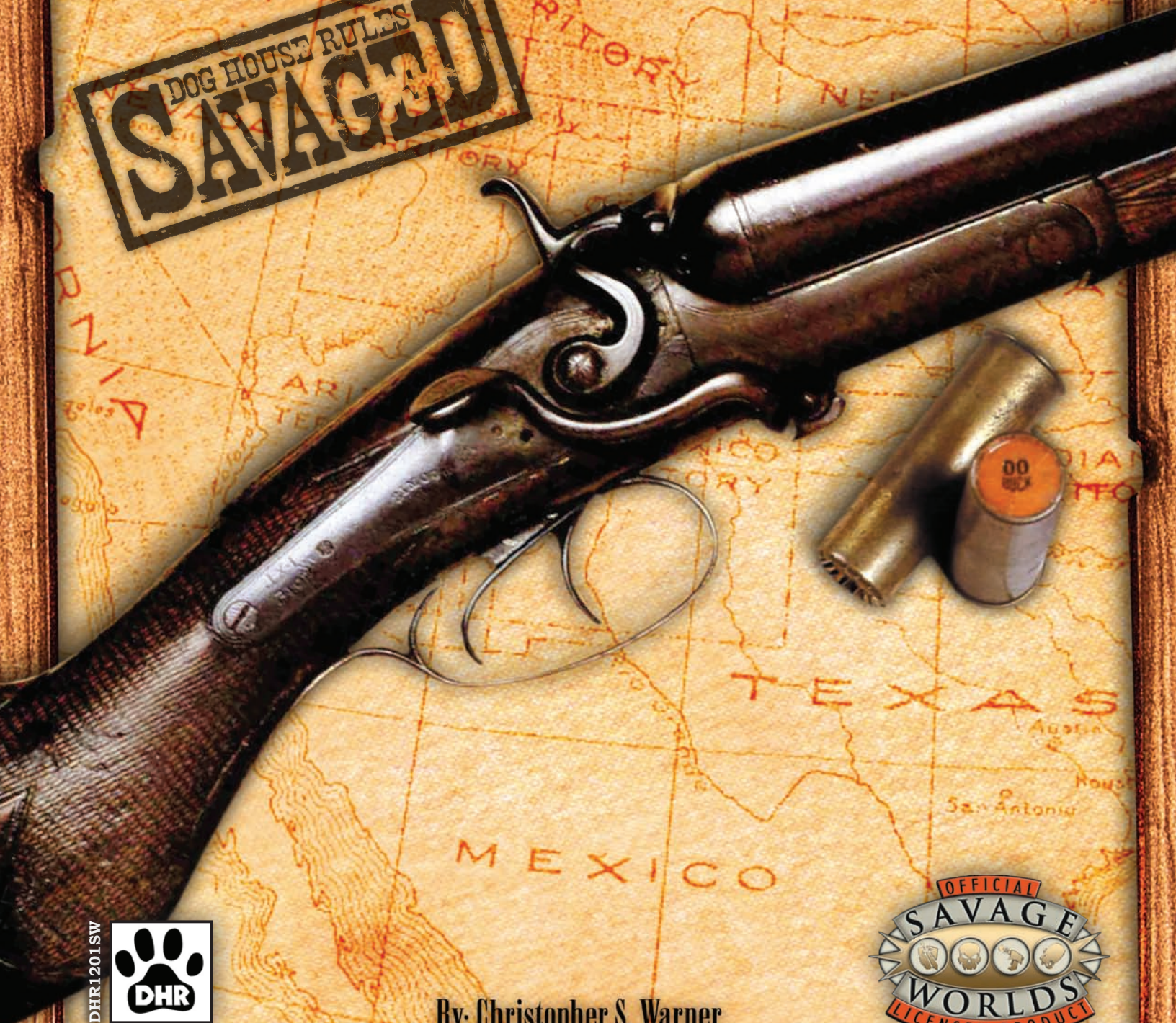


An Old West Adventure for Savage Worlds

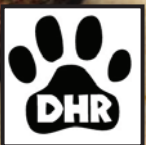
BUCKSHOT

FOR WHOM THE BUGLE BLOWS

DOG HOUSE RULES



DHR1201SW



By: Christopher S. Warner



BUCKSHOTS

FOR WHOM THE BUGLE BLOWS

*Just like re-loadin' a shootin' iron, developin' full-fledged scenarios
for your Old West gamin' experience can take some time.
Don't fret none — this quick loadin' Buckshot will do the trick.*

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BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

What are Buckshots?

Even the most diligent of GMs can suddenly find themselves needing to think up a new adventure at the drop of a Stetson. But what happens when you're short of both time and energy? Well, the Dog House Gang figgers it's our beholden duty to ride to the rescue and help out. And we reckon that these quick, easy-to-run *Buckshots* adventures should give you the ability to get out of the chute right quick-like, and keep things interesting for those players clamoring for more Old West gaming fun.

Although the statistics provided are specifically for *Savage Worlds*, GMs (we like to call 'em "Judges") should find it as easy as falling off a horse to fit these short adventures into any Old West campaign, changing names, re-working statistics or re-locating the setting as needed or desired.

For consistency, each Buckshot adventure contains some or all of the same basic sections. A quick review of the elements of a Buckshot is in order.

Introduction: This brief text introduces the premise of the adventure, identifying the key themes a Judge

should keep in mind when weaving this Buckshot into an existing campaign or playing it right off the shelf.

Adventure Synopsis: This section offers an overall description of the likely progression for the adventure, giving the Judge an idea of the intended flavor, plot and likely storyline.

For the Judge: Includes general information about the timing and milieu for the adventure, and any pertinent local area history or backstory needed to set the stage for gameplay.

Getting Started: This section suggests ways for the Judge to introduce the adventure. Whether the Judge intends to load this Buckshot into an existing game with ongoing characters, or quickly set up a stand-alone scenario for a one-shot affair with new characters, this section offers a few ideas on how to get things started in short order. In particular, Getting Started might address any geographical requirements for the adventure (e.g., the setting needs to be in a valley, the foothills of a mountainous region, a region fraught with drought, etc.), as well as recommendations for getting the player characters involved in the Buckshot (whether by hook or crook).



BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

Scenes: Each Buckshot adventure is divided into different scenes composing the whole scenario. Here the Judge will find an overall description and general information about each scene along with more specific elements, such as detailed maps of specific locales, notes about the personalities involved and special information about the scene the Judge might need to make things happen. When appropriate, special text for the Judge to read aloud (or adapt as needed) is highlighted in special gray boxes, indicated by the following icon:



Every Buckshot comes with at least one map and an overall description of the area's terrain, foliage, creatures, etc. Typically, this will include a wilderness map complete with graphic presentation of topographic features, relevant structures and scale measurements.

When appropriate, each scene will include one or more detail level maps with descriptions. These specialized locale maps will vary, depending on the adventure, providing specific information crucial to the success of the adventure. These may range from an outdoor locale where a particular encounter occurs to a town street where a gunfight breaks out or a building where characters must spend significant time in order to advance the adventure.

Each map will also include a number-by-number key providing detailed description of important areas for the adventure. For easy reference, each map will be provided in a separate PDF file and the map key will be set in a sidebar with the following icon:



The number-by-number key for such detail maps will also include any necessary game mechanics (e.g., building properties, furnishings, and special terrain effects, etc.), as required. Building maps will include a floor plan in standard 1 inch = 5 feet square scale. If warranted, detail maps will also come with battle map versions.

- 15mm Battle Maps – containing full scale 1/2" = 5' maps you can print and piece together for table-top gaming sessions.
- 25mm Battle Maps – containing full scale 1" = 5' maps you can print and piece together for table-top gaming sessions.

Forks in the Road: A few twists on the basic scenario are offered to help Judges fire this Buckshot in the right direction for any given campaign, or to make it possible to extend the adventure beyond the original scope. In addition to making it easier to work this into an existing home-brewed campaign, we figure these ideas will help to keep players from gaining the proverbial keys to the kingdom—that is, those players who purchase this supplement and read all the goodies in order to have an ace up their sleeve. Not that we believe that would ever happen, mind you.

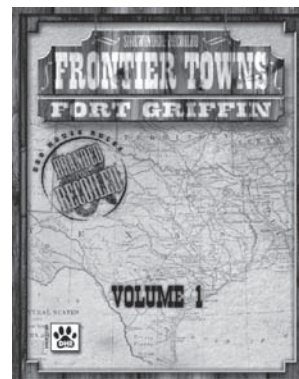
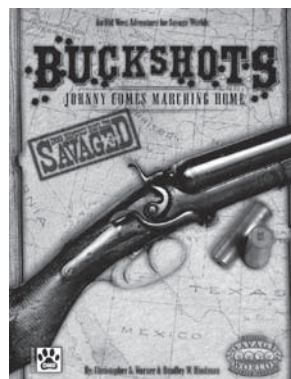
NPCs and Statistics Blocks: Obviously, the folks who interact with the heroes are crucial to making any Buckshot playable. Vital antagonists are provided to facilitate the adventure, but feel free to change the names, adjust the stats or introduce new characters whenever it strikes your fancy.

Sometimes a famous personality might be involved in a Buckshot, but most often these folks are just plumb made up. If a famous gunfighter, buffalo hunter or gambler shows up, it's darn likely that we will have taken some "cinematic" liberties with these historical figures if we figured they needed spicing up (or when the real details proved elusive). Those based on the available historical record, whether fact, fiction or somewhere in-between, are noted with a "historical person" icon as shown below.



Gameplay Aids: To make it even easier for a Judge to start using this adventure without spending a lifetime in preparation, each Buckshot also comes with extra information that will make it easier for the Judge to handle gameplay. These special adventure tools include combat-version statistic blocks, full character sheets, and adventure specific reference information.

TAKE A CANDER, PARDNER



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If my Granpappy said it once, he said it a hundred times. "You can't always believe what you hear." Maybe he was out on the Texas plains, hearing the Comanche, Kiowa and Apache mimicking U.S. Cavalry calls. For whom does the bugle blow?

Could be for you, pardner.

This brief adventure is designed for 4 to 8 characters of Veteran rank.

Introduction

Nothing strikes fear into the heart of a cowpoke quicker than learning the Comanche are on the warpath . . . except the sudden realization of finding oneself right in the middle of that warpath. The only thing to do at such a heart-poundin' moment is to trust one's shootin' irons and hope for the cavalry to arrive. The premise of *For Whom the Bugle Blows* is to play on both of those emotions. First, the Judge should make sure the players get worked up and worried about getting caught by the Comanche, then just when the players think help has arrived, things take a turn for the worse.

Adventure Synopsis

Somewhere in the middle of the wild Texas plains, an intrepid band of heroes is making its way towards civilization. It has not been an uneventful journey. First, the puzzling camp remains gave them pause, then the scalped and mutilated bodies of those buffalo hunters heightened everyone's misgivings. The noises at night and that burnt-out wagon just made things worse, but when the heroes found the bodies of those two dead Indian warriors, the signs became unmistakable.

The Comanche are loose on the plains and causing trouble. The good news: the notes of a cavalry bugle have been heard faintly in the distance—it would seem the Bluecoats might be on Indians' trail.

So it comes as no surprise when the sounds of gunfire draw the party's attention to smoke on the horizon. Coming over a ridge, the heroes arrive just in time to chase off a small band of Comanche attacking a lone wagon. Grateful for the rescue, Old Man Winters and his granddaughters beg the party to help them to safety.

After a few days of playing cat-and-mouse with the Indians, the sound of a well-played cavalry bugle is once again carried in on the wind. At first, it seems to be a ways off, but soon our heroes realize it's coming from just beyond a nearby ridge. Heck, with all of them pesky Indians about, only fools or outlaws wouldn't feel compelled to move toward the bugle's call and the promise of safety.

As it happens, the first thing the characters see is a lone rider in a blue uniform on the ridge, bugle raised to his lips. But from this distance, it's hard to make out any definitive details. When a small band of mounted Indian warriors charges from the south, the heroes move toward the Bugler, only to fall prey to an ambush of Indians dressed in looted cavalry garb. Jumping from the frying pan into the fire, the heroes find themselves in a fix. There's no tellin' how the battle might go and what adventures might follow, but the fight is on!

We Ain't Blowin' Hot Air



A number of 19th century accounts demonstrate that Indian tribes took a likin' to the bugles they picked up through interaction with the white man.

Plains warriors such as the Kiowa, Comanche, Cheyenne and Apache learned to play the bugle as well as the soldiers they mimicked. For some, who acquired bugles as gifts, their interest in the cavalry tunes was tantamount to a tribute to allies and worthy adversaries. For others, who confiscated bugles, uniforms and guns from defeated enemies, the ability to impersonate the cavalry buglers became a tactical ploy to launch raids or fight back against oppressors on the frontier.

In Texas, tales of Kiowa and Comanche raids and ambushes frequently note the use of bugles to either confuse enemy soldiers—by blowing counter instructions—or simply lull settlers into a false sense of comfort before attacking. Some say the Kiowa chief Satanta collected bugles, using them masterfully in his war against the Texas settlements in the 1860s and early 1870s. Quanah Parker's Comanche parties reportedly joined the Kiowa in some of these battles, coordinated by the rousing sound of brass.

For the Judge

For best effect, *For Whom the Bugle Blows* requires a good set-up and foreshadowing on the part of the Judge. By the time the heroes hear the Comanche bugle, the players need to be sufficiently worked up about the danger of the Comanche. They should feel a clear sense of relief at the thought of help now at hand, maximizing the shock and surprise when they find out it is actually the dreaded enemy they are encountering.

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In other words, pardner, don't sit down at the gamin' table and start with "Okay, you hear a bugle blowin' in the distance"—that's a sure fire way to raise a character's hackles, when the idea is for the bugle to take the heroes off-guard just long enough for the Indians to close in and attack.

This adventure is designed for use with four to eight characters of Veteran rank. Although the plot line and story elements are appropriate for any Wild West roleplaying game, the statistics provided are specifically for use with the *Savage Worlds* game. While this adventure is designed to fit into an ongoing campaign with characters that have successful adventures under their belts, there is nothing to preclude a Judge from using it as a self-contained one-shot for an impromptu evening of lead-slinging, arrows-a-flyin' excitement.

Getting Started

Judges should begin this adventure with a few non-combat encounters to put the fear of the Comanche war party into the hearts and minds of the heroes. Thus, the Scenes section begins with a Prelude containing introductory encounters leading into the real action.

To facilitate this adventure, the heroes must be out in the wilderness. The basic premise of *For Whom the Bugle Blows* involves a group of tough hombres making their way toward a frontier town. But it could just as easily be a band of hired guns escorting a caravan or a group of adventurers just plain ridin' the range with no particular destination in mind.

The *Forks in the Road* section offers alternative starting points and means to get this adventure going. How and why the characters start their trek into the plains is in the purview of the Judge. But once they're out there, the Judge should make the most of the non-combat encounters described in the Prelude. Play these with the idea of building as much suspense and foreshadowing (real or false) as possible. Then move into the four main scenes, where the player characters will interact with the Judge characters and experience the crux of the adventure—combat with the Comanche.

Before beginning the Prelude encounters, the Judge should ask the players to make a series of die rolls that will be used in the adventure scenes. These rolls are for non-combat purposes, such as the Notice trait tests detailed in the Scenes section. The pre-rolls will reduce the "must be something important or we wouldn't be rolling" effect and allow the Judge to keep the roleplaying in the Prelude running smoothly. A few written rolls for each die type appropriate to each player are recommended, although the Judge shouldn't actually need that many. The Judge should determine whether to allow players to apply bennies to these rolls.

Scenes

For Whom the Bugle Blows consists of a Prelude to help the Judge to set the tone for the adventure and four essential scenes which the characters will experience in full.

Terrain/Location

For Whom the Bugle Blows is set in the hilly region of North Central Texas, with Fort Griffin a probable destination, origination or home-base for the heroes. The Kiowa and Comanche roamed the area, often finding themselves at odds with settlers and travelers in Texas and Oklahoma. Thus, this region provides an ideal setting for the events in this adventure. Nevertheless, the Judge may choose another location, as long as it is similar in geography, guarantees the presence of appropriate Indian tribes and is somewhere near civilization.

In this Buckshot, two maps are provided: the area of the main encounter (which encompasses Scenes 2-4) and a local map for the action in Scene 1. For the Prelude, maps aren't crucial—the Judge should simply keep in mind the heroes are out on the plains, traveling through the rolling hills of North Central Texas or another similar locale.

Prelude – A Preponderance of Evidence

Four encounters compose the Prelude. None of these are intended to include combat, but they are essential for getting the player characters involved in the storyline. As noted earlier, the Judge should play up the elements of suspense and foreboding when leading the characters through the Prelude. The idea is to get them wondering about what's happening on the plains and get them to thinking about the Comanche and the Cavalry.

1. Camp Remains



Boredom seems to rule the days and nights as you follow a well-worn trail through the plains. Today, the blistering Texas sun gives you a hankerin' for a shady spot to rest a spell, water your horses or just gnaw on a piece of jerky. When the sun starts its descent toward the horizon, you see a small grove of oaks at the edge of a hill. Looks like a good place to take a breather, even though you figger there's enough daylight to travel a few more hours.

Drawing near, you see that others before you had the same idea. In fact, it looks like the last ones left in a bit of a hurry. You find a beat-up cook-pot hanging over a small firepit, an axe left in a hunk of wood and two tin plates upside down in the dirt.

This should be enough to prompt the players to investigate a little more thoroughly. Reward any attempt to discern more about the camp—the idea is to get the characters wondering. Apply the results from a pre-roll as a Notice trait test (see Table 1) imparting all of the information up to the result of the roll.

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Table 1: Search of Camp Remains

Notice Roll Result	Information Gleaned
Failure by more than-2	The tin plates and the cook pot still have a few ants crawling around them, although it looks like they've already cleaned away any remnants of a meal.
Failure by 1 - 2	The axe is nearly brand new.
Success	Numerous foot and hoof prints are found in and around the area. In the camp grove, the prints seem chaotic, going every which-a-way. Closer to the trail, there are signs of a rapid galloping.
Success	At the edge of the grove is a small ammo box, with seven shotgun shells scattered around it. The box is partially torn, as if someone ripped it in his or her hurry to get it open.
Raise	Your search turns up a handful of arrows, a few of them broken and one embedded in a tree trunk.
Two or More Raises	While not immediately obvious, your search reveals drops of dried blood in a line extending from the ammo box, stretching for a good 20 yards.

2. Dead Buffalo Hunters



As you continue your travels you notice an unmistakable sight in the sky: the lazy, deliberate circling of buzzards. Further along the trail, you soon spy the gruesome reason for their gathering. Several of the ugly critters are perched atop the remains of a dead horse, with more landing upon something else lying about a hundred yards off the beaten path.

The Judge should let this sink in a little before reading the rest. As noted earlier, try to draw out the suspense whenever it works—perhaps the vultures are spooked before the characters approach, which could mean somebody or something else is around. Or perhaps the heroes' trepidation or cautiousness will



give a Judge an opportunity to cast a heavy feel to this encounter. Eventually, it's important for the heroes to check this out and it shouldn't be hard to get them close enough for the rest.



Upon closer inspection, it's durned obvious. The something else turns out to be what remains of three human corpses. By the look of it, three buffalo hunters and one trusty steed met their fates here. It couldn't have been more than a day or two—the vultures were having themselves a nice meal until you busted up the party. For now, they continue to circle overhead.

Three things strike you: all three corpses have been scalped; their bodies are peppered with arrows; and they're all stripped to the waist. Even their hats are gone.

From the look of things, all three of these men had mounts: they still wear spurs, chaps, and other riding gear. Other than their boots and leggings, there's nothing worth salvaging here, assuming a cowpoke had any interest in thieving from the dead.

Further examination can't reveal much more, but if the heroes insist, the Judge can offer a few more tidbits. The arrow design resembles that of the Comanche (successful Knowledge or Common Knowledge roll), a number of spent shell casings litter the ground (successful Notice roll), the caliber of the ammunition is that used in a Sharps rifle (successful Knowledge or Common Knowledge roll), and the looting of certain pieces of clothing and other items fits the way of the Comanche (successful Knowledge or Common Knowledge roll).

3. Burnt-out Wagon

After the heroes have made camp one night, read the following passage.



From time to time during the night, far off noises disturb your sleep. Not just the hoot owl or the occasional wolf, but something else. Straining to discern as much as possible, your best guess is that it sounds like yelling or singing or carousing or... well, it's just too far away to know for sure.

Allow the characters to take any actions they desire for the rest of the night. Nothing is actually happening anywhere near the heroes' camp (not yet), but they don't need to know that. When they settle in again for the rest of the night, continue with the next section.

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Near daybreak, you hear what sounds like the calls of a far away cavalry bugle, along with a number of horses pounding the plains. But like the noises that woke you earlier, these sounds seem to be miles away—and probably moving farther away.

Allow the characters to go about their normal morning routine and set off for another day's travel. Then read the next section.



Following the trail again this morning, you stop instinctively when you see something blocking the way up yonder. You could easily go around it, but once you take a serious gander, you notice it's a wagon—a sizeable one at that.

One way or other, the party will figure out it's a burnt-out and abandoned wagon. If they approach it, or if they try to go around and avoid it, read the following:



As you move, you can see that this once-impressive wagon is almost completely burnt-out and leaning to one side. It's a wonder it remains standing at all—two of the wheels are half-crumbled ashes and most of the wood is charred and blackened.

At first, the heroes might assume this happened recently. But if they get close enough, it becomes clear the wagon has been here for a while, certainly not months or years, but at least a few days—maybe even a couple of weeks. Again, the idea is to continue to build suspense and keep the characters speculating about what's going on around them, so that the eventual call of the bugle seems like a relief.



4. Dead Comanche



As the sun dips behind the hills ahead of you, your thoughts turn toward finding a good spot to camp. But this stretch of the trail is fairly wide open, so you push ahead a little farther, getting the most out of the remaining daylight.

That's when you notice the unmistakable outline of somebody lying in a nearby gully.

Again, the Judge should let this sink in a little, allowing the player characters a chance to act on their own or to continue formulating their suspicions. It's important they get close enough to identify the outlines as the bodies of dead Comanche, or at least dead Indians.

Ed Note: Heh, heh, I know that in our group, the players would blow the hell out of these bodies long before they got close enough to identify them.



When you reach the gully, you realize it's two dead bodies. They are unmistakably Indian. And, indeed, they are quite dead. They have only their clothing.

A successful Knowledge or Common Knowledge trait test will identify the bodies as Comanche. The Judge should allow the players to speculate as much as they want. Now that they have seen the Comanche and the dead hunters, the heroes should have plenty to think about. Feel free to throw in a few more clues if necessary, and, by all means, play up anything that heightens the fear and suspense, especially if their speculation provides any openings.

From here, the Judge can introduce the first scene of the action part of the adventure whenever he or she is ready.

Scene 1 – Smoke on the Horizon or Heroes to the Rescue

Having witnessed the signs of Comanche activity in the Prelude, the heroes now enter the thick of the adventure.



From a distance, you hear the sounds of battle; gunshots and shouting compete with blood-curdling war cries.

While intense, it sounds like a relatively small affair. Soon, you see a plume of black smoke rising above a rocky hill.

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Area Map & Key for Scene 1



The map labeled "Scene 1" shows the area where the heroes encounter a small Comanche war party attacking a group of settlers. Unlike the map for Scenes 2-4, this area is slightly off the beaten path, as the settlers left the trail in an attempt to reach a better defensive position in the gully. The terrain here is representative of the rolling hills of North Central Texas, with this open area nestled between a few hills and dotted with trees and shrubs.

1) Wagon Under Attack

Old Man Winters and his granddaughters are braced against their wagon at this position, trying to fend off the Comanche riders, who are circling this area and rounding up horses.

2) Heroes Point of Entry

This is the rocky hill where the heroes enter the encounter and witness the end of the Comanche attack against the settlers. The hill is about 100 feet from the wagon and provides a good view of the plain below.

A successful Notice roll will identify the sounds of at least one woman's voice rising in terror.



Upon cresting the hill, you see a single horse-drawn wagon under attack by a small band of Comanche riders.

Whether the heroes charge up the hill or approach cautiously, the result is the same. They see the Comanche attacking what turns out to be the remnants of a small band of settlers. Several settlers and hired guns are already dead, and most of the Comanche are now rounding up the settlers' horses during a temporary lull in the battle.

The Trautman Party

It's likely that the players will have more questions for Winters and his granddaughters. Here are a few facts to help flesh out the roleplaying.

The party originally had 12 members, including the three survivors. Seven of those twelve were kinfolk of Winters, including his daughter, Wilma, and her husband, Ralph Trautman. Interestingly, Lorelei resembles her father, while Johanna favors her mother. Another of Winters' grandchildren, a rugged feller named Horst, came along, too. A little older than Lorelei, he had some experience on cattle drives and knew how to drive a wagon.

Ralph's youngest brother, Herman, and his new wife, Deirdre, traveled with the party, hoping to build a life in Arizona. Neither of them ever set foot out of Missouri before the trip, although Herman worked as a ranch hand for a year in Joplin. They sold most of their belongings to raise cash for the journey.

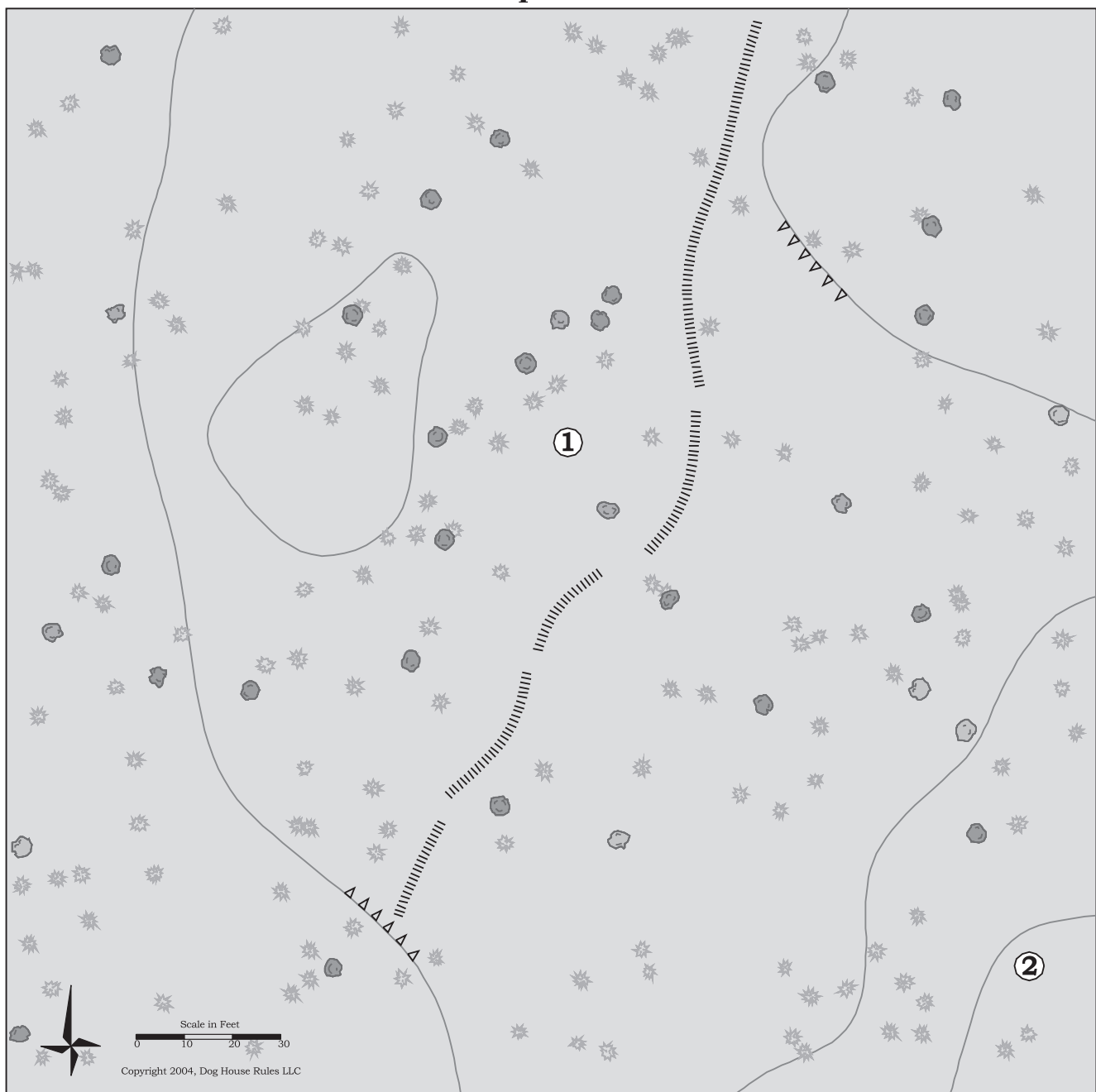
Rounding out the group were four young men looking for adventure on the frontier: two hired guns and two of Horst's friends. The gunmen (Alan Sharpe and Jim Greene) had experience on the trail and took a token fee to accompany the group, as they already intended to head toward Arizona. Horst's friends (Jacob Meyer and Will Shran) just plain tagged along. Jacob is the cowpoke that took off looking for the cavalry.

The Judge should make it clear that the heroes have arrived at an opportune moment. The Comanche are few in number and are unaware of the heroes—and it's evident that the remaining settlers include at least one young woman with a shotgun, trying to fend off the attackers.

Any attempt to intercede in the battle should be enough to drive off the Comanche—after all, the Indians already have the spoils of the battle and would have either killed the remaining settlers or taken them hostage (as potential slaves). The riders should consist of six to eight Comanche extras . . . easy enough to

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Area Map for Scene 1



drive off, or dispatch if the heroes choose to pursue them when they flee. The statistics provided in the NPC section for the Comanche rider allies are quite appropriate and should prove useful.

Once the heroes have dealt with the Comanche, they learn the identity of the survivors. Out of the original group of a dozen settlers, only Old Man Winters and his two teenage granddaughters (Lorelei and Johanna) remain. The rest lie dead on the ground around the wagon. Amongst the dead are two women.

Lorelei is wounded—an arrow ripped through her left shoulder as she defended her younger sister during the battle—but she'll survive after being tended to by Winters (showing a skill that quickly indicates he could be of some value to have around).

If the player characters don't ask about the Cavalry, make sure Old Man Winters tells them he's "as sure as the cock-of-the-walk the cavalry is nearby, tryin' to hunt down these savages." If they ask why he's so sure, he tells them he's heard them and "I seen some

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Area Map & Key for Scenes 2-4



The map “labeled Scenes 2-4” provides a rolling hilly region representative of North Central Texas. Scrub plants, oak trees and streambeds fill this section of the plains, with numerous passable routes. The map indicates where scenes 2-4 occur, but also serves as a general view of the terrain for this whole adventure. It includes a well-worn trail routinely followed by travelers from one frontier town to the next—but the Judge may elect to ignore the trail and assume the entire map consists of rolling plains of Wild West wilderness. In any case, an area providing good cover for an ambush is crucial for this adventure.

1) Lone Bugler's Position

This is where the Lone Bugler appears in Scene 2. He will crest the hill at this point and stop, continuing his bugle commands.

2) Riders' Entry Position

The riders make their entrance from this southern point on the map, to launch the initial attack before the Bugler blows the charge command. They begin about 150 feet south of this position.

Note that these riders will have the foot soldiers' mounts in tow. The Judge will set the number of riders. The Dog House Gang provides recommendations in Scene 3 and in the *Forks in the Road* section.

3) Foot Warriors' Position

The foot warriors will approach and take cover in this areas, waiting for the Lone Bugler to issue the attack command. As with the riders, the number at each location will be set by the Judge. While it might seem odd for Comanche to be on foot, this is only a temporary situation. They have dismounted in order to position themselves for the ambush and they fully intend to mount up after they join the attack. If the Judge chooses a different tribe, foot warriors may be quite logical—they wouldn't need to mount up at all.

4) Hero Party's Position

Ideally, the scenario should begin with the heroes in this area. Depending on their actions when hearing the bugle this could change, but initially, this is where the party should start.

soldiers back in that last town where we stopped for supplies.” And to top it off, Winters says one of the hired guns traveling with the settlers rode off to fetch the Bluecoats when the Indians attacked.

Now if the heroes are really heroes they should feel duty-bound to escort this family of settlers to safety. And although they were able to drive off the Comanche this time, it stands to reason the heroes should welcome the arrival of the cavalry—if for no other reason than to relieve them of the care takin' of this trio.

While the characters may be in a hurry to high-tail it to safety, Old Man Winters and the girls will insist on taking the time to give the dead a proper burial, adding a few more sad graves to the lone prairie.

Scene 2 – Bugles in the Distance

Essentially the set-up for the ambush, this scene introduces the Lone Bugler, launches the Comanche raid and attempts to convince the heroes that help from the cavalry has finally arrived. It can occur soon

after Scene 1, or after a few days on the trail, at the Judge's discretion. It's probably best for a little time to pass, so the characters can interact with Winters and the young ladies. The Judge can also determine whether this encounter occurs while the heroes are traveling, or when camped (see *Forks in the Road*).

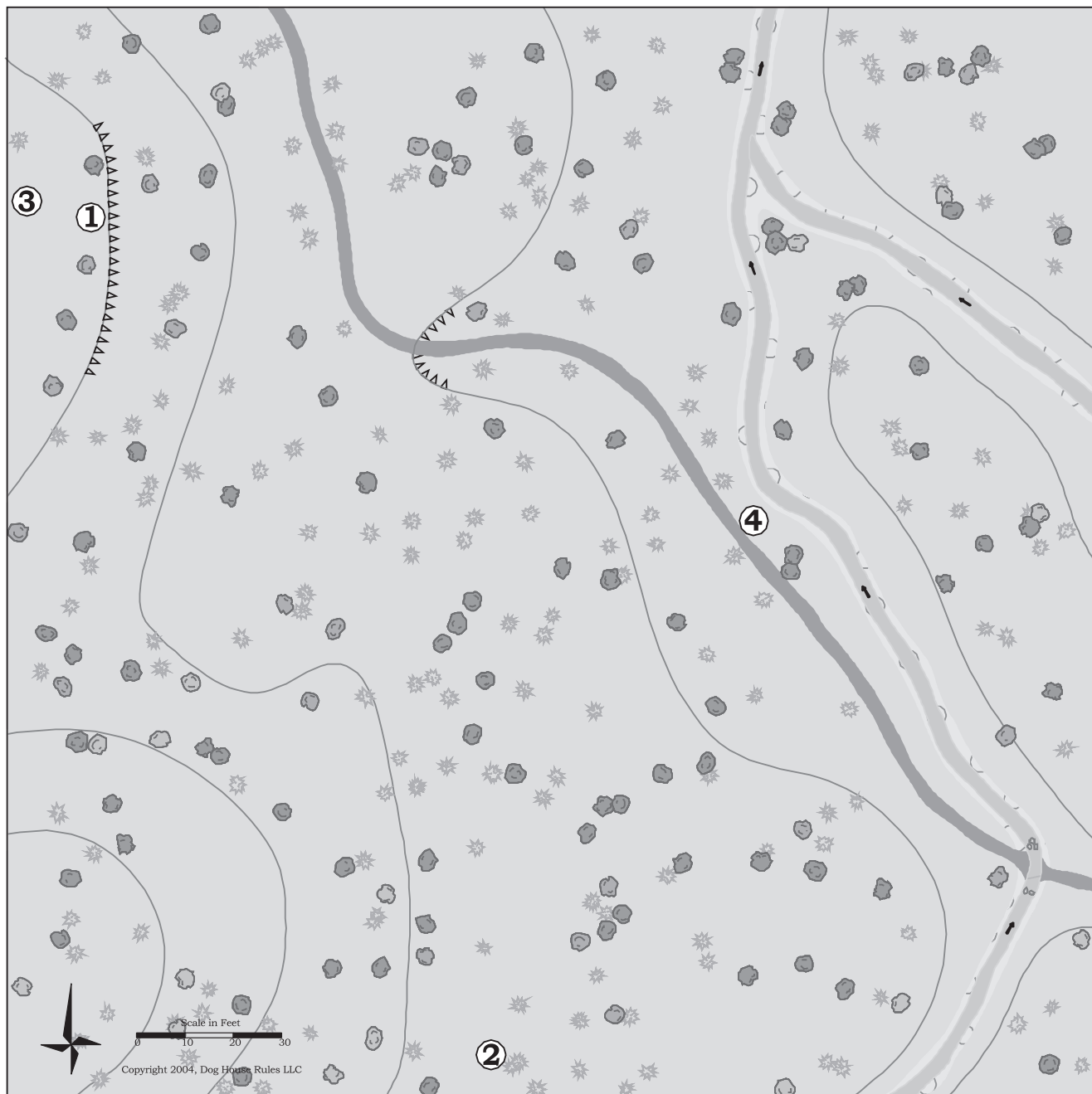


A bugle call echoes throughout the nearby hills. Before long, another call sounds—closer this time—and the crisp, precision notes could raise the spirits of a dying man. Old Man Winters waves his hat and exclaims “I knew them Bluecoats would find us sooner or later.”

For those cowpokes able to recognize specific cavalry bugle calls (successful Knowledge roll, +2 for any character with former cavalry service), they understand it as a change in formation, often used in

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Area Map for Scenes 2-4



drills. The ringing brass sound draws ever closer, while the Indian warriors are moving on foot and horseback to their positions. The bugling distraction should provide the Comanche with enough cover to take their positions as planned and the sound of the Indians' horses would be consistent with approaching cavalry. Meanwhile, the characters would have time for an action before the Bugler appears.



Finally, a Lone Bugler appears on the northwest ridge, mounted, approximately 150 feet from the party. He stops and continues his stirring bugle call.

The Judge should pause at this time, allowing brief conversation and character reaction. But things start

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happening fast now and the next section should be read in short order.



Moments after the Bugler appears on the ridge, the thunder of horses is heard from the south, accompanied by a chorus of war cries. Ahead of a cloud of dust rising from the plains, you see what appears to be the rush of a mounted Indian war party, now some 300 feet away.

Glancing quickly back to the Bugler, you see a large, red, white and blue flag flapping in the breeze just behind him.

At this point, the set-up for the Comanche attack is underway. With the initial distance of the Indian riders, the heroes have a little time to react. They might request more information about the Bugler or the oncoming mounted Indians. The Judge should use the pre-rolls as a Notice trait test for this purpose, applying results to **Table 2** or **Table 3**, as appropriate. The Judge should apply a -2 distance modifiers for either trait test; remember that the riders are approaching at a gallop and the distance will narrow rapidly, so the full distance will likely be less than 300 feet, but still far enough to make a roll difficult. The combat starts with one full round to take actions while the Bugler holds and the riders are closing in. As such, the player characters might choose to ready their weapons or take some other action—in any event only one round of action per character is allowed.

Assuming the party welcomes the arrival of the cavalry, the most logical action would be to move toward the Lone Bugler, getting away from the approaching riders and closer to the promised safety of the cavalry. This choice will make the transition to **Scene 3** easy to accomplish, but could prove deadly if a number of the foot warriors behind the Bugler fire in unison. Such an outcome isn't likely, unless the players have missed all the clues. If the heroes' party does indeed move toward the Bugler (or the Judge decides that Winters or the Trautman girls do so), when they are about to crest the ridge he will again blow his bugle, this time issuing a new command: CHARGE!



You're about to crest the ridge just as the Bugler blows a new command. When you reach the top, a horrifying sight awaits: positioned behind the bugler is a line of Indians, their carbines leveled directly at you. They fire.

If the characters announce actions that would change this scene significantly, the Judge might need to alter the text above to better fit the circumstances. Also, if the players do crest the hill and subject

themselves to a round of rifle fire, the Judge might allow only a portion of the warriors to fire, in order to avoid slaughtering the heroes (perhaps forcing them to use up some of their bennies in the process). See the *Forks in the Road* section for alternative possibilities and results.

Whatever the results (e.g. the characters move toward the cavalry, try to flee the area or directly engage the riders) the battle ensues and Scene 3 begins.

Table 2: Notice Roll on the Lone Bugler

Notice Roll Result	Information Gleaned
Failure	It looks like the mounted bugler is wearing blue clothing.
Success	The mounted bugler's clothing looks like a Union cavalry uniform.
Raise	It looks like the mounted bugler wears a Union cavalry uniform, including a garrison issue cap and coat.
Two Raises	The mounted bugler appears to be wearing a Union Cavalry uniform, with a garrison issue cap and coat, but the clothing is somewhat ragged and some of his gear appears non-standard, such as his riding boots.
Three Raises	The mounted bugler appears to be wearing a Union Cavalry uniform, with a garrison issue cap and coat, but the clothing is somewhat ragged and some of his gear appears non-standard, such as his riding boots. Also, it looks like he has war paint on his coat and face.

Table 3: Spot Check on the Mounted War Party

Notice Roll Result	Information Gleaned
Failure	There's no question about it—this is an Indian war party.
Success	It looks like there are at least 'x' riders. (The Judge should provide a number based on the scale of the adventure. The Dog House Gang's general recommendation is one mounted Warrior per PC/friendly NPC.)
Raise	The riders have extra mounts in tow—just about as many as they are currently riding.
Two Raises	Some of the riders appear to have blue clothing.

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Scene 3 – Bugle Bushwhack

The Comanche launch their attacks from their initial positions noted on the Area map and developed in **Scene 2**. The Judge should decide how many warriors attack from each position depending on the size of the heroes' party and the scope of the adventure. (See the *Forks in the Road* section for ideas on scale, although, as partially noted in **Table 4**, the Dog House Gang's general recommendation is to begin with at least one mounted Warrior and one unmounted Warrior per PC/friendly NPC.)

The foot warriors carry both bows and carbines. They will probably fire the carbines initially, then switch to bow and arrow if ranged attacks remain possible, rather than trying to reload their guns. If engaging hand-to-hand, they will fight with knives. They will pursue any fleeing members of the hero party, as the situation warrants. Once their mounted companions arrive, the foot soldiers will do their best to reach one of the rider-less horses in tow, mounting and firing their bows from horseback during the remainder of the combat.

Meanwhile, the riders will continue their charge from the south, some of them shooting arrows as they close. Comanche typically prefer bow and arrow to rifles and the ordinary riders don't carry rifles. Once they get close enough, these riders will either attempt to charge and attack with their lances or circle and continue shooting arrows, depending on how the battle develops.

The Bugler will only engage in combat if necessary, preferring to move and reposition himself to better monitor the combat, taking ranged shots as opportunities arise. He will blow a retreat if necessary, as described in **Scene 4**.

In addition to the Lone Bugler, there is a lead warrior on horseback (Blood on His Lance) and at least one powerful warrior initially on foot (Two Crows). At the start, they will blend in with their companions, but as the battle develops, their leadership roles should become evident.

Once the Comanche launch these initial attack plans, it's a good old-fashioned battle, with the actions of the heroes and the Judge's decisions for the Indians determining the specifics.

Scene 4 – Retreat or Taps

If the battle sours for the Indians, the Bugler will sound a retreat and the warriors will flee. Their retreat will be fairly organized, with any remaining foot warriors trying to jump on horseback with fleeing riders or grabbing one of the additional mounts. A few riders may linger, trying to provide cover for their departing friends, or trying to round up any extra horses (theirs or the heroes).

The heroes may decide to pursue some of the fleeing Indians—the Judge should handle this as the situation unfolds.

If the battle goes well for the Comanche and the

surviving heroes decide to flee, the Judge may decide to shift to a chase, making the players sweat out a few rounds of Comanche gunfire before escaping, or simply letting the heroes' party off without slaughtering them all. Rather than killing all of the heroes, the Comanche might be satisfied with killing one or two, then making off with supplies (especially horses) or taking a hostage suitable for slavery. Again, this is at the Judge's discretion.

Forks in the Road

For the most part, this is a self-contained adventure, but it could take several forms, depending on the size of the heroes' party and the time the Judge has to coordinate a battle. This section provides a few alternate ways to begin the adventure, as well as ways to define the scope of the ambush. Additionally, the Judge may desire to expand upon the adventure, so a few ideas for follow-up encounters and storylines are offered.

Other Foes:

While the Dog House Gang has chosen the Comanche for this Buckshot's character statistics, there's no reason these stats, with slight alterations, couldn't be used to represent a different Indian war party. The Sioux, Cheyenne, Apache and Arapaho were also known to use bugles in their raids and battles, so the exact tribe is up to the Judge.

Other Locations/Terrain:

Although the default location of this encounter is North Central Texas, it could also occur in lands where any of the following tribes lives: Kiowa, Comanche, Apache, Cheyenne, Arapaho, or Sioux. As long as the area has hills and a ridge to provide for the set up of the ambush (hearing the bugle in the distance, seeing the Lone Bugler appear and seeing the approaching riders) and the heroes are located farther down in a valley or pass, the Judge doesn't have to worry about the precise details of the terrain or territory.

Scaling the Adventure:

The battle in **Scene 1** is meant to be a short precursor conflict. It isn't intended as a difficult fight for the heroes. Therefore, we suggest that the raiding party be composed of 1 Ordinary Rider for each PC.

On the other hand, the battle in **Scenes 2 – 4** is designed to be a tough contest. Depending on the ranks of the heroes and their numbers, the Judge may need to scale the number and composition of the attacking Comanche warriors.

As written the adventure is designed for four to eight characters of Veteran rank. The scenario can be easily adjusted for a different number of player characters, for characters of different ranks or both. The simple method is to either add or subtract

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Comanche warriors. The Dog House Gang makes suggestions for the composition of the war party in **Table 4: Suggested Composition of the Comanche War Party**.

Battle Royal

For Judges and players with more time on their hands, a large war party against a sizable caravan could be a hoot. In such a scenario, Scene 1 could be abandoned as the characters would already be part of a large company and the Judge wouldn't need the impetus of caring for a group of survivors from a previous Comanche attack. Of course, there's no reason why Scene 1 couldn't be included—it just wouldn't be required. Here are some recommendations for such an approach.

- **The Caravan:** Arrange for the characters to be hired to guard a caravan across the Texas plains. Add a few Judge characters to help round out a decent size force. Assemble a large war party of Indians, with dozens of warriors positioned at each of the recommended spots. Divide the battle into sections, with a group of riders or foot warriors attacking a specific vehicle in the caravan, as guarded by particular heroes.

To make things a little easier, the Judge could forego carrying out melee or ranged combat around vehicles not involving player characters, or conduct combat rolls for groups instead of individuals (such as rolling once each round for each group of Indians and once for each group of defenders around a caravan vehicle, each round, applying an average damage calculation to each individual in the target group when a hit is scored).

- **The Army:** Arrange for the characters to be in the

company of an Army regiment, state militia, or other official traveling party. When the bugle blows, it should be easy to convince the characters the approaching horse thunder is a cavalry detachment coming with news or simply joining the party. Bring on the Lone Bugler and then launch a large attack from dozens of warriors. Again, if desired, the Judge may elect to focus on specific parts of the battle, conducting individual combat rolls where heroes are involved, and making other adjudications en masse.

Git Ready, It's the Law-a-Comin'!

Depending on how easy it is for the Judge to ease into the battle scenes, the player characters might not relax when they hear the bugle call. They might be a band of outlaws that would take no comfort from the sound of a cavalry bugle—regardless of whether they feared the Comanche. Or they might just be naturally suspicious cowpokes, who cock their hammers and take aim at anyone crossing their path. Thus, these ideas should help the Judge deal with such a scenario.

- **Outlaws:** If the player characters are a band of hard-nosed outlaws, they may well react differently to the sound of a cavalry unit assembling nearby. They will probably prepare themselves for the worst—from readying for combat to taking off at top speed.

If the heroes are ready for combat, the Indians will lose the element of surprise but they will still be able to launch the attack. If the characters decide to flee, the Judge should have the Indians give chase. This will make for an interesting scenario, as the lightly equipped Indian riders should be able to

Table 4: Suggested Composition of the Comanche War Party

	Number of Hero Wildcards	
	4 or less	5 or more
Average Hero	20 – 39 Leaders: Lone Bugler, Two Crows Comanche Riders (Extras): 1 per hero Comanche Footmen (Extras): 1 per hero	Leaders: Lone Bugler, Two Crows Comanche Riders (Extras): 3 + 1 per hero Comanche Footmen (Extras): 3 + 1 per hero
	40 – 59 Leaders: Lone Bugler, Blood on His Lance, Two Crows Comanche Riders (Extras): 1 per hero Comanche Footmen (Extras): 1 per hero	Leaders: Lone Bugler, Blood on His Lance, Two Crows Comanche Riders (Extras): 3 + 1 per hero Comanche Footmen (Extras): 3 + 1 per hero
	60 – 70 Leaders: Lone Bugler, Blood on His Lance, Two Crows Comanche Riders (Extras): 2 per hero Comanche Footmen (Extras): 2 per hero	Leaders: Lone Bugler, Blood on His Lance, Two Crows Comanche Riders (Extras): 3 + 2 per hero Comanche Footmen (Extras): 3 + 2 per hero
	80 or more Leaders: Lone Bugler, Blood on His Lance, Two Crows Comanche Riders (Extras): 4 per hero Comanche Footmen (Extras): 4 per hero	Leaders: Lone Bugler, Blood on His Lance, Two Crows Comanche Riders (Extras): 3 + 4 per hero Comanche Footmen (Extras): 3 + 4 per hero

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close in enough to take shots from rifles or bows—and possibly even to close ranks enough for horseback melee combat with the fleeing party.

- **Naturally suspicious:** It's possible the player cowpokes are just plain suspicious 'bout everything and they aren't taken off guard by the bugle's call. Maybe they send an advanced scout to check out the source of the Bugle calls as soon as they hear them. In this case, an opposed roll is needed (Notice vs. Stealth), with success by the heroes revealing that the foot warriors are taking their positions before the Bugler crests the ridge. Or maybe the characters stop what they're doing at the first sound of brass and take up arms ready for an attack, even if they don't take any other precautions.

Assuming such circumstances, the Judge should provide the scantiest details possible in order to preserve the original intent of this Buckshot. After a successful Notice test, offer information such as the observation of other movement around the hills (people on foot) and provide the approximate locations. Or, allow the characters a round or two to re-position themselves for an impending battle, without revealing the nature of the attack. This takes away from the surprise of the Indian attack, rewarding the characters for their correct suspicions, but won't negate the set-up for the attack.

- **Hyper-alert or well-prepared:** If one of the cowpokes has the advantageous combination of Alertness and a decent Notice die type—and/or the heroes' party has previously stated any precautions during their travel or at the campground, or someone carries binoculars and gets a good view of the Bugler—the Judge may determine a successful Notice roll or some specific action reveals more about the true nature of the attack.

Perhaps the characters will have time to move up the ridge and spy the Indians before the Lone Bugler reaches the ridge, seeing the foot warriors assembling. Or the Judge could allow the characters to see through the Bugler's disguise when he crests the hill. Again, this shouldn't ruin the attack, but it would certainly negate the Indians' surprise and possibly turn the encounter into a chase or a wider ranging battle (or groups of small battles), if the combat occurs outside of the intended location.

The Chase

Perhaps the Indians prove no match for this band of heroes and despite the surprise gained from the bugle diversion and ambush, the Lone Bugler blows a hasty retreat after an initial skirmish. Now the scenario becomes a chase across the plains, with the heroes hunting down the fleeing warriors.



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To make it more interesting, or provide an impetus for the characters to give chase, perhaps one of the warriors carries off a Trautman girl, or a young child from the caravan (assuming "The Caravan" option from above has been selected), or steals something of value from the camp or manages to take a hero's horse during the battle.

As noted earlier, it could be the heroes who flee, with the Comanche in pursuit. A harried ride with gunfire at their backs could make good fun, with obstacles for the horses to jump, attempts to fire—or reload—from horseback at high speed, or the need to wrestle with a Comanche warrior leaping from his horse onto a hero's mount.

The Hostage

Somehow the heroes capture one of the raiding warriors. Whether he is alive and kicking or barely alive will depend on how the battle goes and how the Judge wants to handle such a scenario. Depending on the Judge's desires and the player characters' leanings, a variety of follow-up scenarios may occur. For example:

- If the warrior is barely alive, the heroes may have a dilemma on their hands. Should they give him first aid and try to keep him alive? Or should they just finish him off right then and there? There could be disagreement among the player characters, which could make for some interesting roleplaying in itself.
- If they choose to keep him alive, what do they do with him? They might decide to take him to the nearest authorities, or parade him through a nearby town to boost their reputation. Or maybe the heroes plan to use him as a hostage as they try to track down other warriors who escaped (a darn fool idea, probably, but it could happen).
- It is highly probable the remainder of the Comanche war party will return for their captured tribesman. This could make the heroes a target for another attack. If the heroes decide to take their captive to a nearby town or army fort, that location could be in danger of attack as well.
- If the heroes keep the warrior alive, giving first aid or medical treatment—or if the warrior is in good condition in any case—he might escape. This could provide for an interesting follow-up. Perhaps the warrior escapes at night and steals a character's favorite horse before fleeing. Or he steals something of value, prompting the heroes to track him down. Or maybe he escapes while in town and wreaks havoc on the locals, landing the heroes in hot water for bringing him into town.
- If one or more of the player cowpokes decide to kill the warrior, this scenario probably ends. Unless there was disagreement among the characters, which could lead to tension or further internal conflicts. In that vein, if the Judge is playing a character that is traveling with the heroes (e.g.

leader of the caravan, stagecoach passenger, or just a cowpoke along for the ride), that person could object to the killing of the warrior for some reason.

Enemies for Life

If the Judge wishes to extend this adventure, he or she may choose to make this the first encounter in a series of conflicts with the attacking tribe. More warriors may seek out the heroes, trying to exact vengeance (assuming the heroes win the first battle or end up taking some of the Comanche horses if the Comanche are indeed selected by the Judge). They might follow them for some time, or try a quick strike soon after the first battle. Or, the heroes may decide to seek out the rest of the tribe to get their own revenge. Such follow-up adventures could occur immediately after this one, or pop-up at some later time (preferably when the player characters want it the least!). Of course, this idea could also be combined with the possibilities presented in The Hostage.

Weapon Fluff & Crunch

To enhance the flavor of a western game, the NPCs in this adventure carry a variety of weapons not listed specifically in *SWEX*. These are intended to spice things up with a little extra detail—all the statistics presented for these firearms and hand weapons match those for existing, similar weapons as listed in *SWEX*.

Additionally, in the Combat Blocks for the NPCs, the Dog House Gang has noted the number of loaded rounds that any firearm holds. Because re-loading a weapon was a real factor in any gun battle in the old west, we recommend that the Judge require time to re-load once a weapon has spent all its ammunition. To keep the Savaged fast and furious feel, we suggest a single round to fully re-load any weapon.

Type	Description
Cyl.	Cylinder (revolver)
Int.	Internal Chamber
Mzl.	Muzzleloader

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Personalities

All suggested Comanche war party members are described here, as well as Old Man Winters and his granddaughters.

Old Man Winters

Theodore Winters looks like he might be 100 years old. Truth is, he just celebrated his 56th birthday. His grizzled beard, skeletal physique and leathery skin make him appear much older than he is. His hunched-over gait and tobacco-tinged voice add to the effect. Winters' parents immigrated through New York when he was only four years old; he has only a faint German accent, having grown up in the States.

Old Man Winters has experienced his share of the frontier, having traveled from the Midwest states to Canada to California and back again, over some 35 years. He married young and had children, but often left them and his wife (may she rest in peace) back home during his adventures. He's served with a number of expeditions, usually as a cook, guide or quartermaster.

He's been in plenty of scrapes over the years, but he seems to live a charmed life, having been seriously injured only once (while recovering stolen goods in what became the Wyoming territory, a story he likes to tell over and over). On this current excursion, he was helping his daughter's family relocate from Missouri to Arizona. The Comanche put an end to that, killing everyone except him and his two granddaughters.



Theodore (Old Man) Winters (Seasoned)

Sex: Male

Age: 56

Birthplace: Frankfurt, Germany

Heritage: German

Weight: 145 lbs

Height: 5' 8"

Hair: Gray

Eyes: Blue-Gray

Rank: Seasoned

XP: NA

Wild Card: No (Extra)

Pace: 6" (+1d6" running)

Parry: 5

Toughness: 6

Charisma: 0

Load Limit: 30 lbs

Load: 19 lbs

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

Attacks: Fists d6 (d6)

Winchester '73 (int) d6 (2d8; ROF 1;
Range 24/48/96)

Knife d6 (d4+d6)

Knife, Thrown d4-2 (d4+d6; ROF 1;
Range 3/6/12)

Skills: Fighting: d6

Guts: d8

Healing: d6

Knowledge (Tactics): d4

Notice: d6 (-2 to hear)

Repair: d4

Riding: d6

Shooting: d6

Streetwise: d4

Survival: d6

Tracking: d6

Hindrances: Hard of Hearing (Minor)

Edges: Combat Reflexes, Fast Healer

Languages: English, German

Gear: Knife, Winchester '73, .44 center-fire ammo (40), cowboy boots, trousers, beat-up cowboy hat, plain suit coat, vest, whiskey flask, canteen, bedroll, pouch of jerky, first aid kit

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Lorelei Trautman

A feisty young woman, Lorelei inherited her maternal grandfather's thirst—and aptitude—for life on the frontier. She is supposed to wed a young man in Yuma, Arizona, as arranged by her parents. But she loathes the idea, as he makes a living as a tailor and that sounds like a perfectly dreary existence to Lorelei. While she's no starlet, Lorelei's demeanor often strikes a chord with frontier men. She's rugged and independent, but never hides her feminine side. Although rarely reckless, she's bold and isn't afraid to show a man her feelings when she's truly interested—or to give him walking papers when she wants nothing to do with him. In other words, just the sort of challenge that certain men find irresistible.



Lorelei Trautman (Novice)

Sex: Female

Age: 17

Birthplace: Independence, Missouri

Heritage: American

Weight: 125 lbs

Height: 5' 5"

Hair: Light brown (long)

Eyes: Brown

Rank: Novice

XP: NA

Wild Card: No (Extra)

Pace: 6" (+1d6" running)

Parry: 4

Toughness: 6

Charisma: 0

Load Limit: 40 lbs

Load: 15 lbs

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

Attacks: Fists d4 (d6)

Remington-Whitmore M1873 (int) d6 (1-3d6; ROF 1; Range 12/24/48)

Knife d4 (d4+d6)

Knife, Thrown d4 (d4+d6; ROF 1; Range 3/6/12)

Skills: Fighting: d4

Guts: d6

Knowledge (History): d6

Notice: d6

Persuasion d6

Riding d6

Shooting: d6

Stealth: d4

Throwing: d4

Hindrances: None

Edges: None

Languages: English, French

Gear: Knife, Remington-Whitmore M1873,

10-gauge buckshot ammo (30), women's skirt, women's plain shirt, women's boots, sombrero, silver locket and chain, haversack

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Johanna Trautman

Unlike her sister, Johanna finds life on the trail intolerable. Her mother pampered her when attempts to do the same with Lorelei failed; her preferred environment is more of the tea party variety. In polite company, Johanna shines like the sun on the first day of spring. The combination of her engaging conversational skills and natural beauty make her seem older than she is. In fact, many folks who don't know better assume that Lorelei and Johanna are only a year or so apart. Johanna has had many suitors, but none that have met her exacting standards, not to mention her mother's. The attack by the Comanche has left the young girl in a shambles.



Johanna Trautman (Novice)

Sex: Female

Age: 13

Birthplace: Jefferson City, Missouri

Heritage: American

Weight: 110 lbs

Height: 5' 4"

Hair: Brown

Eyes: Blue

Rank: Novice

XP: NA

Wild Card: No (Extra)

Pace: 6" (+1d6" running)

Parry: 4

Toughness: 5

Charisma: 2

Load Limit: 30 lbs

Load: 8 lbs

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6

Attacks: Fists d4 (d4)

Colt New Model Navy (int) d4-2 (2d6+1; ROF 1; Range 12/24/48)

Skills: Fighting: d4

Guts: d4

Knowledge (Arts): d8

Knowledge (History): d6

Knowledge (Journalism): d6

Notice: d8

Persuasion: d4

Hindrances: None

Edges: Attractive

Languages: English, French

Gear: Colt New Model Navy, .36 percussion ammo (12), fancy women's dress, women's shoes, feathered lady's hat, parasol, mirror/brush/comb set, satin gloves, leather purse

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Lone Bugler

As noted earlier, the Lone Bugler wears most of the garrison issue uniform of a Union Cavalryman as a sign of his status in his band and his victories in battle. At the age of 15, his father gave him a looted cavalry bugle from a raid. After hearing the calls of cavalry regiments that crossed through Comanche territory, the Lone Bugler began following them—alone—for days on end, memorizing notes and trying to emulate what he heard.

Despite his tireless efforts, the Lone Bugler couldn't master the subtleties of the cavalry calls. That changed when his father's band allied themselves with the Kiowa. More experienced Kiowa buglers, having learned the commands directly from renegade ex-cavalrymen, were able to tutor the Lone Bugler until he became proficient with the instrument. His ability to mimic cavalry calls and his resilience has made him a coveted member of war parties on the plains.



Lone Buglar (Seasoned)

Sex: Male

Age: 21

Birthplace: Comancheria

Heritage: Comanche

Weight: 140 lbs

Height: 5' 7"

Hair: Black

Eyes: Brown

Rank: Seasoned

XP: 30

Wild Card: Yes

Pace: 6" (+1d6" running)

Parry: 5

Toughness: 5

Charisma: 0

Load Limit: 30 lbs

Load: 17 lbs

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

Attacks: Fists d6 (d6)

Spencer Carbine (int) d8 (2d8; ROF 1;
Range 20/40/80)

Bow d8 (2d6; ROF 1; Range 12/24/28)

Knife d6 (d4+d6)

Knife, Thrown d4-2 (d4+d6; ROF 1;
Range 3/6/12)

Skills: Fighting: d6

Guts: d4

Intimidate: d4

Knowledge (Tactics): d4

Notice: d6

Riding: d8

Shooting: d8

Stealth: d6

Survival: d6

Hindrances: None

Edges: Alertness, Command, Danger Sense

Languages: Comanche

Gear: Spencer Carbine, .52 rim-fire ammo (11 rounds: 7 loaded, 4 in extra magazine), knife (2), bow, quiver with 11 arrows, U.S. Cavalry jacket, U.S. Cavalry trousers, U.S. Cavalry hat, Comanche riding boots, buckskin vest, U.S. Cavalry bugle, horse

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Blood on His Lance

A fearsome and fearless Comanche Rider, Blood on His Lance has led numerous raids against settlers, travelers and soldiers. Many of his enemies have underestimated his prowess because of his small stature (which is actually average for a Comanche). Blood on His Lance possesses formidable strength in addition to superb balance and agility, making him a dangerous opponent. He prefers to wear a cavalry jacket with his horned war bonnet—the jacket he wears has a medal and war paint and is slightly too large for him.

Blood on His Lance attacks relentlessly in battle, preferring to charge with his lance whenever possible, but he will also use his trick-riding skills to move about during a fight, shooting either his bow or his Spencer (depending on the circumstances of the battle). He earned his name as a young warrior, when he refused to clean his lance after a successful raid on a new settlement, saying the Great Spirit had told him to leave it there as a warning to the white invaders.



Combat Edge: Comanche Riding



Requirements: Seasoned, Riding d8, Dodge

No one can outdo this hero in the saddle. A character with Comanche Riding knows how to do tricks in the saddle, and protect himself during battle while mounted. Those who attack a rider with this edge must subtract 2 from their shooting or throwing rolls.

Blood on His Lance (Veteran)

Sex: Male

Age: 30

Birthplace: Comancheria

Heritage: Comanche

Weight: 145 lbs

Height: 5' 6"

Hair: Black

Eyes: Brown

Rank: Veteran

XP: 50

Wild Card: Yes

Pace: 6" (+1d6" running)

Parry: 6

Toughness: 6

Charisma: 0

Load Limit: 30 lbs

Load: 22 lbs

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

Attacks: Fists d8 (d6)

Spencer Carbine (int) d8 (2d8; ROF 1; Range 20/40/80)

Bow d8 (2d6; ROF 1; Range 12/24/28)

Comanche Lance d8 (d8+d6)

Comanche Lance, mounted & charging d8 (2d8+d6)

Knife d8 (d4+d6)

Knife, Thrown d4-2 (d4+d6; ROF 1; Range 3/6/12)

Skills: Climbing: d4

Fighting: d8

Guts: d6

Intimidate: d4

Knowledge (Tactics): d6

Notice: d6

Riding: d8

Shooting: d8

Stealth: d6

Survival: d6

Hindrances: Code of Honor

Edges: Acrobat, Comanche Riding, Command, Dodge, First Strike, Marksman, Steady Hands

Languages: Comanche, English, Spanish

Gear: Spencer Carbine, .52 rim-fire ammo (21 rounds: 7 loaded, 14 in two extra magazines), Comanche Lance, knife, bow, quiver with 14 arrows, U.S. Cavalry jacket, buckskin breeches, Comanche riding boots, buckskin shirt, war bonnet, horse

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

Two Crows

Larger than most Comanche men, Two Crows has exceptional strength of body and will. He has recently asserted himself as one of the more powerful warriors in this tribal band. He and Blood on His Lance have had some disagreements recently about where to travel and when to attack. So far, Two Crows hasn't directly challenged his leader's authority, but he has considered it.

Two Crows wears a blue tunic made of stolen cloth and a reinforced cavalryman's cap (lined with buffalo scalp). He will use whatever weapon he thinks is best suited for any given battle. He was given his name just two years ago, when he claimed to have been led to a small herd of buffalo by two crows talking to him in a vision quest.



Two Crows (Seasoned)

Sex: Male

Age: 24

Birthplace: Comancheria

Heritage: Comanche

Weight: 165 lbs

Height: 5' 10"

Hair: Black

Eyes: Brown

Rank: Seasoned

XP: 33

Wild Card: Yes

Pace: 6" (+1d6" running)

Parry: 6

Toughness: 6

Charisma: 0

Load Limit: 64 lbs

Load: 21 lbs

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Attacks: Fists d8 (d8)

Spencer Carbine (int) d8 (2d8; ROF 1; Range 20/40/80)

Bow d8 (2d6; ROF 1; Range 12/24/28)

Comanche Lance d8 (d8+d8)

Comanche Lance, mounted & charging d8 (2d8+d8)

Knife d8 (d4+d8)

Knife, Thrown d4-2 (d4+d8; ROF 1; Range 3/6/12)

Skills: Climbing: d4

Fighting: d8

Guts: d6

Intimidate: d6

Notice: d4

Riding: d6

Shooting: d8

Stealth: d6

Survival: d4

Hindrances: Arrogant

Edges: Brawny, Dodge, Nerves of Steel

Languages: Comanche

Gear: Sharps Carbine, .44 percussion ammo (8), Comanche lance, bow, quiver with 10 arrows), knife, buckskin breeches, cloth shirt, reinforced U.S. Cavalry cap, Comanche riding boots, horse

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

Comanche Rider

The Judge should determine how many of these riders are part of the Indian war party, based on the Dog House Gang recommendations for scaling the battle. If there are few of these warriors, they will all wear some piece of cavalry garb—a hat, trousers or tunic here, a jacket there. If there are many such riders, only a few will wear such items. These warriors are loyal to Blood on His Lance and will obey his orders and those issued by the Lone Bugler.

Comanche Rider (Extra) (Novice)

Sex: Male

Age: 16 – 20

Birthplace: Comancheria

Heritage: Comanche

Weight: 140 lbs. (average)

Height: 5' 6" (average)

Hair: Black

Eyes: Brown

Rank: Novice

XP: NA

Wild Card: No (Extra)

Pace: 6" (+1d6" running)

Parry: 5

Toughness: 5

Charisma: 0

Load Limit: 30 lbs

Load: 12 lbs

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

Attacks: *Fists* d6 (d6)

Comanche Lance d6 (d8+d6)

Comanche Lance, mounted & charging d6 (2d8+d6)

Bow d6 (2d6; ROF 1; Range 12/24/28)

Knife d6 (d4+d6)

Knife, Thrown d4-2 (d4+d6; ROF 1;

Range 3/6/12)

Skills: Fighting: d6

Guts: d6

Intimidate: d6

Notice: d4

Riding: d6

Shooting: d6

Stealth: d4

Hindrances: None

Edges: None

Languages: Comanche

Gear: Comanche lance, bow, quiver with 10 arrows, knife, buckskin breeches, buckskin shirt or U.S. Cavalry tunic or jacket, U.S. Cavalry cap or war bonnet, Comanche riding boots, horse

Comanche Foot Warrior

As with the riders, the Judge should determine how many of these ordinary foot warriors are part of the Indian war party. For the Comanche, these are truly riders as well, and most if not all will mount up when possible—the distinction here is that these warriors begin on foot. Some of them will wear cavalry garb, as well. These warriors are also loyal to Blood on His Lance and will obey his orders and those issued by the Lone Bugler.

Comanche Foot Warrior (Extra) (Novice)

Sex: Male

Age: 16 – 20

Birthplace: Comancheria

Heritage: Comanche

Weight: 140 lbs. (average)

Height: 5' 6" (average)

Hair: Black

Eyes: Brown

Rank: Novice

XP: NA

Wild Card: No (Extra)

Pace: 6" (+1d6" running)

Parry: 5

Toughness: 5

Charisma: 0

Load Limit: 30 lbs

Load: 14 lbs

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

Attacks: *Fists* d6 (d6)

Sharps Carbine (int) d6 (2d8; ROF 1; Range 20/40/80)

Bow d6 (2d6; ROF 1; Range 12/24/28)

Knife d6 (d4+d6)

Knife, Thrown d4-2 (d4+d6; ROF 1;

Range 3/6/12)

Skills: Fighting: d6

Guts: d6

Intimidate: d4

Notice: d4

Riding: d6

Shooting: d6

Stealth: d6

Hindrances: None

Edges: None

Languages: Comanche

Gear: Sharps Carbine, .44 percussion ammo (5), bow, quiver with 10 arrows), knife, buckskin breeches, buckskin shirt or U.S. Cavalry tunic or jacket, U.S. Cavalry cap or war bonnet, Comanche riding boots, horse



Comanche Lance



The Comanche pride themselves on the use of the traditional lance. They are indeed formidable opponents when barreling towards someone on horseback, lance readied for a devastating attack. This weapon can reach lengths up to 14 feet and is the primary weapon used for hunting buffalo, rather than the bow and arrow.

The Comanche lance can be used in un-mounted combat, and has an extended reach that can be used to attack opponents 2" away, but not adjacent foes. Although the weapon is large, due to its design a mounted combatant can wield a Comanche lance in one hand. In addition, when used to attack from a charging mount, a Comanche lance deals double damage.

Comanche Lance (Archaic Weapon)

Weapon	Damage	Charge	Range	Reach	Weight
Comanche Lance (Archaic Weapon)	d8	AP 2	—	2	8 lbs.

References

"Unusual Bugle Players: False notes forged defeat for the unwary on the Plains" Wayne R. Austerman, Wild West Magazine, August 2004

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

COMBAT SHEETS

OLD MAN WINTERS



ATTRIBUTES:

Agility d6
Smarts d6
Spirit d8
Strength d6
Vigor d8

Parry 5
Toughness 6
Pace 6
Charisma 0
Bennies 0

ATTACKS:

Fists d6 (d6)
Winchester '73 d6 (2d8; ROF 1;
Range 24/48/96) Ammo: 17 int.
□
Knife d6 (d4+d6)
Knife, Thrown d4-2 (d4+d6; ROF 1;
Range 3/6/12)

SKILLS:

Fighting: d6, Guts: d8, Healing: d6, Knowledge (Tactics): d4,
Notice: d6, Repair: d4, Riding: d6, Shooting d6, Streetwise:
d4, Survival: d6, Tracking: d6

EDGES:

Combat Reflexes, Fast Healer

HINDRANCES:

Hard of Hearing (Minor)

SEASONED · EXTRA

LORELEI TRAUTMAN



ATTRIBUTES:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d8

Parry 4
Toughness 6
Pace 6
Charisma 0
Bennies 0

ATTACKS:

Fists d4 (d6)
Remington-Whitmore M1873 d6 (1-3d6; ROF 1;
Range 12/24/48) Ammo: 2 int. □ □
Knife d4 (d4+d6)
Knife, Thrown d4 (d4+d6; ROF 1; Range 3/6/12)

SKILLS:

Fighting: d4, Guts: d6, Knowledge (History): d6, Notice: d6,
Persuasion: d6, Riding: d6, Shooting d6, Stealth d4,
Throwing: d4

EDGES:

None

HINDRANCES:

None

NOVICE · EXTRA

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

COMBAT SHEETS

JOHANNA TRAUTMAN

NOVICE-EXTRA



ATTRIBUTES:

Agility d6
Smarts d8
Spirit d6
Strength d4
Vigor d6

Parry 4
Toughness 5
Pace 6
Charisma 2
Bennies 0

ATTACKS:

Fists d4 (d4)
Colt New Model Navy d4-2 (2d6+1;
ROF 1; Range 12/24/48)
Ammo: 6 int. □ □ □ □ □ □

SKILLS: Fighting: d4, Guts: d4, Knowledge (Art): d8, Knowledge (History): d6, Knowledge (Journalism): d6, Notice: d8, Persuasion: d4

EDGES: Attractive

HINDRANCES: None

LONE BUGLER

SEASONED-WILDCARD



ATTRIBUTES:

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d6

Parry 5
Toughness 5
Pace 6
Charisma 0
Bennies 2

ATTACKS:

Fists d6 (d6)
Spencer Carbine (int) d8 (2d8; ROF 1;
Range 20/40/80) Ammo: 7 int. +1 chamber
□ □ □ □ □ □ □ □
Bow d8 (2d6; ROF 1; Range 12/24/28)
Knife d6 (d4+d6)
Knife, Thrown d4-2 (d4+d6; ROF 1;
Range 3/6/12)

SKILLS: Fighting: d6, Guts: d4, Intimidate: d4, Knowledge (Tactics): d4, Notice: d6, Riding: d8, Shooting: d8, Stealth: d6, Survival: d6

EDGES: Alertness, Command, Danger Sense

HINDRANCES: None

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

COMBAT SHEETS

BLOOD ON HIS LANCE



ATTRIBUTES:

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d8

Parry 6
Toughness 6
Pace 6
Charisma 0
Bennies 2

ATTACKS:

Fists d8 (d6)
Spencer Carbine (int) d8 (2d8; ROF 1;
Range 20/40/80)
Ammo: 7 int. +1 chamber ☐☐☐☐☐☐☐
Bow d8 (2d6; ROF 1; Range 12/24/28)
Comanche Lance d8 (d8+d6)
Comanche Lance, mounted & charging d8
(2d8+d6)
Knife d8 (d4+d6)
Knife, Thrown d4-2 (d4+d6; ROF 1;
Range 3/6/12)

SKILLS:

Climbing: d4, Fighting: d8, Guts: d6, Intimidate: d4,
Knowledge (Tactics): d6, Notice: d6, Riding: d8, Shooting:
d8, Stealth: d6, Survival: d6

EDGES:

Acrobat, Comanche Riding, Command, Dodge, First Strike,
Marksman, Steady Hands

HINDRANCES:

Code of Honor

TWO CROWS



ATTRIBUTES:

Agility d8
Smarts d4
Spirit d6
Strength d8
Vigor d6

Parry 6
Toughness 6
Pace 6
Charisma 0
Bennies 2

ATTACKS:

Fists d8 (d8)
Sharps Carbine (int) d8 (2d8; ROF 1;
Range 20/40/80) Ammo: 1 int. ☐
Bow d8 (2d6; ROF 1; Range 12/24/28)
Comanche Lance d8 (d8+d8)
Comanche Lance, mounted & charging d8
(2d8+d8)
Knife d8 (d4+d8)
Knife, Thrown d4-2 (d4+d8; ROF 1;
Range 3/6/12)

SKILLS:

Climbing: d4, Fighting: d8, Guts: d6, Intimidate: d6, Notice:
d4, Riding: d6, Shooting: d8, Stealth: d6, Survival: d4

EDGES:

Brawny, Dodge, Nerves of Steel

HINDRANCES:

Arrogant

BUCKSHOTS: FOR WHOM THE BUGLE BLOWS

COMBAT SHEETS

COMANCHE RIDER



ATTRIBUTES:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Parry 5
Toughness 5
Pace 6
Charisma 0
Bennies 0

ATTACKS:

Fists d6 (d6)
Bow d6 (2d6; ROF 1; Range 12/24/28)
Comanche Lance d6 (d8+d8)
Comanche Lance, mounted & charging d6 (2d8+d8)
Knife d6 (d4+d6)
Knife, Thrown d4-2 (d4+d6; ROF 1; Range 3/6/12)

SKILLS: Fighting: d6, Guts: d6, Intimidate: d6, Notice: d4, Riding: d6, Shooting: d6, Stealth: d4

EDGES: None

HINDRANCES: None

NOVICE-EXTRA

COMANCHE FOOT WARRIOR



ATTRIBUTES:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Parry 5
Toughness 5
Pace 6
Charisma 0
Bennies 0

ATTACKS:

Fists d6 (d6)
Sharps Carbine (int) d6 (2d8; ROF 1; Range 20/40/80) Ammo: 1 int. ☐
Bow d6 (2d6; ROF 1; Range 12/24/28)
Knife d6 (d4+d6)
Knife, Thrown d4-2 (d4+d6; ROF 1; Range 3/6/12)

SKILLS: Fighting: d6, Guts: d6, Intimidate: d4, Notice: d4, Riding: d6, Shooting: d6, Stealth: d6

EDGES: None

HINDRANCES: None

NOVICE-EXTRA

THEODORE (OLD MAN) WINTERS

SEASONED



NOTES:

Sex: Male
Birthplace: Frankfurt, Germany
Weight: 145 lbs
Hair: Gray
XP: NA
Load Limit: 30 lbs
Load: 19 lbs

Age: 56
Heritage: German
Height: 5' 8"
Eyes: Blue-Gray
Languages: English, German

ATTRIBUTES:

Agility d6
Smarts d6
Spirit d8
Strength d6
Vigor d8

Parry 5
Toughness 6
Pace 6
Run +1d6
Charisma 0

SKILLS:

Fighting: d6
Guts: d8
Healing: d6
Knowledge (Tactics): d4
Notice: d6 (-2 to hear)
Repair: d4

Riding: d6
Shooting: d6
Streetwise: d4
Survival: d6
Tracking: d6

ATTACKS:

Fists d6 (d6)
Winchester '73 (int) d6 (2d8; ROF 1; Range 24/48/96)
Knife d6 (d4+d6)
Knife, Thrown d4-2 (d4+d6; ROF 1; Range 3/6/12)

HINDRANCES:

Hard of Hearing (Minor)

EDGES:

Combat Reflexes, Fast Healer

GEAR:

Knife, Winchester '73, .44 center-fire ammo (40), cowboy boots, trousers, beat-up cowboy hat, plain suit coat, vest, whiskey flask, canteen, bedroll, pouch of jerky, first aid kit

WOUNDS

-1 -2 -3

INC!

FATIGUE!

-2 -1



LORELEI TRAUTMAN

NOVICE



NOTES:

Sex: Female

Birthplace: Independence, Missouri

Weight: 125 lbs

Hair: Light brown (long)

XP: 0

Load Limit: 30 lbs

Load: 20 lbs

Age: 17

Heritage: American

Height: 5' 5"

Eyes: Brown

Languages: English, French

ATTRIBUTES:

Agility d6

Smarts d6

Spirit d6

Strength d6

Vigor d8

Parry 4

Toughness 6

Pace 6

Run +1d6

Charisma 0

SKILLS:

Fighting: d4

Guts: d6

Knowledge (History): d6

Notice: d6

Persuasion: d6

Riding: d6

Shooting: d6

Stealth: d4

Throwing: d4

ATTACKS:

Fists d4 (d6)

Remington-Whitmore M1873 (int) d6 (1-3d6; ROF 1; Range 12/24/48)

Knife d4 (d4+d6)

Knife, Thrown d4 (d4+d6; ROF 1; Range 3/6/12)

HINDRANCES:

None

EDGES:

None

GEAR:

Knife, Remington-Whitmore M1873, 10-gauge buckshot ammo (30), women's skirt, women's plain shirt, women's boots, sombrero, silver locket and chain, haversack

WOUNDS

-1 -2 -3

INC!

FATIGUE!

-2 -1



JOHANNA TRAUTMAN

NOVICE



NOTES:

Sex: Female

Birthplace: Jefferson City, Missouri

Weight: 110 lbs

Hair: Brown

XP: 0

Load Limit: 30 lbs

Load: 8 lbs

Age: 13

Heritage: American

Height: 5' 4"

Eyes: Blue

Languages: English,
French

ATTRIBUTES:

Agility d6

Smarts d8

Spirit d6

Strength d4

Vigor d6

Parry 4

Toughness 5

Pace 6

Run +1d6

Charisma 2

SKILLS:

Fighting: d4

Guts: d4

Knowledge (Arts): d8

Knowledge (History): d6

Knowledge (Journalism): d6

Notice: d8

Persuasion: d4

ATTACKS:

Fists d4 (d4)

Colt New Model Navy (int) d4-2 (2d6+1; ROF 1;
Range 12/24/48)

HINDRANCES:

None

EDGES:

Attractive

GEAR:

Colt New Model Navy, .36 percussion ammo (12), fancy women's dress, women's shoes, feathered lady's hat, parasol, mirror/brush/comb set, satin gloves, leather purse

WOUNDS

-1 -2 -3

INC!

FATIGUE!

-2 -1



LONE BUGLAR

SEASONED



NOTES:

Sex: Male
Birthplace: Comancheria
Weight: 140 lbs
Hair: Black
XP: 30
Load Limit: 30 lbs

Age: 21
Heritage: Comanche
Height: 5' 7"
Eyes: Brown
Languages: Comanche
Load: 17 lbs

ATTRIBUTES:

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d6

Parry 5
Toughness 5
Pace 6
Run +1d6
Charisma 0

SKILLS:

Fighting: d6
Guts: d4
Intimidate: d4
Knowledge (Tactics): d4
Notice: d6

Riding: d8
Shooting: d8
Stealth: d6
Survival: d6

ATTACKS:

Fists d6 (d6)
Spencer Carbine (int) d8 (2d8; ROF 1; Range 20/40/80)
Bow d8 (2d6; ROF 1; Range 12/24/28)
Knife d6 (d4+d6)
Knife, Thrown d4-2 (d4+d6; ROF 1; Range 3/6/12)

HINDRANCES:

None

EDGES:

Alertness, Command, Danger Sense

GEAR:

Spencer Carbine, .52 rim-fire ammo (11 rounds: 7 loaded, 4 in extra magazine), knife (2), bow, quiver with 11 arrows, U.S. Cavalry jacket, U.S. Cavalry trousers, U.S. Cavalry hat, Comanche riding boots, buckskin vest, U.S. Cavalry bugle, horse

WOUNDS

-1 -2 -3

INC!

FATIGUE!

-2 -1



BLOOD ON HIS LANCE

VETERAN



NOTES:

Sex: Male
Birthplace: Comancheria
Weight: 145 lbs
Hair: Black
XP: 50
Load Limit: 30 lbs
Load: 22 lbs

Age: 30
Heritage: Comanche
Height: 5' 6"
Eyes: Brown
Languages: Comanche, English, Spanish

ATTRIBUTES:

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d8

Parry 6
Toughness 6
Pace 6
Run +1d6
Charisma 0

SKILLS:

Climbing: d4
 Fighting: d8
 Guts: d6
 Intimidate: d4
 Knowledge (Tactics): d6

Notice: d6
 Riding: d8
 Shooting: d8
 Stealth: d6
 Survival: d6

ATTACKS:

Fists d8 (d6)
Spencer Carbine (int) d8 (2d8; ROF 1; Range 20/40/80)
Bow d8 (2d6; ROF 1; Range 12/24/28)
Comanche Lance d8 (d8+d6)
Comanche Lance, mounted & charging d8 (2d8+d6)
Knife d8 (d4+d6)
Knife, Thrown d4-2 (d4+d6; ROF 1; Range 3/6/12)

HINDRANCES:

Code of Honor

EDGES:

Acrobat, Comanche Riding, Command, Dodge, First Strike, Marksman, Steady Hands

GEAR:

Spencer Carbine, .52 rim-fire ammo (21 rounds: 7 loaded, 14 in two extra magazines), Comanche Lance, knife, bow, quiver with 14 arrows, U.S. Cavalry jacket, buckskin breeches, Comanche riding boots, buckskin shirt, war bonnet, horse

WOUNDS

-1 -2 -3

INC!

FATIGUE!

-2 -1



TWO CROWS

SEASONED



NOTES:

Sex: Male
Birthplace: Comancheria
Weight: 165 lbs
Hair: Black
XP: 33
Load Limit: 64 lbs

Age: 24
Heritage: Comanche
Height: 5' 10"
Eyes: Brown
Languages: Comanche
Load: 21 lbs

ATTRIBUTES:

Agility d8
Smarts d4
Spirit d6
Strength d8
Vigor d6

Parry 6
Toughness 6
Pace 6
Run +1d6
Charisma 0

SKILLS:

Climbing: d4
 Fighting: d8
 Guts: d6
 Intimidate: d6
 Notice: d4

Riding: d6
 Shooting: d8
 Stealth: d6
 Survival: d4

ATTACKS:

Fists d8 (d8)
Spencer Carbine (int) d8 (2d8; ROF 1; Range 20/40/80)
Bow d8 (2d6; ROF 1; Range 12/24/28)
Comanche Lance d8 (d8+d8)
Comanche Lance, mounted & charging d8 (2d8+d8)
Knife d8 (d4+d8)
Knife, Thrown d4-2 (d4+d8; ROF 1; Range 3/6/12)

HINDRANCES:

Arrogant

EDGES:

Brawny, Dodge, Nerves of Steel

GEAR:

Sharps Carbine, .44 percussion ammo (8), Comanche lance, bow, quiver with 10 arrows), knife, buckskin breeches, cloth shirt, reinforced U.S. Cavalry cap, Comanche riding boots, horse

WOUNDS

-1 -2 -3

INC!

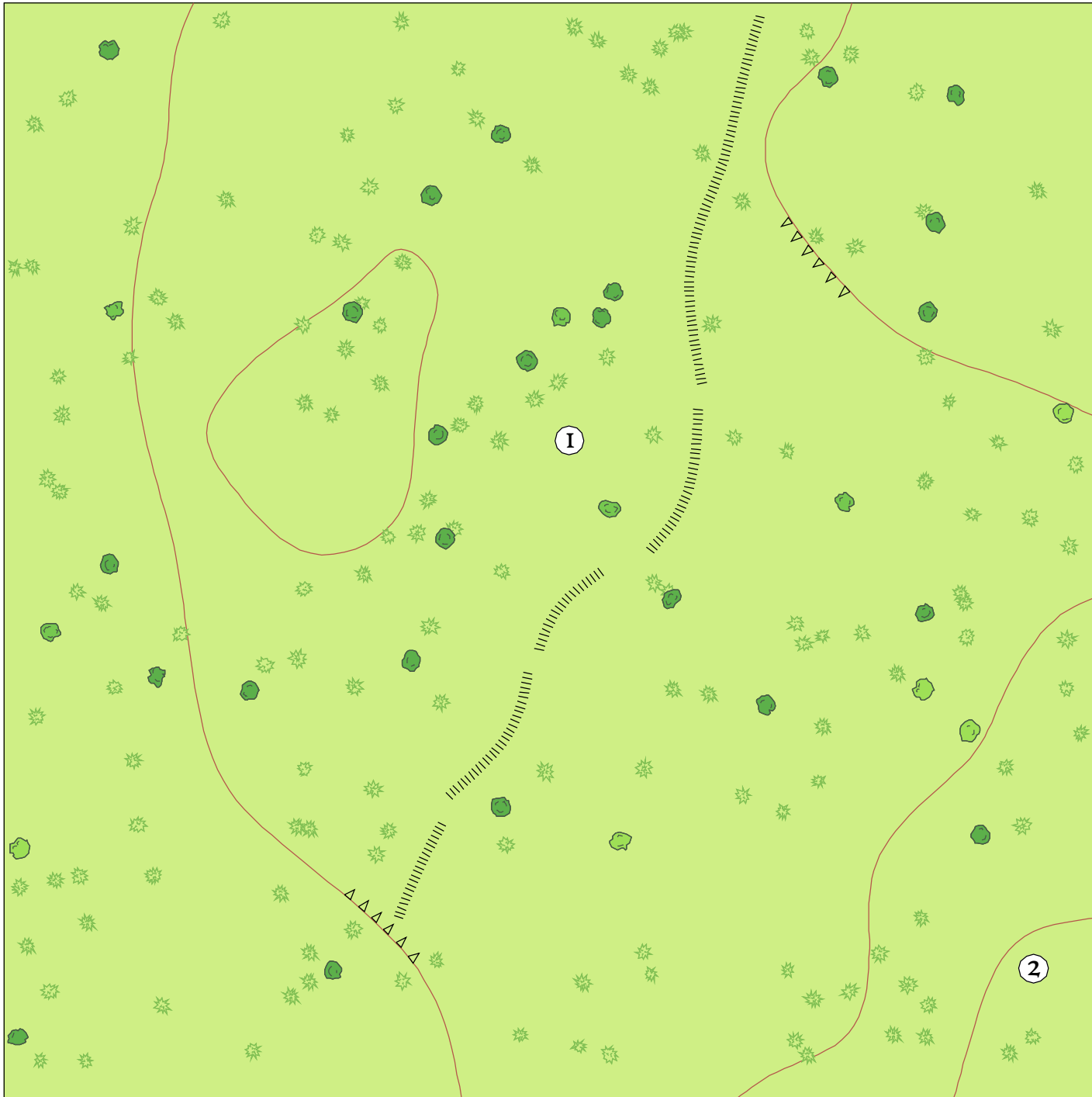
FATIGUE!

-2 -1



For Whom the Bugle Blows

Scene 1



	Embankment		Fortified Structure
	Ditch/Gully		Building/Structure
	Escarpment <small>(ARROWS POINT DOWN)</small>		Low Stone Wall
	Cliff <small>(ARROWS POINT DOWN)</small>		Palisade
	Contour Lines		Fence
	Bog or Swamp		Gate
	Roughly/Broken Terrain		Water Well
	Stone Surface		Gallows
	Wood Surface		Hedge
	Earth/Mud Surface		Field/Cropland
	Grassy Surface		Vegetable Plot
	Meadow		Water (up to 5')
	Sandy Surface		Water (over 5')
	Gravel Surface		Water Depth Contours
	Mixed Trees		Submerged Rocks
	Coniferous Trees		Submerged Sand/Ford
	Bushes/Scrub		Water Flow
	Boulders/Rocks		Water Mill

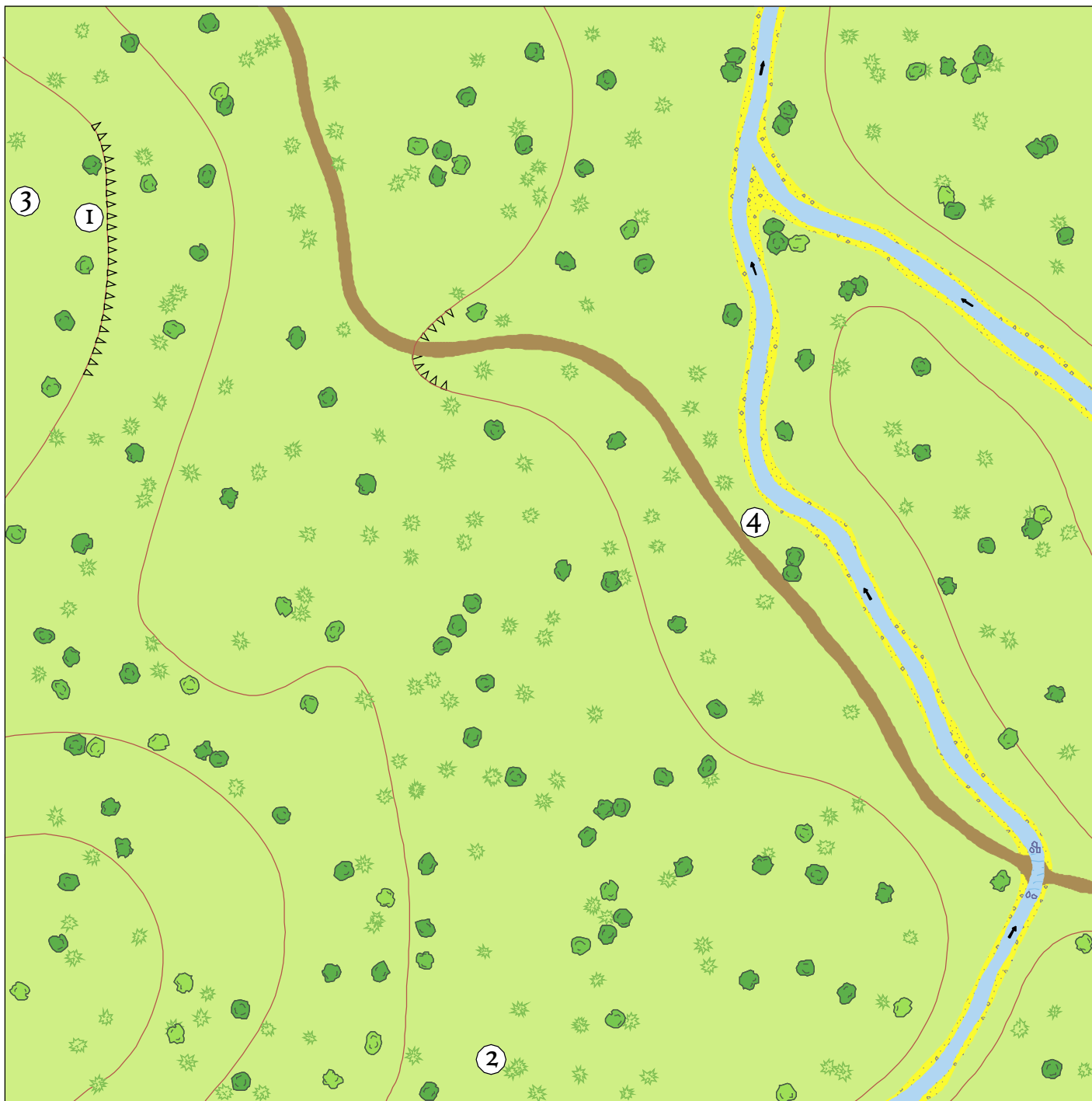
Location Index

- 1) Wagon Under Attack
- 2) Heroes' Point of Entry



Scale in Feet
0 10 20 30

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	Embankment		Fortified Structure
	Ditch		Building/Structure
	Escarpment (ARROWS POINT DOWN)		Low Stone Wall
	Cliff (ARROWS POINT DOWN)		Palisade
	Contour Lines		Fence
	Bog or Swamp		Gate
	Rough/Broken Terrain		Water Well
	Stone Surface		Gallows
	Wood Surface		Hedge
	Earthy/Mud Surface		Field/Cropland
	Grassy Surface		Vegetable Plot
	Meadow		Water (up to 5')
	Sandy Surface		Water (over 5')
	Gravel Surface		Water Depth Contours
	Mixed Trees		Submerged Rocks
	Coniferous Trees		Submerged Sand/Ford
	Bushes/Scrub		Water Flow
	Boulders/Rocks		Water Mill

Location Index

- 1) Lone Bugler's Position
- 2) Riders' Entry Position
- 3) Foot Warriors' Position
- 4) Hero Party's Position



Scale in Feet
0 10 20 30

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