rounds.

Malfunction: If the Fighting roll results in snake eyes, the wielder suffers the electric shock instead of the target, and the knife's capacitor burns out. Until the capacitor is replaced the knife's stun function cannot be used.

ELECTROSTATIC SABER (SP122)

Cost:.....\$800

With almost exactly the same features as our electrostatic knife, this electrostatically augmented cavalry saber really lets the enemy know you mean business!

Damage: Str+d6+Special; **Weight:** 5; **Cost:** \$800; **Notes:**

The wielder can make a Touch attack in combat (Fighting +2) to deliver an electric shock without also cutting the opponent. When hit, the victim rolls Vigor. Failure means the target is Shaken for 1d4 rounds.

Malfunction: If the Fighting roll results in snake eyes, the wielder suffers the electric shock instead of the target, and the saber's capacitor burns out. Until the capacitor is replaced the saber's stun function cannot be used.

ELECTROSTATIC CAPACITOR (SP123)

Cost:.....\$40

Replacement capacitors are available individually.

FLAMETHROWER (SP130)

Cost:.....\$2,000

The perfect weapon for those who lack a steady hand! When fired, the flamethrower blankets the entire area before the user in a sheet of flame.

Unlike the crude devices manufactured by Confederate arsenals, Smith & Robards' flamethrowers give users total control over the intensity and duration of their shots. This is accomplished via our special Select-a-Shot dial which precisely regulates the amount of fuel released with each shot. Use only S&R's proprietary incendiary mix! Accept no substitutes.

Notes: Smith & Robards' flamethrowers use the standard rules for such weapons in the *Savage Worlds* rules. They have 30 shots.

Malfunction: On a result of snake eyes on the Shooting roll, the device explodes, causing 3d10 damage to everyone in a Medium Burst Template and likely setting



the victims alight as well (see the rules for fire in *Savage Worlds*)!

INCENDIARY FUEL REFILL (SP131)

Cost:.....\$90

Tanks of S&R flamethrower fuel are sold individually by S&R stockists and other fine vendors of quality merchandise.

Malfunction: Users of S&R flamethrowers often come down with rock fever due to their frequent exposure to ghost rock vapor.

FLAMETHROWER MUZZLE CHOKE (SP132)

Cost:.....\$200

Our new muzzle choke device allows you to apply your flame more discriminately by narrowing the width of the flame cone. This

is ideal when using the weapon in cramped quarters.

Notes: When using the muzzle choke, the flamethrower's Range is still the length of a Cone Template, but only 1" wide.

FLAMETHROWER VAPOR COLLECTOR (SP133)

Cost:.....\$500

Our weapons are less bulky and can achieve a higher flame temperature by using ghost rock vapors, rather than methane, as fuel. For easy refills, buy a Smith & Robards vapor collector! It's more expensive initially than tanks of our proprietary fuel, but pays for itself in the long run.

Notes: The vapor collector is a small burner unit which uses a standard one pound ghost rock core (see page 76) to generate the

vapor needed for the flamethrower. A single core generates enough vapor for three full tanks. It takes about two hours to generate a full tank of vapor.

Malfunction: Users of S&R flamethrowers often come down with rock fever due to their frequent exposure to ghost rock vapor.

FLASH GUN (SP140)

Cost:.....\$150

Sometimes, lethal means aren't necessary to resolve a situation. All you may desire is to temporarily incapacitate or distract your opponent. Never fear—not all of our weaponry is of the damaging sort!

Our so-called flash "gun" uses standard photographer's flash

powder to deliver a blinding burst of light, dazzling and possibly even stunning the target for a short period. With its oversize, revolving cylinder, making it look much like a preternaturally powerful six-shooter, it's appearance alone may intimidate some unenlightened opponents!

The flash gun requires only a Smarts roll to use. Simply point the device and pull the trigger. Any target within a Cone Template directly in front of the hero and facing her must immediately make an Agility roll (at -4, or -2 if a target has the Quick or Alertness Edge, or no penalty if he has both). Failure means he didn't get his eyes shut quickly enough. He's blinded for

the next 2d6 rounds. On snake eyes, a cowpoke is also Shaken.

Range: Cone Template; **Damage:** Special; **RoF:** 1; **Cost:** \$150; **Weight:** 5; **Shots:** 6; **Notes:** The flash gun uses normal flash powder, which is available from any photographer or chemist at \$1 per 10 uses. Reloading it is a slow process, requiring one minute per chamber and a successful Repair roll.

Malfunction: If the Smarts roll results in snake eyes, the charge detonates all the chambers at once, causing a small, very loud explosion. Everyone within a Large Burst Template, including the wielder, must make a Vigor roll (-2) or be blinded and deafened for 2d6 rounds.

FORCE-AMPLIFICATION MACE (FA100)

Cost:.....\$75

A device need not be complicated to be effective. Take, for example, the force-amplification mace. The mace is a simple metal pipe fitted with a leather-wrapped handle for shock absorption, a heavy iron "doughnut" ring, and slide stops at the top and bottom. The doughnut slides up and down on the pipe, and a medium-strength compression spring attaches to the end of the pipe and the doughnut.

The spring keeps the iron ring resting near the handle until the user swings the mace. Then centrifugal force pulls the heavy doughnut to the end of the club, magnifying the force of the wielder's swing! At the end of each swing, the compression spring returns the weight to the handle, making it much easier for the wielder to ready the mace again.

Damage: Str+d8; **Weight:** 8; **Cost:** \$75; **Min. Str:** d6; **Notes:** Parry -1.

Malfunction: If a Fighting roll results in snake eyes, the stop at the handle end of the mace snaps, allowing the spring to force the ring onto the wielder's hand quite painfully. The character takes 2d6 damage to the hand holding the device.

GHOST ROCK DYNAMITE (SP150)

Cost:.....\$20/stick

Ghost rock-infused dynamite—or GNT—is conventional dynamite that's been infused with finely granulated ghost rock fragments. These granules "settle out" after manufacture, slowly filling each stick with many small pockets of concentrated ghost rock vapor.

For one thing, this makes ghost rock dynamite about as volatile as a case of pure nitro. On the other hand, it affects spirits and other ethereal entities that are typically only affected by what a layman might call "dark arts" or "magic." In most other respects, it's just like dynamite (see the *Deadlands Player's Guide*). A case of GNT holds 24 sticks, sells for \$450, and weighs 35 lbs.

Malfunction: If a cowpoke rolls snake eyes on any Agility roll while carrying GNT, the stick (or case) explodes and inflicts full damage. Carrying undetonated GNT for extended periods has been reported to cause ghost rock fever in some cases.

LIGHT ENHANCEMENT PISTOL (LE100)

Cost:.....\$3,000

A truly groundbreaking European author—and inventor of no small stature—Jules Verne suggested that when properly focused, light itself could prove a powerful weapon. At long last,

HAZARDOUS MATERIALS

Smith & Robards prides itself on the full range of ordnance, potions, toxins, acids, volatile chemicals and hazardous minerals we are able to stock. Through rain, hail, sleet, and snow, we labor to bring the goods you need to your door.

While we make every effort to ensure that these materials reach you in pristine condition, we cannot be held responsible for poor handling practices or careless storage by third parties. Many of the items we ship do not mix well with water or each other, and those tasked with handling such materials do so at their own risk. So, if you are ordering something hazardous from us, warn those who may come into contact with your package of its contents. Their next of kin will thank you!

we bring this principle from the realm of speculation to reality.

The light enhancement pistol, or LEP, is a curious device at first sight. It appears much like a bulky telescopic sight affixed to a pistol handle—with the rest of the weapon absentmindedly omitted. However, the optic channeler (the “telescopic sight”) is the weapon.

An aperture at the top of the LEP allows light to enter a special optic channeling chamber, made of perfectly angled mirrors that trap light within. To use the weapon, the owner simply exposes the aperture to direct sunlight. The aperture closes when light enters the chamber, allowing the trapped beam to be magnified repeatedly, gaining in intensity and heat.

The longer the beam is trapped, the more powerful the energy when released by the firer. In a very short time, the beam can damage flesh as readily as a small caliber pistol and it quickly builds from there! Once the beam has been focused to the desired level, the user then pulls the trigger and releases it at the target. The LEP does not produce a loud bang or puff of smoke, allowing the user to avoid the vulgarities of firearms.

It requires an action to open the chamber and let the initial charge build. On her next action, the wielder can fire the LEP for its base damage of 1d6, or she can let the charge continue to build. If she opts to allow it to intensify, the damage increases by 1d6 each round. Once the device reaches 4d6 damage, it must be fired that round. Otherwise, at the end of the round, it overheats and explodes, doing 2d6 fire damage in a Medium Burst Template.

A shot from the LEP is virtually silent, although a faint hiss is

heard as the beam heats air molecules by its passing. Also, it creates a very brief but bright flash of light when the trigger is fired. Either of these may reveal a concealed LEP shooter's location, if an observer makes a Notice roll.

Range: 12/24/48; **Damage:** 1–4d6; **RoF:** 1; **Cost:** \$3,000; **Weight:** 4; **Shots:** 1; **Notes:** Firing the LEP requires a Shooting roll. The LEP only holds a single charge at a time. After each shot, the weapon must again be exposed to sunlight and allowed to build up power.

Malfunction: If a Shooting roll comes up snake eyes, a beam was trapped in the chamber. It releases through the entry port when the gun is fired, striking the user for 4d6 damage!

LIGHTNING GUN (LG100)

Cost:.....\$2,750

The lightning gun is a rather sizable bundle of copper tubes and gearing that only the most unimaginative would term “gun-shaped.” Attached to it are two thick copper cables, connected at the opposite ends to steel spikes. These spikes must be driven into the ground prior to firing.

The device is quite impressive in operation. As electricity is pulled into the machinery, crackling energy travels along the copper tubes. Gears begin turning and a low-pitched whine rises higher and higher as the charge builds. When fired, the resultant bolt of energy resembles its namesake, a bolt of lightning. Even if it weren't as potent an armament as it is, the weapon is a delight to the eyes!

The lightning gun comes with the weapon itself, the ground cables, stakes, and a hand sledge for pounding them into the soil.

Range: 24/48/96; **Damage:** 2d10; **RoF:** 1; **Cost:** \$2,750; **Weight:** 20; **Shots:** Unlimited; **Notes:** Firing the lightning gun requires a Shooting roll. Once the stakes are in place, the lightning gun has unlimited ammunition, but the cables are only 10 feet long and limit the cowpoke's movement. If the cables are removed for any reason, the weapon loses its charge and is inert.

The device takes a short time to build a charge between each shot, so can only be fired on every other round. During the recharge time, the hero can take only simple actions like talking or moving within the area allowed by the cables.

Malfunction: If a Shooting roll results in snake eyes, the gun explodes, doing 3d10 damage to everything in a Large Burst Template.

NET GUN (NG100)

Cost:.....\$350

Here's another nonlethal device for those customers who are concerned for the well-being of their fellow man. The net gun appears to be a double-barrel rifle at first glance, with its barrels offset at an angle from each other and an odd mound of fabric between them.

The net gun fires special, low-velocity lead slugs with embedded fishhooks which are attached to lightweight, but sturdy, cord. The cord leads to an eight-foot-square net which is carefully packed between the barrels. The angled barrels cause the net to expand and separate as the slugs travel farther from the weapon.

Once the target is struck, the impact to the netting whips the slugs back around the target from

behind. Any movement on the part of the trapped victim causes the hooks to snag in the mesh of the net, further pinning him!

Range: 10/20/40; **Damage:** Special; **RoF:** 1; **Cost:** \$350; **Weight:** 6; **Shots:** 1; **Notes:** Firing the net gun requires a Shooting roll. A hit indicates partial restraint so that the target suffers a -2 penalty to Pace and skills linked to Agility and Strength. A raise restrains the target fully. He cannot move, or use skills linked to Agility or Strength, until someone cuts him free.

Each following round, the victim may make a Strength or Agility roll to break free. Other characters may also attempt to free the ensnared person by making a Strength roll (-2). Using a knife or other sharp implement negates the -2 penalty.

Malfunction: If the Shooting roll results in snake eyes, one of the cords causes a round to jam in the barrel. The barrel explodes, doing 2d6 damage to the firer. Moreover, the net swings around the welder, entangling her. Only an Agility roll (-2) is necessary to free herself, but the gun is toast.

ROTATING RIFLE (RO100)

Cost:.....\$250

As any inventor or even casual tinkerer can tell you, always use the right tool for the job. Expecting a single caliber of firearm to be the perfect match for all tasks is no better than using a hammer for a screwdriver, wrench, and saw, as well as its intended purpose. The rotating rifle remedies that problem by providing the owner with four different firearms in one.

The weapon mounts four different barrels and chambers on

a single, revolving post, similar in some ways to our personal Gatling weapons. The barrels of the rotating rifle only shift when the user wishes to change calibers—or even from a rifle to a shotgun! Our skilled technicians can combine nearly any four rifle or shotgun choices into a single, versatile longarm.

A thumb-lever allows the owner to select a new barrel without even removing the rifle from his shoulder. Each barrel comes with its own chamber, allowing the caliber size of the integrated weapons to vary greatly. Additionally, underneath each barrel (or rather closer to the central rotation axis) we've mounted a tubular magazine to feed the appropriate ammunition. The capacity of each magazine varies according to the size of the cartridges, of course.

When ordering, be certain to detail your cartridge choices for each barrel. Due to a variety of mechanical issues, cap-and-ball weapons cannot be converted in this fashion.

Range: Varies; **Damage:** Varies; **RoF:** Varies; **Cost:** \$250; **Weight:** 15; **Shots:** Special; **Notes:** Any rifle or shotgun in the *Deadlands Player's Guide* may be included in the four-barrel group. Switching between barrels requires an action. Reloading is a laborious process, which takes 2 actions per shell or 1 action if a successful Agility roll (-2) is made. The weapon has Shots equal to the largest magazine of the four weapons, but this total amount of rounds must be divided between all four.

Malfunction: If a Shooting roll results in snake eyes, the actions are out of synch, causing the rounds in the other barrels to

backfire. Roll 1d6 for each barrel; on a 1-3, the round hits the cowpoke shooting it for normal damage. The barrels that backfired are destroyed.

SONIC DESTABILIZATION RAY (SD100)

Cost:.....\$2,500

Yet another device we've designed to help our customers avoid the court of last recourse, the sonic destabilization ray may change the way we think of conflict. Capable of rendering an opponent helpless—or even unconscious—without inflicting so much as a bruise, the SDR represents tremendous potential for law enforcement everywhere.

The device functions by sending out concentrated pulses of sound waves. These vibrations agitate the inner ear of the target, affecting his balance and inducing nausea. However, the weapon is simply incapable of causing any permanent injury, making it the perfect choice for the citizen with a heart of gold!

The SDR consists of a hand-held focusing device containing a number of finely crafted tuning forks, gearing, and a dish-shaped magnifying trumpet for targeting. A linked backpack carries the mounted power cell. Each SDR comes with a hand-powered recharger to replenish a depleted power cell.

Range: 10/20/40; **Damage:** Special; **RoF:** 1; **Cost:** \$2,500; **Weight:** 20; **Shots:** 1; **Notes:** Firing the SDR requires a Shooting roll. Each time a target is struck by the SDR's ray, she must make a Vigor roll (-2) or her Agility, Smarts, and Strength all drop by a die type (to a minimum of d4) for 2d6 rounds. If the

Vigor roll shows snake eyes, she's knocked unconscious instead.

The weapon's effectiveness varies greatly with range. At Medium range the target receives a +1 to the Vigor roll to resist the effects, and a +2 at Long range.

Recharging the energy cell takes two hours of hand-cranking the charging device, and a Vigor roll to avoid a level of Fatigue, which fades after 1d6 hours' rest.

Malfunction: If the Shooting roll results in snake eyes, the backpack power unit overloads, discharging 3d10+4 damage (AP 10) directly into the user. The unit is useless until a successful Repair roll (-2) and 2d6 hours' work are invested in getting it running again.

SPRING-BAYONET (BA100)

Cost:.....\$50

Like our force amplification mace, the spring-bayonet is simple, but deadly. The usual spike bayonet is replaced by our specially constructed model, which mounts a smaller, but no less deadly, spike inside a guide tube. When the release is tripped by the wielder, a powerful coil spring shoots the spike a full foot farther and locks it against a retaining nub. Not only does this give the user an advantage in reach over his opponent, but the initial spring-assist provides an added boost to his thrust as well!

The spring-bayonet functions almost exactly like a normal bayonet when extended (see *Savage Worlds*), except it provides Reach 2. If the wielder scores a raise on the attack in which he extends the blade, it inflicts bonus damage of 1d6+2. Re-cocking the blade requires an Agility roll and three rounds' time.

Malfunction: If a Fighting or Agility roll results in snake eyes, the spring cracks the bayonet's housing and flies back toward the wielder. He takes 1d6 damage and the bayonet is ruined.

TORSION-POWERED DRILL ROCKET (TP100)

Cost:.....\$1,500

We at Smith & Robards fear the Great Rail Wars of today may lead to even more frightening and widespread conflicts in the future. Unless the common man has a weapon with which to deter the iron war chariots of the military, that is. Our torsion-powered drilling rocket is exactly such a weapon. With it, a solitary warrior can bring the mightiest juggernaut to its mechanical knees—figuratively speaking, of course!

The rocket is fitted with special fins that are designed to provide the missile a rapid counterclockwise spin. Not only does this spin stabilize the rocket's deadly flight, but it also tightly winds a spring inside the device. And here's the catch—when the missile impacts with its target, it doesn't immediately detonate.

Instead, the spring is released, causing the head of the rocket to begin boring into the target's armor plating. When the head breaches the armor, a second trigger is released, causing the explosives to detonate inside the target! In the unlikely case the armor should be thicker than the boring ability of the rocket, it detonates when the spring has completely unwound.

The system comes with a single rocket and a shoulder-fired launching tube. The launching tube is reusable.

Range: 24/48/96; **Damage:** 4d8+2; **RoF:** 1; **Cost:** \$1,500; **Weight:** 15; **Shots:** 1; **Notes:** Medium Burst Template, AP 15, Snapfire, Heavy Weapon. When the rocket hits an armored target, it drills for 3 rounds, penetrating 5 levels of Armor per round. If it penetrates all Armor before 3 rounds have elapsed, it explodes. If its drill is insufficient to penetrate all Armor, it deals its damage against the reduced Armor level when 3 rounds have elapsed. The rocket's drill bit is tempered ghost steel, which means it penetrates any armor—even ghost steel!

Against un-armored targets—like the average person—the rocket is less effective. Instead of its normal damage, it only does 3d8 damage, no explosion.

Malfunction: If the Shooting roll results in snake eyes, the rocket detonates in the launcher for 4d8+2 damage in a Medium Burst Template. Needless to say, the launching tube is ruined.

REPLACEMENT DRILL ROCKET (TP101)

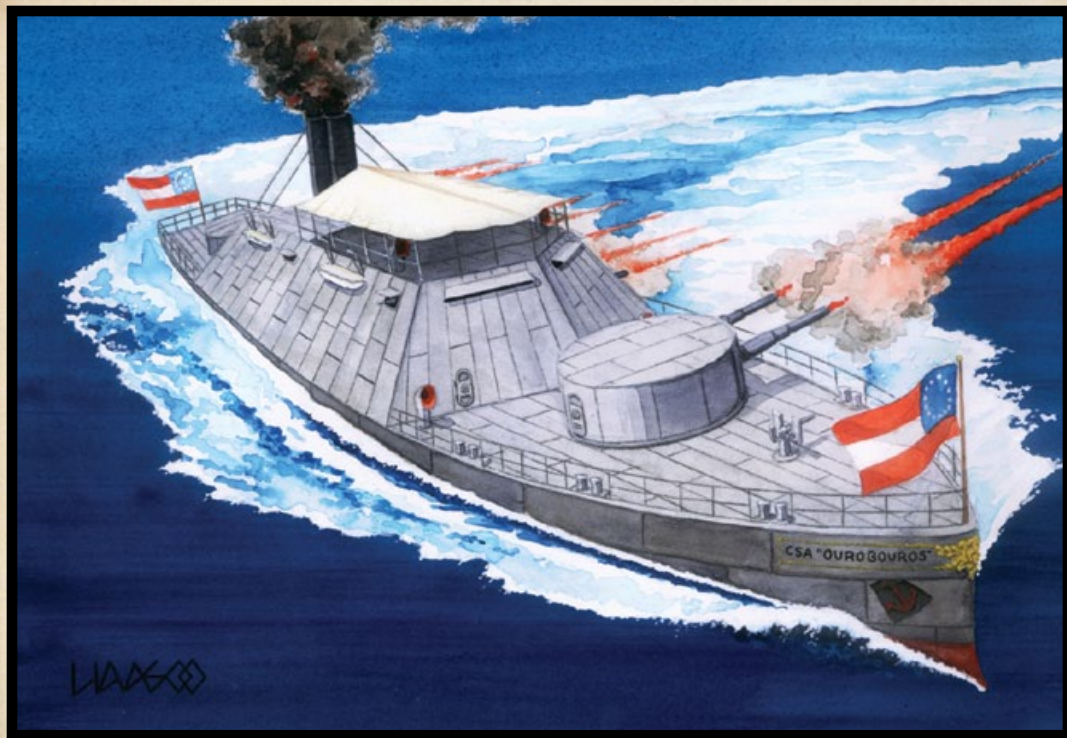
Cost:.....\$1,000

Additional rockets can be purchased individually.

WATERPROOFED DYNAMITE (SP160)

Cost:.....\$10/stick

This dynamite is specially sealed with wax and secret additives to make it waterproof. It functions with normal detonation wire, so charges can be placed underwater and set off from a safe distance. In desperate circumstances a special fuse that will remain lit underwater can be used, but it must be sparked above water (which doesn't leave a swimmer much time to get where he's headed).



In all other respects, it's just like dynamite (see the *Deadlands Player's Guide*). A case of water-proofed dynamite holds 24 sticks, sells for \$200, and weighs 30 lbs.

Malfunction: If snake eyes are rolled on the Smarts check to place a charge, the payload detonates while it's being placed, doing full damage to the demolitionist.

VAPOR CANNONS

Always striving to remain at the forefront of military technology, Smith & Robards reintroduces our revolutionary vapor cannons! After a short production hiatus, we expect our popular artillery pieces to return to production in 1880.

Unlike conventional artillery pieces, which use gunpowder to

propel their shells, vapor cannons use volatile ghost rock vapor as a propellant. The incredible power of ghost rock vapor can extend the range and penetrating power of most existing models of cannon. All vapor cannons are modern, rifled breech-loaders.

Each cannon is equipped with a ghost rock heater and vapor collection unit. The heater drives the vapor out of the ghost rock into the collection unit, where it is pressurized. A small amount of the vapor is injected into the cannon for firing.

Smith & Robards' new cannons are equipped with the vapor ignition system, and we can refit existing cannons with the system. All cannons submitted for a refit are thoroughly inspected for signs of corrosion, wear, and casting imperfections. For safety reasons, cannons failing this inspection must be rejected. The power of

the vapor system has been known to rupture flawed weapons.

All new vapor cannons include a set of three vapor masks (see page 49) for the crew at no additional charge!

Your new vapor cannon requires a chunk of ghost rock to provide the vapors. The Shots listed for each cannon is the number of shots that the vapor collection unit can extract from a standard one-pound Smith & Robards ghost rock core. Halve this number if using unprocessed ghost rock.

Vapor cannons make an eerie wailing noise when fired. Those unprepared for the terrible sound must make a Guts check the first time it's heard.

SIX-POUND VAPOR CANNON (VC100)

Cost:.....\$5,000

Six-pound vapor cannons are the size most often mounted on small

conveyances. The area around an active vapor cannon is saturated with ghost rock fumes. Crewmen are subject to contracting rock fever.

Range: 75/150/300; **Damage:** 3d6+1; **RoF:** 1; **Cost:** \$5,000; **Shots:** 6; **Notes:** AP 5, Heavy Weapon. Vapor cannons require one action to reload with a crew of three, or two actions with less crewmen. These stats assume the cannon is firing shot; see notes in *Savage Worlds*.

Malfunction: If the crew leader's Shooting roll results in snake eyes, the gun's chamber bursts, inflicting 3d10 damage in a Large Burst Template. If the cannon was loaded with shrapnel or canister shot, there is a 50% chance that this also goes off. Anyone who survives the blast must make a Vigor roll (-2) or contract ghost rock fever.

TEN-POUND VAPOR CANNON (VC101)

Cost:.....\$6,000

These large guns are typically the province of battlefield emplacements and large sea-going vessels. It takes a team of horses or a steam wagon to move one around a battlefield quickly, so be prepared with one of Smith & Robards' amazing conveyances!

Range: 75/150/300; **Damage:** 3d6+2; **RoF:** 1; **Cost:** \$6,000; **Shots:** 4; **Notes:** AP 5, Heavy Weapon. Vapor cannons require one action to reload with a crew of three, or two actions with less crewmen. These stats assume the cannon is firing shot; see notes in *Savage Worlds*.

Malfunction: If the crew leader's Shooting roll results in snake eyes, the gun's chamber bursts, inflicting 4d10 damage in a Large Burst Template. If the cannon was

loaded with shrapnel or canister shot, there is a 50% chance that this also goes off. Anyone who survives the blast must make a Vigor roll (-4) or contract ghost rock fever.

TWELVE-POUND VAPOR CANNON (VC102)

Cost:.....\$7,000

The biggest vapor gun Smith & Robards has to offer, 12-pounders are recommended for assaults upon armored warships, fortified earthworks, and the like, and require a similarly substantial structure to provide a stable firing platform. Though they lack some of the portability of smaller models, they certainly deliver the biggest bang for your buck.

Range: 75/150/300; **Damage:** 3d6+3; **RoF:** 1; **Cost:** \$7,000; **Shots:** 2; **Notes:** AP 6, Heavy Weapon. Vapor cannons require one action to reload with a crew of three, or two actions with less crewmen. These stats assume the cannon is firing shot; see notes in *Savage Worlds*.

Malfunction: If the crew leader's Shooting roll results in snake eyes, the gun's chamber bursts, inflicting 4d10 damage in a Large Burst Template. If the cannon was loaded with shrapnel or canister shot, there is a 50% chance that this also goes off. Anyone who survives the blast must make a Vigor roll (-6) or contract ghost rock fever.

DELUXE RECOIL SYSTEM (VC103)

Cost:.....\$1,000

The unprecedented power of these new cannons can often cause them to recoil violently (the typical results of Minor and Major Malfunctions). To alleviate this problem, we've developed a

revolutionary new gun carriage which absorbs much of the recoil with powerful springs.

Notes: Vapor cannons equipped with a deluxe recoil system suffer Malfunctions only on snake eyes.

CANNON REFURBISHING (VC104)

Cost:.....10% of cost of new cannon.

Simply ship the weapon to us at Smith & Robards' headquarters in Salt Lake City, Deseret. Upon receipt by our skilled gunsmiths, you'll have your gun back based on our normal shipping and delivery times.

Malfunction: Any vapor cannon that Malfunctions and survives is more likely to do so again. After the first Malfunction of any kind, the cannon thereafter Malfunctions catastrophically on a roll of 1 or 2 on the Shooting die, until the weapon has been refurbished.

WEAPON ACCESSORIES

Smith & Robards brings you a variety of tools to improve your levels of skill and secrecy when discharging your chosen firearm. Sample freely from our cornucopia of destruction!

AUTO-FANNER (AF100)

Cost:.....\$75

With our new auto-fanner attachment, any standard single-action revolver becomes a weapon capable of firing even faster than most automatic weapons!

This device is deliciously simple in its design, incorporating a hammer-cocking mechanism, a side-mounted clockwork spring,

and a trigger control that allows the shooter to regulate his fire. We highly recommend the exercise of restraint when using the auto-fanner. It's so effective that it's capable of emptying all six chambers in a single pull of the trigger!

A single-action pistol equipped with an auto-fanner can be fanned (up to a Rate of Fire of 6) without the usual -4 modifier to the Shooting roll. Instead, the -2 penalty for automatic fire applies (and is removed by the Rock and Roll! Edge, but not the Hip Shooting or Improved Hip Shooting Edges).

Malfunction: If the Shooting roll shows snake eyes (or worse), the device manages to cook off a round before the chamber is lined up with the barrel. The pistol explodes, doing 3d8 damage to the user's gun hand (arm). The weapon and the auto-fanner are both ruined.

BARREL EXTENDER KIT (BE100)

Cost:.....\$100

It's far more convenient to carry a sidearm than a rifle or carbine. Longarms tend to get in the way, and are far too often out of reach just at the moment they're needed. The dime novelist Ned Buntline's "Specials" are a poor amalgam, inconvenient to carry with little actual gain in utility.

With our barrel extender kit, we can turn any single- or double-action revolver into a convertible carbine—all the range of a longarm, with the ease and convenience of a pistol! Simply ship your favorite weapon to our factories, and we'll return your firearm far more versatile than it ever was before.

The process swaps out the standard factory barrel with a telescoping model. A twist of the barrel and pull extends it from a

compact 4½" to 12" in the blink of an eye. We further modify the grips of the pistol to include a folding, wireframe shoulder stock. Both components are made from tempered ghost steel, lending both strength and light weight to their construction. The entire modification process is nearly undetectable on casual inspection, and the altered firearm fits easily into any standard holster—a claim the Buntline Special cannot make!

When both the barrel and stock are extended, the pistol gains Range 18/36/72. When collapsed, it functions in all respects as a normal sidearm. Extending only one of the two has no effect on the weapon's range.

Malfunction: If a Shooting roll results in snake eyes, a round catches on a seam in the barrel and causes the pistol to explode. The hero takes 3d6 damage to his non-gun hand, and the gun is destroyed.

MAGNETIC GLOVE (MG100)

Cost:.....\$125

Experienced shootists claim it's not who gets the gun out first that wins the shootout, but he who has the steadiest aim. When the opponent's marksmanship skills are equal, however, the fast gun is the safe bet! Our magnetic glove gives the serious gunfighter a valuable edge in contests of manual celerity.

The glove is actually a two-part system—a specially constructed glove and a modified pistol grip. Both elements must be present for the glove to function. Using the principles of magnetism, the glove and ferrous grips are designed to exert a strong attraction upon each other. Thus, the pistol is





drawn rapidly toward the owner's hand when the two are brought within a few inches of each other!

When both the glove and grips are used, and a successful Agility roll is made, the multi-action penalty for drawing quickly is reduced to -1. When used with our spring holster (see below), it is removed altogether.

The glove doesn't hamper Shooting rolls, due to its design and construction, but it may impede other Agility-based Trait rolls requiring a sensitive touch (Lockpicking, cheatin' at cards, etc.) at the Marshal's discretion.

Malfunction: If the Agility roll results in snake eyes, the gun strikes the user's hand hard, causing a round to fire into his leg for normal damage.

SILENCER GLOVE (WA100)

Cost:.....\$250

There are times when any kind of noise can attract unwanted

attention. This handy little device allows you to fire a handgun in complete silence. Initially developed by an inventor in Dodge City, Smith & Robards has improved and refined the original design substantially. This heavy glove slides over your pistol and gun hand, and then is closed tightly around your wrist with a drawstring.

Hearing a shot fired from within a silencer glove requires a Notice roll (-2). The penalty increases by 1 for every six yards (3") of range between the gun and the listener. The Marshal should increase the penalty if there is background noise to cover the sound of the shot—a noisy saloon, for instance, would raise the penalty to -6. The glove also eliminates most of the gun's muzzle flash.

Malfunction: If the user's Shooting roll results in snake eyes, the gun barrel slips inside the glove and shoots the metal baffles, causing the bullet to ricochet back

into the unfortunate user for full damage.

SILENCER GLOVE REPLACEMENT BAFFLE (WA101)

Cost:.....\$20

Inside the glove, the pistol barrel slides into a series of baffles that absorb the noise of its discharge but allows the bullet to pass unhindered. The gun can be fired in a crowded room with no one the wiser. Replacement baffles are sold individually.

SPRING HOLSTER (MG101)

Cost:.....\$75

This invention is the perfect complement to our magnetic glove. By fitting virtually any standard pistol holster with this device, we make it a fast-draw artist's dream!

Like many of our best creations, the concept behind the spring holster is marvelously simple. A

spring-loaded platform is inserted into the bottom of the holster. A catch holds the platform in place until the gunfighter twitches to release it, flinging the gun toward his hand. When used in conjunction with the magnetic glove, the speed of the draw is nearly phenomenal!

When the spring holster is used alone, and a successful Agility roll is made, the multi-action penalty for drawing quickly is reduced to -1. When used with our magnetic glove (see above), the penalty is removed altogether.

Malfunction: If the Agility roll results in snake eyes, the trigger catches, firing a round into the user's leg for normal damage.

TELESCOPIC SIGHTS (WA110)

Cost:\$150 for 2x;
\$250 for 4x;
\$500 for 8x.

Long popular with sharpshooters on both sides of the Mason-Dixon line (as well as buffalo hunters everywhere), telescopic sights allow you to deal with unwanted visitors at extremely long range. Smith & Robards' line of telescopic sights give unparalleled accuracy and clarity, even at extreme range.

The lenses in our telescopic sights are precision ground to exacting tolerances by skilled craftsmen. These new lenses have even made it possible to manufacture accurate wide aperture sights for use on pistols.

Each sight comes complete with comprehensive installation instructions for you to outfit your gun yourself or, for a \$50 fee, you can send your weapon here and our experienced gunsmiths will install the sight and calibrate it perfectly. As an added bonus,

your weapon will be inspected and cleaned at no extra charge.

Smith & Robards' precision telescopic sights are available in three magnifications: 2x, 4x, and 8x.

2x Sight: This scope halves any Range Penalties suffered when firing the weapon (shots fired at Medium Range suffer a -1 penalty, and at Long Range a -2).

4x Sight: This scope increases Ranges by 50% (round down). For example, a Range of 12/24/48 becomes 18/36/72.

8x Sight: This scope doubles a weapon's effective Range. In this case, a weapon with a Range of 12/24/48 becomes 24/48/96.

Installing the sight requires a successful Repair roll. It must also be sighted in, which requires an hour, a successful Shooting roll by the installer, and the expenditure of 10-20 bullets. A critical failure during installation means the sight gets busted up and won't function correctly. Any repair or installation work must be followed up with a thorough cleaning to ensure proper function. Only one sight can be mounted on a weapon.

Malfunction: If the Shooting roll results in snake eyes, the lens shatters. The scope is unusable until the lens is replaced. If the user was looking through the scope at the time, he takes 2d6 damage to his eye. If a wound is caused, the victim is blind in that eye until the damage is healed.

TELESCOPIC REPLACEMENT LENSES (WA111)

Cost:\$15 for 2x;
\$25 for 4x;
\$50 for 8x.

Replacement lens sets are sold separately. Each set contains all the lenses you'll need to outfit

your sight once. Think ahead—don't get caught in someone else's sights! Keep an extra set on hand!

TELESCOPIC LENS CLEANING KIT (WA112)

Cost:\$25

Keep your lenses clean to ensure accurate shots! This package of specially designed cloths, pre-soaked in gentle cleaning solution, make the job a snap.

Malfunction: If the scope is installed or sighted in without cleaning the lenses afterward, the gun suffers a catastrophic Malfunction on a roll of 1 or 2 on the Shooting die.

Once the lenses are spit-polished with a cleaning kit, the sight works as usual.

OWL-EYE SIGHTS (WA113)

Cost:\$450 for 2x;
\$750 for 4x;
\$1,500 for 8x.

These incredible inventions allow you to find your target in all but the darkest night by using oversized lenses to collect and focus all available light. These sights are not suitable for daytime use.

In addition to their usual function as telescopic sights, the owl-eye scope allows the shooter to ignore darkness penalties to hit as long as the shot is not taken in pitch darkness. Since they amplify intense light just as well as weak light, these sights suffer the same drawbacks as owl-eye goggles when it comes to bright light. They may not be used on sunny days.

Malfunction: If the Shooting roll results in snake eyes, the sight over-magnifies the ambient light, causing a bright flash—the shooter must roll Vigor (-4) or be blinded for 1d6 days.

TRAVEL ESSENTIALS

A line of travel essentials— and what more do you need besides good food and accurate directions?—to ensure all your trails are happy ones.

ATMOSPHERIC CONDENSER

Experts say the average human can survive for weeks without food. It may be a *disagreeable* experience, but it is survivable. Water, on the other hand, is far more necessary to our well-being. The human body begins to suffer life-threatening distress after only 72 hours of deprivation from liquid refreshment. Therefore, finding a reliable source of water is the primary concern in most survival situations.

The atmospheric condenser alleviates that concern. Small enough to fit in a medium-sized saddlebag or a haversack, the condenser fits snugly over most common one-quart canteens. Thermostatic coils inside the device lower or raise the canteen's ambient temperature to the ideal dew point, causing water to quickly condense from the surrounding atmosphere. Its efficiency is so great as to allow it to refill a single canteen over the course of 10 hours, even in the driest portions of the Mojave desert!

**ATMOSPHERIC
CONDENSER (CO100)**
Cost:.....\$250

When a cowpoke possesses an atmospheric condenser, a simple

Smarts roll activates it, regardless of the environment. Note a single condenser barely produces enough liquid for a single person, so other folks are on their own!

If a hero has water but is deprived of food, see the rules for Hunger in *Savage Worlds*.

Malfunction: If the Smarts roll results in snake eyes, the device appears to work fine. In actuality, fluid from the coils has seeped into the water, making it poisonous. Anyone drinking it must roll Vigor as if he'd been bitten by a venomous snake (see *Savage Worlds*).

CHEMICAL DOWSER

While an atmospheric condenser might prove to be a lifesaver in the short term, man cannot live by water alone. Using the natural affinity an element has for itself, the chemical dowser can assist in not only the location of water, but foodstuffs as well. Were that not enough reason to justify purchase of this remarkable gadget, the dowser can also be a tremendous aid in finding chemicals or objects in a non-survival situation.

The dowser consists of a "divining rod," and a backpack frame-mounted chemical analyzer. The rod is attached to the backpack analyzer by air tubes. A hand pump mechanism takes air samples through the rod attachment and conveys them to the analyzer.

Once in the analyzer, the dowser compares them to a known sample

of the chemical structure of the desired object. If the item is nearby—within 100 feet, more or less, depending on air currents and wind speed—the analyzer returns air through the tubes in an inverse pattern to the proportions of substance detected. The end result is that the tube is pushed in the direction where the concentration is strongest, guiding the user toward the desired substance.

To employ the dowser, the user must have at least a small sample of the desired chemical or substance for the analyzer to use as a comparison. The dowser cannot "store" compositions. Only one substance at a time can be sought. The chemical dowser doesn't work on ghost rock—you'll need a ghost rock detector for that (see page 52).

**CHEMICAL DOWSER
(DO100)**

Cost:.....\$600

The dowser provides a +2 bonus to all Survival and Notice rolls to find a specific substance, provided the hero has a sample of the object or substance for which she is searching. In the case of Survival, that would be either water, an edible plant, or animal matter.

Malfunction: If a Survival or Notice roll results in snake eyes, the static generator grounds out against the user. He takes 3d8 damage, and the device is useless until a successful Repair roll (-2) has been made, which takes 2d6 hours to complete.

MAMA TAMARINO'S RATIONS

From their origin in the gambling town of Bonasco, New Mexico, Mama Tamarino's line of delightful, sumptuous rations has grown from local to national prominence, with a quality so unsurpassed—some would even dare say magical—that Messrs. Smith and Robards are willing to stake their reputations as the exclusive, privileged distributors of the Mama's offerings!

TRAIL PACK (MT100)

Cost:.....\$3.50

This standard trail ration includes deliciously smoked jerky, fresh bread, nut mix, spices, and slices of cheese. All come packaged in a convenient, sturdy stringed pouch perfect for travel. Please

specify flavor when ordering: Beef, pork, chicken, turkey, lamb, or vegetable-only.

A single trail pack provides all the food an adult needs for one day of high activity. After finishing one off, the eater can make a Vigor roll. If the roll succeeds, Mama Tamarino's mystical meal does its hoodoo voodoo on the ingester's belly—the meal is enough to satisfy hunger for the whole next day as well. **Weight:** 1.

Malfunction: If the Vigor roll results in snake eyes, the foodstuffs are tainted, causing the eater 2d6 damage and two levels of Fatigue that only fade after a long night of airin' out the paunch (that's vomiting, for all you tinhorns).

SELF-HEATING

FOODSTUFFS (MT101)

Cost:.....\$5

The distinct and unmistakable culinary style of Mama Tamarino meets the scientific ingenuity of

Smith & Robards in this one-of-a-kind amalgamation, featuring a single course meal conveniently packaged in a special tray.

Just add water between the linings, cover and shake the tray, and the chemical reaction produces the necessary heat to warm the delectable entree as if cooked in a stove! Heroes use Smarts to prepare self-heating foodstuffs.

Please specify beef, pork, chicken, turkey, lamb, fish, shrimp, or vegetable-only when ordering. **Weight:** 1.

Malfunction: If the Smarts roll results in snake eyes, the ghost rock-infused tray lining bursts into flames and splatters searing food in a Medium Burst Template for 2d10 damage.

SPRINKLE CURE

(MT102)

Cost:.....\$2

This is the same wondrous salt (and other secret contents) used by Mama Tamarino to cure perishable products. A quick smear or sprinkle from the bottle preserves meat for up to six months, even in desert heat. Each 4-ounce bottle is good for 50 pounds of meat. Cowpokes roll Smarts to cure meat for the long winter (but the Marshal should make the roll secretly).

Malfunction: If the Smarts roll results in snake eyes, the cure seems to work, but in reality becomes tainted with lethal bacteria—anyone who eats the meat endures 1d6 hours of agonizing pain and must roll Vigor (−4) or die.

"WILD AWESOME"

SAUCE (MT103)

Cost:.....\$10

Blended from selected habanera peppers, Mandarin dragon weed,



and other unique ingredients, this volcanic concoction is guaranteed to fire up even the most pedestrian grub. Disclaimer: Smith & Robards is not responsible for any undue consequences resulting from the consumption of this product. Use at your own risk!

Add just a few drops of this to a simmering pot of chili, and you'll end up with the spiciest, tastiest stew you've ever tasted. Chefs roll Smarts to season food properly. Add too much and you'll get burned—literally. When a considerable undiluted quantity is used at one time (half a bottle at minimum), this fiery substance has near the potency of acid (2d6 damage) to flesh! The sauce has led to a new popular dare at saloons, where foolish marks engage in a contest over who can down the most in one sitting.

Malfunction: If the Smarts roll results in snake eyes, the chef over-seasons the pot, accidentally adding a dangerous amount of sauce—anyone who eats the meal suffers 2d6 damage!

SELF-CLEANING CLOTHES

These are truly the accoutrements for the discerning traveler. Thanks to a fusion of the sciences of alchemy and engineering, we have managed to create suits of clothing that never need a dusting off, much less a full cleaning!

Each fabric used in the tailoring of these fine clothes is treated in an alchemical solution that makes the thread incapable of absorbing liquid—thus rendering it stain-proof—as well as receptive to the second function of the garments.

Every suit has a small ionization field generator built into it and attuned to the chemically treated fabric. When the wearer wishes to rid himself of road dust or any other grime or would-be stain, he activates the generator, and a static charge removes dirt and dust immediately.

SELF-CLEANING CLOTHES (LF100)

Cost:.....Varies

All styles of clothing are available. Shirts: \$100; Pants: \$100; Dress suits: \$500+; Dresses: \$250+; Hats: \$150+. Existing clothing can be modified to accept the treatment, but this costs \$100 per piece of clothing.

Malfunction: A fashion maven rolls Smarts to activate the dust-removing charge. If the Smarts roll results in snake eyes, the static charge grounds out on the wearer, causing a level of Fatigue and shorting out the generator, which now must be replaced.

IONIZATION FIELD GENERATOR (LF101)

Cost:.....\$500

Replacement generators are sold individually.

TONAL ALARM

With our patented tonal alarm, you and your companions can sleep safely in the outdoors without the bothersome need for posting a guard. Neither animal, human, nor other predator can enter the sanctuary of your campsite once the alarm is activated.

The invention functions by emitting a tone too low for human ears to register. The initial tone, emitted after the device is

activated, plots all fixed structures in a circular area with a 50-foot radius. From that point on, any changes in the echo pattern trigger the loud, foghorn-like alarm.

As the device is designed to ignore any changes in the echo pattern within 20 feet of it, travelers are free to move about the campsite even after setting the alarm! The alarm is quite accurate, and detects changes in the patterns caused by objects as small as a housecat. Nothing likely to be a threat can break the tonal alarm's field of protection without you being alerted well in advance. And since the tone emitted is inaudible to human ears, you can sleep soundly—and safely—through the night!

A coil-spring, clockwork mechanism provides the device's power. An hour's winding (and a Smarts roll) supplies all the tension necessary to run the alarm for a full 10 hours.

TONAL ALARM (TA100)

Cost:.....\$1,000

Once activated, the tonal alarm provides everyone within its radius a +4 bonus to Notice rolls made to wake up in the event of anyone (or thing) entering the protected area.

The tonal alarm provides no protection against attacks from outside the 50-foot radius, incorporeal creatures, or beings that appear within the 20-foot interior radius without having to cross the boundaries of the alarm.

Malfunction: If the Smarts roll to wind the alarm results in snake eyes, it emits a piercing shriek when activated. Everyone within 4" must make a Vigor roll (-2) or suffer 1d6+4 damage to the noggin and be deafened for 3d10 minutes.

TRANS- MAGNETIC LOCATOR

A compass is certainly a useful tool for wilderness excursions, but we here at Smith & Robards believe a device that points home is more convenient than one that only shows north. This is why we've developed the trans-magnetic locator.

This handy invention has two parts. The first, the locator, is no larger than a normal, handheld compass—which is exactly what it appears to be. The second, the beacon, is about the size and weight of a potbelly iron stove.

The beacon contains a powerful magnetic coil, specifically manufactured to produce a limited field of attraction. The field produced by the coils does not behave in the usual manner; metal is not drawn to it, normal compasses are not affected by it, and so forth.

Even other locators do not register the field unless they have been specifically attuned to it. Once a locator has been attuned to the beacon, its indicator arrow always points toward the beacon as long as the devices are within 100 miles of each other. This enormous range, combined with the relatively portable nature of the beacon, makes it ideal for cowhands on a large ranch, wilderness excursions to unexplored areas, or even just a day hike in the nearby woods!

The magnetic energies employed are naturally occurring rather than generated, so you need never

worry about the device failing you when you need it most.

The cost of the locator includes the beacon and a single locator compass.

TRANS-MAGNETIC LOCATOR (TM100)

Cost:.....\$250

As long as your hero has a locator compass handy and is within range of the beacon device, he always knows the direction to it—only a simple Smarts roll is necessary to get home again.

Malfunction: If the Smarts roll results in snake eyes, the compass device is suddenly and violently drawn to the base magnet, regardless of distance. If the hero doesn't release it immediately with an Agility roll (-2), it shatters in her hand, causing 2d6 damage as the needle flies off at the speed of a bullet!

LOCATOR COMPASS (TM101)

Cost:.....\$25

Additional locator compasses can be bought individually when the system is purchased. After the initial purchase, normal compasses can be attuned at our facility to work with the beacon, also for \$25. Attuning a compass in this manner requires the beacon be present at our factory.

ULTRASONIC REPELLER

The ultrasonic repeller takes the idea of the tonal alarm a step further. Rather than using a sound inaudible to human ears to detect approaching creatures, it uses one to actually force them away from the area.

The repeller contains a small ghost-rock furnace within its casing that superheats air, forcing it to rise and pass over a mesh of piano wires at the base of amplification cones. The wires are tuned to pitches above normal human hearing and proven to be uncomfortable to most animals able to detect them. In practice, it drives away such beasts immediately upon exposure to the tones.

The cones can be focused in a single direction or made omni-directional to protect an area, either of which requires a Smarts roll. When focused, the repeller can affect creatures out to 75 feet. In the omni-directional mode, the device prevents animals from entering a circular area up to 60 feet in diameter.

As a warning, enraged or wounded animals may be resistant to the effects, and it has not been fully tested on many emergent species. Thanks to the design of the furnace, the repeller is remarkably fuel-efficient. A single one-ounce nugget of ghost rock is sufficient to operate the device for over 300 hours. Due to the extreme flammability of ghost rock, once ignited it cannot be extinguished.

ULTRASONIC REPELLER (UR100)

Cost:.....\$750

Any normal animal in the area of the repeller's effect must make a Guts roll (-2) or flee. The Marshal may rule some animals (like an angry bear, wounded boar, rabid squirrel, etc.) are not subject to the device's effects. Whether or not it affects a particular abomination is the Marshal's call!

Malfunction: If the Smarts roll results in snake eyes, the repeller

agitates—and draws—all animals and abominations within two miles *toward it*, instead of away. A Repair roll (-4) and 2d6 hours' work are necessary to repair the gizmo—once the problem is discovered!

WONG WEI GUIDES

Smith & Robards is proud to be the exclusive publisher of this series of definitive travel guides, penned by the renowned Pony Express rider, Wong Wei, who has galloped on horseback more miles throughout North America than most people will read about in their lifetime.

A linguist, explorer, and native of China, Wong Wei has, for the first time ever, documented every highways and byways spanning the reaches of our land, from New York to Shan Fan, San Antonio to Bismarck, and all popular destinations in between—plus routes and hideaways you didn't even know existed!

But that's not all! These guidebooks were edited by the one and only Peter McCorys, renowned columnist and editor for *New Science* magazine. Mr. McCorys is nothing less than a living encyclopedia of the Weird West, and he has given these invaluable tomes his editorial stamp of approval.

All books brim with intimate details from the author's personal experience and encounters, as well as maps and illustrations where appropriate, wrapped in a genuine leather cover for durable reference during travel. The only way to see the West is the Wong Wei!

If a hero spends some time flipping through a Guide, he can make a Smarts roll (the Marshal might want to make this roll in secret, so the reader doesn't know how accurate he is). If the roll succeeds, he may use the Guide's information to make a subsequent Common Knowledge roll regarding the covered area without penalty. If the reader already has personal knowledge of the area covered by her Guide, she gains a +2 bonus on the Common Knowledge roll.

Malfunction: On a Minor Malfunction, the reader misinterprets the information in an annoying, possibly humorous, but ultimately harmless way. With a Major Malfunction the misunderstanding is likely to cause serious setbacks, but not necessarily physical harm. On snake eyes the information is grossly misinterpreted in a way that is likely to be astoundingly dangerous. (It's up to the Marshal to make up some clever lies—go loco.) This Malfunction applies to all the guides listed below.

WONG WEI'S GUIDE TO THE GREAT MAZE (WG100)

Cost:.....\$2

This guide takes the mystery out of navigating the broken, treacherous landscape of the Great Maze, the exotic port city of Shan Fan (including essential Chinese phrases you'll need for basic conversation!), and the righteous splendors of Reverend Grimme's Lost Angels. The entirety of the Commonwealth of California and Nevada are covered, with special notes on surviving the Ghost Trail, the Great Basin, and the unique critters that populate them.

WONG WEI'S GUIDE TO INDIAN COUNTRY (WG101)

Cost:.....\$2

The indispensable handbook for traversing the tribal lands! Each territory is accounted for with recommended paths, tribal identification, local customs and taboos, and trails forbidden to outsiders, along with simple Indian phases for declaring your peaceful intentions. Co-authored with Jeremiah Red, the distinguished brave who has scalped many a violator of sacred burial grounds.

WONG WEI'S GUIDE TO NO MAN'S LAND (WG102)

Cost:.....\$2

From the independent Mormon state of the Republic of Deseret, to the rowdy heights of the Colorado Rockies, to the hotly contested territories of Kansas and Oklahoma, this essential volume shows you how to steer. From shortcuts through the steely, industrious labyrinth of the City o' Gloom, to the safest scenic routes winding near Denver, to ways to get out of Dodge in one piece, this guide has got what you need.

WONG WEI'S GUIDE TO THE WILD SOUTHWEST (WG103)

Cost:.....\$2

This book is invaluable to those venturing into lawless Tombstone, Arizona, visiting the disquieting Adobe Walls of Texas, scaling the stark mountains of New Mexico, or journeying just about anywhere within that trio of states. Also featured is a primer for prospective prospectors from Back East, suggested tactics for

dealing with Apache raids, and a few indispensable Texas Ranger protocols.

**WONG WEI'S GUIDE TO
THE GREAT NORTHWEST
(WG104)**

Cost:.....\$2

Go Northwest, Young Man—but not without this guide by your side! This companion clears up the oft-cloudy, sometimes-rainy region like a sunny blue sky. It lifts the fog for you to roam carefree and enjoy the pristine Northwest, from Mount Rainier to Cheyenne, with minimal disturbance of dangerous, wild predators, natural and otherwise. Just remember to wrap up warm: it's cold up there!

**WONG WEI'S GUIDE TO
THE UNION (WG105)**

Cost:.....\$2

Everything a tourist can hope for, for any trip through Union territory east of Chicago and along the Eastern Seaboard! This book offers elaborate descriptions of eminent municipalities like New York City, Philadelphia, Boston, and Cleveland, in addition to popular attractions such as the Great Lakes, the timberlands of Wisconsin, and the resort town of Newport, Rhode Island. Possession of this volume means you never miss out on any significant landmark, industrialized comfort, or sophisticated glamour Back East! Included is the famous "Tinhorn Lexicon," for translation

of ornate, fancy terms into layman, and vice versa.

**WONG WEI'S GUIDE
TO THE CONFEDERACY
(WG106)**

Cost:.....\$2

The South is never more hospitable than with this guide in your rucksack! Experience the rustic charm of the Confederacy in your journey between Mississippi and the coast of Virginia. Discover adventures in bustling towns like Richmond, Atlanta, and Nashville, or explore the myths of voodoo in New Orleans, the fountain of youth in Florida, and the ruins of Louisville in relative safety. Included are excerpts from *McGlothlin's Manners* that will have you whistling Dixie like a born Southerner in no time!



MARSHAL'S HANDBOOK

WARNING! SMITH & ROBARDS TRADE SECRETS!
DO NOT DIVULGE!

The Secrets of Smith & Robards

You've seen the public face of Smith & Robards and the wares they peddle to the public. Now it's time to see what's going on behind the scenes and see where all these infernal devices originate from.

DR. JACOB SMITH

Jacob Smith was born and raised south of the Mason-Dixon Line in Charleston, South Carolina. He quit school when he was 15 to work with his father on the docks and supplement his family's meager income. He discovered he had a knack for building and fixing things and his services were soon in high demand among the port's shipbuilders.

When war came to South Carolina, Smith had a small, but busy, shop on the waterfront from which he sold all types of ship's gear—much of which he had designed himself. Uninterested in politics, Smith simply paid the bounty needed to avoid the draft and continued putting around his workshop.

In 1863 he began to dream of inventions beyond his understanding. He attempted to recreate these devices in his waking hours but had no success. His failures tormented him and he came to the

conclusion that he lacked the education needed to bring his dreams to life. In 1865, Smith gathered his life savings, bought passage on a blockade runner leaving Charleston, and made his way to Massachusetts, where he enrolled at the newly opened Massachusetts Institute of Technology.

Smith devoured the information provided by his professors but was still unable to give life to his visions. Then, in his final year at the university, he took a course taught by Professor Pennell entitled, "Instinctive Inventing." Pennell was an outcast among the MIT faculty because of his unorthodox views and methods. He taught Smith to listen to his inner voice and use intuition to solve design problems—even when conventional wisdom seemed to contradict this voice.

Smith's talent blossomed under Pennell's tutelage and the devices of his dreams soon became reality. His teacher told him tales of the inventors gathering in California to study the wonder-substance known as ghost rock, and encouraged him to join them.



DR. JACOB SMITH

Smith packed his bags once again and booked passage back to his home in South Carolina—he wished to visit his aging parents before setting off across the continent. While in Charleston making arrangements to sell his shop, Smith was approached by a Texas Ranger with an intriguing proposition. The ranger offered him a well-funded position at a government research facility in exchange for the use of some of his talent for the war effort. He accepted the offer and you know the rest of the story.

Smith's experiences at Roswell have turned him against the Confederate government. He refuses to have any dealings with them and will not allow the company to accept any contracts which might have anything to do with the Confederate military.

Despite his experiences, Smith maintains a cheerful optimism that things can only get better. He foresees a utopian future in which all of humanity's problems are solved through science. He's actually quite fanatical in this belief and anyone broaching the subject had best have their afternoon free, because Smith is more than happy to expound his views at length.

Smith is in his mid-40s but looks older. His absent-minded demeanor makes him appear perpetually befuddled.



SIR CLIFTON ROBARDS



Dr. Jacob Smith

Attributes: Agility d6, Smarts d12+2, Spirit d12, Strength d6, Vigor d6

Skills: Boating d8, Driving d6, Fighting d4, Gambling d4, Guts d8, Healing d6, Intimidation d8, Investigation d12, Knowledge (Chemistry) d12, Knowledge (Engineering) d12, Notice d4, Persuasion d12, Piloting d6, Repair d12+2, Riding d4, Shooting d6, Taunt d12, Weird Science d12+2

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

Hindrances: Code of Honor, Curious, Dementia (Absent Minded, Eccentricity), Intolerant (Major, The Confederacy), Intolerant (Minor, Dr. Darius Hellstromme)

Edges: Alchemy, Arcane Background (Weird Science), Charismatic, Connections (United States), Connections (The Agency), Eureka!, Filthy Rich, Followers (Scientists), Master (Repair, Weird Science), Mr. Fix It, New Powers, Power Points, Reputation, Scholar (Chemistry, Engineering), Strong Willed

Powers: Aim, armor, boost/lower Trait, dispel, entangle, greater healing, healing, mind rider, quickness, smite, speak language, stun, telekinesis, teleport, wilderness walk. **Power Points:** 45

SMITH & ROBARDS

Gear: Most any weapon, piece of gear, or Infernal Device is available to Smith whenever he requests it. Of course the proper forms have to be filled out.

SIR CLIFTON ROBARDS

Robards is also a man of humble beginnings. He was born the son of a poor merchant in Norfolk, England. When he inherited his father's business in 1843, he was only a few pence away from being hauled off to debtor's prison. Displaying his uncanny knack for finances, he quickly turned the failing business into a growing concern.

In subsequent years, Robards made a fortune supplying equipment and provisions to Her Majesty's forces in India and elsewhere. Although his wealth allowed him to move in better circles, the respect he sought eluded him. Determined to gain respectability, he threw lavish affairs and cultivated contacts amongst influential British peers. His efforts eventually paid off, and in 1859 he was knighted for his services to the Crown.

Unfortunately for Robards, this failed to have the effect he had hoped for. Although his title earned him the respect of those he had trodden on while climbing the social ladder, those on his rung and above still snubbed him as one of the "nouveau-riche."

Robards had always been a bit of a tinkerer—some of his more successful inventions had helped revitalize his father's ailing company—and read many of the scientific journals on a regular basis. When he learned of the events in California and some of the amazing things that were being created there, he saw dollar (actually, pound Sterling) signs. He booked passage for America immediately, in the hopes that acquiring an even greater fortune would eventually win the respect of those he considered his peers (even if precious few of them actually returned the favor).

Upon arriving in California, Robards spoke with many of the inventors there, looking for the one who seemed likely to strike it big. He didn't have to look too far. Eventually, he ran across Smith.

Jacob Smith and his group seemed driven and organized (as much as mad scientists can be), and more importantly, had already created a number of popular gizmos. Robards gained Smith's trust

and pitched his idea of creating a laboratory which developed new creations for public sale. Smith enthusiastically agreed and the rest is history.

Despite Smith & Robards' phenomenal success, Robards is unsatisfied with the wealth he has acquired and craves more. He takes no action without first considering its profit potential. He has even gone as far as accepting contracts from the Confederate government—a fact he keeps hidden from his partner. Robards' greed will eventually clash with Smith's idealism and the resulting confrontation could fracture their partnership.

Robards is a dashing man in his mid-50s. To casual acquaintances he appears eloquent and charming, but to those who know him well his devotion to Mammon—the personification of greed—is evident. Only Smith's preoccupation with his work and his poor people skills have kept him from seeing this dark side of his partner.



Sir Clifton Robards

Attributes: Agility d10, Smarts d12, Spirit d12+2, Strength d8, Vigor d10

Skills: Boating d12, Driving d10, Fighting d10, Gambling d8, Guts d8, Intimidation d12, Investigation d12, Knowledge (Physics) d12, Knowledge (Finances) d12+2, Notice d12, Persuasion d12+2, Piloting d10, Repair d12+2, Riding d4, Shooting d10, Survival d6, Taunt d8, Throwing d6, Tracking d8, Weird Science d12

Charisma: +4; **Grit:** 5; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Hindrances: Dementia (Eccentricity, Paranoia), Greedy (Major)

Edges: Alertness, Arcane Background (Weird Science), Attractive, Charismatic, Connections (British Crown), Connections (Confederacy), Eureka!, Filthy Rich, Followers (Scientists), Knack (Born on All Hallow's Eve), Master (Knowledge: Finances, Persuasion), McGyver, New Powers, Power Points, Reputation, Strong Willed

Powers: *Armor, blast, bolt, deflection, dispel, fear, healing, invisibility, obscure, puppet, quickness, smite, teleport, windstorm.* **Power Points:** 40

Gear: Most any weapon, piece of gear, or Infernal Device is available to Sir Clifton whenever he requests it. Since he pays for everything, he never uses his own or his company's resources frivolously.

HELLSTROMME

Both Smith and Robards were eager to meet Dr. Hellstromme when they arrived in Salt Lake City. Word of his amazing work had reached the Great Maze and the two inventors had many questions for the famous scientist.

Unfortunately, the answers were not to their liking. Smith, having heard stories about Hellstromme's mechanical men, was extremely interested in their workings. Hellstromme was less than truthful on the matter, but even his partial answers were enough to confirm Smith's fears that some sort of ghoulish necromancy was involved in their construction.

Smith has wanted nothing to do with Hellstromme since that time. Robards, although somewhat shocked by Hellstromme's revelations, was still interested in reaching some sort of business arrangement with him. In the face of Smith's flat refusal to deal with the doctor on any terms, Robards eventually abandoned the idea.

Hellstromme is a firm believer in the saying, "If you're not for me you're against me," and has never missed an opportunity to sabotage the two inventors' work. The saboteur who damaged the S&R factory (as recounted by Erastus Gould) was employed by the doctor.

THE GREAT RAIL WARS

The coming of the railroads has been a boon to S&R in many ways. The constant feuding between the railroads has increased the demand for many of their products, and their new links with the East have opened up many new markets to them.

It's not all good news, though. Smith & Robards have gained a number of new enemies, primarily due to their purchase of the Denver-Pacific railroad. Still, if that's the price of progress, they seem more than willing to cough it up.

The Denver-Pacific

Publicly, Robards touts the acquisition of the Denver-Pacific railroad as a move to better serve Smith & Robards' customers. Of course, there's more to it than that. Although better



service was certainly a consideration, Robards' primary reason for buying the Denver-Pacific was to slow down the westward progress of the other railroads. When the DP expanded, its rail crews laid line through the best routes available, all through Colorado and beyond. Any railroads attempting to build through the central portion of the country had to build around the DP rails and work their way slowly through more rugged (even hazardous) country.

Robards wanted to slow the other railroads because he was never all that keen on the idea of the transcontinental railroad. Once the line was finished, he knew inventors on the East coast would have access to a cheap and plentiful supply of ghost rock. Robards feared that once this happened, a horde of competitors would spring up in the more heavily capitalized East—Colt and some of the other weapons companies which already have large factories in place and ready to roll, for example—and cut deeply into S&R's profits.

Robards did all he could to slow the progress toward California (short of an all-out rail war; there was no profit in it as far as he could see), buying time for the company to grow and eventually dominate the market. Once the

SMITH & ROBARDS

company seemed financially secure (which may never happen in his greedy mind), he secretly planned to complete a line from Virginia City to the City of Lost Angels, and sell the railroad to the highest bidder.

With Hellstromme's victory in the transcontinental race, this idea has lost its luster. Smith would never approve of selling Denver-Pacific to Wasatch, so Robards went ahead and completed the line from Virginia City to Shan Fan, which opened up a whole new market. In any case, with the situation so fragile among the Rail Barons in 1880, Robards feels it's best to bide his time for now.

The Other Railroads

Robards sewing up all the west's plum real estate didn't go over particularly well with the other major railroads, especially Wasatch, Union Blue, and Black River—the three most directly affected by the Denver-Pacific expansion. And the Rail Barons aren't the kind of folks to put up with something they don't care for. They are the types to hold a grudge, however.

Once they realized the implications of Denver-Pacific's sudden building frenzy, both Wasatch and Black River began a campaign to stop the company's work crews. Union Blue took a more hands-off attitude.

Robards ignored the loss of the first few crews, but as workers became harder and more expensive to find, he decided to take direct action. Smith & Robards' forces retaliated in a manner which made headlines across the country.

BOMBING DES MOINES

Robards decided to send a warning to all those who thought he could be intimidated. He dispatched a group of company ornithopters to attack the Wasatch freight yard outside of Des Moines. Each ornithopter carried a rack of specially made bombs.

Each bomb consisted of an inner shell filled with ghost rock vapor. Around this was an outer shell filled with pitch. The bomb's fuse ignites the vapor, shattering the outer shell and showering the surrounding area with flaming pitch.

The ornithopters, covered in black canvas for this mission, flew silently over the freight yard one moonless night and dropped their load. The resulting explosions and fires turned the yard into a raging inferno and cost Wasatch hundreds of thousands of dollars in lost locomotives, rolling stock, and cargo. A few days later, photographs of the raid, taken with *Epitaph* cameras, appeared on the desks of Mina Devlin and Dr. Hellstromme. A note reading, "Back off" accompanied the pictures. The number of attacks against DP crews dropped off dramatically in the following months and remained relatively low ever since.

Once tempers on both sides cooled down, Black River and Wasatch both agreed to link rails with the Denver-Pacific. Smith & Robards benefited by being able to transfer cargo to the other railroads. Both Devlin and Hellstromme saw it as an opportunity to make some money off of a bad situation and as an easy way to slip an occasional raiding train onto the DP tracks.

Of course, Wasatch no longer enjoys this privilege, as Erastus Gould so ably narrated in the opening chapter.

UNION BLUE

Smith & Robards' relations with Union Blue were always a bit more cordial. Chamberlain made a number of offers to buy the Denver-Pacific from Smith & Robards in the early days, but he was turned down flat every time.

When offers of cash didn't work, Chamberlain tried to appeal to the two owners' senses of patriotism. Unfortunately, Smith defers to Robards in all business matters, and Robards is a Brit (although it's unlikely patriotism would be able to overcome his greed in any event).

Still, Union Blue cut deals to link its rails with those of Denver-Pacific. Rather than transfer cargo from one company's trains to the other, the two railroads allow the others' trains to ride their rails. This has been profitable for both companies. Smith & Robards can make direct deliveries to Chicago and Union Blue can run passenger service all the way to Shan Fan, as well as accessing its secret Nevada base, Fort 51.

Smith & Robards in Your Game

The posse's got their mitts on a copy of Smith & Robards and they're drooling worse than a rabid coyote—what are you gonna do? Unless you want your posse to become high unto gods, it's important to keep a fairly tight reign on the availability of new gizmos in your campaign. Just because some doodad is listed in the catalog doesn't mean your heroes can run out to the general store and pick one up.

Risky Deliveries

That's one of the reasons for the detailed shipping rules in Chapter Two, and the extended rules below. Having an Infernal Device shipped to the posse's location should be an expensive and risky proposition. There's a decent chance the posse may never see their package. This is not meant to be unfair to the players, just to reflect the fact that the Weird West is a dangerous place and a lot can happen between point A and point B. If the posse wants something badly enough, they'll have to pay their money and take their chances or travel to Salt Lake City.

There are, of course, other sources for obtaining Smith & Robards' devices—a general store may have an item or two, or the posse may encounter a traveling scientist. The appearance of these sources is entirely up to you as the Marshal. Unless you want to run a high-powered campaign, the

gadgets obtained from these sources should be costly and of inferior quality to an equivalent Smith & Robards item.

Keep 'Em Poor

One of the best ways to keep your posse's arsenal within reasonable limits is to keep your heroes poor. The easiest way to do this is to keep the financial rewards of the posse's adventures in line with the times. Many of the basic goods and services listed in the *Deadlands Player's Guide* may seem cheap, but keep in mind that a cavalry private only made \$17 a month and the reward offered for Billy the Kid in 1880 was only \$500. It should take the posse a while to save up for that \$15,000 air carriage. The important thing is to start out stingy, you can always make up for it later. Poses get real surly if you start starving them after they've been on the gravy train.

DELIVERY MISHAPS

We told those trusting players all they needed to know about getting goods delivered in Chapter Two. There we listed the exact costs for those deliveries, along with how likely it is some Mishap will occur. Here's where we help you figure out exactly what that horrible happenstance might be.

All deliveries originate at the Smith & Robards factory in Salt Lake City, Deseret. Draw one card for every 100 miles of delivery distance, and consult the Rail Delivery or Direct Delivery table as appropriate. If the card is equal to or better than the card listed under Mishap for the destination in question, something has gone wrong. In that case, roll on the Mishaps table below to determine what happens. Multiple Mishaps are a distinct possibility.

Remember, a Mishap in the course of delivery also means there's a greater chance that the device is flawed in some way (see page 116).

If the driver is engaged in combat at the delivery site, Smith & Robards assesses a \$2,000 hazard surcharge.

Expedited direct delivery is available for twice the listed amount, and doubles the travel speed.

Mishaps

d12 Mishap

- 1-2 **Here's Your Package** (*crash, tinkle, tinkle*). Your order (or whatever might happen to be left of it) has been completely demolished in transit. It's now just a big hunk o' useless, and all the king's horses, and all the king's men...
- 3 **This Side Up**. It looks like all the pieces are there. The item is in pieces and may be reassembled with 2d6 hours' work and a Repair roll (at -2). After it's repaired, the item always Malfunctions catastrophically on a roll of 1 or 2 on the Trait die, instead of the usual snake eyes.
- 4 **Handled with Care**. The item looks like it's been to Hell and back (who knows, maybe it has). Vehicles and the like have taken two wounds' worth of damage. From now on, the item Malfunctions

catastrophically on a roll of 1 or 2 on the Trait die, instead of the usual snake eyes.

- 5 **Frah-jee-lay**. The train crew obviously doesn't speak Italian. Your package had the ride of its life. Vehicles and the like have taken one wound worth of damage. From now on, the item Malfunctions catastrophically on a roll of 1 or 2 on the Trait die, instead of the usual snake eyes.
- 6 **Bounced Around**. A rough ride has knocked some parts out of whack. The item Malfunctions catastrophically on a roll of 1 or 2 on the Trait die, instead of the usual snake eyes, until a Repair roll (-2) is made to tune it up.
- 7 **Scratched & Dinged**. The package is mangled, but aside from a few scratches and dents, the contents are intact.
- 8 **Some Assembly Required**. The items in your package arrived in multiple pieces. It takes 1d6 hours and a Weird Science roll to figure out what goes where.
- 9 **Where Are the Instructions?** Your item has come completely unassembled and a few of the parts have been mangled. It takes 3d6 hours and a Weird Science roll (-4) to reassemble. From now on, the item Malfunctions on a roll of 1 or 2 on the Trait die, instead of the usual snake eyes.
- 10 **Pilfered**. Someone has taken a look in your package. If the order contained a number of small items, a few of them have disappeared. If one large item, a vital component has been taken—the item won't function without it.
- 11 **Spare Parts**. Your new toy looks like a turkey after Thanksgiving dinner. A number of vital pieces are missing, worth roughly 25% of the item's value.
- 12 **Package... What Package?** Your order has been lost in shipping.

RESEARCH MISHAPS

Anyone glancing over the rules for building Infernal Devices in a workshop (see the *Deadlands Player's Guide*) would have to say they're a pretty plum deal. As long as you're willing to spend the

time, for half the cost and a little risk you get a shiny new steam wagon, auto-gyro, or mechanical mule to drive all over the Weird West.

If your ingenious inventors take undue advantage of the rules for creating Infernal Devices, inflict one of the following mishaps instead of a regular ol' malfunction. They might not thank you for it at first, but it'll be appreciated in the end. Trust us.

Use the Research Mishap Table when your mad scientist rolls a 1 on the Weird Science roll (regardless of the Wild Die) to build an Infernal Device from scratch. On a result of snake eyes, roll twice and combine the results.

Research Mishap Table

d12 Result

- 1 **Gremlins.** The device is infested with fun-loving gremlins. The amount of gremlins depends on the size of the device (as described in the *Deadlands Marshal's Handbook*).
- 2 **Twice As Bad!** Roll again twice on this table and combine the results. Ignore this result if you get it again.
- 3 **Item Possession.** A malevolent spirit inhabits the device. Roll 1d6 to determine its Spirit: 1–2: d4, 3: d6, 4: d8, 5: d10, 6: d12. The spirit can operate the device and tries to cause as much mayhem as possible. Whenever someone uses the device, the spirit must win an opposed Spirit roll against the user if it wishes to keep controlling it.
- 4 **Hexed.** The owner of this device gains the Bad Luck Hindrance.
- 5 **Mind Altering.** Whenever the device malfunctions, the user sees glimpses of “things man was not meant to know.” The user must make a Spirit roll (–2) or gain a dementia from the Dementia Table (see the *Deadlands Marshal's Handbook*).
- 6 **Flaw.** The gizmo has a flaw of some sort. Roll on the Flawed Devices Table below.
- 7 **Go Crazy!** Inventor gains a dementia. Roll on the Dementia Table (see the *Deadlands Marshal's Handbook*).
- 8 **Minor Flaw.** The item Malfunctions catastrophically on a roll of 1 or 2 on the Trait die, instead of the usual snake eyes.
- 9 **Prized Possession.** The spirits instill in the owner uncontrollable paranoia about the device. He believes everyone wants to possess it and interprets any interest in the device in the worst possible way.
- 10 **Haunted.** The owner of the device is haunted by a malevolent spirit. See the Ghost stats in the *Deadlands Marshal's Handbook*, or the Manitou stats in *Deadlands: The Last Sons*.
- 11 **Spectacular Malfunctions.** Whenever this particular device malfunctions in any way, always use the Catastrophic result.



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12 User Possession. Each time the device malfunctions, the user must make an opposed Spirit roll vs. a manitou. Roll a d6 to determine the manitou's Spirit: 1–2: d4, 3: d6, 4: d8, 5: d10, 6: d12. If the manitou wins, it takes control of the user's body for 4d10 minutes. After that it leaves, never to be heard from again (unless you'd like otherwise, Marshal!).

FLAWED DEVICES

There are two ways for your posse's infernal devices to develop a flaw. The first is by being referred here by the Research Mishap table. The second way occurs whenever your posse orders a device from Smith & Robards.

If you feel like giving a very powerful item a flaw, go ahead and do it. If you'd rather let fate decide, use the following rule. Draw a card for every device ordered. If you get a Joker, the item has a flaw of some sort. Draw another card on the table below. If the item already suffered a Mishap during delivery, a draw of a Joker or any Deuce causes a flaw.

Device Flaws

Draw *Flaw*

Deuce **Double Bad:** Draw two more cards and combine the results. Discard and redraw any deuces.

Three **Quirky:** The item has a minor quirk which does not significantly affect its operation but can be an annoyance (a steam wagon smokes heavily when started, an ornithopter's main spring is stiff and takes longer to wind, etc.).

Four **Imperfection:** The device has a flaw which has a minor impact on its operation: a gun has loose sights which constantly drift out of alignment (–2 to hit), a steam wagon has a weak suspension (–2 to all Driving rolls), etc.

Five **Minor Flaw:** The device's flaw causes it to malfunction on a 1 or a 2 on the Trait die, but only under certain conditions (e.g., badly sealed rocket boots which tend to malfunction when wet).

Six **Major Flaw:** The flaw has a major impact on the item's operation. This can be a –4 penalty to all related Trait rolls, or something as incredibly inconvenient as a submersible with a number of small leaks that necessitate periodic bailing.

Seven **Fritzzy:** The device's flaw causes it to malfunction on a 1, 2, or 3 on the Trait die, but only under certain conditions (e.g., an electrostatic blade fails when the weather is humid).

Eight **Spectacular Malfunctions:** Whenever this device malfunctions, always use the result for snake eyes.

Nine **Cantankerous:** The device always seems to conk out at the worst time. The Marshal may pay a red Fate Chip to make the device malfunction at any time. For a blue chip it's as though the user rolled snake eyes, if there is any listed effect.

Ten **Prized Possession:** The spirits instill the owner with uncontrollable paranoia about the device. He believes everyone wants to possess the device and interprets any interest in the device in the worst way.

Jack **Hexed:** The owner of this device gains the Bad Luck Hindrance.

Queen **Spiritual Magnet:** The item has a supernatural aura that attracts the denizens of the spirit world. Draw a card each play session. If the card is a Jack or better, the device's owner has some sort of brush with the supernatural that session. If the card is red, the encounter is benign but unnerving. If the suit is black, the spirit harbors malicious intent against the hero.

King **Mind Warping:** The device is attuned to the Hunting Grounds. Whenever it malfunctions, the user sees glimpses of "things man was not meant to know." She must make a Spirit roll (–2) or gain a dementia from the Dementia Table (see the *Deadlands Marshal's Handbook*).

Ace	Item Possession: A malevolent manitou is extraordinarily attracted to the gizmo. Roll 1d6 to determine its Spirit: 1–2: d4, 3: d6, 4: d8, 5: d10, 6: d12. The manitou can sometimes control the wielder of the device. Every time it is used, the manitou attempts a contested Spirit roll against the user. If it wins, it controls the user and his device for a number of minutes equal to the amount it won the Spirit roll by.	Joker	User Possession: The warped nature of the item allows denizens of the Hunting Grounds to use it as a portal. Each time the device malfunctions, the user must make an opposed Spirit roll vs. a manitou. Roll 1d6 to determine its Spirit: 1–2: d4, 3: d6, 4: d8, 5: d10, 6: d12. If the manitou wins, it takes control of the user's body for 4d10 minutes.
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GHOST ROCK FEVER

With prolonged exposure to ghost rock, characters may contract a malady called “rock fever.” Miners are the most frequent victims, as are mad scientists who handle rock shards frequently. Only those who work with it for four hours a day or more—or those who spend much of their time in a mine filled with ghost rock vapors—have any real danger of contracting rock fever. Spending extended periods of time riding in or operating a Smith & Robards device counts!

Fever victims feel warm and lightheaded. Some report strange burning sensations, as if their blood were on fire. The victims' high fevers cause delirium, and sometimes permanent damage.

After each week of direct, prolonged contact with ghost rock, the character makes a Vigor roll. The first week's roll is unmodified, but each successive roll is made at a –2 cumulative penalty, until it reaches –6. After that, check once per month. If a Vigor roll fails, the hero contracts rock fever. He grows lightheaded and feverish, and suffers –2 on all Trait rolls for as long as he's sick.

Once with the fever, the character must make a Vigor roll each day. Every failed roll causes a level of Fatigue. A character who succeeds on three consecutive rolls has shaken the fever. An Incapacitated character who fails another Vigor roll passes on.

Any patient Incapacitated by fever has her brain boiled a bit, and she gains a dementia. Roll on the Mad Scientist's Dementia Table (see the *Deadlands Marshal's Handbook*) or make up something loco.

Should the afflicted roll snake eyes on a Vigor roll, she spontaneously combusts and is consumed by fire from the inside out. Little remains of a cowpoke that dies in this manner except perhaps some ashes, a few fillings, and a lump of ghost rock about the size of the victim's heart. Anyone witnessing this event should make a Guts roll (–2).



Steam Augmentations

Whoa, pardner! This chapter contains some information only the Marshal should be privy to, unless your hero's got himself some brand-new steam augmentations. Once he's got his Edge or is ready to pony up some cash-and the Marshal gives you the go-ahead-peruse the pages beyond for the lowdown on scrappers, or as some call 'em, "augers."

Formula X-19

One outlawed "scientist" in Salt Lake City—Dr. Leonitus P. Gash—has truly mastered the secret of melding living flesh with steel, by virtue of a secret compound he calls X-19. Plenty of people know what the stuff is called—just ask the scrappers in Junkyard—but hardly anyone on earth knows how it works. Currently, Gash is at the top of that very short list.

For a time, Professor Marcus Perriwinkle was performing surgical augmentations at the Collegium, in Gomorra of the Great Maze. With the occurrence of whatever dire catastrophe blew the Collegium headquarters sky high in early 1879, Perriwinkle's practice is now part of Smith & Robards. While he alone retains the secret of the X-19 formula, he has trained four assistants in installing augmentations.

Some muckrakers speculate that Dr. Gash engineered the explosion himself in retaliation for

Professor Perriwinkle absconding with his secret formula; as proof, they point to the fact that Perriwinkle rarely leaves the Smith & Robards facility (and then only under heavy guard). The company dismisses such scurrilous supposition, claiming such rumors are ridiculous, that the professor is merely committed to his work helping patients, and Smith & Robards is committed to protecting such a valued member of the medical community.

The Nuts and Bolts

Okay, what makes the X-19 compound so danged special? Well, bolting steel plates or clamping a metal arm onto living tissue is one thing, but getting it to actually do something once it's there is the real trick. And that's where X-19 comes in—along with a few other nifty gizmos that form the foundation for steam augmentations, like the amplification coil and the motivator.

IS THERE A DOCTOR IN THE HOUSE?

Heroes have three options for having augmentations installed, all of which are in Salt Lake City.

Dr. Gash is the first option, and the most skilled (Wild Card with a d12+2 skill). Getting in touch with Gash or his people isn't all that complicated. A successful Investigation or Streetwise roll (–4) in Salt Lake City, specifically Junkyard, does the trick. Before long, the lucky fool finds himself blindfolded and escorted to Gash's secret, windowless laboratory. There the surgery is performed, and pretty soon your hero's sportin' a new clockwork or steam-powered appendage. The downside with Gash is he makes other mad scientists look like mild-mannered librarians. If the Marshal rolls a 1 on either Gash's Trait or his Wild Die, a Surgical Mishap occurs due to his Dementias. If he should roll snake eyes, in addition to the Surgical Mishap Gash decides to install another random augmentation while the patient is unconscious. He might even give the patient up to thirty days to pay for the "necessary upgrade."

The second option is Smith & Robards. Unlike Gash, they only take patients who have a need for an augmentation (missing limb, blind, deaf, etc.), but in such cases, they will include enhancements if desired. Despite the addition of assistants and the prodigious cost involved, there is still a waiting list for augmentations. A hero needs to make a Persuasion roll (–2) to get moved to the top of the list. On a failure, the hero can make another roll the following week

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The Amplification Coil

Dr. Gash discovered that, as theorized by some anatomists, the human body does actually emit tiny electrical signals. The amplification coil, with the assistance of X-19, serves to allow those signals to be transferred to the steamware appendage.

A simple tube of copper sheathes hundreds of strands of gold wire coated with the X-19 formula. These wires are then packed around a human nerve near the point of the steamware attachment, and the tube is crimped and fused shut by application of searing heat.

The X-19 compound causes the gold wiring to receive—and greatly amplify—the electrical impulse from the nerve ending. This pulse triggers the motivator in larger augmentations (legs, hands, etc.), as well as providing the wearer with control over the device.

The Motivator

Although this gizmo is at the heart of most of the augmentations, it's a fairly simple device. The motivator is a tiny combustion chamber fitted with a ghost rock fuel core. A cylindrical, perforated ghost rock nugget weighing a single ounce and specially shaped for the task can power most augmentations for about a week.

The device functions by transferring the body's electrical signals, boosted by the amplification coil, into a tiny, sealed chamber containing ghost rock. The charge ignites vapor from the rock, setting off a miniature explosion. This, in turn, powers the gears, pistons, or other works within the augmentation. The motivator has a ghost-steel shell that renders the process virtually soundless. However, if a cowpoke puts an ear up to the motivator, he can hear the distinctive wailing of ghost rock combustion within. If he doesn't hear the eerie sound, it's time to replace the ghost rock!

Not all devices require a motivator. Some, like the optic or auditory enhancements, are capable of running off the body's own electrical charge, as long as it's enhanced by the amplification coil. Usually, only the larger appendages, like artificial limbs, need a motivator.

The Secret Ingredient

The real key to the augmentations is Gash's formula for X-19. Of course, it's his best kept secret—one he intends to take to his grave. The exact functioning of the compound isn't clearly understood by anyone, save Gash himself. Somehow, it forms an essential link between living tissue and inanimate metal—and that's all anyone can say.

So what does that mean in game terms? Glad you asked, amigo.

More than Human...and Less!

Before we get into all the reasons your hero might want to pick up a steamware arm or skull plate, it's only fair that we give you the downside to the whole affair as well. You just knew there was one, didn't you?

Spirit Loss

The process of slapping a clunky, iron appendage onto a body isn't good for the soul—literally! The more of a cowpoke's body that's replaced with steamware, the less she remains the person she was before the operation. It's possible to get so much replaced that the person becomes little more than a soulless shell.

Augers automatically lose a die type in Spirit when they have their first augmentation installed (to a minimum of d4... lucky wretch). This is a one-time loss, but from that point on, it costs two Advances to increase Spirit instead of one.

At Smith & Robards, they only attach augmentations to folks missing parts in the first place. Still, it's surprising what some people will do to perfectly good organs just to get an iron leg up on their fellow man, and Dr. Gash is always willing to acquiesce to such demands. In his operating room, the customer is always right!

Eew!!

Scrappers suffer -2 to their Charisma around most folks (those who aren't also scrappers or mad scientists), and a -4 to Charisma with those who consider such "augmentation" an abomination (which includes Indians who follow the Old

continued...

with a cumulative +1 bonus (up to a maximum of +2 after four weeks). With success, the character has her augmentation installed by two of the assistants working together (Group Roll with a d10 skill). On a raise, Perriwinkle performs the surgery himself (Wild Card with a d10+2 skill).

The third option appeared only very recently. One of Perriwinkle's assistants is performing illegal augmentations on the side, behind a mask and the pseudonym, "Nurse Ratchet." The assistant charges 20% more for augmentations, but performs any requested. It requires a Streetwise roll (-6) to find the assistant's operation the first time, but the penalty is reduced to -2 on subsequent visits. Also, any character who is turned down for unneeded augmentations at Smith & Robards, or who fails a Streetwise roll to contact Gash, may be contacted at the Marshal's discretion. While only an Extra with a d10 skill, the assistant has lucked out so far in the operations (Luck Edge with one Fate Chip). Where does Nurse Ratchet get a ready supply of augmentations and X-19 without Smith & Robards' help? If anyone knows, they ain't talkin', amigo.

Ways Oath, and the government of Deseret, among others).

These penalties only apply if an augmentation is obvious or known to a person. Any ghost-rock-powered augmentation is automatically obvious unless the ghost rock is removed (which can cause its own problems).

Non-steam-powered augmentations can be hidden with appropriate clothes to cover them (a glove for a clockwork hand, stylish hat for a skull plate, etc.). If a situation might reveal the augmentation or if a character specifically looks

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for it, roll Notice opposed by the scrapper's Stealth to determine if the augmentation is discovered.

Tough It Out

Hooking a hero up to a mad science gadget enhanced by some weird alchemical formula isn't just a drain on her spirit, but her body as well. Each augmentation lists its Drain on the hombre who's wearing it, and these are cumulative. A character's maximum Drain is equal to his innate Toughness (i.e., from Vigor, Edges, and Hindrances only; Armor does not apply).

If a character's Toughness drops for any reason below his total Drain, he automatically suffers a level of Fatigue for each point below Toughness (and yes, this can result in death). This Fatigue cannot be recovered until the difference in Drain and Toughness is removed (by increasing Toughness or surgically removing augmentations). Once that occurs, one level of Fatigue is recovered per hour.

Example: *Kid Gloom has Vigor d10, an innate Toughness of 7, and a Drain of 7 too (he lives on the edge). He and his posse get into a fight with a*

cult leader where Kid Gloom is hit with lower trait on his Vigor, reducing it to a d8. He also suffers a temporary injury that reduces his Vigor a die type to d6. His innate Toughness is lowered to 5, which is 2 less than his Drain, so he gains two levels of Fatigue.

When the power's effect ends, his Vigor returns to a d8 and his Toughness to 6. An hour later he recovers a level of Fatigue. His injury doesn't go away until all his wounds are healed. When that occurs, he returns to his original Vigor and Toughness, and finally recovers the last level of Fatigue.

If Kid Gloom had suffered a permanent loss of Vigor due to his injury, he would not be able to recover his level of Fatigue until he either removed an augmentation with at least 1 point of Drain, or raised his Toughness to 7 (by increasing his Vigor, or taking a Toughness-increasing Edge with an Advance).

Hold Together, Baby!

Like nearly all Infernal Devices, augmentations aren't completely reliable. Each augmentation lists its Associated Traits. Whenever the scrapper rolls one of these Traits, that augmentation



malfunctions if the Trait die shows a 1, just like any Infernal Device (see page 16). Each Augmentation lists a specific Catastrophic Malfunction for a critical failure, but they all use the following Minor and Major Malfunctions.

Minor Malfunction

The auger is hit with unexpected feedback through his amplification coil, and is Shaken as a consequence.

Major Malfunction

Powered augmentations suddenly wind down or burn through their ghost rock. The scrapper is Shaken, and it takes 1d4+1 actions to reactivate the augmentation (as long as the character has the winding key or another piece of ghost rock). Non-powered augmentations cause a sympathetic reverberation in the scrapper's body; he is Shaken and suffers -2 to Parry until he recovers.

Scrap Metal

Augmentations don't take damage like flesh and blood, but try telling that to a scrapper. The process that allows them to control their augmentations means they "feel" damage to them as well. Characters suffer normal wound modifiers even if the attack hits a location replaced with an augmentation. Luckily, augmentations are generally sturdier, providing at least +1 Armor (see individual descriptions for details).

If such a location is hit (due to torso augmentations or a Called Shot) and the character takes any wounds, then one of their wounds cannot be healed but must be repaired. It doesn't matter how many wounds the character takes to the location; only one is considered to be direct damage to the augmentation. Additional wounds come from the overall effect on the body.

Non-torso augmentations that take one wound cease to function until repaired. Damaged augmentations are fixed with a Repair roll and 1d6 hours' work. Add an hour for each additional damaged augmentation. A success removes the wound, and a raise does so in half the time.

SURGICAL MISHAPS

2d6	Result
2	Great Scott!
3-4	Disaster
5-9	Tragedy
10-11	Flaw
12	Whoops!

Great Scott!: The augmentation functions even better than expected. We'll leave the exact result up to you, Marshal, but here are some ideas: it provides a +1 bonus to associated Trait rolls, cuts the ghost rock fuel consumption rate in half, boosts the Armor by +1, or the user never suffers Minor Malfunctions.

Disaster: Things really went wrong with the device this time! The exact effect depends on the augmentation, and we'll leave that up to the Marshal's fiendish imagination. What's certain is the augmentation doesn't work. Here are a few suggestions: the first time a Strength roll with the augment is aced, it flies off and is useless until repaired; the augmentation is useless and completely fails from the start; the steamware never stops running as long as it has fuel or ammunition; it's poorly constructed and falls to pieces the first time it's damaged by a wound; etc.

Tragedy: The surgery goes horribly awry, putting the would-be auger in a risky situation. The patient is immediately Incapacitated with three wounds. These wounds can't be Soaked, but Fate Chips can be spent on the Vigor roll for Incapacitation. If the patient is an Extra, roll for Aftermath at a -2 penalty instead.

Flaw: The augmentation doesn't function quite as well as expected. We'll leave the exact result up to you, Marshal, but here are some ideas: it inflicts a -1 penalty on associated Trait rolls, doubles the ghost rock fuel consumption rate, lowers the Armor value by -1, or the owner never suffers anything less than a Major Malfunction.

Whoops!: The surgeon left a clamp, a lens from his glasses, or some other tool stuck inside the hero. Whatever it is, it causes no end of pain. The hero's got the Ailin' Hindrance (Minor).

Hack and Slash

Did we forget to mention that the poor vict—err, *patient* has to let someone cut him up to install all these neat technological toys? Installing each piece of augmentation requires a Knowledge (Augmentation) roll. This includes augmentations connected only to other augmentations, as the proper link to the patient still has to be made.

A failure on the roll means the surgery is unsuccessful, and the patient suffers a wound from the surgery that can only heal naturally, or through use of the *greater healing* power. A success means the augmentation is installed, but the patient still suffers a wound as for a failure. If the surgeon rolls a raise, the augmentation is installed and the patient does not suffer a wound.

A critical failure means a bad time on the operating table, and an immediate roll on the Surgical Mishaps table (see sidebar).

NEW EDGES

Here are some new Edges of particular interest to augers, and those who'd like to join their clanking ranks.

Note that heroes who opt to buy their augmentations don't have to take the Scrapper Edge, but they're subject to all sorts of terrible installation mishaps like we described earlier. It's your choice, amigo.

Background Edge

Scrapper

Requirements: Novice

Your hero already has some augmentations installed. Choose any augmentations you like, up to a total Drain equal to half the cowpoke's Vigor die type. All the normal effects of being augmented are applied, except the character does not lose a die type in Spirit. The loss is presumed to have already occurred.

This Edge may only be taken at character creation. If your cowpoke wants to get augmented after the game has begun, the devices have to be installed the hard way: with time, money, and surgery.

Weird Edge

Desensitized

Requirements: Heroic, 4+ Drain

Your hombre used to feel his augmentations like they were part of his body, but now he has so much metal his body feels like part of the augmentations.

The scrapper ignores one level of wound penalties, which is cumulative with Nerves of Steel and Improved Nerves of Steel.

Legendary Edge

We Have the Technology!

Requirements: Legendary, Spirit d8+, Vigor d8+

Your hero's virtually become a man of metal, and somehow manages to keep his soul and his augments in balance. The stalwart scrapper gains +2 to innate Toughness, but only for purposes of determining whether the character suffers Fatigue due to his augmentations.

THE CATALOG

Though neither Smith & Robards nor Dr. Gash actually has a "catalog" in the waiting room for patients to peruse—heck, Gash doesn't even have a waiting room!—there are certain augmentations performed often enough to consider them "standard." In the following section, we detail these implants.

The Augments

Before we present the list of augmentation descriptions, let's go over the characteristics common to each implant.

Cost is how much it costs a character to have the particular augmentation installed (unless the Scrapper Edge is taken). This amount covers both parts and labor for the operation. It even gives your hero a one-ounce, shaped ghost rock core for her motivator, if the augmentation needs one, so don't say we never gave you anything!

Effect describes exactly what benefits your hero gains from the augmentation.

STEAM AUGMENTATIONS

Drain, as we discussed earlier, is a numerical rating of the strain on an hombre's body and soul due to the augmentation.

Associated Traits are the attributes and skills that, when the Trait roll is a 1, cause the augmentation to malfunction. Obviously, malfunctions only apply when the augmentation is used (in any way at all) as part of the Trait roll. Each augmentation's specific Catastrophic Malfunction is listed beneath its description.

Fuel is what kind of power the device requires, whether ghost rock, clockwork, or unpowered.

Unless something else is specifically noted, augmentations powered by ghost rock consume fuel at the rate of one ounce per week. The ghost rock doesn't have to be refined, by the way—raw nuggets (\$6.25/oz.) work fine for motivators, but they are automatically exhausted by the occurrence of a Major Malfunction. If a specially made, cylindrical, perforated fuel core is used (\$10/oz.), a malfunction does not exhaust it, though it still requires 1d4+1 actions to reactivate it.

Fuel costs are cumulative, so an hombre with three ghost-rock-powered augmentations needs to beg, borrow, or steal three ounces of ghost rock per week to keep them all running. Getting augmented can be an expensive habit!

Clockwork augmentations need their springs wound up for 10 minutes after every six hours of use. Failure to do so results in the device “winding down” and becoming unusable until it's rewound.

Unpowered augmentations are just that—unpowered—so your scrapper doesn't need to worry about fuel for those. He's probably got enough other things to worry about, anyhow!

Arms

Mechanical and piston arms require a chest brace for support. The brace is ratcheted across the rib cage and fixed to it by bolts driven into the larger bones. Hinges at the outside edges allow the scrapper to breathe and flex his pectorals without cracking a rib. Only a single chest brace is needed, so adding a second arm is less expensive.

Note the following arms do not include a hand; those attachments must be purchased separately.

Mechanical Arm

Cost: \$1,500 for first arm, \$1,000 for second arm

Effect: For one arm, adds +1 die type to Strength and Armor +2.

Drain: 2 (For +1 Drain, +1 die type to Strength; maximum of +2 die types)

Associated Traits: Strength, Climbing, Fighting

Fuel: Ghost rock

This is the most common augmentation requested: a geared, piston-driven arm. The weight of the arm assembly requires the wearer to be fitted with a chest brace to support it. The design is simple enough, with an upper and lower arm, each formed of a rounded cast-iron tube. Inside, pistons, hydraulics and gears provide the movement, which is similar to that of a normal human arm.

Catastrophic

Malfunction: The arm explodes for 3d6 damage to the wearer. Regardless of the





ranged attacks and Agility-linked Trait rolls made with arm suffer a -1 penalty.

Drain: 2 (For +1 Drain, +1 die type to Strength; maximum of +2 die types)

Associated Traits: Agility, Climbing, Fighting

Fuel: Ghost rock

A piston arm is the heavy-duty version of the mechanical arm. Its design is radically different, however, in that there is no attempt to make this augmentation

wearer's survival, the arm is completely destroyed and must be replaced.

Metal Forearm

Cost: \$500

Effect: None (see below).

Drain: 1

Associated Traits: None

Fuel: Unpowered

Some patients don't need an entire arm replaced. For those folks, the metal forearm is a viable option. It pretty much serves one purpose—to support another arm attachment like a hand or weapon. The forearm itself is merely a hollow armature for housing other devices. It has no effect, but whenever the scrapper is hit in the augmented arm, roll 1d6. On a 4–6, the attack hits the forearm, which has Armor 2. Note that a metal forearm cannot be used with a mechanical or piston arm.

Catastrophic Malfunction: Since they only provide a spot for further augmentations, metal forearms aren't subject to malfunctions (although devices mounted on them are!).

Piston Arm

Cost: \$1,000 for first arm, \$500 for second arm

Effect: For one arm, +2 die types to Strength, Armor +2, and Str+d6 unarmed damage. All

function like a normal human appendage. Instead of smaller pistons and complex inner gearing to make the device bend at an artificial elbow, the arm is a large steam piston, with the upper portion the housing and the lower the shaft. The scrapper can move the shaft in and out of the housing to adjust his reach, and swivel the arm 360 degrees in its socket to reach various positions.

As a result of the arm's power, certain attachments can't be used with a piston arm. Among these are the clockwork hand and gizmo weapons. The piston arm tends to subject these to such extreme stress through pounding and jerking that they simply fall apart under the strain. The odd movement is difficult for humans to master.

Catastrophic Malfunction: The pressure chamber erupts in a burst of scalding steam. Everyone within a Small Burst Template centered on the character takes 3d6 damage. The arm is destroyed.

Arm Attachments & Enhancements

With one or two exceptions, the following augmentations require the implantation of a metal forearm, piston arm, or mechanical arm. However, since they pose no further invasion of the body, they cause less additional Drain than a directly attached augmentation. Most

attachments and enhancements reside in the housing of the arm or forearm and gain the benefit of that augmentation's Armor value. Those that don't are specifically noted in their descriptions.

Buzzsaw

Cost: \$1,000

Effect: Str+d10 damage, AP 1.

Drain: 2

Associated Traits: Fighting

Fuel: Ghost rock (3 oz./week)

This popularity of this nasty piece of work speaks poorly of the mentality of the average scrapper. It's become a favorite in the bloodsports in Salt Lake City. The buzzsaw attachment is a small, vicious saw modeled after those found in lumber mills. It can cut through bone, gristle, and even thin steel. It requires a good deal of power to rev the saw up to the necessary speed, so their owners often spend a fortune on fuel. A buzzsaw requires the prior installation of a mechanical arm, piston arm, or metal forearm.

Catastrophic Malfunction: The buzzsaw blade shatters, flinging razor-sharp shrapnel in all directions. Everyone in a Medium Burst Template centered on the scrapper (including the scrapper!) takes 4d6 damage, and the buzzsaw attachment is obliterated.

Clockwork Hand

Cost: \$1,500

Effect: Strength same as base character or arm. Adds +1 to Lockpicking, Repair, Stealth (for palming objects and picking pockets), and Agility rolls using the one hand.

Drain: 2 if attached to flesh; 1 if attached to a mechanical arm or forearm. For +2 Drain, the bonus is increased to +2.

Associated Traits: Agility, Lockpicking, Repair, and Stealth

Fuel: Clockwork

This is the refined version of the mechanical hand. Instead of pistons and cable-assisted gears to drive the fingers, the clockwork hand relies on finely tuned springs and latches to allow the scrapper precise control over the movement of the individual fingers. In many cases, this actually exceeds the dexterity a normal human hand exhibits. Note this does not extend to all hand-

eye coordination, thus actions like Fighting, Shooting, or Throwing—which require more than simple finger dexterity—don't get the bonus.

Catastrophic Malfunction: The hand's clockworks spin out of control, causing the fingers to spasm uncontrollably for 1d6 rounds, until the hand finally flies apart. A mad scientist can repair the hand with a successful Repair roll and 1d6 hours' work.

Electrical Prod

Cost: \$800

Effect: 1d6 nonlethal damage per charge.

Drain: 1

Associated Traits: Fighting

Fuel: Unpowered

The prod is a metallic stud charged with static electricity that replaces the scrapper's hand and must be attached to a mechanical arm. Before the hero can use the prod, she must charge it by pumping the elbow. Each pump adds a single charge to the pump's capacitor (to a maximum of six) and takes a single action to perform. Stored charges dissipate at the rate of one die every five rounds.

The user makes a Touch attack to hit. The prod releases all of its energy on a successful hit, so it must be recharged after each one. Targets wearing armor add the Armor rating to their Toughness as usual, unless it is a metal armor, in which case the Armor rating is ignored.

The prod has no effect on mechanical devices, inanimate objects, or creatures like Harrowed or undead unless specifically noted to have a weakness to electricity. Note that this augmentation can also be installed to work through a mechanical or clockwork hand instead of a simple prod.

The prod may be used as part of a normal unarmed attack (or a melee attack with a metal weapon, if a mechanical or clockwork hand is present) applying its damage separately, but the device malfunctions on a 1 or 2 on the Fighting roll due to the jarring impact. The scrapper may also release the charge as an action when in a grapple (as the initiator or target), but suffers the same damage as the victim.

Catastrophic Malfunction: The weapon burns out. The scrapper takes full damage from all

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stored charges. It may not be used again until its capacitor is replaced. This takes a Repair roll (–4), a \$450 capacitor, and 1d8 hours' work.

Finger Tools

Cost: \$600

Effect: +2 on Healing, Lockpicking, or Repair rolls, and has needed tools.

Drain: 2

Associated Traits: Same as affected Trait

Fuel: Unpowered

These are a set of finely crafted tools, lockpicks, or medical utensils that can be retracted into the fingers of a clockwork hand. Like the hand itself, the tools are controlled by a series of precise springs and gearing. While extended, they give the scrapper a +2 bonus to the chosen skill and count as having any needed utensils. Retracting and extending the tools takes an action, and performing any stressful movement (like combat) with the tools extended is very likely to break them (every 1 on a Trait roll during such situations causes a malfunction). When retracted, the tools are undetectable. Finger tools require a clockwork hand for installation, and if applicable, their bonus is cumulative with that provided by the hand. Only one set of finger tools can be installed in each clockwork hand.

Catastrophic Malfunction: The picks break off and jam inside the hand. Not only are they destroyed, but the debris gums up the hand, causing a –1 penalty to any Agility or Agility-linked rolls making use of the hand until they're removed with a Repair roll (–2).

Firearm

Cost: \$500, plus cost of weapon

Effect: Per installed weapon.

Drain: 1

Associated Traits: Shooting

Fuel: Unpowered (though ammunition is needed as usual)

Any normal caliber of pistol, sawed-off shotgun, or rifle can be inserted into a forearm or arm augmentation. For pistols and sawed-off shotguns, the weapon reloads by opening a door in the forearm, and takes an additional action on top of the normally required time. Rifles and shotguns are reloaded in the upper arm

housing, and require an additional two actions to replenish. The Speed Load Edge reduces the time by one action.

A metal forearm is required for a pistol and sawed-off shotgun. A mechanical or piston arm is required for a rifle, carbine, or shotgun. In either case, the arm must be extended to fire. If not, a malfunction occurs automatically—use the result of the Wild Die to determine the severity, as if a 1 had been rolled on the Trait die.

Catastrophic Malfunction: The round detonates in the chamber, taking out some of the arm's internal workings. Both the arm and the gun are useless until fixed with a Repair roll (–4) and 2d6 hours of labor.

Infernal Device Weapon

Cost: \$700, plus cost of device

Effect: Per installed device.

Drain: 1 (2 for devices powered by ghost rock)

Associated Traits: Per installed device.

Fuel: Per installed device.

It didn't take the mad surgeons long to speculate if they could stick a regular gun into a steam arm, why not the Gatling version? Virtually any handheld infernal weapon can be mounted onto an augmented arm. Weapons which require a backpack or fuel tank mount only the firing device; the scrapper still has to strap on the additional parts.

A Gatling rifle, for example, would have the magazine and action mounted in the upper arm housing, with the barrel assembly in the lower arm. Conversely, a flamethrower only provides the firing nozzle, likely in the forearm, with a hose attachment for a tank of fuel (which the cowpoke would have to carry or wear on his back).

A metal forearm is required for pistol-size weapons, while a mechanical arm is necessary for anything larger than that.

Catastrophic Malfunction: As the gizmo incorporated, except the malfunction destroys the arm holding it, in addition to any other horrific effects it has on the poor sap!

Grapnel & Launcher

Cost: \$1,000

Effect: See description.

Drain: 1

Associated Traits: Fighting, Shooting

Fuel: Ghost rock

This augmentation installs a steam-powered grapnel launcher that replaces the scrapper's hand. The grapnel is actually connected to gearing in the housing, allowing it to function as a rough gripping device, providing some compensation for the hand. The augmentation's true advantage, however, is its ability to fire the grapnel with enough force for it to latch onto any surface short of solid steel. The grapnel comes with 50 yards of lightweight cable, capable of lifting up to 500 lbs. before breaking.

The user fires the gun just as if he were attacking a target. If it "hits," the hook has set. The fixed cable can be separated from the gun and tied to a nearby object, allowing the gun to be reused.

The grapnel and cable together counts as climbing equipment, providing a +2 bonus to Climbing rolls. In addition, the grapnel can be used to make a ranged grappling attack using Shooting instead of Fighting. The scrapper cannot damage targets on subsequent rounds, but a successful opposed Strength roll pulls the target 1d4" closer on a success, or 2d4" closer on a raise.

Used as a substitute "hand," the grapnel has Strength d12 for gripping and holding purposes, but suffers a -2 penalty to Agility and Agility-linked rolls. Using the device in hand-to-hand combat is also possible. In this fashion, the grapnel inflicts Str+d6 damage and counts as a melee weapon, but the -2 penalty applies to Fighting rolls.

The grapnel includes an attachment for the lightweight metal cable (\$50 for an extra length of cable), and requires only a metal forearm. The basic launcher and housing do not, however, include a method of winching the cable other than by hand (see the grapnel reeling device, below).

Range: 6/12/24; **Damage:** 2d6; **RoF:** 1; **Cost:** \$1,000; **Shots:** 1; **Notes:** Reloading takes two actions once the grapnel has been retrieved. One action is spent inserting the grapnel in the housing, and the second building pressure in the launcher.

Catastrophic Malfunction: The steam chamber bursts, spraying the scrapper for 4d8 damage.

The launcher is useless until 1d4 days are spent working on it, and a Repair roll (-4) is made.

Grapnel Reeling Device

Cost: \$500

Effect: See description.

Drain: 1

Associated Traits: Strength

Fuel: Unpowered

This enhancement requires the grapnel & launcher to be effective. The scrapper also needs a full mechanical or piston arm on which to mount it, as it is designed to attach to the shoulder.

The reeling device comes with 50 yards of lightweight cable, capable of lifting up to 500 lbs. before breaking. The cable is attached to a reel, which is in turn connected to a heavy-duty spring. The spring is tensioned by the firing of the launcher and subsequent unwinding of the cable. When the wearer activates it, the spring uncoils, rapidly retrieving the cable.

Activating the reel is an action requiring a Strength roll, and it is powerful enough to winch up to 250 lbs. at Pace 6, or drag twice that weight across the ground at Pace 2. Animate targets that weigh less than that amount may attempt to resist the winch by making an opposed Strength roll against its Strength of d12+2. If the target weighs more than 500 lbs. or successfully resists the winch, the wearer has to make the roll or get dragged toward it!

Catastrophic Malfunction: The latching mechanism breaks loose, and the cable whipsaws from the reel, striking a random target (possibly the scrapper) for 4d6 damage. The device requires a Repair roll (-4) and 1d6 hours' work to repair.

Hand Weapons

Cost: \$200, plus cost of weapon

Effect: Per installed weapon, and +2 bonus to resist Disarm.

Drain: 0

Associated Traits: Fighting

Fuel: Unpowered

This simple enhancement is a favorite among bloodsport competitors, particularly those of the penny-pinching persuasion. Plainly put, it installs a housing for attaching a one-handed blade or other weapon onto the end of the augmented

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arm. A mechanical arm, piston arm, or metal forearm is required for this sort of augmentation.

There are no special effects for basic hand weapons used in this fashion, and the housing is designed in such a fashion as to allow the scrapper to change weapons easily—provided they've been properly fitted to the housing. Preparing a weapon for mounting is a simple process, requiring only a Repair roll. This enhancement has a couple of advantages over some of the others available. First, it requires no ghost rock to power it, second, it causes no Drain, and, most importantly, it has no moving parts to malfunction!

Catastrophic Malfunction: The weapon shatters or breaks loose of its housing, dealing full damage to the wielder and rendering it useless until replaced. Ignore all Minor and Major Malfunctions.

Hidden Compartment

Cost: \$200

Effect: See description.

Drain: 0

Associated Traits: None

Fuel: Unpowered

This enhancement is just about as basic as they get! All it consists of is a careful arrangement of internal components to make room for a small compartment about six inches long, two inches wide, and one inch deep. Anything smaller than those dimensions can be carried in the compartment. Some care is taken in the design of the compartment, making it difficult to spot. The owner gets a +2 to Stealth rolls to smuggle things in it. An auger needs to have a mechanical arm, piston arm, or metal forearm to have a hidden compartment.

Catastrophic Malfunction: This particular augment ignores all malfunctions—Minor, Major, or Catastrophic.

Injector Needle

Cost: \$800

Effect: Str damage, plus the injected fluid.

Drain: 1

Associated Traits: Fighting

Fuel: Unpowered

This enhancement turns the scrapper's hand into an augmented hypodermic. The six-inch

needle retracts into the hand housing when not in use, and the reservoir for whatever fluid is to be injected is stored in the forearm assembly. Like other delicate augmentations, an injector needle can't be used in conjunction with a piston arm. At least a mechanical or clockwork hand is required.

The scrapper can forego rolling Strength for damage and use the needle with a Touch Attack (+2 to Fighting).

Damage: Str+Special; **Cost:** \$800; **Weight:** 5; **Notes:** Poisons, weak acids, and alchemical concoctions can be used to fill the reservoir. The reservoir holds enough fluid for 8 attacks or 15 Power Points worth of an alchemical concoction. Retracting or extending the needle is a free action. Refilling the reservoir takes five minutes.

Catastrophic Malfunction: The needle misfires into the scrapper's leg or torso when he's not expecting it. The scrapper gets a full dose of whatever fluid is in the reservoir!

Mechanical Hand

Cost: \$2,500

Effect: For one hand, adds +1 die type to Strength and Armor +2. Agility rolls made with hand suffer a -1 penalty.

Drain: 1 (For +1 Drain, +1 die type to Strength; maximum of +2 die types)

Associated Traits: Strength-linked Trait rolls that require only the affected hand

Fuel: Ghost rock

The mechanical hand is a sturdier appendage than the clockwork model, and is sometimes referred to as a "piston hand." Instead of coil springs and watchworks, it relies on small steam pistons and gear-assisted cable pulleys to operate. As a result, it has far greater gripping power than a clockwork hand and can take a bit more abuse. However, it pays for that sturdiness in a slight loss of dexterity. The hand gives its owner increased Strength for purposes of gripping and holding only. This applies to Strength rolls for maintaining or causing damage in a grapple, and to unarmed attacks if the scrapper makes a Fighting roll (-2) to specifically squeeze with the hand.

Catastrophic Malfunction: The mechanical hand falls out of the forearm casing. A mad scientist can replace it with Repair roll (-4) and 2d6 hours' work.

Retractable Spike

Cost: \$500

Effect: Str+d4+1 damage.

Drain: 1

Associated Traits: Fighting

Fuel: Unpowered

This augmentation is a short step up from a simple hand weapon attachment. However, it provides the scrapper with a fairly potent hand weapon and the ability to still have a functional hand replacement as well. An eight-inch-long metal spike extends from above the scrapper's wrist when the enhancement is activated. This is nearly instantaneous and is a free action, but retracting the spike takes an action. A retractable spike requires a mechanical arm, piston arm, or metal forearm for use. Notice rolls to detect the spike suffer a -4 penalty when it's retracted.

Catastrophic Malfunction: The spike comes off track and fires into the arm housing it. It does 2d6 damage to the arm, bypassing Armor, and requires a Repair roll (-4) before it functions again.

Ears

Ear replacements, unlike eyes, come in pairs. The cost and Drain listed for each augment take this into account.

Echo-Locators

Cost: \$1,500

Effect: See description.

Drain: 1

Associated Traits: Notice

Fuel: Unpowered

No doubt observation of a bat's uncanny ability to navigate in total darkness inspired this odd augmentation for the seeing-impaired. It requires not only ear replacements, but also an alteration of the scrapper's vocal chords as well. The augmentation replaces the scrapper's normal ears with close-fitting, but broad metal baffles. The eardrums are removed and a closely packed assembly of ultra-fine wires are inserted. A similar, but even smaller, weave of these wires is placed in the hero's throat, inside her voice box. The ear replacements provide no bonus to normal hearing-based Notice rolls (although they "hear"

normally as well), but they do allow the scrapper to pick up ultrasonic noises, like the screech of a bat. The true use of the echo-locator comes from combining the vocal chord weave with the eardrum wires.

The user is able to emit an ultrasonic shriek through the wires in her throat. Those wires are tuned to the same pitch as the ones in her ears. By tracking the echoes from the shriek, she can "see" in the darkness. By no means is vision loss completely mitigated by the echo-location, but it negates the penalty for Dim lighting, reduces the Dark penalty to -1, and that of Pitch Blackness (or the scrapper's own blindness) to -2.

It also helps her locate invisible items or creatures. Notice rolls made to locate them, as well as attack rolls, are made at -2. Unfortunately, the vocal wire mesh saddles the scrapper with a squeaky voice (-1 Charisma).

Catastrophic Malfunction: The voice mesh is tuned too high, resulting in a long shriek that's excruciatingly painful to the scrapper's ear wires. She takes 3d6 damage to the head (+4 damage) as the unit burns out. A Repair roll (-4) and 2d6 hours' work are necessary to readjust the ear mesh to offset the tones, and render the augment functional again.

Sound Enhancers

Cost: \$700

Effect: +2 on hearing-based Notice rolls.

Drain: 1

Associated Traits: Notice

Fuel: Unpowered

These are essentially small, rotatable ear trumpets, containing a series of baffles and diaphragms that filter extraneous sounds while magnifying others. The effect of this augmentation is to give the scrapper a +2 to any hearing-based Notice roll, provided it comes from the direction the trumpets are facing. Both trumpets must be pointed in the same direction, by the way. Otherwise, the resultant audio-warping effect causes mild nausea and vertigo, giving the auger a level of Fatigue until they are synchronized. Sound-based attacks are especially painful to a hero equipped with these artificial ears. The scrapper suffers a -2 to any roll to resist the effects of aural/sonic assaults.

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Catastrophic Malfunction: A baffle slips onto a diaphragm, causing all sounds to be magnified twofold. The hero suffers -2 to all Trait rolls, and must make a Vigor roll (-2) to avoid being Shaken any time a gunshot or other loud noise occurs within 4". A Repair roll (-4) and 1d4 hours' work reseats the baffle.

Eyes

Unless otherwise noted, eye augments are purchased and installed individually. More than one eye-type cannot be combined in a single socket, but a scrapper can have two different eyes installed. If a character installs two eye augments of the same type, the bonus is doubled.

Microscopic Lens

Cost: \$1,000

Effect: +2 on vision-based Notice rolls.

Drain: 1

Associated Traits: Notice, other vision-based Trait rolls

Fuel: Unpowered

This augmentation inserts a device like a jeweler's monocle into the hero's socket. It's capable of functioning in all respects like a normal eye, but the eye also magnifies small objects up to 25 times their actual size. This enhancement gives the scrapper +2 on vision-based Notice rolls to see small objects, as well as other tasks based

on vision, such as Tracking. Depending on the circumstances, the Marshal may allow a bonus to Surprise checks and other Traits if she feels an ability to see fine details would provide an advantage.

Catastrophic Malfunction: The lenses extend too far and pop out of the housing, rendering the scrapper either blind or one-eyed (-2 to any Trait roll requiring depth perception). A Repair roll (-2) can reinsert them, but it requires 1d6 hours of eye-straining work to do so.

Shutter Eyes

Cost: \$900

Effect: Offsets up to 2 points of lighting penalties.

Drain: 1

Associated Traits: Notice

Fuel: Unpowered

Unlike the other two common forms of eye augmentation, shutter eyes must be bought in pairs. One look at the contraptions makes the reason for this obvious. Each eye resembles a camera's lens shutter, complete with circular sphincter that constricts or expands according to the scrapper's desire.

The eyes constantly "blink"—rapidly opening and closing—to provide the owner with a flickering, kinetoscopic view of the world, more a rapid series of photographs than actual movement. This "blinking" produces a barely noticeable, but constant and staccato, clicking. While the owner blocks out the sound after a while, it tends to annoy or unsettle others.

As noted above, the scrapper can increase or decrease the shutter's maximum dilation to compensate for lighting effects. What that means in game terms is that, short of Pitch Blackness, the eyes offset up to 2 points of lighting penalties. As a side effect of the clicking, the hero picks up the Minor Habit Hindrance (Clicking lenses).

Catastrophic Malfunction: The eyes lock shut. Until a Repair roll (-4) is made, the scrapper is blind!



Telescopic Lens

Cost: \$1,000

Effect: +2 on Notice rolls to observe distant objects.

Drain: 1

Associated Traits: Notice

Fuel: Unpowered

These lenses have the opposite effect of the microscopic ones. The augment looks like a small, single-tubed, telescoping opera viewer inserted into the auger's eye socket. When not focusing on a distant object, the implant projects about two inches from the socket. When extended, it reaches a total of four inches. When observing a distant point, the owner adds +2 to his Notice rolls. Because of the design, these eyes do not aid a scrapper in long-distance Shooting. Either she can focus on the object or she can focus on her sights, but not both.

Catastrophic Malfunction: The lenses extend too far and pop out of the housing, rendering the scrapper either blind or one-eyed (–2 to any Trait roll requiring depth perception). A successful Repair roll (–2) reinserts them, but only after 1d6 hours of painstaking work with tweezers and a magnifying glass.

Head

Head augmentations tend to be rather invasive. Therefore, the Drain caused by these implants and modifications is correspondingly high.

Cranial Gyroscope

Cost: \$750

Effect: +1 modifier to Agility, Fighting, Riding, Throwing.

Drain: 3

Associated Traits: Agility, Fighting, Riding, Throwing

Fuel: Unpowered

This is perhaps the most invasive and complicated augmentation currently available. It's so involved, the mad surgeon suffers a –2 penalty on his Knowledge (Augmentations) roll to perform the operation. The reason it's so difficult is that it requires the surgeon to actually scoop out a portion of the scrapper's brain to make room for the augment. It's a good thing

medical science of 1880 knows as much about the brain as it does!

The tiny gyroscope is connected to the inner ear passage via a pair of amplification coils and assists the body's natural sense of balance. The effect is a +1 modifier to Agility, Fighting, Riding, and Throwing rolls.

Whenever someone digs a portion of your brains out and drops them in the waste basket—or the scraps bucket—there are going to be problems. Medical science being what it is, the mad surgeon doesn't really know exactly what she's cutting out of a given patient. When your scrapper has a cranial gyroscope installed, roll 1d6 on the Gyroscope Installation table (see sidebar). The loss is permanent, although your hero can raise the Trait(s) again normally by spending Advances.

Catastrophic Malfunction: The gyroscope spins wildly, subjecting the scrapper to overwhelming nausea. He is Shaken, and gains a level of Fatigue which can only be recovered after 30 minutes and a successful Vigor roll. Until the auger recovers, the cranial gyroscope provides no bonuses.

Piston Jaw

Cost: \$750

Effect: Bite for 2d10 damage.

Drain: 2

Associated Traits: Fighting

Fuel: Ghost rock

Visually, this is perhaps the most disconcerting of all augmentations. A piston jaw is exactly what

GYROSCOPE INSTALLATION

d6	Effect
1	Lucky you—roll twice! (Ignoring this result)
2	Notice die reduced one step (min. d4)
3	Smarts die reduced one step (min. d4)
4	Gain the Delusional (Minor) Hindrance
5	Gain the Clueless Hindrance
6	Amazing! No ill effects!

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it sounds like: the scrapper's normal jaw and a portion of his lower skull is replaced with an iron assembly not too distantly removed from a bear trap, with a steam-powered piston instead of a spring. Biting with the jaw requires a successful Fighting roll. A scrapper with piston jaws picks up the Ugly Hindrance.

Catastrophic Malfunction: A piston bursts under pressure, venting steam directly onto the scrapper's head. He takes 3d8 damage to the head (+4 to damage). Armor provides no protection! A mad scientist can fix the jaws with a Repair roll and 1d6 hours' work.

Skull Plate

Cost: \$700

Effect: Armor +3 on the head. Headbutt for Str+d4 damage.

Drain: 1

Associated Traits: None

Fuel: Unpowered

This augmentation replaces a large chunk of the scrapper's easily cracked bone brainpan with one

made of trusty ghost steel and rivets, lending new meaning to the term "hard-headed." The skull plate provides Armor 3 against any attacks that target the head. While the skull plate does not count as a melee weapon for determining whether the auger is an Unarmed Defender, the scrapper can headbutt for Str+d4 damage.

Catastrophic Malfunction: A skull plate isn't subject to any kind of malfunction, whether Minor, Major, or the worst kind of all.

Venomous Fangs

Cost: \$700

Effect: +2 bite damage, ability to inject liquid.

Drain: 2

Associated Traits: Fighting

Fuel: Unpowered

Okay, "venomous" might be a little misleading. A scrapper can certainly fill the reservoir for these nasties with something other than poison, say fresh mountain spring water or sarsaparilla. *Yeah, right.* More often than not, poison of some sort is exactly what these two-inch metal fangs are used



to inject. Venomous fangs require that a piston jaw be installed first.

The steel teeth are partially retractable, but it doesn't take a detective to notice something's not quite right with her orthodonture—other than the piston-driven jaws, that is. In addition to their effect on bite damage, they are connected to a reservoir in the scrapper's former sinus cavities that she can fill with just about any liquid—poison, weak acids, and various alchemical compounds being the favorites. The reservoir holds enough fluid for 10 attacks or 20 Power Points worth of an alchemical concoction. Refilling the reservoir takes five minutes.

On a successful bite, she can inject the “venom” into her victim just like a rattlesnake. In case you couldn't guess, this is not the most subtle attack possible. Should the Fighting die result in a 1 (regardless of the Wild Die), she's bit her own tongue and suffers the effects of her venom, in addition to any other malfunctions that might occur.

Catastrophic Malfunction: The connector tube bursts inside the scrapper's head, spilling the contents into his nasal cavities and sinuses. Any Trait roll to resist the effects of the stored liquid is made with a -4 penalty. The augmentation is destroyed. (The poor auger simultaneously suffers the piston jaw's malfunction!)

Legs

Legs usually come in pairs, but it's possible to replace a single lost leg. Such a lop-sided scrapper is unable to gain any of the benefits of the augmented leg due to his unbalanced situation, but can walk normally.

Replacing a single leg still requires massive invasive surgery in the hip and spine region and substantial bracing of the pelvis to support the added stress. Therefore, the second leg costs less in Drain and money.

Mechanical Leg

Cost: \$1,500 for one leg, \$2,500 for both

Effect: For two legs, adds +1 die type to Strength and Armor +2.

Drain: 2 for one leg, 3 for both (For +1 Drain on both legs, +1 die type to Strength and +2 Pace; maximum of +2 die types and +4 Pace)

Associated Traits: Agility, Strength

Fuel: Ghost rock

This is the basic replacement leg. It contains a motivator in the upper thigh, pivots and gearing at the hip and knee joint, and piston-powered flexors. Unlike augmented arms, both the mechanical and piston legs (see below) come with “feet.” They have no special abilities beyond their raw power, providing their owner with the ability to walk and, if he chooses, run. The legs' added Strength is used when jumping for distance and for figuring the scrapper's Load Limit.

Catastrophic Malfunction: The motivator blows. The character takes 3d6 damage and the leg is non-functional until someone makes a Repair roll (-2) and spends 2d6 hours working on the augment.

Piston Leg

Cost: \$1,000 for one leg, \$1,500 for both

Effect: For two legs, adds +2 die types to Strength and Armor +2. Lowers Pace by 2. Agility-linked Trait rolls made with legs suffer a -1 penalty.

Drain: 2 for one leg, 3 for both (For +1 Drain, +1 die type to Strength and +1 Armor to legs; maximum of +2 die types and +2 Armor)

Associated Traits: Agility, Strength

Fuel: Ghost rock

These are similar in construction to piston arms and serve much the same purpose—heavy-duty labor. Like a piston arm, the leg is a single large, steam-driven piston, instead of a flexible, metal replica of a human limb. Piston legs provide tremendous might to any activities involving their use, substituting their Strength for jumping rolls and figuring Load Limit as with mechanical legs.

Like most augmentative limbs, piston legs provide Armor +2 to the location, but stronger legs have heavier armor. As we noted with the piston arm, the motion of a piston leg is difficult for a human to master. Retract, rotate, extend can get mighty confusing when your scrapper is trying to hot-foot it out of Dodge!

Catastrophic Malfunction: The piston over-pressurizes and shoots the shaft out of the housing. The steam is vented safely away from the hero, but the leg is destroyed and must be replaced.

Leg Attachments & Enhancements

Without exception, leg attachments and enhancements require your scrapper to have either a mechanical or piston leg. There is no “metal shin” or similar equivalent to the metal forearm.

Double Motivators

Cost: \$1,500

Effect: Trait rolls that rely on the legs add +2 to the total.

Drain: 1 (two additional motivators, one for each leg)

Associated Traits: Agility, Strength

Fuel: Ghost rock

Due to the size of an augmented leg, they can actually carry twice the power source of another, smaller steam augmentation. This increases the power and output of the legs. It's not necessary to keep the second motivators (housed in the lower legs) fired up at all times. Since it takes a full minute to get them up to operating temperature and pressure, most scrappers equipped with these enhancements do, though. While the motivator is providing a power boost, any Strength, Agility or associated Trait rolls that rely on the legs add a +2 to the total. In addition, the scrapper can jump 2” horizontally from a dead stop, or 4” with a “run and go,” adding +2” with a successful Strength roll. He also gains a +2 to Pace and his Running die increases a die type.

Catastrophic Malfunction: The motivator enters a feedback loop with its counterpart that results in an explosion inside the limb. The auger takes 4d6 damage instead of the leg's usual malfunction damage, and the leg is utterly destroyed.

Hidden Compartment

Cost: \$200

Effect: See description.

Drain: 0

Associated Traits: None

Fuel: Unpowered

This is nothing more than an empty space in the leg housing. There's slightly more room in a leg than an arm, so a hidden compartment here

can hold objects up to eight inches long, by three inches wide, by two inches in depth. When he attempts to hide an item of suitable size in the compartment, the scrapper adds +4 to his Stealth roll.

Catastrophic Malfunction: This particular augment ignores all malfunctions—Minor, Major, or Catastrophic.

Retractable Blade

Cost: \$500

Effect: Str+d8 damage. Fighting -2 due to awkwardness of weapon.

Drain: 1

Associated Traits: Fighting

Fuel: Unpowered

Some spies have taken to mounting spring-loaded blades in their boot tips. Well, two can play that game especially if one has a metal foot to start with! This enhancement puts a six-inch blade, which she can extend or retract in a single action, in the scrapper's augmented foot.

The blade does Str+d4 damage, but don't forget, this is one of those instances where your scrapper gets to use the leg's Strength score! Swinging at folks with a knife sticking out of your toes isn't all that easy to accomplish, due to the weapon's awkwardness. When retracted, the blade is detectable only with a successful Notice roll (-6).

Catastrophic Malfunction: The blade kinks in its housing and is forced out the side of the scrapper's foot, striking the other leg as well. The auger suffers 2d6 damage and the augmentation is destroyed.

Spring Heels

Cost: \$400

Effect: See description.

Drain: 0

Associated Traits: Agility

Fuel: Unpowered

This is one of those ideas that you have to wonder how anyone survived the first attempt at field testing. By pressing a button on each leg, the scrapper releases tightly wound coils of ghost steel hidden in the heels of the mechanical feet. The coils throw the cowpoke into the air, allowing her, with a successful Agility roll, to jump up to an amazing 6” horizontally, or 3” straight up if

she chooses. Since all the power is in the springs, neither movement nor Strength adds to the distance. Conversely, the sudden power of the jump grants a +2 bonus to damage if combined with a Fighting attack.

The coils fall off at release—otherwise the poor sod would never stop bouncing! Activating the springs takes a single action. However, after each use, the springs must be recoiled, which takes 10 minutes and requires the use of a vise to reseal them in the heels. Should the scrapper be forced to leave the springs behind, it costs \$50 to replace them.

Catastrophic Malfunction: The springs shatter the shins of the mechanical leg, ruining them from the knee down and launching the hero only one quarter the normal distance. The legs may be repaired, but it takes a successful Repair roll (–2) and 2d6 hours' work.

Torso

Abdominal Armor

Cost: \$500 (light)/\$1,000 (heavy)

Effect: Armor 2 (light)/Armor 4 (heavy). Stealth –1 if equipped with heavy.

Drain: 1 (light)/2 (heavy)

Associated Traits: Vigor (Soak rolls)

Fuel: Unpowered

Abdominal armor incorporates an articulated frame that extends from the chest down to the waist to support lower plates of ghost steel. The heavy model uses thicker plates and causes its wearer some difficulty in moving quietly, either by hampering his flexibility or just clanking at the wrong time. A scrapper augmented with heavy abdominal armor gets a –1 on all Stealth rolls.

Catastrophic Malfunction: If a malfunction occurs when soaking wounds, flakes of ghost rock embedded in the armor ignite and burn off, dealing 2d10+4 damage (3d10+4 for heavy armor) to the auger and ruining the armor, which must be replaced.

Bellows Springs

Cost: \$500

Effect: +2 to Vigor rolls related to holding one's breath or strenuous activity.

Drain: 1

Associated Traits: Vigor

Fuel: Unpowered

By implanting a set of coil springs in just the right place, a mad surgeon can boost the power

SUPPLY & DEMAND

Eagle-eyed readers may have noticed the tendency of some augments to obliterate themselves if Catastrophic Malfunctions arise. So what happens when scrappers inevitably go looking for replacement parts? It ain't always an easy fix, amigo.

Augers can go to Smith & Robards for a replacement, but they're subject to the same wait as the first time around (see page 120). Unfortunately, this time the weekly Persuasion roll to reach the top of that list begins at –4. Even when the metal man gets an appointment, his replacement part isn't a sure thing. Draw a card for each augment your hombre wishes to replace. As long as you draw anything other than a Deuce or a Joker, you're in luck and the part is currently in stock. (If you buy more than one of a single augment, draw a card for each one.) When a Deuce or Joker comes up, it means the supply of that augment has been temporarily exhausted (typically entailing an additional 1d4 weeks' wait time).

Dr. Gash has a ready supply of parts (if he can be found), but he tends to get a little overenthusiastic when making replacements, striving instead for "improvements." Should he roll a 1 on the Trait die during surgery (regardless of the Wild Die), he installs another random augmentation while the patient is unconscious.

The assistant calling him or herself "Nurse Ratchet" always has a ready supply of replacement parts, but these installations come with the usual risks.

SMITH & ROBARDS

of the scrapper diaphragm. This helps increase his lung capacity by drawing more air into them with each breath. The scrapper can hold his breath for a number of rounds equal to his Vigor die type +2. He also adds +2 to any Vigor rolls related to holding his breath longer than that (provided he had a chance to inhale, of course). Also, he gets the same bonus to Vigor rolls to perform extended or strenuous actions, like walking long distances or swimming.

Catastrophic Malfunction: The bellows lock up, impeding the hero's breathing. Each round he's involved in anything other than resting, he must make a Vigor roll (–4, without the benefit of the springs themselves) to take a breath, or

instead gain a level of Fatigue. With an action and a successful Strength roll, he can unstick them with a deep and forceful breath. This is incredibly painful, though, and leaves the auger Shaken.

Snorkel

Cost: \$500

Effect: Provides unlimited air in 10 feet of water or less.

Drain: 1

Associated Traits: Vigor, Swimming

Fuel: Unpowered

This augmentation inserts a telescoping breathing tube into the scrapper's back between the shoulder blades and to one side of the spine. The snorkel is connected to the character's trachea, and has a small diaphragm to prevent water (or other substances) from passing directly into the lungs. The scrapper can extend the tube up to six feet, allowing an average-sized hero to function in up to 10 feet of water (a hero with the Small Hindrance probably needs to stick to the shallows). When retracted, the tube has only three inches of its length exposed. The tube has a pivot to allow the scrapper to use it when standing, floating upright, or swimming on her stomach.

Catastrophic Malfunction: The snorkel valve jams after 2d6 rounds (enough time for the hero to get underwater). She must make a Vigor roll each round until she surfaces or take a level of Fatigue. Even after she's reached the surface, Swimming rolls are required to keep her head above water.



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