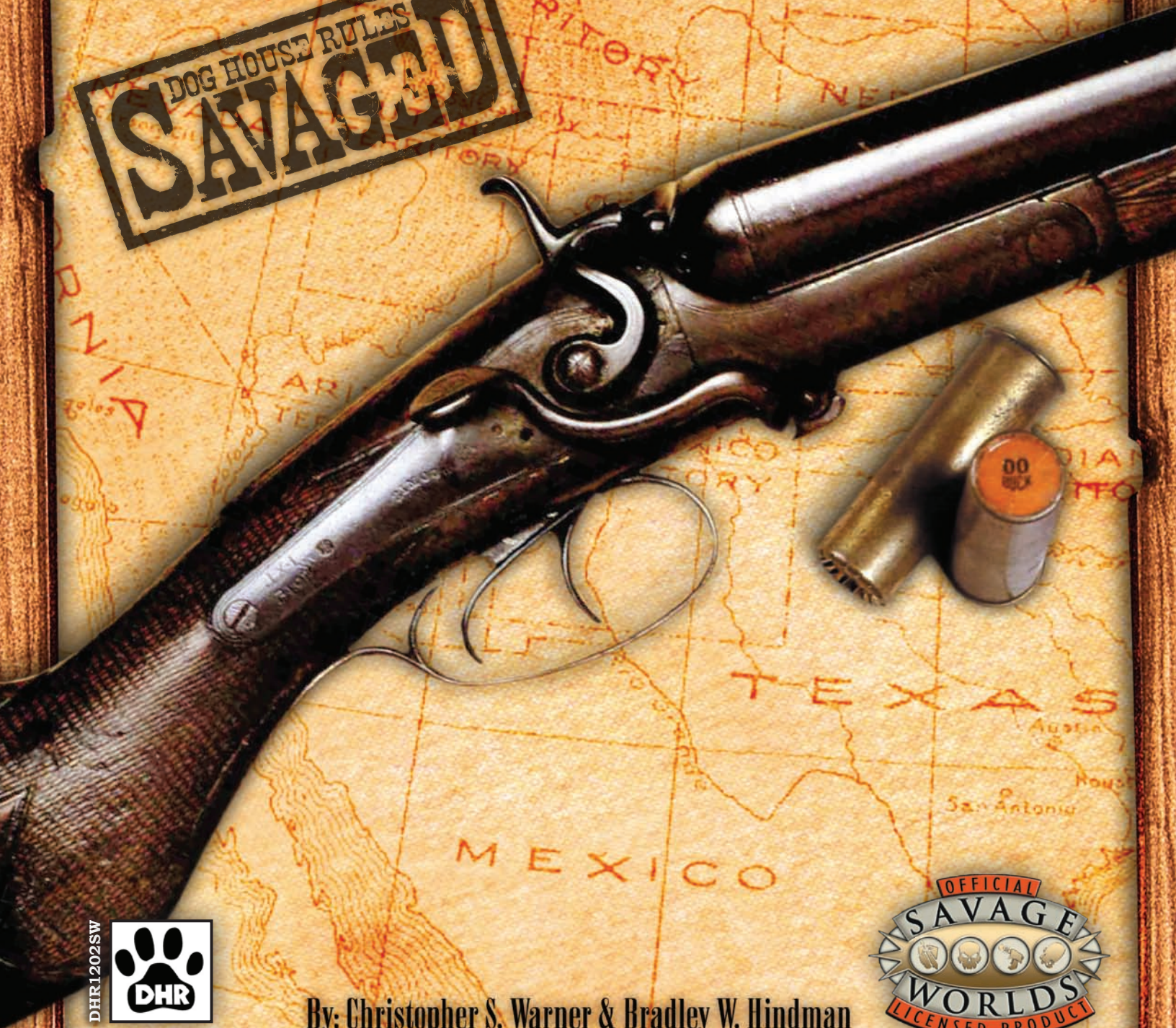


An Old West Adventure for Savage Worlds

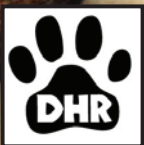
BUCKSHOTS

JOHNNY COMES MARCHING HOME

DOG HOUSE RULES
SAVAGED



DHR1202SW



By: Christopher S. Warner & Bradley W. Hindman



BUCKSHOTS

JOHNNY COMES MARCHING HOME

*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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Credits

Authors: Christopher S. Warner, Bradley W. Hindman

Senior Editor: Thomas L. Gregory

Associate Editor: Geoff Spakes

Cover Design, Layout and Graphic Design: Karl Keesler

Cartography: Geoff Spakes, Christopher S. Warner

Original Artwork: Richard A. Spake

Proofreader: Dana Warner

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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).



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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.

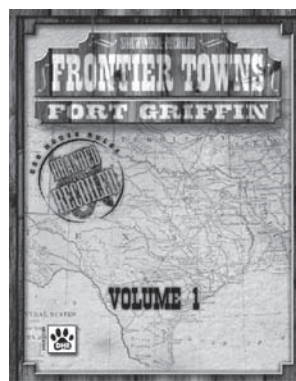
NPCs and Statistics Blocks: Obviously, the folks who interact with the heroes are crucial to making any Buckshot playable. Vital antagonists are provided to facilitate the adventure, but feel free to change the names, adjust the stats or introduce new characters whenever it strikes your fancy.

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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Dorothy said "there's no place like home." And then again, someone else said "you can't go home again," while some folks say, "home is where you hang your hat" or "a man's home is his castle" or "home is where the heart is." Taken as a whole, it all sounds a might confounding. Anyhow, in this Buckshot, home is something a cowpoke has to fight for. This brief adventure is designed for 4 to 8 characters of Novice rank.

Introduction

One thing that sustains a cowpoke out on the trail is the thought of returning home—to friendly faces, a familiar bed and a mess o' comfort food. *Johnny Comes Marching Home* presents an introductory adventure for use in any *Savage Wild West* era game. The adventure revolves around the premise of returning home after the trials and tribulations of war. Our worn out heroes are eager to return to the old homestead, leaving the burden and horror of war behind and starting over. But just as things seem to be returning to normal, the heroes are faced with a challenge that will determine whether they can ever, truly, go home again.

Adventure Synopsis

A small group of veterans make their way back home after the end of a grueling and divisive war. True heroes, these soldiers have risked their lives to protect home, country and family. Memories of loved ones helped keep their spirits intact during the conflict; now the very thought of returning home to reunite with kith and kinfolk—perhaps even an old, trusty hound dog or favorite mare—inspires a lively step as our heroes drink in the familiar sights and sounds of the old homestead.

The heroes are headed toward a residence in a sparsely populated rural region such as southwestern Missouri, northeastern Arkansas or east Texas. At least one of the player characters lived here—the others are either neighbors and relatives, or close friends and companions from their regiment who had no place else to go.

Visions of Ma greeting them on the front porch with fresh-baked biscuits are disturbed when the heroes come within sight of the dirt road leading up to the homestead. They see a few crude signs nailed to trees and fence posts—including one warning "Trespassers Shot on Site" (sic). None of the locals can recollect such signage being here before the war, while everyone notices that the path and fields are overgrown and unkempt. But, having seen the ravages of war, this doesn't stop the heroes from pushing onward.

As soon as the building once called home comes into view, gunfire stops the heroes in their tracks and forces them to take cover. Talk about a rude welcome! Now fortified for battle, the old place bears little resemblance to the quiet home they left for the war. Rifle barrels extend from gun slits between boarded up windows while a long ditch makes a direct frontal approach difficult and strategically placed piles of junk further aid in defense of the property.

Border States in the Civil War



The obvious timeframe for this Buckshot is in the aftermath of the Civil War. That's how the Dog House Gang structured this adventure, but there's no reason it couldn't be a different war or battle, including the Indian Campaigns, the War for Texas Independence or even the Mexican-American War, depending on when the Judge wants to establish the game's timeframe.

While states voted to secede from or to stay within the Union during the Civil War, all residents didn't necessarily side with the majority. Often, friends, neighbors and relatives split, joining either the Union or Confederate armies—numerous accounts of brothers fighting on opposite sides can be found in the historical record. This occurred frequently in the Border States of Kansas, Missouri, Kentucky, Arkansas, and Tennessee.

Thus, which side the player characters fought for is irrelevant for this adventure. Although the choice of a location such as southwestern Missouri or northwestern Arkansas serves well, as soldiers returned home from battle from both sides—all considering it home.

A shotgun blast sends another powerful warning, soon followed by an unrecognized voice hollerin' to the heroes, telling them to vacate the premises quick like or prepare to meet their maker. With dismay and anger slowly turning to resolve, the heroes realize they have one more battle to win before they can return home.

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For the Judge

Intended as an introductory adventure, *Johnny Comes Marching Home* requires the Judge to assemble a group of heroes with a common bond. Essentially, this means providing a brief backstory that connects the heroes from their service during the war. Whether they joined up together as friends, relatives and neighbors or met each other in their regiment and became fast friends (or at least trusted companions), they should know each other reasonably well. And the heroes should understand that they are heading home to start a new life after the war. Iffin' the Judge presents the trek home as a preamble to new adventures it should be easy to load up *Johnny* with nothing more than the backstory.

This adventure is designed for use with four to eight characters of Novice 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 introduce a Wild West campaign with starting characters, it could be used as a self-contained one-shot for an impromptu evening of shoot'em up fun. And heroes returning from a war would have some experience under their belts, so it seems reasonable (and advisable) for some of the heroes to begin with 5 or 10 XP and the appropriate advancement.

Getting Started

As noted earlier, Judges should begin this adventure by offering a concise but informative backstory for how the heroes met and what they have been through in the war. Allowing the player characters to embellish their

The Family

To help the Judge build a backstory tying at least one of the heroes to The Homestead, the Dog House Gang offers these "building-block" ideas. While the details remain within the Judge's discretion, it's important for some of the family members noted below to be interwoven into the "Johnny" character's history for Scenes 2-5 to make sense. Last names have been omitted for the immediate family; the Judge should insert the surname chosen by "Johnny."

Ma (Amelia) grew up in these parts, the daughter of settlers who staked out a claim more than a generation ago. She married before turning 16, to a strapping young man named Isaac (the hero's Pa). While proud to see her son(s) stand up in service of their homeland, Amelia remained a pacifist while Johnny and the boys went off to fight.

Pa (Isaac) died after falling off the barn roof before harvest one year. The eldest of the young'uns was just reaching adolescence. It was a powerful blow to the family but the neighbors helped to complete the harvest, and Grandpa showed up just in time to keep the family together. While Isaac rarely showed interest in the children, leaving their rearing to Amelia, most folks held him in high regard for his work ethic and agricultural knowledge.

Amelia's father, Hiram Smoot, came to the homestead shortly after Isaac's death. Grandpa was

a man of true frontier spirit, traveling west with explorers seeking routes to California and returning home for a respite now and then—until the next adventure came his way. Aiming to help his daughter and grandchildren, Grandpa hung up his travel gear and made a new life on the farm.

Johnny's brother, Willie, was just 9 years old when the war broke the family apart. Always a bookish boy, he preferred helping Amelia with the household chores, or reading his favorite novel under the shade of large oak, rather than running, swimming or playing with other children.

After Isaac's death, Ma and Grandpa hired two strong farmhands (Lars and Oscar) to work the fruitful land. The hands left when the war started; the heroes don't know what happened to them. Alternatively, one of the heroes could have been such a hired hand.

Of course, the Judge should embellish, alter or otherwise bend these ideas to fit Johnny's story. If a couple of the player cowpokes want to be brothers, that's fine—say they went off to war together. Or add a brother who got lost along the way (deserted, captured, fought for the other side, etc.) and leave open the possibility for an adventure someday to reunite the brethren. Or add an older sister who married and left the homestead before the war.

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war stories, participate in the story development and share tidbits about their post-war plans (thoughts of home cookin', visions of an auburn-haired girl, big plans for the future, or warmin' their bones by the fire) should help get them in the mood to strike out for home and engender ideas for new adventures of their own making.

At least one of the player characters needs to have a blood connection to the homestead—the “Johnny” of the adventure. It's fine to make a couple of the heroes brothers, or cousins, or friends who grew up together, but someone must have a family connection. That PC should expect a joyous reunion with his (or her) mother, grandfather and baby brother (see the sidebar titled “**The Family**”).

This adventure will work best if the heroes are traveling in a rural setting where homes are separated by pastures, groves, and forested hills (especially in the spring or summer months). This gives the Judge the best chance to play out **Scene 1** and an isolated homestead makes the squatters' takeover more plausible.

This setting also fosters the mood and premise of the heroes returning home from a divisive conflict such as the Civil War, leaving scarred battlefields and muddy trenches for the sweet smells, picturesque sights and calming sounds of rural life. Now that the war is over, the heroes look forward to returning home for a rest before they venture out again to earn their fame and fortune on the Frontier.

The *Forks in the Road* section offers alternative starting points and means to get this adventure going, including ways to adapt it to time periods other than the Civil War or provide alternative reasons for the characters returning home after an extended absence. Regardless of how the characters get started, the important thing is to make it seem that this journey is meant to be nothing more than an uneventful prelude to whatever real adventures the Judge has in store for them. Thus, “A Rude Welcome” becomes exactly that—and the heroes face one more battle before they can rest and recover their weary minds and bodies.

Before beginning the first scene, the Judge should ask the players to make a series of die rolls for use in the various sections of the adventure. These rolls are for non-combat purposes, such as the Notice checks 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 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.

Scenes

Johnny Comes Marching Home consists of five scenes for the characters to experience in part or in full, depending on their actions.

What Happened on the Homestead?

In the waning months of the war, a renegade Confederate guerilla named Big Tate assembled a small band of outlaws and other ne'er-do-wells. He saw the signs of defeat while fighting in the Ozarks and figured while the cause might be lost, he could still make something for himself and his men.

Knowing of a small valley of farmers that had managed to escape the worst ravages of the conflict, Tate hatched a plan to take over someone's spread, intending to squat there and enjoy some easy living for as long as supplies held out. With the community's able-bodied men gone to war, Tate's band made easy work of it. They marched right up to Johnny's farm and imprisoned the family at gunpoint.

The neighbors fetched the local Sheriff and his fresh-faced deputy. Accompanied by several old men armed with muskets and pitchforks, the Sheriff made a bold attempt to drive off Tate and his squatters. It was futile. The guerilla killed the Sheriff with his bare hands, while his men shot down the deputy and sent the old men back to their farms, telling them to prepare regular tithes of livestock and grain if they wanted to live.

For almost four months since, Tate has ruled the area with fear and brute force. He killed an elderly couple when they refused to hand over their goods and burned down another farmer's home. Tate also fortified the homestead in case other lawmen or soldiers showed up. The remaining farmers realized they had two ways to survive: abandon their homes or acquiesce to Tate's demands. Believing that someone would come to save them—and afraid to leave home during the war—they decided to follow the guerilla's orders and hope for the best.

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Terrain/Location

Johnny Comes Marching Home is set in the rural region of southwestern Missouri, in the foothills of the Ozarks. While battles were fought in this area and guerrilla warfare was common there were still family farms and homesteads tucked away between rolling hills, expansive woods and idyllic pastures that remained relatively unharmed by the conflict.

As noted earlier, this general region (Missouri, Kansas, Arkansas and the Indian Territory) had citizens who chose to fight for either side of the Civil War, and for whom a return home is logical regardless of where they actually served, or whether they came out on the winning or losing side. While this region provides a viable setting for the events in this adventure, the Judge may choose another location similar in geography and relatively remote, as noted in *Getting Started*.

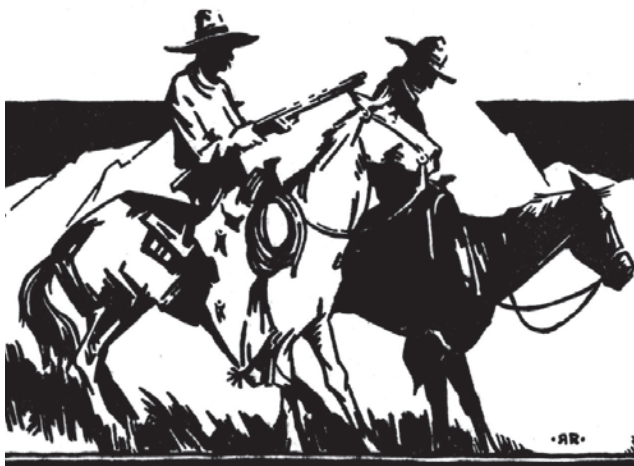
In this *Buckshot*, three maps are provided: one displaying the landscape of the area around the homestead, another providing the layout of the house itself, and a third for the barn.

Scene 1 — Homeward Bound

The heroes have mustered out of their regiment (or surrendered and been released after the hostilities

ended, or deserted, or what-have-you) and they have started the trek home. It's best if the characters don't have mounts—and depending on the war or battle they're returning from it's likely they wouldn't have horses or any significant amount of provisions.

The Judge should begin this scene *in medias res* (in plain words, in the middle of the journey, pardner), as follows:



Area Map & Key for The Homestead



The map labeled "The Homestead" shows the area encompassing Johnny's house and property. The terrain here is representative of the foothills of the Ozarks in southwestern Missouri, with small fields and pastures nestled between thick forested hills and streams.

1) The House

This log construction "I" house sits atop elevated ground on the family farm. Built about 25 years ago, it continues to hold up against the elements and Father Time, despite the recent lack of upkeep by the squatters. A long ditch cuts through the front yard, while stacks of debris provide cover protecting the front entrance.

2) Barn

A typical transverse-crib-barn stands here. Also made from logs, there's nothing special about this structure.

3) Pasture

Used to graze livestock, this small pasture has grown wild since the squatters took over the property and butchered the animals. A deer stand rests in a tree near the southeast fence corner.

4) Fruit and Vegetable Fields

These cultivated fields include small vegetable patches as well as larger fields supporting strawberries, blueberries and tomatoes. They are growing wild now, but still producing some edibles.

5) Pond

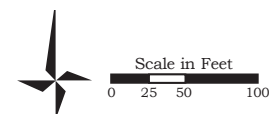
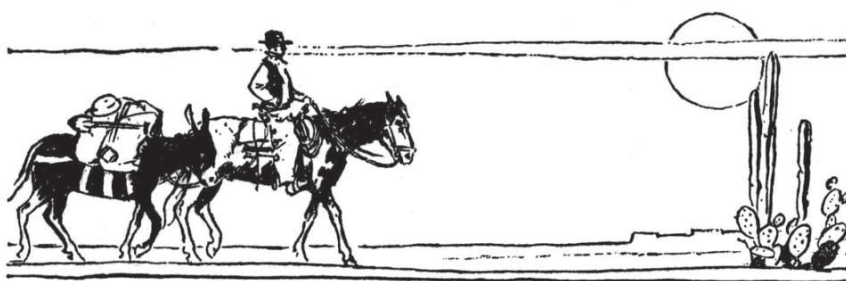
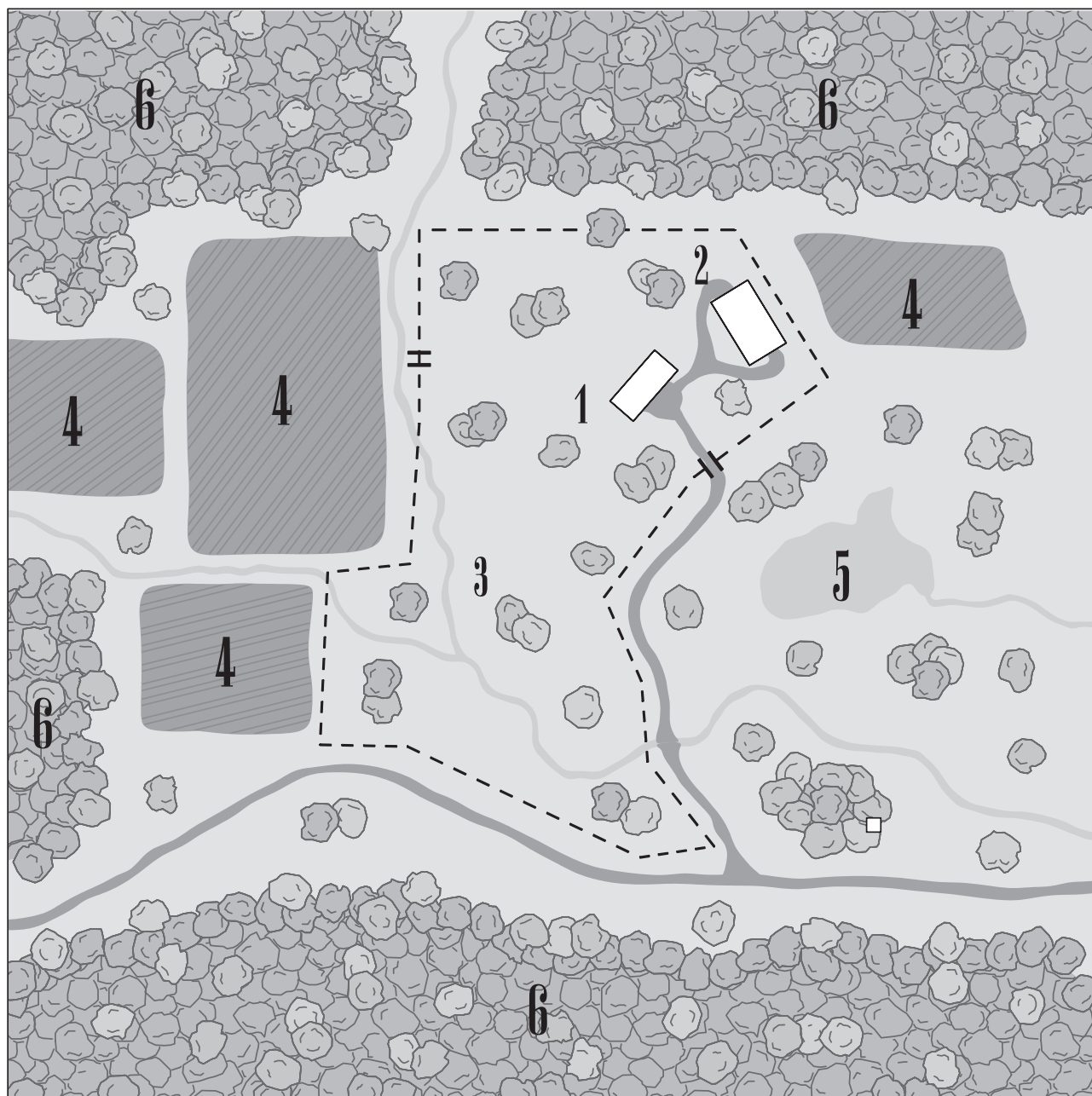
Fed by a small stream that runs through the property, the pond hasn't changed much at all over the years.

6) Woods

Numerous copses and forested hills surround or lie within the property. Wildlife flourishes in these areas, especially fox squirrels, deer and rabbits.

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Area Map for The Homestead



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Walking along a rustic trail through green pastures, flowering shrubs and tall cypresses brings a sense of serenity you thought was lost for good. After many months of marching, fighting and taking cover in muddy or dusty ditches, the sound of birds, the smell of familiar flowers and the sight of unspoiled fields takes your mind back to the days of your youth, before the war.

Along the way, you've seen devastation that could put a lump in the throat of the hardest of men. Ransacked towns, scorched pastures, and woods ravaged by wildfire were all too common.

And even as you've passed into some hills where the trees still stand tall and pastures remain fertile, now and then you see a burned down barn, a ransacked corn crib, or a cross atop a pile of dirt and stones marking a hastily made grave. Harsh reminders of the war made all the harsher by being so close to home. But all told, it looks like this territory didn't fare too poorly.

Judges should pause here to allow the players to ask any questions about the journey so far or conditions in their home area. Additionally, expanding or adapting the previous and next descriptions by filling in details that connect to their backstory will help to make this introduction seem more "unscripted" and just part of their story. And the Judge should encourage the party to organize themselves during the travel (marching order, hand signals, etc.) if they don't do so themselves.



The sights along the trail are becoming more and more familiar with each passing mile. You reckon it's only another day or so before you reach the outer edges of the old homestead.

That's welcome news, because your provisions are running mighty low. You knew it would be a long journey and while the thought of returning home has sustained you through the rough times, a decent meal and a comfortable night's rest would make a world of difference.

As the sun sets in front of you, you come upon a large clearing near a stream. Looks like a nice enough place to spend your last night on the trail.

The Judge should endeavor to use this interlude for a little false foreshadowing. The "things are too quiet" mentality might cause the players to suspect some kind

of impending encounter while the characters rest. Even if they don't, it gives them a chance to organize themselves for a night's camp, such as setting a watch order or making a battle plan for an overnight encounter, etc. This will help the players and the Judge establish the general elements of gameplay needed in subsequent scenes. To help ensure this happens or to reinforce the false foreshadowing, the Judge should use the following passages during the night.



The sound of gunfire echoes in the hills around you. It alerts the guard on duty and awakens the sleepers. You figure it's quite a ways off, but your battle-trained reflexes get you up on your feet right quick-like. Two thunderous booms, like cannons on the battlefield, send chills up your spine and spur memories you'd like to forget.

Again, the Judge should let the heroes declare actions before reading the next passage, even though nothing of importance is happening here. Asking for one of the pre-rolls at this time would be another way to heighten awareness.



Several reports follow and you see a few flashes of colored light in the northern sky. And more reports and more flashes, in rapid succession, as well as another big boom. Now that you've seen and heard all the commotion, it seems far away from the direction you're traveling—and you reckon it could just as easily be folks settin' off fireworks or firin' their guns in celebration as engagin' in battle. Before long it dies down.

The characters might decide to change their routine at this point, or just settle back to sleep. Either way, the rest of the night passes without incident—in truth, folks are just setting off fireworks to celebrate family reunions and the end of the war. Let the heroes start on their way unprompted, traveling past mid-day, and then read the next section.



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It's getting harder to contain your excitement as you plod along the dirt road you picked up this morning. Landmarks you feared you might never see again are a kindness to your eyes. There's the lake you used to fish and swim in—or sometimes even court a young lady near—and over yonder is the neighbor's orchard where the sweetest apples this side of the Mississippi beckoned you every harvest. It seems a bit run down, but nothin' hard work couldn't restore.

Finally, you see the boundaries of the old homestead. There's that split-rail fence you yourself helped build, closing in the pastures on the west side of the property, and at the edge of the fence is the narrow road that meanders through the woods up to the house itself. You can't see the house from here—never could—but there's no doubt about it. Home at last.

The Judge should apply the results of a pre-rolled Notice roll at this point. Certainly, the heroes will notice a few things about the condition of the property—even a failure yields information—most of which won't raise any alarms, but astute characters might get an inkling that somethin's amiss. It's unlikely they would change their course—after all, they've traveled this far to see Ma, Grandpa and Willie, get a home-cooked meal and sleep in a real bed—but the nature of their approach could change depending on what they observe. Read all of the Information Gleaned notes on Table 1, up to the highest result for the group.

Table 1: Notice Roll on the Homestead Boundary

Notice Roll Result	Information Gleaned
Failure by more than 2	The property road is just as unkempt as the main road and the brush alongside the road is pushing in to make it more narrow than usual.
Fail by 1-2	Nailed to one of the fence posts is a large, crude sign. It reads "Trespassers Shot on Site" (sic). Another, nailed to a prominent tree, warns "Private Property." No one remembers those signs.
Success	Looks like the pasture hasn't been cleared of brush in a few moons.
Raise	A sizable hole is visible not far up from the main road. Grandpa always filled in holes like that.
Two or more Raises	A small wood platform, like a deer stand, rests up in one of the trees. No one recollects such a structure.

Now the soldiers might take precautions as they approach, or they might just shrug and accept their observations as an unfortunate consequence of the war in their own backyard. The Judge will need to gauge their approach and determine how this affects the way the next Scene plays out. But on to Scene 2 it is, ready or not.

Scene 2 — A Rude Welcome

One way or another, the heroes realize things have gone sour at the homestead. The leader of the squatters is introduced and the player characters must decide whether to fight right here on the spot, or withdraw and formulate a plan to take back their home. It's in their best interest to do the latter, as they don't know the strengths or numbers of the inhabitants or what happened to the family.

The rest of the adventure hinges upon Johnny and the heroes backing off, for now, but it's possible that they don't. If the heroes choose to fight right now, the Judge will need to conduct a serious shootout, delaying or altering the rest of the story. This scene provides some initial information about the house floor plans and positioning of the squatters inside, while Scene 5 contains more particulars for their combat preparations. It will be best if the Judge nudges the heroes toward retreat at the end of Scene 2.



Map & Key for The House



A detail level floor plan map is provided for the two-story "I" House. This structure will come into play because of the combat needed to re-take the place from the squatters. Thus, descriptions for the interior rooms focus on the positioning and defenses of the squatters, rather than offering much information about furnishings, possessions and the like. Besides, there ain't much left, as Big Tate and his men have used up pert near everything of value.

1) Front Yard and Porch

Debris clutters the front yard, including some barrels and a ruined wagon set up as cover and barricades. Most of this cover is arranged near the small front porch. A long, three-foot wide ditch stretches across the yard, with sharpened stakes dug into the bottom. Those falling or jumping into the ditch take 1d6+2 damage, which may Ace.

2) Entry Hall and Stairs

There is no furniture in the house's main entryway. Stairs lead upward, with openings to the left and right. A back door can be barred from the inside (as can the front door). One man stands guard in the hall at all times.

3) Dining Hall/Kitchen

Equipped with a sizeable fireplace, kitchen counters, a large rectangular dinner table and wooden chairs, this room is the most used area of the house. An open pantry occupies the northeast corner. Two men hold posts here during alerts; at other times there are 2-5 men here eating, drinking or just relaxing.

4) Family Room

This chamber contains another fireplace, three upholstered chairs, one sofa, two end tables, two wooden chairs and a bookshelf. Most of the tools taken from the barn are kept here. Two men are

stationed here during alerts, including Big Tate (except for Scene 2). Otherwise, 1-2 men hang about.

5) Upstairs Hall

The unfurnished hallway between the upstairs rooms has windows at each end. One man roams the hall during alerts, moving between the windows depending on where an attack originates.

6) Bedroom

William is held captive in this dingy bedroom, containing two single beds, a bureau, a bookshelf, and a small table between the beds. No men are here during alerts.

7) Bedroom

Two sets of bunk beds and two bureaus occupy this room, where the men take shifts sleeping. Usually 1-2 men are in here during the day; 2-4 at night. One man is stationed here during alerts.

8) Bedroom

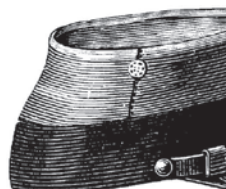
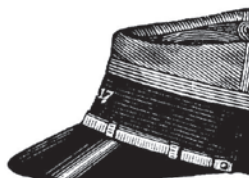
This master suite contains a large bed, a wardrobe, a vanity with an ornate stool, a small writing desk, and a simple couch. Big Tate lives in here now. One or two of his men occupy this room during alerts.

9) Bath

The bathroom has a brass tub, ceramic wash basin and a few water pitchers, a storage cabinet, and clothes/towel racks. No one stays in here during alerts, but one of the men from #7 may move here during battle, if attackers approach from the front of the house.

10) Back Yard

Truly, there's no defined back yard, just an open space between the house and the woods, with a rudimentary grain still and the obligatory outhouse.



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Map for The House – Ground Floor



1 Square = 5 Feet



Map for The House – Second Floor



1 Square = 5 Feet

Map & Key for The Barn



The old barn could be used as a hiding place for the heroes. Although close to the house, it's mostly unused by the squatters, since they have gutted it of most important items, including foodstuffs. There aren't any horses or other livestock on the premises.

1) Entry door/Driveway

Two open entryways give access to the internal driveway, which separates the barn floor into two sides.

2) Work areas/Tool storage

Each of these sections once contained tools and equipment as well as a work area. One has an entrance from the interior driveway; the other has its own door from the outside. The exterior area has a tool rack and workbench, but not much is left except for a rusty hammer, a small tin of nails, scrap wood,

a broken saw, and spilled can of oil (some still in the can). The interior area used to store larger farm equipment, such as iron plows, yokes, threshing flails and scythes. One rusty plow remains.

3) Stalls

These four areas served as stables for horses and mules—and occasionally other livestock. No animals remain.

4) "Corn" Cribs

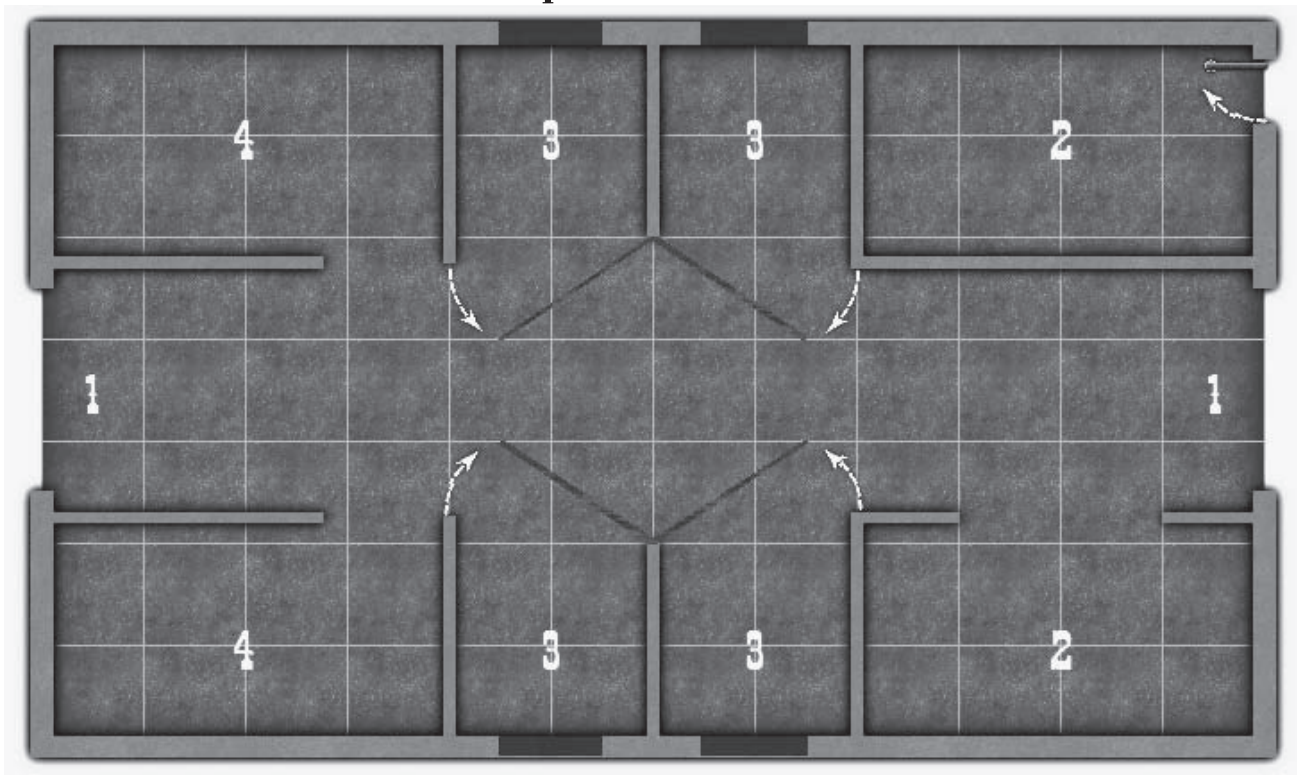
Once used to store grain, corn, dried fruits and vegetables or other feed, there's nary a scrap of food left.

5) Hay Loft

Accessed only by the large hatchway above the southern entry door, this loft contains a few discarded items, including a rusty block and tackle.

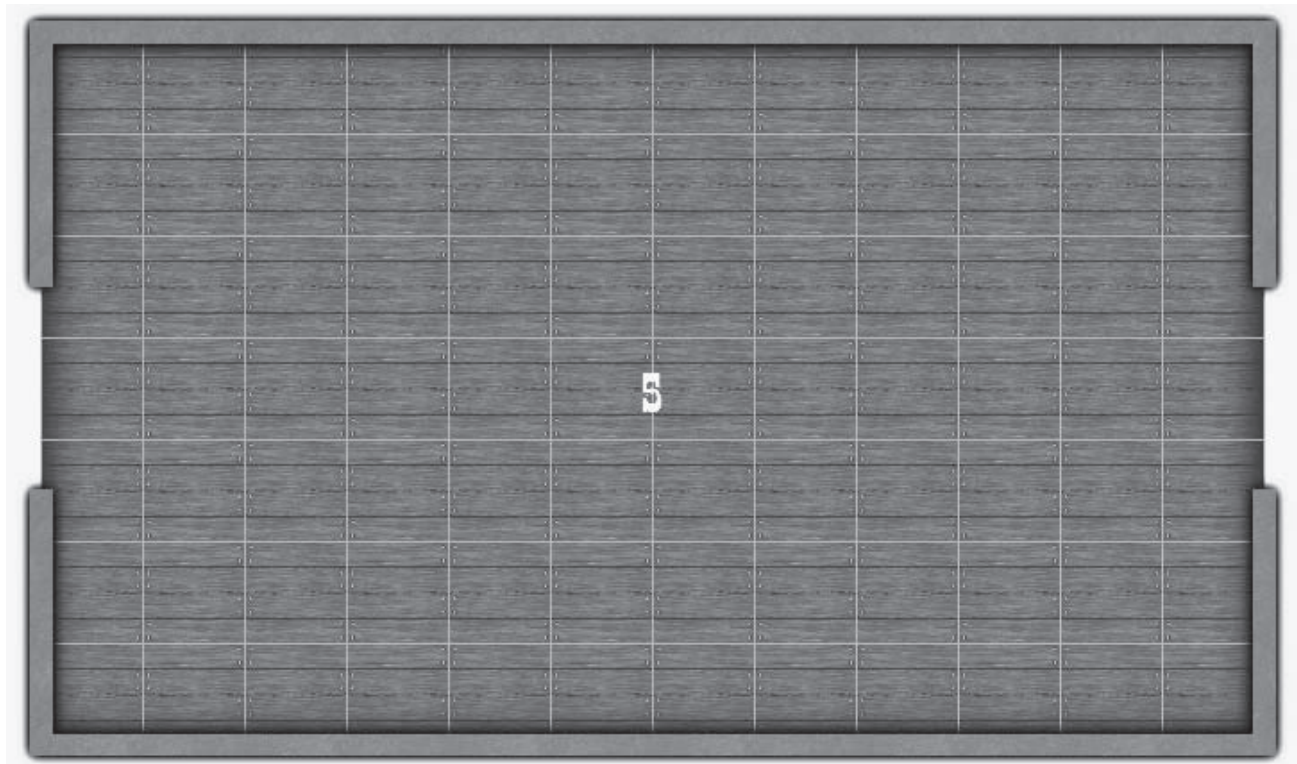
BUCKSHOTS: JOHNNY COMES MARCHING HOME

Map for The Barn



Ground Floor

1 Square = 5 Feet



Loft

1 Square = 5 Feet

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The squatters who have taken over the house have a lookout posted on regular duty in the deer stand noted on the Key for the Homestead (#3) and in Table 1 (Scene 1). Having seen the heroes coming up the road, the lookout climbed down and reported to his leader at the house (Big Tate). Now, the squatters are on alert and waiting for the heroes to come up the dirt road.

As described in the Key for the House, the squatters take positions in most of the rooms whenever strangers come 'round. At least one man aims a gun through each of the front windows—and in this Scene, the rooms that have two men on alert will have both men takin' aim at the heroes.



Approaching the gate in the rail fence, you finally lay your eyes on the old homestead. Your eager step is rudely interrupted—the place ain't the same at all. But before you can sort out all the differences, gunfire erupts from the house. And it's directed right at you!

At this point, if the Judge has a reasonably intelligent group of players, the characters should all be headed for cover. While the squatters' first shots were not aimed directly at the characters, if they insist on standing around out in the open dithering about what to do, the squatters will fire a second round, this time aiming to hit something.

Meanwhile, Big Tate has taken cover behind the ruined wagon; he fired the first shot (one barrel). With the heroes peering from behind the trees (they are reasonably intelligent, aren't they?), the Judge should apply another Notice roll, consulting Table 2, to determine how much information they might observe about the house and the front yard, reading aloud the Information Gleaned as appropriate (read all information up to the highest result for the group).

Immediately following the Notice checks and imparting the information, the Judge should read this passage.



A big, ugly scoundrel peers around the cover in front of the porch and entryway. You can see a gigantic head covered by a burlap cap, with a mess o' curly hair spilling out—as well as an arm the width of a tree branch holding a shotgun. Another shotgun blast from a second floor window reminds you he has decent cover.

The Judge should pause again, allowing the heroes to take in the situation for just a few moments. Big Tate won't share many words, but the Judge should read aloud the following section after four or five seconds.

Table 2: Notice Roll on the House Fortifications

Notice Roll Result	Information Gleaned
Failure	A long ditch stands between you and the house—it wasn't there before. Also, a variety of scattered debris covers the front yard, mostly near the porch and entryway, forming a barricade. This includes a ruined wagon, stacks of wooden crates and piles of unrecognizable junk.
Success	The barn next to the house looks old and run-down; unlike your memories from years ago, it 'pears as if the barn is nothing but a shell now.
Raise	Each of the front windows is partially boarded up, with narrow slits allowing for gun or arrow fire. There's no mistakin' the rifle and shotgun gun barrels protudin' from the boarded up windows. You can see multiple longarms pokin' through some of them.



The big man moves out from behind his cover, partially revealing his massive frame. A bushy beard covers his face. He hollers at you in a raspy baritone, his scattergun still pointed in your direction.

"Git off my propety and stay off, 'lessen you intend to sleep here ferever."

Big Tate will fire again if they don't back off right quick or if he senses any movement toward the house or around the perimeter—and shots from the men in the upstairs windows will follow as Tate moves back to his cover. It's possible that a brief conversation could occur, if the characters attempt to parlay right after the big man speaks, but he won't say much more. He definitely won't discuss Johnny's family in any form. Rather, he's likely to hurl insults, including comments that the heroes "must be half-wits, seein' as you didn't read the signs down by yon road" or "mebbe you figger it's time to meet your maker" or "we got real womenfolk up in here, we don't need your kind."

Chances are, the squatter fortifications and their apparent preparations will dissuade the heroes from doing anything rash. A few more rounds of gunfire

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Excelsior Grenade

The full name of this explosive is the Haynes' Excelsior Grenade. Invented in 1862 by W. W. Haynes for the Union Army, the Excelsior consisted of two hollow metal spheres, one inside the other. The inner sphere was packed with explosives. In between the two spheres were 14 nipples, each tipped with a percussion cap that, when fulminated, would discharge the explosive. The large number of caps ensured that, no matter how the grenade landed, at least one cap was likely to trigger. Unfortunately, this design also ensured that, in practice, caps were often accidentally triggered.

Range: 4/8/16

Damage: 2d6

Cost: Military

Notes: Med Burst Template

should convince the heroes that they are in no position to win a battle just now. The rest of the adventure will work best if the characters realize their predicament, withdrawing to regroup and plan a way to take back what's theirs. Confident in his defenses, Big Tate will let them withdraw and the Judge can move to Scene 3.

Iffin the heroes decide to skin their smokewagons anyhow, trying to take out Big Tate and storm the house, the Judge can try one more thing to chase them off. Big Tate will hurl an Excelsior Grenade at them as they charge or try to position themselves to shoot, yelling, "Fire in the hole!" (he has one stashed in the crates for just such an emergency—the last of a box stolen from a Union supply wagon). If they persist despite the explosion and gunfire, the Judge will simply have to wing it, using information in Scene 5 to help guide the battle. Perhaps the heroes can still extract themselves from the battle if it goes badly, whereupon the Judge can resume with Scene 3.

Scene 3 — Friend and Foe

Assuming the heroes do withdraw from A Rude Welcome, this scene will begin wherever they choose to retreat to. In all likelihood, the player characters will ask about a secluded area they can use to re-group and

discuss what they should do next. If not, the Judge should feel free to remind Johnny that he knows this area well; after all it is his home. Eventually, the Judge should read the following passage, interrupting the characters at an opportune moment—and tweaking the text to fit the circumstances.



"You won't drive out them bad men unless you come up with a plan better'n that one."

The mocking high-pitched voice makes your hearts jump and your heads turn. You curse yourselves as you realize a young cowpoke in a burlap cap has snuck up on you, observing you from behind a fat, split-grown tree trunk not twenty paces away.

This sneaky intruder is Hattie Ferguson, a local teenager who should prove a boon to Johnny's party if they accept her and listen to her. For purposes of this encounter, Hattie's Stealth roll just happened to be higher than any characters Notice rolls. This scene offers a good chance for roleplaying, giving cowpokes who aren't gunfighters a chance to parlay and gather information. But there's no tellin' just how the heroes will react to Hattie's surprise entrance.

Depending on how tetchy the heroes are, they could clear leather and fire on lil' Hattie before anything else can be said, or they might just take a defensive posture and demand answers from her. The Judge should determine which of the following scenarios to use to introduce Hattie:

1. The heroes shoot first, ask questions later:

The Judge should assume Hattie uses Defend (+2 Parry) as well as giving her Heavy Cover bonus (-4 to ranged attacks). She's about 30 ft. away. Thus, with her normal high parry and these known and potential bonuses, it's more than likely the cowpokes with the itchy trigger fingers will miss (or do insignificant damage). If so, read the following passage:



"You'll be needin' a better aim, too, I reckon. And the sense to suss a friend from foe."

Because she hasn't fired back, and she has maintained her composure, it's likely the heroes will pause at this point. The Judge can now proceed to option 2 and continue with the roleplaying.

However, iffing the heroes fire and do serious damage—at least one wound that the girl can't soak—Hattie will fall to the ground, exclaiming:

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"Damn you, [Johnny], I figgered you had more sense than to shoot down a friend and neighbor."

This should shock the heroes into a more reasonable posture. One would hope that they can provide aid and keep her from dying, so she can participate in the rest of this scene and remainder of the adventure, as intended.

If, by some odd chance, they kill Hattie, she will need to reveal some of information noted in the bulleted information that follows, using her last breaths to make sure the heroes know as much as possible about the squatters and the fate of Johnny's family. The Judge can decide how much she communicates before departing for the final reward.

2. The heroes hold their fire, choosing to parlay:

Once the heroes start talking to Hattie, the Judge can apply a pre-rolled result (Notice -2) to determine how quickly any of the local heroes will recognize her. They knew her as a younger girl and while they might not make an immediate recollection, the Judge should provide enough information for them to discover Hattie's identity as they converse, advancing this scene and the full adventure.

It's likely the player cowpokes will say something like "Who are you?" Any opening like that will give the Judge the opportunity to respond with something similar to the following:



"A friend of your'n, [Johnny]. And no friend to them sorry sacks of filth what took your pappy's place."

An introductory comment like this should kindle the conversation faster than ants dismantling a sugar cube. The Judge ought to carry on a conversation, during which the heroes learn about Hattie and what she knows of the events that took place since the arrival of the squatters, including these facts, speculations and uncertainties:

- Grandpa Smoot is dead. He put up a helluva fight but he had no chance against more than a half-dozen men.
- Hattie has found what she believes is Grandpa's grave. She offers to take them to it. If the heroes balk, she will encourage them, insisting it's a ways from the house and safe from the squatters. If they adamantly refuse, she'll shrug and drop it.
- Meanwhile, Hattie isn't sure about Amelia. She hasn't

seen or heard her in several weeks. The men imprisoned Amelia when they took over the place; Hattie swears she heard the mother's screams and sobbing in the early weeks. What Hattie doesn't know is that Amelia died from a blow to the head by a drunken squatter—she was hastily buried in the pasture near the house.

- On the other hand, Hattie is pretty sure Willie is still alive. She has seen him outdoors when the squatters forced him to help gut the barn, wash clothes, collect firewood and so forth, as recently as a week ago.
- The leader of the squatters is a man they call Big Tate. Hattie thinks he is a military man—probably a guerilla fighter, like others in the Ozarks. Hattie says he has at least six men, probably seven or eight (see *Scaling the Adventure*).
- Hattie's grandfather summoned the local Sheriff, who organized a posse and tried to drive off the squatters. The Sheriff's attempts to parlay failed and shooting broke out. Big Tate throttled the Sheriff and a three-fingered-man shot the deputy. Realizing they weren't up to the task and fearing for their own families, the old men backed down mighty quick and no one around here is too keen on confronting the squatters.
- With the end of the war and the remoteness of the area, no other lawmen have shown up. In fact, the heroes are the first outsiders Hattie has seen since the squatters arrived.
- The squatters have killed off all the livestock for food (not that there was much remaining during wartime). They even slaughtered the draft horse a few weeks ago.
- From time to time, Big Tate sends men out to collect supplies from nearby farms. As long as folks cooperate, they aren't violent, just taking what they want and holing up again. They've taken everything from chickens to a sole remaining milch cow and stores of preserves.
- The barn is empty and Hattie hasn't seen anyone in there for some time. (This is mostly true, but Big Tate sends a pair of men to check it out now and then).
- While she hasn't inspected the ditch up close, Hattie believes it contains some kind of trap. She watched from afar as the men dug the ditch, but she couldn't tell exactly what they were doing—and hasn't dared get close enough to the house to check it out. Additionally, she believes the barricades could be used against the squatters, providing cover from the guns in the windows—assuming one could reach them without getting shot.
- They have a grain still in the back yard. Sometimes at night, the men get right roostered, and during the day they might be outside tinkering with the still. But Hattie says she heard Big Tate bellowin' at the men—she tries to mimic his voice "At least two o' you fools oughta stay sober, dammit."
- There is one squatter who likes to go out and hunt on his own. Hattie has followed him twice—and he almost caught her once. She says she has a feeling he let her get away.

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After hearing Hattie's stories, there are a number of places the heroes could set up camp to hide and formulate a plan to take back the homestead. For one thing, the squatters don't usually stray far from the house unless Tate sends them to neighboring farms, so secluded areas of the property and outlying areas of other farms are relatively safe. Because the barn is unused, it's possible for the heroes to sneak in there (although, there's a 50% chance every day that two of the Squatter Allies will show up). Hattie knows the current conditions in the valley very well and is willing and able to help the heroes if they accept her into their group.

Unfortunately, the heroes don't have too long to act—the Judge should rule that they could stretch provisions to last one more day and Hattie could bring them some rations for yet another day. After that, they'll get powerful hungry and begin to starve if they don't get a meal every 24 hours (see *SWEX* page 105), unless they can find other sources for food while evading the notice of the squatters.

Of course, they could hunt, or forage some of the berries and such growing wild. But that would likely attract the attention of the squatters and would stave off starvation for only a little while longer. Water shouldn't be a problem; they can fill canteens from the streams, which are clean enough. Appealing to the nearby farmers won't help much—while those folks would certainly give the heroes a meager meal, they really don't have the stores to provide supplies for any length of time. Plus, they're deathly afraid of Big Tate and wouldn't want him to learn that they had been supplying the heroes.

For that matter, attempts by the heroes to assemble the neighbors into any kind of fighting force will prove futile. The farmers will likely shake their heads and decline—or beg the heroes to oust Tate themselves in exchange for whatever slim pickin's they have left (such as a gold wedding ring, grandma's necklace, or a few silver coins). See “Johnny's Battle Plans” sidebar in Scene 4 for more information.

In any case, the fact that Johnny's Ma and brother are held hostage should bring to mind a sense of urgency. One way or the other, the Judge should find a way to motivate the characters to plan an attack in relatively short order.

At some point after the meeting with Hattie, the Judge should show a map of the homestead to Johnny (and other heroes with connections to the homestead), giving them about 30 seconds to soak it in. This simulates a recollection of the layout, so the heroes can plan their strategy. They may choose to sketch their own version of the map after viewing the official map (perhaps Hattie could suggest this idea).

A variety of preliminary situations could be played out by the Judge during this period, from scouting the squatters' activities, to attempting to capture and interrogate some of them, or a chance encounter by a pair of Squatter Allies in the barn or elsewhere in the area. Two such encounters are detailed in Scene 4, but

the Judge may elect to add or substitute others. For all intents and purposes, after Hattie provides the information important to continue the adventure the transition to Scene 4 is in order.

Scene 4 — Opportunity Knocks

In this scene, the Judge should provide Johnny with at least one opportunity to whittle the ranks of the squatters and perhaps learn more about them. As noted in Scene 3 and in the “Johnny's Battle Plans” sidebar, a variety of things could occur depending on how the heroes decide to proceed, so the Judge should be prepared to handle a few potential eventualities.

The heroes will need to find a good place to camp, whether in a secluded spot on Johnny's property, nearby on another farmer's spread (e.g., the Ferguson's), or up the road a piece. They can discuss their ideas about how to proceed and the Judge can adjudicate any resulting encounters or roleplaying based on the heroes' plans.

The precise nature of any interim encounter(s) in Scene 4 will depend on the heroes' plans and actions. The two linked encounters presented here will help advance the plot even if the heroes are floundering on their own. Of course, if the heroes take decisive action, the Judge can re-work these encounters, borrow useful ideas to buck up any incidents that arise because of Johnny's plans, or use them as is if they fit well enough.

1. Moonlight Serenade

Late one night, soon after the meeting with Hattie, the heroes have settled in to get some sleep. Their bivouac is interrupted by the none-too-subtle approach of a few squatters on a powerful bender. After more than a few too many mugfulls from Tate's grain still, these men decided to hike out into the valley—to hunt small game, mess with the neighboring farmers, or just plain relieve their boredom.

Presumably, the heroes have someone on guard who would easily hear an awful, off-key croonin' long before the roostered squatters come near the camp. But even if Johnny and his friends are all asleep, the Judge should read the following passage:



An approaching ruckus pierces the quiet night, stirring you from your much-needed rest. It takes only a few moments to clear your head and recognize it for what it is—the sound of drunken fools parading through the woods.

As long as the heroes don't do anything beyond the pale, the fools will march right up to them, completely unprepared. One of them is doing the singing, while the

Johnny's Battle Plans

The wildcard in the resolution of this adventure is exactly how the heroes attempt to evict the squatters. A few general approaches are noted here to help the Judge prepare.

1. Reconnaissance

Regardless of the how the heroes might choose to evict Tate, some reconnaissance would be helpful. Scouting out the squatters' daily activities (see Final Scenario 1), will advise any larger-scale eviction plan, but it won't provide a silver bullet. Chances are good that the characters can observe and confirm or expand on Hattie's information, if the reconnoiters travel alone—and listen to Hattie's advice.

2. Pick off the Stragglers

This is a viable plan, for which Scene 4 would either begin such an endeavor or feed into the heroes' plans. Careful movements and planning could provide additional chances to pick off a squatter or two, such as setting an ambush in the barn and getting away quick-like or sniping off one of the mooks hanging around the still or the front porch or keeping watch in the deer stand. Such an approach would likely require some previous reconnaissance.

3. Siege

Besieging the homestead is risky, because Johnny and friends could run out of supplies before the squatters do. Tate and his men can hold out for a fortnight. The heroes would need to acquire more supplies, which won't be easy to come by. Moreover, the siege would require effort and manpower that might be needed to hunt small game or otherwise gather supplies. Iffin' the players find a way to conduct a siege for more than three days, Tate will decide to sally forth with a counter attack (using explosives as a diversion and cover)—during which he attempts his escape as per Final Scenario 2, leaving the fighting to his men.

4. Night Infiltration

Attempts to sneak into the house at night could work, or could backfire. Typically, the doors are

barred at night, but that doesn't mean a hero couldn't find a way in (a chimney, pulling away a board or two from an unmanned window, etc.). In all likelihood, this would be a one-shot possibility—a hero or heroes would need to get in and take out Tate or another important squatter—or rescue Willie—and get out right quick. After that, assuming Tate is still around, security would be heightened. See Final Scenario 1 for information about the squatters' preparations for any kind of attack.

5. Frontal Assault

An all out attack could be the characters first choice or an inevitable outcome after other tactics and strategies play out. See Final Scenario 1 for information about how Tate and his men will carry out such a battle. As it happens, an attack from the rear of the house might prove easier.

6. Speak to the Neighbors

This assumes the characters seek out the neighbors to gather information or seek food and supplies. The other farmers would confirm or supplement Hattie's information, help in small ways with food and perhaps beg the heroes to act on their behalf (as noted in Scene 3). Someone might be persuaded to go get help from the nearest town's lawmen, or Union soldiers, thus bringing reinforcements to the scene just in time to help the heroes come out on top. No one, including Hattie's grandfather, will allow the heroes to stay in their homes, although they might turn a blind-eye to Johnny and friends camping in secluded areas of their property.

7. Rally the Neighbors

As noted earlier, the neighboring farmers are more than a little afraid of Tate. His previous dealings with them will make it right unlikely they would join the heroes in any kind of fight; however, this scenario offers a variety of roleplaying opportunities and the Judge should play them out until the characters realize this dog won't hunt—while gaining valuable information (see 6. Speak to the Neighbors).

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others are laughing and bragging about their battle prowess. None of them are really paying much attention and all are as full as a tick. In game terms, this inebriation means they currently suffer a -2 to all trait rolls as well as -2 to their parry scores, while Agility and Smarts are effectively reduced by 1 die.

It shouldn't be hard for the heroes to capture or kill these men under the circumstances. The question will be how? Quietly or with guns blaring? Quickly and efficiently or giving chase to round up a stumbling squatter who makes a run for it? Assuming the Judge has a few squatter allies populated in the house, three such characters are recommended; however, the Judge may elect to include one of the main characters, or send only two men depending on the relative strength of Johnny's party. After all, the idea is to give the heroes a chance to whittle down the squatters numbers and perhaps extract some information from any captured mooks.

The best scenario is for the heroes to capture the men and interrogate them. This provides an opportunity for unarmed combat and roleplaying. It's possible that any combat would render the mooks unconscious for some period of time, delaying an interrogation or alternatively, their drunken-state could make for a humorous exchange in which they reveal important

information or make up stuff in a convincingly intoxicated fashion.

In any case, it's likely that these mooks will be removed from further encounters with Tate and his men, as they will end up dead or incapacitated for the rest of the adventure.

2. Converting Metzger

Ludwig Metzger, one of Tate's more independent men, often disobeys Tate's orders about traveling only in groups of two or more. He likes to go hunting on his own, or just get away from time to time.

On this night, he spied the foolish mooks sneaking out of the house and decided to follow them. He has stayed a safe distance behind, trailing them with ease once they moved out of ear-shot of the house because of their boisterous carryin' on.

Metzger witnesses the drunkards stumbling into Johnny's camp. Their noise provides excellent cover for his movements and his climbing and hiding skills should make it feasible for him to stay back and observe the events unfold. His preference would be to climb a tree and get a good vantage point, listening in on any conversation.

As noted in Metzger's description in the Personalities

Table 3: Ludwig Metzger's Choices

Heroes' Actions	Metzger's Action
Johnny and his friends summarily kill the mooks without a second thought—or any apparent difficulty.	Metzger sneaks back to the house, collects any rations he can get his hands on and flees immediately. The Judge may compare opposed Notice trait test against Metzger's Stealth if someone is on watch when he leaves the heroes' camp area.
The heroes kill the drunks in a difficult battle, without any attempt to capture them first.	Metzger sneaks back to the house and tells Big Tate what he witnessed. He flees the house early the next morning.
The heroes capture and interrogate the mooks, killing the helpless squatters afterwards.	The hunter sneaks back to the house and tells Big Tate what he witnessed. He prepares for battle.
Johnny and his friends capture the hapless drunks and interrogate them roughly, but ultimately spare their lives.	Taking aim with his rifle, Metzger targets one of the heroes and hails them. He attempts to parlay, offering a deal, but he will shoot then flee if he feels threatened. Metzger could be convinced to help the heroes, providing information about Tate and the others, wanting only a measure of repentance and a chance to walk away. Cooperation from Metzger requires a successful move in his attitude, which starts at Neutral, using a Persuasion roll. If the PCs agree to let Metzger escape, the Persuasion roll is made with a +1 modifier. If the PCs reveal that Johnny is the rightful owner of the farm, the the heroes get another +1 to Persuasion.
The heroes capture the roostered mooks, treat them humanely enough (without any notable physical abuse or real harm—even while questioning them about their parts in the takeover), and then spare their lives.	Metzger announces himself and offers information about Tate and the squatters. He tells Johnny outright that he is tired of Tate's behavior and wants to atone for his role in the takeover. He'll even throw down his rifle to show he means what he says, believing that they will treat him just as honorably as they have the mooks. His attitude at this time is Helpful and if the PCs succeed on a Persuasion roll, Metzger may even join the PCs in evicting Big Tate and his crew. If the PCs reveal that Johnny is the rightful owner of the farm, add +1 to the Persuasion roll.

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section, he has reservations about Tate's activities—especially their murder of Amelia and other farmers. He's no do-gooder, but he has harbored ideas of sneaking off one night and starting a new life far away from Tate. Thus, he could well be swayed to the heroes' cause, depending on how they handle the encounter with the morons, er, drunken squatters.

Metzger's next move will depend on the actions of Johnny and his friends. A range of possibilities could materialize, from additional roleplaying and conversation between the hunter and the heroes, to a gunfight, a midnight chase or even nothing at all. The Judge should use Table 3 to determine what Metzger does after observing the heroes interacting with the roostered mooks.

Note that either of the scenarios where Metzger attempts to parlay should require some overt indications that the heroes are honorable men who will abide by their word in any negotiation. Any information that surfaces about Johnny being one of the original owners (grandson and son of the dead Grandpa and Amelia) will also help to sway Metzger toward aiding the heroes. Seeing Hattie with them could help, too.

Now, even though Metzger might be willing to cut a deal with the heroes, they might not believe his offer or intent. Any attempt he makes to parlay, trade information, or join them will be sincere, but Johnny and his friends might decide to open fire rather than trust him. Hattie will recognize Metzger, and given the chance she will chime in about him being the hunter she told them about (iffin' Johnny and the boys don't suss that on their own).

In the best scenario, the heroes could gain a valuable ally in any fight to retake the homestead. In the worst scenario, they could end up killing a man who truly wanted to help them and make amends for his role in earlier transgressions. Somewhere in between is the possibility that Metzger flees the area, meaning there's one less gun to deal with in any attempt to drive off Tate and his squatters.

Scene 5 – Eviction

This scene is intended as the climax for the adventure, with the heroes putting their plans into action and evicting the squatters from the homestead. This would probably occur after interim encounters or roleplaying done at the end of Scene 3 (after meeting Hattie) and into Scene 4, whether with the roostered squatters and Metzger or other incidents prompted by the heroes' actions or the Judge's decision-making. No further Read Aloud sections are provided here; rather, two likely outcomes are summarized.

Final Scenario 1. Tate makes his last stand.

Tate decides he doesn't want to give up the homestead. Having driven off the heroes once, he doesn't expect them to return with any significant

threat, even if they have taken out a couple of his men in Scene 4 or other encounters. In fact, shortly after the first encounter Tate gathered his men and reiterated the orders and plans for any potential conflict.

For the most part, Tate didn't really formulate any new or special precautions; he just made slight adjustments and reviewed his standing orders and plans. Hattie is correct: Tate has military experience, having fought with Confederate guerrilla bands in the Ozarks during the war. In general, his plans ain't brilliant but they are solid. He relies on the loyalty (or obedience) of his men to carry-out his orders.

Fear and intimidation are Tate's main weapons; however, he couldn't command the men with these alone—their collective success and relative easy living over these several months has increased the likelihood that his men will obey. Nevertheless, if the heroes can find a way to shake their confidence, it could affect how Tate's men follow his plans.

Tate's weakness is overconfidence. He knows that no one on the neighboring farms poses a threat to his reign. He has considered chasing off other homesteaders, but figures that can wait until this place is tapped out. And he figures he can overcome any challenge by Johnny, thus his decision to hunker down and fight if the heroes return.

An accounting of Big Tate's organization and tactics, as well as the mundane activities of his men, should help the Judge handle any skirmishes as well as the final battle with the squatters.

House and Reinforcements

- The boards around the windows and the bars on the doors make it difficult to gain entry during an alert. Additionally, the window boarding offers Heavy Cover (-4) to Near Total Cover (-6) (Judge's discretion) for the men firing out of them.
- A side effect of the reinforcements is that the house becomes stuffy from lack of ventilation. The squatters spend time outside (usually near the house, in the backyard, near the front porch or in the deer stand) unless on immediate alert. Both doors remain open often during the day, until the hallway guard sees a reason to shut and bar them.
- As noted earlier, the ditch and barricades render a direct assault more difficult. An approach from the rear is easier, but with men always in the kitchen area and often loitering in the backyard, a sneak attack becomes unlikely.

Activities of the Squatters

- Knowing that the heroes might still be nearby, Big Tate won't send men out to other farms to get supplies for a full week. Also, for the first two days after an alert, all the squatters stick close to the house.
- Tate has told the men not to go outside alone for a week, and usually, the men gather in groups of two or three in any case, whittling, picking berries or lounging in the sun.

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- Tate orders at least 4 men to remain sober and at their posts inside the house at all times (they might not heed that; 16% (1 in 6) chance per night that everyone but Tate gets drunk and wanders around—perhaps even outside of the house). The Judge should assume that drunken squatters have -1 penalty to all trait rolls from their partial inebriation.
- Any squatter seeing unusual activity or spotting “outsiders” will raise the alarm, yelling ‘Yippee-Yay, Yippee-Yay’. Metzger’s solitary return from hunting has raised the alarm more than once.

Tate’s Tactics

- As he’s partial to explosives, Big Tate has one nearly full cask of black powder and a few (3) pre-made incendiary bombs (small jars of kerosene with a rag fuse, 1d6, range 3/6/9) on hand. He has a roll with about 10 yards of fuse, as well as 4 blasting caps. The Judge should feel free to use these creatively, as warranted by the situation.
- Tate will attempt to burn the barn if the heroes try to use it and he learns of it. He might try to use some of his black powder, or toss an incendiary bomb or maybe just send a couple of men with torches. Likewise, if the heroes burn the barn, Tate will shrug it off.
- Similarly, Big Tate may attempt to blow up the still if an attack is made from the rear, hurling an incendiary bomb or trying to shoot the container and ignite the alcohol, or planting a container of black powder with a fuse if he has advance notice of an attack (at least an hour to prepare). Anyone within 20 feet of the explosion, in any direction, takes 3d6 burst damage.
- When two men are positioned at the same window during alerts, firing out, they usually alternate shots, as most of their rifles and shotguns require at least one round to re-load and have only one or two round capacities. This keeps a steady fire pattern. Also, if re-loading takes too long, the men will switch to hand guns to make sure they can keep up a steady rate of fire.
- The big man will verbally threaten to use grenades (even if he has already used his last one, in Scene 2) during battle. If Big Tate still has that sole grenade, he will indeed use it and then threaten with more. Otherwise, he’s just bluffing, hoping that his opponents believe he has more.
- Big Tate will spend Bennies during any significant battle, using them all if necessary to improve his chances for success—or escape.
- In battle, Tate himself likes to get in close quarters to use his strength in melee combat. He’ll attempt to close in and engage in barehanded fighting if the opportunity arises. Often, he’ll order his men to provide cover while he maneuvers to close on the enemy, sometimes taking another man with him.
- Tate uses his Command to improve the Spirit of his men in battle.

Final Scenario 2. Tate gets going when the going gets tough.

Even while he gathered his men and prepared them for any potential battle with the heroes, Tate had misgivings about the whole affair. After the events in Scene 4, or any other encounters between the heroes and the squatters (e.g., “Picking off the Stragglers”) the guerilla leader has been devising possible escape plans.

He doesn’t want to leave unless the heroes pose a serious threat, so he hasn’t shared his thoughts with his men. Instead, he has simply mulled over ways he could get away if his stronghold on the house is endangered. Even if he does flee, there will likely be a battle between the remaining squatters and the heroes, so the notes in Final Scenario 1 are still relevant.

Likely Causes for Tate to Skedaddle:

- If Tate loses enough men as a result of strategies such as “Picking off the Stragglers” or events in Scene 4 (especially if Metzger turns up missing), he decides to steal away in the middle of the night, leaving his men to fend for themselves.
- If Metzger provides any warnings as a result of Scene 4, Tate could have a plan to escape during the heat of battle (essentially a plan B if things are going badly).
- If the heroes launch a siege, Tate will give some of his men orders to leave the house and flush out the heroes, with others ready to launch a second wave or shoot from strategic locations in the house. Then, Tate hightails it.

Additionally, regardless of the reason Tate decides to get out while the gettin’s good, he might take Willie hostage. He could do this while leaving at night, for insurance in case he’s pursued, or during the heat of battle, using the boy as a shield and threatening to kill him if the heroes try to stop his escape.

Having Tate escape should make it easier for Johnny and his friends to take back the house. His absence makes the guerrillas notably weaker and they will miss his leadership. When the Squatter Allies



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realize he is gone, they will suffer a -1 to all trait checks as a result of poor morale (the named personalities won't be affected in this way, but they might well choose to give up or flee rather than go down fighting without Tate in the mix).

And, of course, Tate's escape establishes a potential recurring villain for future adventures. The other squatters could blame a lot of things on him (e.g., he forced them to do things with threats against their families or other similar rationalizations). The characters could try to pursue Tate or he could reappear later at the Judge's discretion.

Epilogue

Assuming Johnny and his friends drive out the squatters, a few loose ends will remain. The Judge should plan for an epilogue to wrap up the adventure and prepare for follow-up roleplaying. Things to consider:

The heroes may elect to stay a while and tidy up the homestead, perhaps making it their home base. They could re-connect with the other neighbors and help re-build the community. Hattie and her grandfather

would be involved. This presents further opportunities for roleplaying and developing the heroes' characters. It could also lead to other small encounters with carpetbaggers, other guerrillas and vagabonds, or a return of Tate (see "Return of the Squatters" in the *Forks in the Road* section).

Sooner or later, the heroes will want to leave for grander adventures. Several factors will come into play, including the question of what to do about Willie. He's probably too young to be out on the trail. They'll need to find someone to take care of him and to mind the homestead in their absence. This is true whether they stick around for a while or decide to leave soon after they evict the squatters.

Depending on Hattie's circumstances, she and her family could help (of course, if Hattie is one of the player characters, she might want to go on adventures too). The Fergusons might take in Willie or offer to run both farms. Or the heroes could hire some honest ranch hands to run the place, offering a stake in the land if they help re-build the spread.

Alternatively, if the house is destroyed by fire in the battle or otherwise scarred beyond repair, the heroes will need to find another home for Willie and decide

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what to do next. They could help the Fergusons and other neighbors re-build their farms in exchange for Willie's accommodations.

Another lingering element could be the fate of Ludwig Metzger. If he flees before a battle, or joins the heroes to help evict the squatters, he could become a recurring NPC. The heroes might meet him again some day.

In any case, some kind of epilogue should take place, at the Judge's discretion and depending on the results of the battle, to wrap up some of these loose ends and provide a transition to future Wild West gaming.

Forks in the Road

For the most part, this is a self-contained adventure, but it could take different paths, depending on how the heroes react to finding the squatters in their home and how the Judge builds the backstory leading up to the Rude Welcome. This section provides a few alternate ways to begin the adventure and to assemble the heroes. Additionally, the Judge may desire to expand upon the adventure, so a few ideas for follow-up encounters and storylines are offered.

Other Locations/Terrain

Although this encounter is set in a remote area on the edges of the Ozarks in southwestern Missouri, it could also occur in pert near any state or territory the Judge deems adequate to an ongoing campaign. As long as the Judge chooses a rural or remote area, the adventure will work just fine. That's important, because it bolsters the plausibility of the squatters taking over without much interference from other locals and it allows the scenario to play out without exterior concerns (too many local inhabitants, the effects of the war on the landscape, etc.). The Judge needn't worry about the precise details of the terrain or territory as long as it's plausible for the homestead to fall into the hands of the squatters.

Other Timeframes

While *Johnny Comes Marching Home* is set in the aftermath of the Civil War, it could be applied to other timeframes. If an earlier historical milieu is desired, conflicts such as the Texas Revolution (circa 1830) would work fine. Alternatively, any of the Indian conflicts spanning the decades of the 1850s, 60s and 70s would suffice, as would later in the 19th century, with conflicts such as the Spanish-American war.

The Judge simply needs to orient the backstory to the desired period and/or chosen war, adjust the details that could be affected by a specific timeframe and place the heroes' home territory in a logical location. Changing the firearms and histories of the Judge characters, re-working Johnny's story for the heroes (relative to the current events of the chosen timeframe) and determining a logical locale should require minimal research by the Judge.

Female Player Characters

In the 19th century, soldiers were men. As a rule, women didn't fight in wars. And yet, that shouldn't stop a Judge from including female player characters in this adventure. Here are a few ideas to accommodate a female player character:

1. A female hero is posin' as a man. It ain't a new idea—even that durn Shakespeare fellah done that bit once or twice. But it could work. The female hero enlisted in disguise and managed to keep her gender secret throughout the war. Maybe the female player wants to keep it secret even after the war, leading to possible follow-up adventures (sooner or later the proverbial cat will escape the bag). Or, "his" companions know the secret, but have sworn to uphold it, allowing (and helping) their companion to remain incognita.

2. A female player assumes the role of Hattie. She and the Judge work that out before the adventure begins and she joins the hero party in Scene 3. This makes that scene even more interesting, as a female player and the male veterans must roleplay to integrate the group and proceed onward with the adventure in hand. The character of Hattie could be used as is, or modified to the player's tastes, or the female player could design a new character that takes Hattie's place in the adventure.

3. A female joins the group along the walk home. The Judge sets up an encounter before the outset of *Johnny Comes Marching Home*, where the veterans meet the woman along the trail, in an establishment of ill repute, or in the company of bandits who attempt (and fail) to waylay the heroes, or even left for dead somewhere. The Judge could build this into the backstory, or actually play out such an encounter as a warm up to *Johnny*.

4. Of course, if there are two or more female players, options 1, 2 and 3 above could be combined to accommodate all the female players.

War: What is it Good For?

It ain't necessary to predicate this adventure on the heroes returning from war. The Judge could re-position this as the heroes returning home from some other adventure, or perhaps a prison sentence due to a misadventure. As long as the heroes have been gone long enough for their old homestead to be taken over by no-account squatters, this adventure could work with minor modifications.

The Judge would need to devise a different backstory, make changes in the read-aloud descriptions for the trek home and come up with plausible explanations as to why the squatters could take over without significant resistance from the neighbors (e.g., the sidebar for "What Happened On the Homestead" and Hattie's information would change). Additionally, this scenario doesn't have to be an introductory adventure; it could occur after another episode of the Judge's invention.

For example, perhaps the heroes joined an expedition blazing a trail to California and are returning home

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Table 4: Suggested Composition of the Squatters

		Number of Heroes	
		4 or less	5 or more
Average Hero XP	0-9	Leaders: Big Tate, Ludwig Metzger, Uriah Ladd Ordinary Brutes: 1/2 per hero Ordinary Hardcases: 1/2 per hero	Leaders: Big Tate, Ludwig Metzger, Uriah Ladd Ordinary Brutes: 1 per hero Ordinary Hardcases: 1 per hero
	10-14	Leaders: Big Tate, Ludwig Metzger, Uriah Ladd, Shane Foley Ordinary Brutes: 1/2 per hero Ordinary Hardcases: 1/2 per hero	Leaders: Big Tate, Ludwig Metzger, Uriah Ladd, Shane Foley Ordinary Brutes: 1 per hero Ordinary Hardcases: 1 per hero
	15-19	Leaders: Big Tate, Ludwig Metzger, Uriah Ladd, Shane Foley Ordinary Brutes: 1 per hero Ordinary Hardcases: 1 per hero	Leaders: Big Tate, Ludwig Metzger, Uriah Ladd, Shane Foley Ordinary Brutes: 2 per hero Ordinary Hardcases: 2 per hero

after an arduous journey. Or they signed on as punchers on a cattle drive to a Kansas railhead and they are returning home, eager to show their family the gold dollars earned during the job. Or perhaps the player characters took up prospecting and are returning home to celebrate their wealth or lament their losses. Truly, the Judge can invent any backstory in any timeframe and still use the scenario of Big Tate's Squatters taking over the ole homestead, thus ruining the homecoming.

Scaling the Adventure

The hero party should be able to re-take the homestead (assuming they don't raid the place straight out of the gate, like a pack of durned fools), but it shouldn't be too easy. Iffin' the Judge allows all the player characters in a large gaming group to start at 5 or 10 XP, it might be necessary to add a few more Brute or Hardcase Allies to Big Tate's Squatters. On the other hand, if the Judge or the players prefer to start the heroes primarily at zero XP, or there are only a few player characters in the group, the Judge might need to remove a few of the squatters to even things out.

As written the adventure is designed for four to eight characters of Novice 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 Squatter Allies and perhaps remove one of the named adversaries (probably Foley). The Dog House Gang makes suggestions for the composition of the opposition in Table 4: Suggested Composition of the Squatters.

Additional Squatter Allies

While the Judge will find two statistic blocks for Squatter Allies covering several additional muggins in Big Tate's gang, there's no reason the Judge couldn't flesh these out further for a little extra depth. By changing a few skills and die types, substituting an

edge or changing around attribute dice, the Judge could customize these fellers and make the battle a little more interesting. Conversely, the Judge may decide to reduce the number of Squatter Allies to just a few (perhaps just enough for Scene 4) and thus the Ally stat blocks will suffice.

Return of the Squatters

Iffin' the Judge wants to extend this adventure, Tate and/or other squatters could escape rather than fight when the heroes take back their homestead. This follows-up on Final Scenario 2 in Scene 5, but with a couple of possible twists.

Perhaps, seeing that the heroes are overwhelming his defenses, Tate gathers a group of his best men and they flee together—instead of just saving his own skin. This could happen during the early part of the battle, or potentially beforehand if the heroes do away with some Squatter Allies and Metzger (or turn the hunter to their cause).

Maybe it's just Tate himself who gets away—or maybe one or two other Personalities manage to flee even while Tate falls.

In any case, any squatters who flee ain't gone for good. Tate and/or his men could re-group, perhaps with reinforcements from other remaining guerrilla fighters in the Ozarks. Whoever is left devises a counter-plan to re-take what they consider their property.

Iffin' Big Tate manages to haul Willie along with him, the adventure will undoubtedly continue. The heroes might see this abduction but can't stop Tate immediately, or they hear the boy screaming from afar, or they find evidence of his recent presence in the house (a diary, sketches, or recent notes in the margins of his favorite book) and reckon that he is still alive but taken from the house before or during the battle (confirmed by a living squatter, if any). Rather than the squatters returning in order to extend the adventure, the heroes must now track down Big Tate to rescue the boy.

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Extra Motivation

In combination with the intended adventure, or as an alternative to extend the adventure, or means to persuade the heroes that they need to evict Tate, here are some additional ideas.

1. Something valuable is buried in the backyard or hidden in one of the fireplaces, or stashed beneath a floorboard in the kitchen—put there by Big Tate. If he manages to escape, he would have extra (or alternative) incentive to return to get his goods. He might be willing to bargain with the heroes, or exchange Willie for the goods.

2. Johnny knows about a chest of silver coins that his grandfather stashed behind some bricks in the family room fireplace. While he couldn't know whether the squatters have discovered the loot, it would provide extra motivation to take back the place. This could help just in case any of the heroes suggest leaving the place prematurely.

3. The Judge could add other family members or change the nature of Johnny's connection to the homestead. For example, perhaps he or his brother left a wife and kids here along with his mother and grandfather—Willie could become the hero's young son instead of his brother and other children could be involved. The boy(s) are mistreated (according to Hattie), forced into servitude by the squatters and separated from their mother.

Weapon Fluff & Crunch

To enhance the flavor of a western game, the NPCs in Johnny 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

The main characters in Big Tate's Squatters are described here (including some generic fellers), as well as Johnny's brother and young Hattie Ferguson.

Hattie Ferguson

Just 14 going on 15, Hattie is experienced beyond her years. She grew up as a tomboy: hunting, fishing, swimming and running with her brothers and their friends. She was the only girl among six children—and the last in the brood to boot. All but her youngest brother went off to war, leaving Hattie to finish growin' up in a half-deserted community. During the war, she helped defend her home turf, killing a few men who threatened her family's farm. Hattie has been observing Big Tate's Squatters, even managing to shoot one of his men (a fact she doesn't reveal), although she is sharp enough to avoid direct contact, knowing she can't take them alone.

Hattie is quick as a hare, sneaky as a fox and quiet as a doe. She wears clothing left behind by her brothers and keeps her hair tucked up beneath an oversized hunting cap. At first glance, she is easily mistaken for a boy, but she's truly a pretty girl.



Hattie Ferguson (Novice)

Sex: Female

Age: 14

Birthplace: Springfield, Missouri

Heritage: American

Weight: 109 lbs

Height: 5' 4"

Hair: Reddish Brown (curly)

Eyes: Green

Rank: Novice

XP: 8

Wild Card: Yes

Pace: 6" (+1d6" running)

Parry: 6

Toughness: 5

Charisma: 0

Load Limit: 30 lbs

Load: 20 lbs

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

Attacks: Fists d6 (d6)

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

U.S. Percussion Navy Pistol (mzl) d6 (2d6+1;
ROF 1; Range 12/24/28)

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

Hatchet d6 (d6+d6)

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

Knife d6 (d6+d4)

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

Skills: Climbing: d4

Fighting: d8

Guts: d4

Knowledge (Ozarks area) d4

Notice: d4

Riding: d4

Shooting d6

Stealth d8

Survival: d4

Swimming: d4

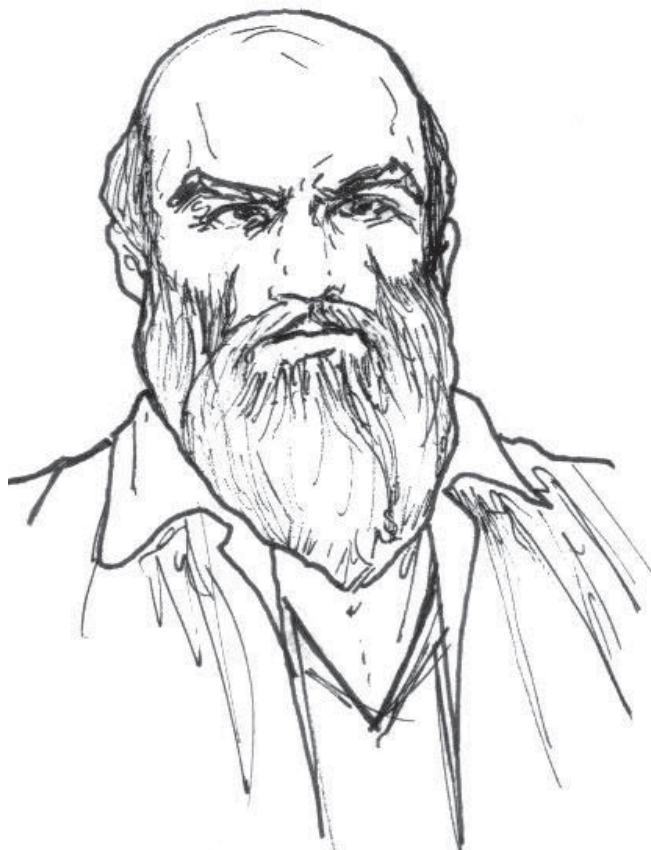
Hindrances: Phobia (Minor, Bullfrogs),
Loyal (Minor)

Edges: Quick, Quick Draw

Languages: English

Gear: Knife (belt), Knife (boot), Sharps Rifle, .44 percussion rounds (1 loaded, 5 in pocket), U.S. Percussion Navy Pistol (1 loaded), Bow, Quiver (9 arrows), Hatchet, men's trousers, men's cowboy boots, plain shirt, men's jacket, burlap cap, haversack (.44 percussion rounds (15), .54 muzzleloader ammo (5), jerky, dried fruit), water skin

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Bertram J. (Big) Tate

As tall as a barn door and as thick as a 50 year oak, Big Tate presents an imposing figure. Muscular and mean-looking, his narrow eyes and bushy long beard hide his facial expressions, making him appear mysterious and dangerous. In his case, that's fitting, because few men pose a threat more acutely than he does. He's strong, resilient and confident, with an ability to gather and lead men toward whatever goals he sets, which is usually a scheme to improve his own circumstances. Tate never has more than one drink at any sitting.

Building on natural talents, Tate honed his leadership and tactics in the hills of the Ozarks during the Civil War. He traveled with, and later commanded, groups of guerrilla fighters determined to disrupt the activities of the Union Army. An individualist streak made the guerrilla bands appealing to Big Tate—and he is now applying his experience on a more selfish level.

Bertram J. (Big) Tate, Guerrilla Fighter (Seasoned)

Sex: Male

Age: 31

Birthplace: Elk Creek, Missouri

Heritage: American

Weight: 255 lbs

Height: 6' 3"

Hair: Bald pate, long brown sides, full beard

Eyes: Brown

Rank: Seasoned

XP: 20

Wild Card: Yes

Pace: 6" (+1d6" running)

Parry: 6

Toughness: 6

Charisma: 2

Load Limit: 40 lbs

Load: 22 lbs

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

Attacks: Fists d8 (d8)

Loomis Side-by-Side (int) d4 (1-3d6; ROF 1-2; Range 12/24/48)

Colt Dragoon (cyl) d4 (2d6+1; ROF 1; Range 12/24/28)

Knife d6 (d8+d4)

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

Skills: Climbing: d4

Fighting: d8

Guts: d4

Intimidate d6

Knowledge (Missouri area) d4

Knowledge (Tactics) d4

Notice: d4 (+2 for Alertness)

Persuasion d4

Shooting d4

Stealth d4

Streetwise d4

Survival d6

Tracking d4

Hindrances: Stubborn (Minor), Wanted (Minor)

Edges: Alertness, Charismatic, Command

Languages: English

Gear: Knife, Loomis Side-By-Side, 15-gauge ammo (2 loaded, 10 in pocket), Colt Dragoon (2), .44 percussion round (6 loaded in each, 12 in spare cylinders), shoulder holster, belt holster, military boots, trousers, cap, vest, duster, canteen, pocketknife

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Uriah "Three-Finger" Ladd

Uriah Ladd grew up the son of sharecropper parents who emigrated from Wales a few years before his birth, ending up in Tennessee. A mean father and a timid mother taught Uriah, inadvertently, that might makes right. Often left to his own devices, Uriah excelled at finding trouble. When he was thirteen he got his mitts on an old Harper's Ferry Pistol. Showing off for a couple of gals, he blew his left pinky and ring finger clean off when hastily reloading the pistol. Folks started calling him the "Three Finger Ladd," a moniker he prefers to his given name.

Leaving home at 15, Three-Finger Ladd made a living as a beggar and petty thief, eventually joining up with bona fide bandits. He rarely stayed long with any band, as he has a fuse as short as his left pinky and a penchant for conflict. But when he joined up with Big Tate near Springfield, he finally found someone he could follow and has become Tate's trusted 2nd in command.



Uriah "Three-Finger" Ladd (Novice)

Sex: Male

Age: 23

Birthplace: Maynardville, Tennessee

Heritage: American

Weight: 141 lbs

Height: 5' 6"

Hair: Black

Eyes: Blue

Rank: Novice

XP: 7

Wild Card: No

Pace: 6" (+1d6" running)

Parry: 5

Toughness: 6

Charisma: 0

Load Limit: 30 lbs

Load: 15 lbs

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

Attacks: Fists d6 (d6)

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

Colt Improved Pocket Pistol (cyl) d8 (2d6+1;
ROF 1; Range 12/24/28)

Knife d6 (d6+d4)

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

Skills: Climbing: d4

Fighting: d6

Gambling d4

Guts: d6

Intimidate d6

Notice: d4

Ride d4

Shooting d8

Stealth d6

Survival d4

Hindrances: None

Edges: Fast Healer

Languages: English

Gear: Men's suit (old), men's cowboy boots, plain men's shirt, cowboy hat, Sharps Rifle, .44 percussion rounds (1 loaded, 17 in belt), Colt Improved Pocket Pistol, .31 percussion rounds (5 loaded, 7 in belt), cartridge belt and pouch, bandana, knife

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Ludwig Metzger

Ludwig Metzger's parents were industrious workers and pillars of the German community in eastern Missouri. His father made a living as a butcher; Ludwig became a hunter and trapper in and around Wittenberg. He enjoyed the outdoors, but the staid town life left him longing for adventure on the frontier. Finally, his mother's plans for an arranged marriage didn't sit well with the 16 year-old Ludwig and he took off—just before the war.

He drifted among the various German communities near the Missouri River, hunting small game and selling them for food and pelts while avoiding conscription. He met Big Tate by chance when he stumbled upon a band of guerrillas and they gave him a choice to join or die. When Tate split off, Metzger went with him. Ludwig is the only man who treats Willie with any respect—while the hard life in the hills has sapped any remorse for stealing, and killing became a reality of war and survival, he still has a distaste for degradation of another human being. Lately, he has thought of leaving Tate's band.

Hindrance: Guilt (Minor)

Some folks have a little voice inside that just won't leave them alone when they've done something they regret. The nagging voice constantly reminds them of the ill deed, distracting them from mundane or important activities. A hero with Guilt suffers a -1 to the first Spirit-related trait test each day.

Ludwig Metzger, Hunter (Novice)

Sex: Male

Age: 21

Birthplace: Wittenberg, Missouri

Heritage: German

Weight: 173 lbs

Height: 5' 10"

Hair: Blond

Eyes: Green

Rank: Novice

XP: 9

Wild Card: Yes

Pace: 8" (+1d10" running)

Parry: 5

Toughness: 7

Charisma: 0

Load Limit: 64 lbs

Load: 19 lbs

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

Attacks: Fists d6 (d8)

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

Starr Army Revolver (cyl) d6 (2d6+1; ROF 1;
Range 12/24/28)

Knife d6 (d8+d4)

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

Bowie Knife d6 (d8+d4)

Skills: Climbing: d6

Fighting: d6

Guts: d4

Knowledge (Missouri area) d4

Knowledge (Tactics) d4

Notice: d4

Ride d4

Shooting d6

Stealth d6

Survival d4

Swimming d4

Hindrances: Guilt (Minor, see sidebar),
Poverty (Minor)

Edges: Brawny, Fleet-Footed

Languages: English, German

Gear: Trousers, plain men's shirt, men's overcoat, cowboy boots, cap, Sharp's Rifle, Starr Army Revolver, .44 percussion rounds (rife: 1 loaded, 14 in pockets; revolver: 6 loaded, 6 in spare cylinder), holster, Bowie knife, knife, haversack

BUCKSHOTS: JOHNNY COMES MARCHING HOME

Shane Foley

A wiry, strong-willed Irishman, Shane Foley immigrated to New York City with his parents as they made a desperate attempt to escape the famine. A young boy when he arrived, Shane fell in with the street gangs—running errands, spying on rival gangs and serving as a messenger. His quickness and tenacity earned him distinction and by the time he was a teenager he had secured a permanent role in a prominent gang in Hell's Kitchen.

Then, Foley found himself drafted into service as a Union soldier. He had enough money to pay his way out of the draft, but he had run afoul of several powerful men (he has a way of irking folks), so he decided it would be a way to start a new life. He suited up and marched off to war, but it didn't last; Shane deserted after one battle and fled to the hills, joining up with Big Tate shortly after the guerrilla split from his band. Foley has no good memories of his service and maintains a strong distrust of any soldier in uniform.



Shane Foley, Soldier/Guerrilla (Novice)

Sex: Male

Age: 20

Birthplace: Galway, Ireland

Heritage: Irish

Weight: 150 lbs

Height: 5' 7"

Hair: Red

Eyes: Blue

Rank: Novice

XP: 8

Wild Card: No

Pace: 6" (+1d6" running)

Parry: 5

Toughness: 5

Charisma: 0

Load Limit: 30 lbs

Load: 21 lbs

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

Attacks: Fists d6 (d6)

Loomis Side-by-Side (int) d6 (1-3d6; ROF 1-2; Range 12/24/48)

Colt New Model Army (cyl) d6 (2d6+1; ROF 1; Range 12/24/28)

Knife d6 (d6+d4)

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

Skills: Climbing: d4

Fighting: d6

Guts: d6

Intimidate d6

Notice: d6

Ride d4

Shooting d6

Stealth d6

Streetwise d6

Tracking d4

Hindrances: Mean (Minor), Habit (Minor, Sarcastic)

Edges: Alertness, Attractive

Languages: English

Gear: Colt New Model Army, holster, .44 percussion rounds (6, loaded, 6 in spare cylinder, 22 in room), Loomis Side-By-Side, 15-gauge shells (2 loaded, 7 pockets), knife, military boots, plain shirt, military trousers, vest, men's waistcoat, cap

BUCKSHOTS: JOHNNY COMES MARCHING HOME

William (Willie)

The baby brother of the hero(es), William hadn't reached adolescence when his brother(s) left for war. Younger by several years, Willie looked to Johnny as a father figure after the death of their Pa. Quiet and introspective, he sometimes clung to his mother's skirts, and spent his childhood reading whatever he could get his hands on—developing a quick, cutting wit. Willie enjoyed riding into town and looking for new books at the trading post, but otherwise stayed indoors much of the time.

Since the squatters arrived, Willie has become a prisoner in his own home. His captors force him into manual labor and make him perform for their amusement (telling jokes and stories, drawing pictures, etc.). His sharp wit and good luck have helped and hurt him—he can make the squatters laugh, but he sometimes takes aim at their foibles and lands himself in a heap of trouble. He's a might scrawny, unkempt and undernourished.

Willie (Novice)

Sex: Male

Age: 13

Birthplace: Springfield, Missouri

Heritage: American

Weight: 98 lbs

Height: 5' 4"

Hair: Sandy-brown

Eyes: Brown

Rank: Novice

XP: 2

Wild Card: No

Pace: 8" (+1d10" running)

Parry: 2

Toughness: 2

Charisma: 0

Load Limit: 20 lbs

Load: 0 lbs

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

Attacks: Fists d4-2 (d4)

Skills: Guts: d4

Investigation d6

Knowledge (Ozarks area) d4

Knowledge (Art/Music/Culture) d6

Knowledge (History) d4

Knowledge (Philosophy) d4

Persuasion d4

Repair d4

Hindrances: Young (Major, gets +1 benny per session)

Edges: Fleet-footed, Luck (gets +1 benny per session)

Languages: English, German

Gear: Trousers, plain shirt, work boots, bandana

Squatter Ally (Brute)

Recruited by Big Tate just before the homestead takeover, these fellers definitely fall into the strong-but-not-too-bright category. While not particularly loyal, they have enjoyed the relative comfort of living in the hero's home these several months, so they tend to do what Big Tate says, unless their scalps are in immediate danger. Iffin' a Judge needs to slap names on these ruffians, try Ephram Thedford, J.R. Belew and Michael McWorther on for size.

Squatter Ally (Brute) (Novice)

Sex: Male

Age: 17 - 27

Birthplace: Various

Heritage: American

Weight: 175 lbs. (average)

Height: 5' 9" (average)

Hair: Various

Eyes: Various

Rank: Novice

XP: NA

Wild Card: No (Ally)

Pace: 6" (+1d6" running)

Parry: 5

Toughness: 5

Charisma: 0

Load Limit: 30 lbs

Load: 15 lbs

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

Attacks: Fists d6 (d8)

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

Starr Army Revolver (cyl) d6 (2d6+1; ROF 1;
Range 12/24/28)

Knife d6 (d8+d4)

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

Skills: Climbing: d4

Fighting: d6

Guts: d4

Intimidate d6

Knowledge (Ozarks area) d4

Ride d4

Shooting d6

Swimming d4

Hindrances: None

Edges: None

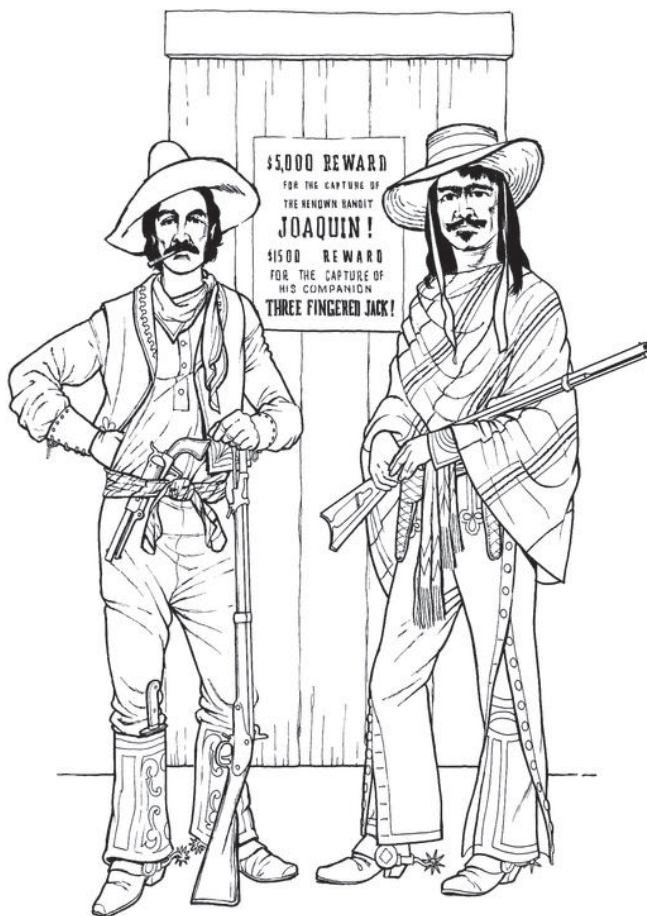
Languages: English

Gear: Sharps Rifle, Starr Army Revolver, .44 percussion rounds (rifle: 1 loaded, 9 pockets; revolver: 6 loaded, 6 in spare cylinder), knife, trousers, plain shirt, cowboy hat, vest

BUCKSHOTS: JOHNNY COMES MARCHING HOME

Squatter Ally (Hardcase)

Big Tate needed some extra tough hombres to carry out his plan to take over the homestead and these scofflaws fit the bill. Rugged individualists all, they have a knack for gettin' under each other's skin and competin' over the most trivial matters. Tate tries to keep them posted in different areas of the house, paired up with some of the Brutes. While they tangle when bored, these men usually fight well together against a common foe. A few names, if needed, might be Enoch Brown, Franklin J. Goodman and Horace King.



References

<http://thelibrary.springfield.missouri.org/lochist/periodicals/ozarkswatch/ow404e.htm> (Civil War in the Ozarks)

<http://www.republic.k12.mo.us/highschool/teachers/kstephen/oz4d.htm> (Guerrilla Warfare in the Ozarks)

<http://missourifolkloresociety.truman.edu/marshall.html> (Vernacular Architecture in Rural and Small Town Missouri: An Introduction)

Squatter Ally (Hardcase) (Novice)

Sex: Male

Age: 18 – 20

Birthplace: Various

Heritage: American

Weight: 148 lbs. (average)

Height: 5' 6" (average)

Hair: Various

Eyes: Various

Rank: Novice

XP: NA

Wild Card: No (Ally)

Pace: 6" (+1d6" running)

Parry: 4

Toughness: 6

Charisma: 0

Load Limit: 30 lbs

Load: 18 lbs

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

Attacks: Fists d6 (d8)

Loomis Side-by-Side (int) d4 (1-3d6; ROF 1-2; Range 12/24/48)

Colt New Model Army (cyl) d4 (2d6+1; ROF 1; Range 12/24/28)

Knife d4 (d6+d4)

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

Skills: Climbing: d4

Fighting: d4

Guts: d6

Intimidate d6

Notice: d4

Shooting d4

Stealth d4

Streetwise d4

Hindrances: None

Edges: None

Languages: English

Gear: Colt New Model Army, .44 percussion rounds (6 loaded, 6 in spare cylinder, 12 pockets), Loomis Side-by-Side, 15-gauge shells (2 loaded, 10 pockets), knife, buckskin trousers, plain shirt, cowboy hat, military boots, bandana

BUCKSHOTS: JOHNNY COMES MARCHING HOME

COMBAT SHEETS

HATTIE FERGUSON



ATTRIBUTES:

Agility d8
Smarts d6
Spirit d6
Strength d6
Vigor d6

Parry 6
Toughness 5
Pace 6
Charisma 0
Bennies 2

ATTACKS:

Fists d6 (d6)
Sharps Rifle d6 (2d8; ROF 1;
Range 20/40/80) Ammo: 1 int. ☐
U.S. Percussion Navy Pistol d6 (2d6+1; ROF 1;
Range 12/24/28) Ammo: 1 mzl. ☐
Bow d6 (2d6; ROF 1; Range 12/24/28)
Hatchet d6 (d6+d6)
Hatchet, Thrown d6 (d6+d6; ROF 1; Range
3/6/12)
Knife d6 (d6+d4)
Knife, Thrown d6 (d6+d4; ROF 1;
Range 3/6/12)

SKILLS:

Climbing: d4, Fighting: d8, Guts: d4, Knowledge (Ozarks area) d4, Notice: d4, Riding: d4, Shooting d6, Stealth d8, Survival: d4, Swimming: d4

EDGES:

Quick, Quick Draw

HINDRANCES:

Phobia (Minor, Bullfrogs), Loyal (Minor)

BIG TATE



ATTRIBUTES:

Agility d6
Smarts d6
Spirit d6
Strength d8
Vigor d8

Parry 6
Toughness 6
Pace 6
Charisma 2
Bennies 2

ATTACKS:

Fists d6 (d6)
Loomis Side-by-Side d4 (1-3d6; ROF 1-2;
Range 12/24/48) Ammo: 2 int. ☐☐
Colt Dragoon d4 (2d6+1; ROF 1;
Range 12/24/28) Ammo: 6 cyl. ☐☐☐☐☐☐
Knife d6 (d8+d4)
Knife, Thrown d4-2 (d8+d4; ROF 1;
Range 3/6/12)

SKILLS:

Climbing: d4, Fighting: d8, Guts: d4, Intimidate d6, Knowledge (Missouri area) d4, Knowledge (Tactics) d4, Notice: d4 (+2 for Alertness), Persuasion d4, Shooting d4, Stealth d4, Streetwise d4, Survival d6, Tracking d4

EDGES:

Alertness, Charismatic, Command

HINDRANCES:

Stubborn (Minor), Wanted (Minor)

BUCKSHOTS: JOHNNY COMES MARCHING HOME

COMBAT SHEETS

THREE-FINGER LADD



ATTRIBUTES:

Agility d6
Smarts d4
Spirit d6
Strength d6
Vigor d8

Parry 5
Toughness 6
Pace 6
Charisma 0
Bennies 2

ATTACKS:

Fists d6 (d6)
Sharps Rifle d8 (2d8; ROF 1;
Range 20/40/80) Ammo: 1 int. ☐
Colt Improved Pocket Pistol d8 (2d6+1; ROF 1;
Range 12/24/28) Ammo: 6 cyl. ☐☐☐☐☐
Knife d6 (d6+d4)
Knife, Thrown d4-2 (d6+d4; ROF 1;
Range 3/6/12)

SKILLS: Climbing: d4, Fighting: d6, Gambling d4, Guts: d6,
Intimidate d6, Notice: d4, Ride d4, Shooting d8, Stealth d6,
Survival d4

EDGES: Fast Healer

HINDRANCES: None

LUDWIG METZGER



ATTRIBUTES:

Agility d6
Smarts d6
Spirit d4
Strength d8
Vigor d8

Parry 5
Toughness 7
Pace 8
Charisma 0
Bennies 2

ATTACKS:

Fists d6 (d8)
Sharps Rifle d6 (2d8; ROF 1; Range 20/40/80)
Ammo: 1 int. ☐
Starr Army Revolver d6 (2d6+1; ROF 1;
Range 12/24/28) Ammo: 6 cyl. ☐☐☐☐☐
Knife d6 (d8+d4)
Knife, Thrown d4-2 (d6+d4; ROF 1;
Range 3/6/12)
Bowie Knife d6 (d8+d4)

SKILLS: Climbing: d6, Fighting: d6, Guts: d4, Knowledge (Missouri
area) d4, Knowledge (Tactics) d4, Notice: d4, Ride d4,
Shooting d6, Stealth d6, Survival d4, Swimming d4

EDGES: Brawny, Fleet-Footed

HINDRANCES: Guilt (Minor, see sidebar), Poverty (Minor)

BUCKSHOTS: JOHNNY COMES MARCHING HOME

COMBAT SHEETS

SHANE FOLEY



ATTRIBUTES:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

Parry 5
Toughness 5
Pace 6
Charisma 0
Bennies 2

ATTACKS:

Fists d6 (d6)
Colt New Model Army d6 (2d6+1; ROF 1;
Range 12/24/28) Ammo: 6 cyl. ☐☐☐☐☐☐
Loomis Side-by-Side d6 (1-3d6; ROF 1-2;
Range 12/24/48) Ammo: 2 int ☐☐
Knife d6 (d6+d4)
Knife, Thrown d4-2 (d6+d4; ROF 1;
Range 3/6/12)

SKILLS:

Climbing: d4, Fighting: d6, Guts: d6, Intimidate d6,
Notice: d6, Ride d4, Shooting d6, Stealth d6, Streetwise d6,
Tracking d4

EDGES:

Alertness, Attractive

HINDRANCES:

Mean (Minor), Habit (Minor, Sarcastic)

WILLIAM



ATTRIBUTES:

Agility d6
Smarts d8
Spirit d4
Strength d4
Vigor d4

ATTACKS:

Fists d4-2 (d4)

Parry 2
Toughness 2
Pace 8
Charisma 0
Bennies 0

SKILLS:

Guts: d4, Investigation d6, Knowledge (Ozarks area) d4,
Knowledge (Art/Music/Culture) d6, Knowledge (History) d4,
Knowledge (Philosophy) d4, Persuasion d4, Repair d4

EDGES:

Fleet-footed, Luck (gets +1 benny per session)

HINDRANCES:

Young (Major, gets +1 benny per session)

BUCKSHOTS: JOHNNY COMES MARCHING HOME

COMBAT SHEETS

SQUATTER ALLY



ATTRIBUTES:

Agility d6
Smarts d4
Spirit d4
Strength d8
Vigor d6

Parry 5
Toughness 5
Pace 6
Charisma 0
Bennies 0

ATTACKS:

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

SKILLS:

Climbing: d4, Fighting: d6, Guts: d4, Intimidate d6,
Knowledge (Ozarks area) d4, Ride d4, Shooting d6,
Swimming d4

EDGES:

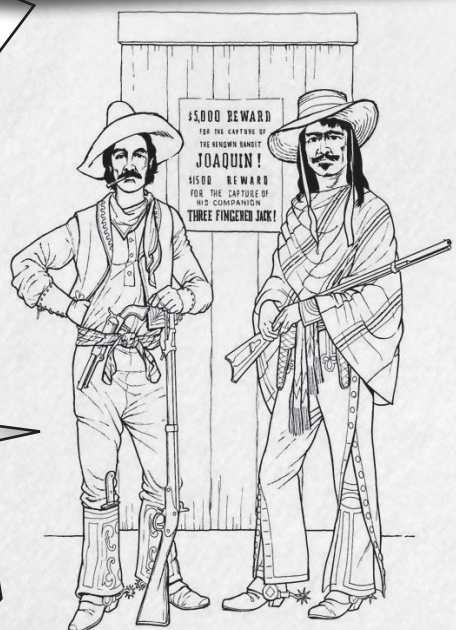
None

HINDRANCES:

None

BRUTE

SQUATTER ALLY



ATTRIBUTES:

Agility d4
Smarts d4
Spirit d6
Strength d6
Vigor d8

Parry 4
Toughness 6
Pace 6
Charisma 0
Bennies 0

ATTACKS:

Fists d64 (d6)
Colt New Model Army d4 (2d6+1; ROF 1;
Range 12/24/28) Ammo: 6 cyl. ☐☐☐☐☐☐
Loomis Side-By-Side d4 (1-3d6; ROF 1-2;
Range 12/24/48) Ammo: 2 int ☐☐
Knife + d4 (d6+d4)
Knife, Thrown d4-2 (d6+d4; ROF 1;
Range 3/6/12)

SKILLS:

Climbing: d4, Fighting: d4, Guts: d6, Intimidate d6,
Notice: d4, Shooting d4, Stealth d4, Streetwise d4

EDGES:

None

HINDRANCES:

None

HARD CASE

HATTIE FERGUSON

NOVICE



NOTES:

Sex: Female

Birthplace: Springfield, Missouri

Weight: 109 lbs

Hair: Reddish Brown (curly)

XP: 8

Load Limit: 30 lbs

Age: 14

Heritage: American

Height: 5' 4"

Eyes: Green

Languages: English

Load: 20 lbs

ATTRIBUTES:

Agility d8

Smarts d6

Spirit d6

Strength d6

Vigor d6

Parry 6

Toughness 5

Pace 6

Run +1d6

Charisma 0

SKILLS:

Climbing: d4

Fighting: d8

Guts: d4

Knowledge (Ozarks area) d4

Notice: d4

Riding: d4

Shooting d6

Stealth d8

Survival: d4

Swimming: d4

ATTACKS:

Fists d6 (d6)

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

U.S. Percussion Navy Pistol (mzl) d6 (2d6+1; ROF 1; Range 12/24/28)

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

Hatchet d6 (d6+d6)

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

Knife d6 (d6+d4)

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

HINDRANCES:

Phobia (Minor, Bullfrogs), Loyal (Minor)

EDGES:

Quick, Quick Draw

GEAR:

Knife (belt), Knife (boot), Sharps Rifle, .44 percussion rounds (1 loaded, 5 in pocket), U.S. Percussion Navy Pistol (1 loaded), Bow, Quiver (9 arrows), Hatchet, men's trousers, men's cowboy boots, plain shirt, men's jacket, burlap cap, haversack (.44 percussion rounds (15), .54 muzzleloader ammo (5), jerky, dried fruit), water skin

WOUNDS

-1 -2 -3

INC!

FATIGUE!

-2 -1



BERTRAM J. (BIG) TATE

SEASONED



NOTES:

Sex: Male
Birthplace: Elk Creek, Missouri
Weight: 255 lbs
Hair: Bald pate, long brown sides, full beard
XP: 20
Load Limit: 40 lbs

Age: 31
Heritage: American
Height: 6' 3"
Eyes: Brown
Languages: English
Load: 22 lbs

ATTRIBUTES:

Agility d6
Smarts d6
Spirit d6
Strength d8
Vigor d8

Parry 6
Toughness 6
Pace 6
Run +1d6
Charisma 2

SKILLS:

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

Notice: d4 (+2 for Alertness)
 Persuasion d4
 Shooting d4
 Stealth d4
 Streetwise d4
 Survival d6
 Tracking d4

ATTACKS:

Fists d8 (d8)
Loomis Side-by-Side (int) d4 (1-3d6; ROF 1-2; Range 12/24/48)
Colt Dragoon (cyl) d4 (2d6+1; ROF 1; Range 12/24/28)
Knife d6 (d8+d4)
Knife, Thrown d4-2 (d8+d4; ROF 1; Range 3/6/12)

HINDRANCES:

Stubborn (Minor), Wanted (Minor)

EDGES:

Alertness, Charismatic, Command

GEAR:

Knife, Loomis Side-By-Side, 15-gauge ammo (2 loaded, 10 in pocket), Colt Dragoon (2), .44 percussion round (6 loaded in each, 12 in spare cylinders), shoulder holster, belt holster, military boots, trousers, cap, vest, duster, canteen, pocketknife

WOUNDS

-1 -2 -3

INC!

FATIGUE!

-2 -1



URIAH "THREE-FINGER" LADD

NOVICE



NOTES:

Sex: Male
Birthplace: Maynardville, Tennessee
Weight: 141 lbs
Hair: Black
XP: 7
Load Limit: 30 lbs

Age: 23
Heritage: American
Height: 5' 6"
Eyes: Blue
Languages: English
Load: 15 lbs

ATTRIBUTES:

Agility d6
Smarts d6
Spirit d4
Strength d6
Vigor d8

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

SKILLS:

Climbing: d4
 Fighting: d6
 Gambling: d4
 Guts: d6
 Intimidate: d6

Notice: d4
 Ride: d4
 Shooting: d8
 Stealth: d6
 Survival: d4

ATTACKS:

Fists d6 (d6)
Sharps Rifle (int) d8 (2d8; ROF 1; Range 20/40/80)
Colt Improved Pocket Pistol (cyl) d8 (2d6+1; ROF 1; Range 12/24/28)
Knife d6 (d6+d4)
Knife, Thrown d4-2 (d6+d4; ROF 1; Range 3/6/12)

HINDRANCES:

None

EDGES:

Fast Healer

GEAR:

Men's suit (old), men's cowboy boots, plain men's shirt, cowboy hat, Sharps Rifle, .44 percussion rounds (1 loaded, 17 in belt), Colt Improved Pocket Pistol, .31 percussion rounds (5 loaded, 7 in belt), cartridge belt and pouch, bandana, knife

WOUNDS

-1 -2 -3

INC!

FATIGUE!

-2 -1



LUDWIG METZGER

NOVICE



NOTES:

Sex: Male

Birthplace: Wittenberg, Missouri

Weight: 173 lbs

Hair: Blond

XP: 9

Age: 21

Heritage: German

Height: 5' 10"

Eyes: Green

Languages: English,
German

Load: 19 lbs

Load Limit: 64 lbs

ATTRIBUTES:

Agility d6

Smarts d6

Spirit d4

Strength d8

Vigor d8

Parry 5

Toughness 7

Pace 8

Run +1d10

Charisma 0

SKILLS:

Climbing: d6

Fighting: d6

Guts: d4

Knowledge

(Missouri area) d4

Knowledge (Tactics) d4

Notice: d4

Ride d4

Shooting d6

Stealth d6

Survival d4

Swimming d4

ATTACKS:

Fists d6 (d8)

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

Starr Army Revolver (cyl) d6 (2d6+1; ROF 1;

Range 12/24/28)

Knife d6 (d8+d4)

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

Bowie Knife d6 (d8+d4)

HINDRANCES:

Guilt (Minor, see sidebar), Poverty (Minor)

EDGES:

Brawny, Fleet-Footed

GEAR:

Trousers, plain men's shirt, men's overcoat, cowboy boots, cap, Sharp's Rifle, Starr Army Revolver, .44 percussion rounds (rife: 1 loaded, 14 in pockets; revolver: 6 loaded, 6 in spare cylinder), holster, Bowie knife, knife, haversack

WOUNDS

-1 -2 -3

INC!

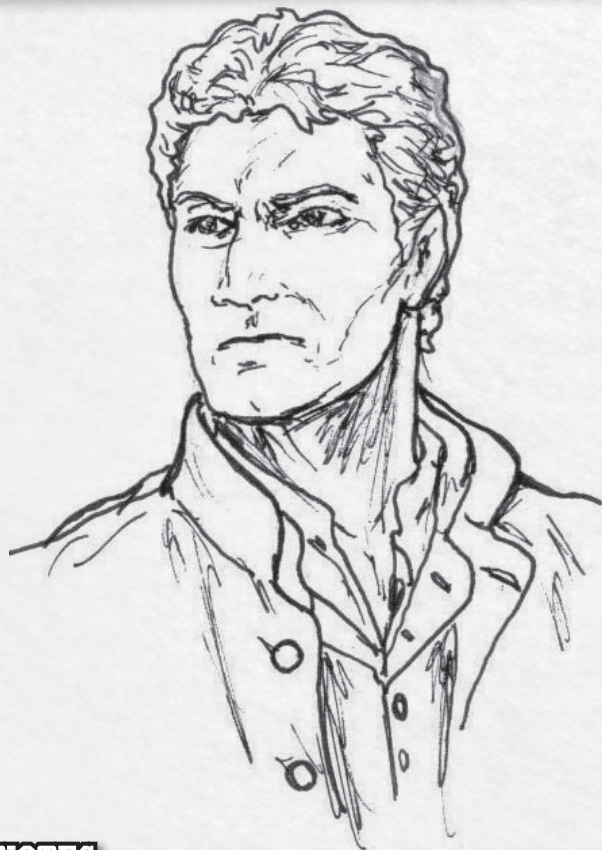
FATIGUE!

-2 -1



SHANE FOLEY

NOVICE



NOTES:

Sex: Male
Birthplace: Galway, Ireland
Weight: 150 lbs
Hair: Red
XP: 8
Load Limit: 30 lbs

Age: 20
Heritage: Irish
Height: 5' 7"
Eyes: Blue
Languages: English
Load: 21 lbs

ATTRIBUTES:

Agility d6
Smarts d6
Spirit d6
Strength d6
Vigor d6

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

SKILLS:

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

Ride d4
Shooting d6
Stealth d6
Streetwise d6
Tracking d4

ATTACKS:

Fists d6 (d6)
Loomis Side-by-Side (int) d6 (1-3d6; ROF 1-2;
Range 12/24/48)
Colt New Model Army (cyl) d6 (2d6+1; ROF 1;
Range 12/24/28)
Knife d6 (d6+d4)
Knife, Thrown d4-2 (d6+d4; ROF 1; Range 3/6/12)

HINDRANCES:

Mean (Minor), Habit (Minor, Sarcastic)

EDGES:

Alertness, Attractive

GEAR:

Colt New Model Army, holster, .44 percussion rounds (6, loaded, 6 in spare cylinder, 22 in room), Loomis Side-By-Side, 15-gauge shells (2 loaded, 7 pockets), knife, military boots, plain shirt, military trousers, vest, men's waistcoat, cap

WOUNDS

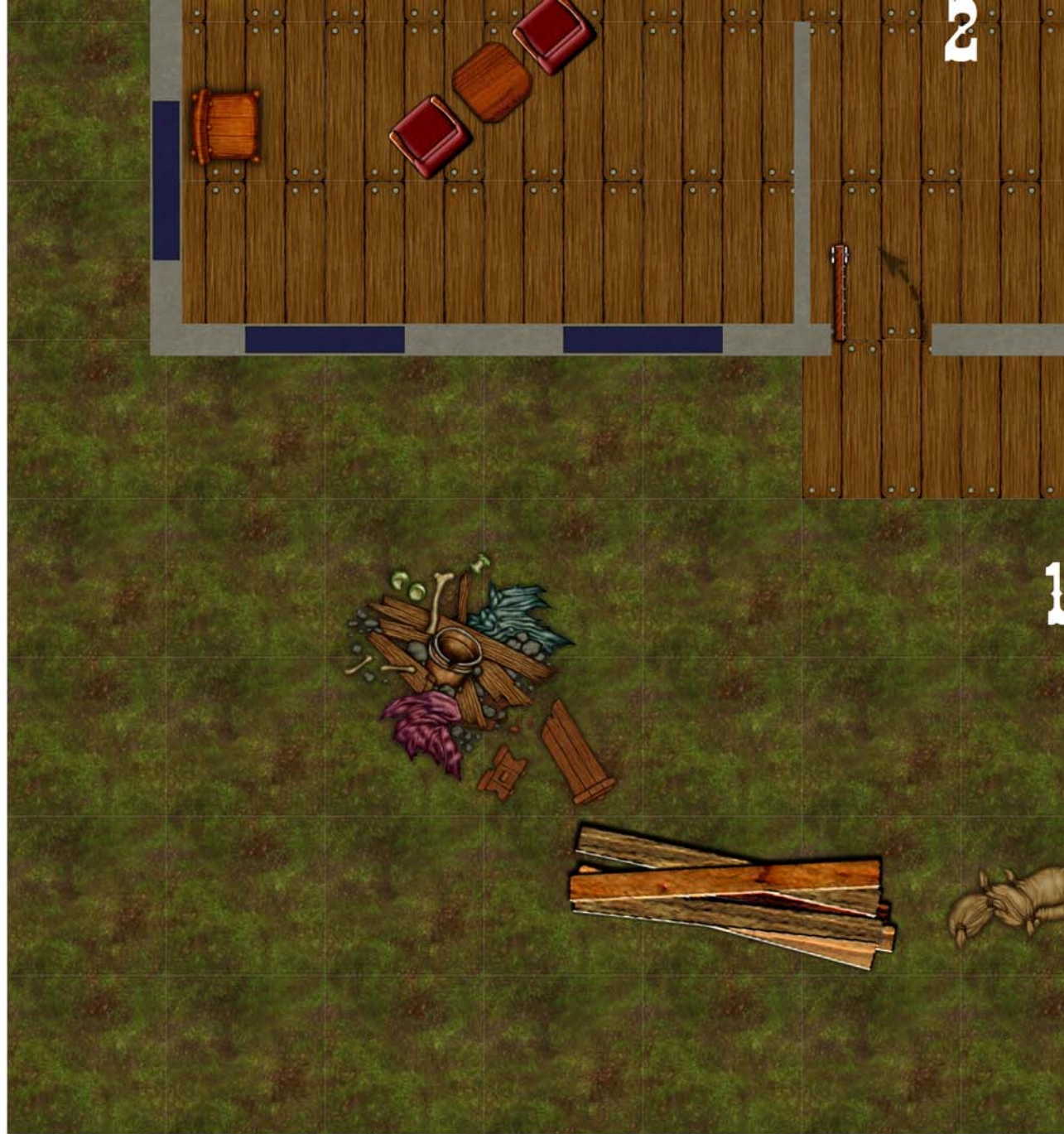
-1 -2 -3

INC!

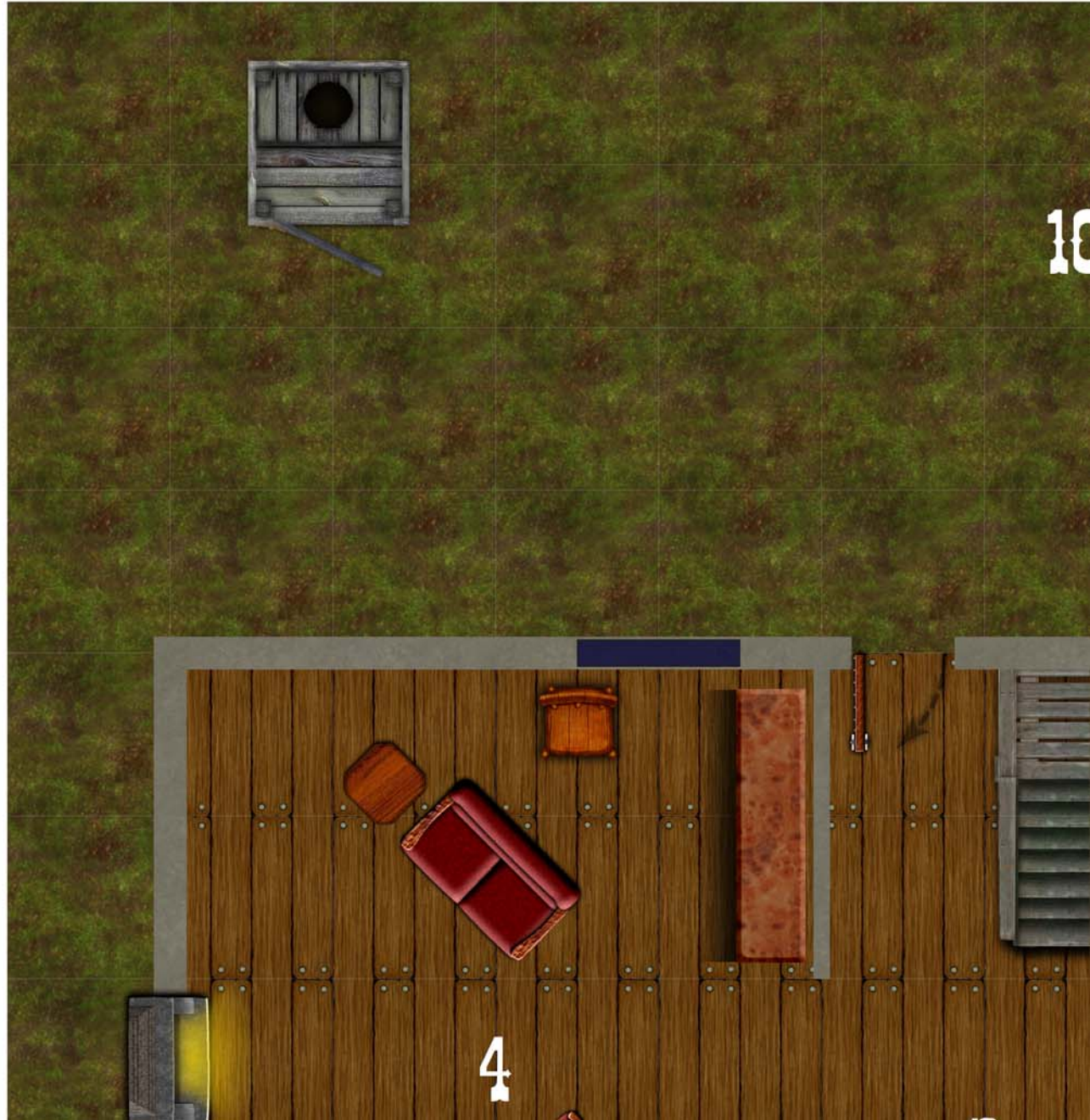
FATIGUE!

-2 -1



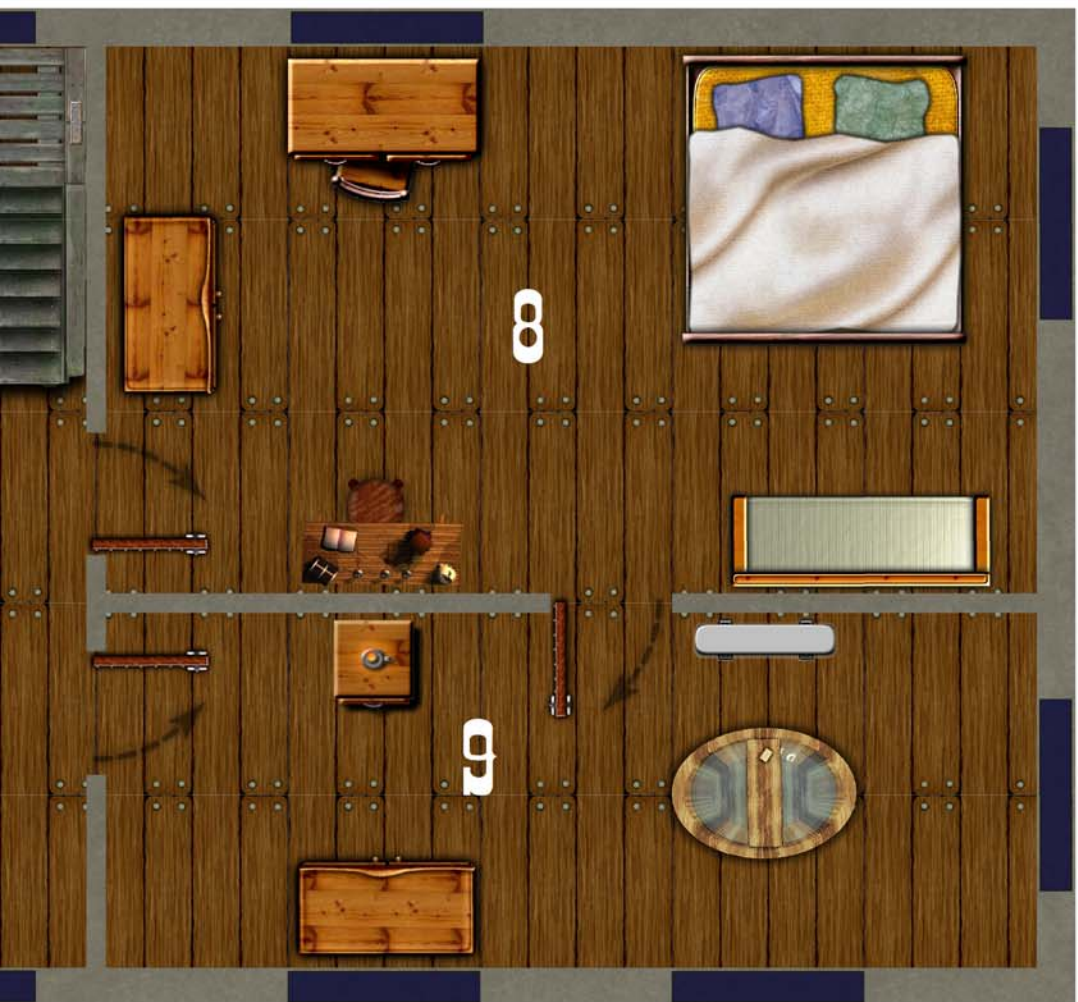


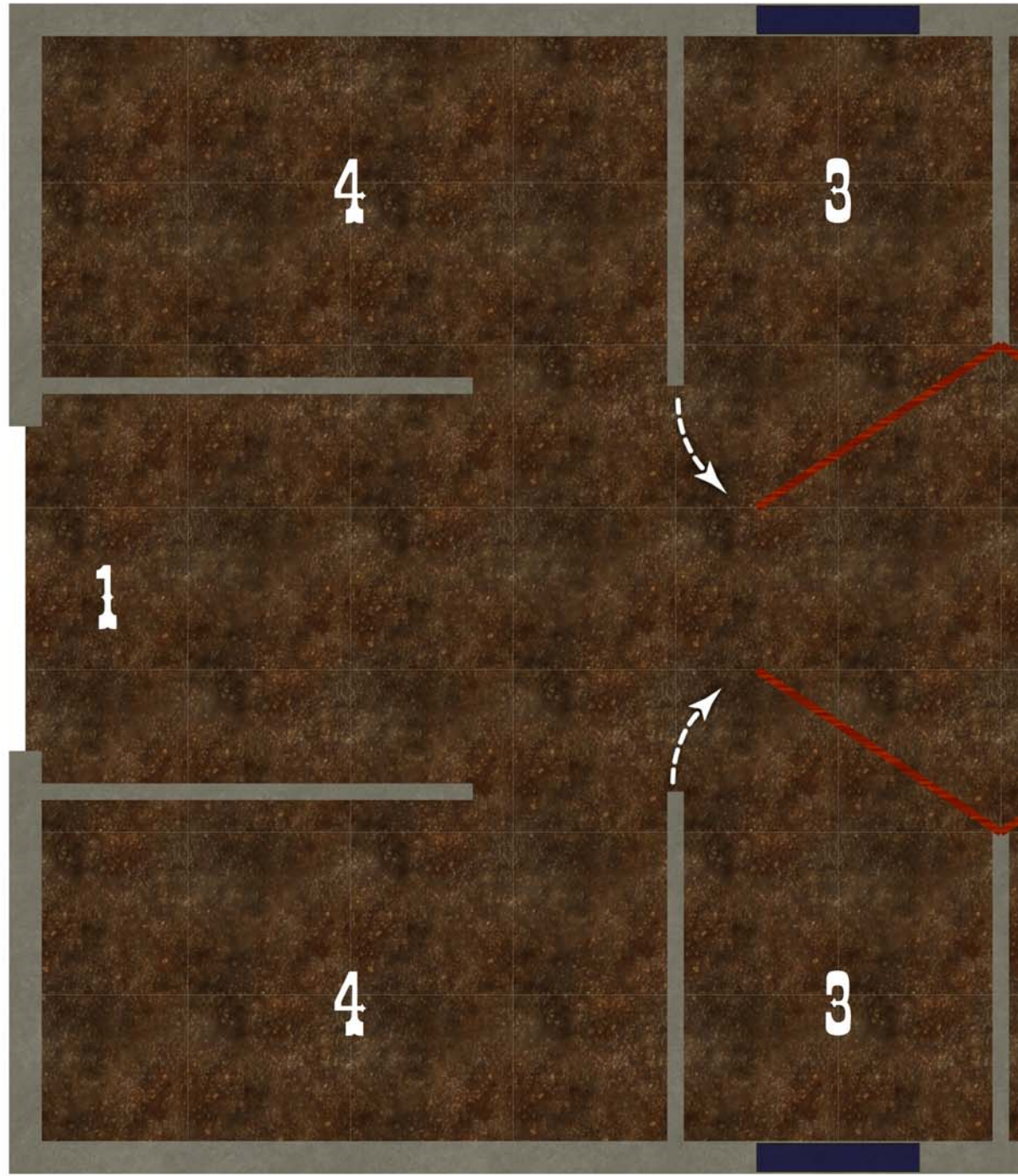


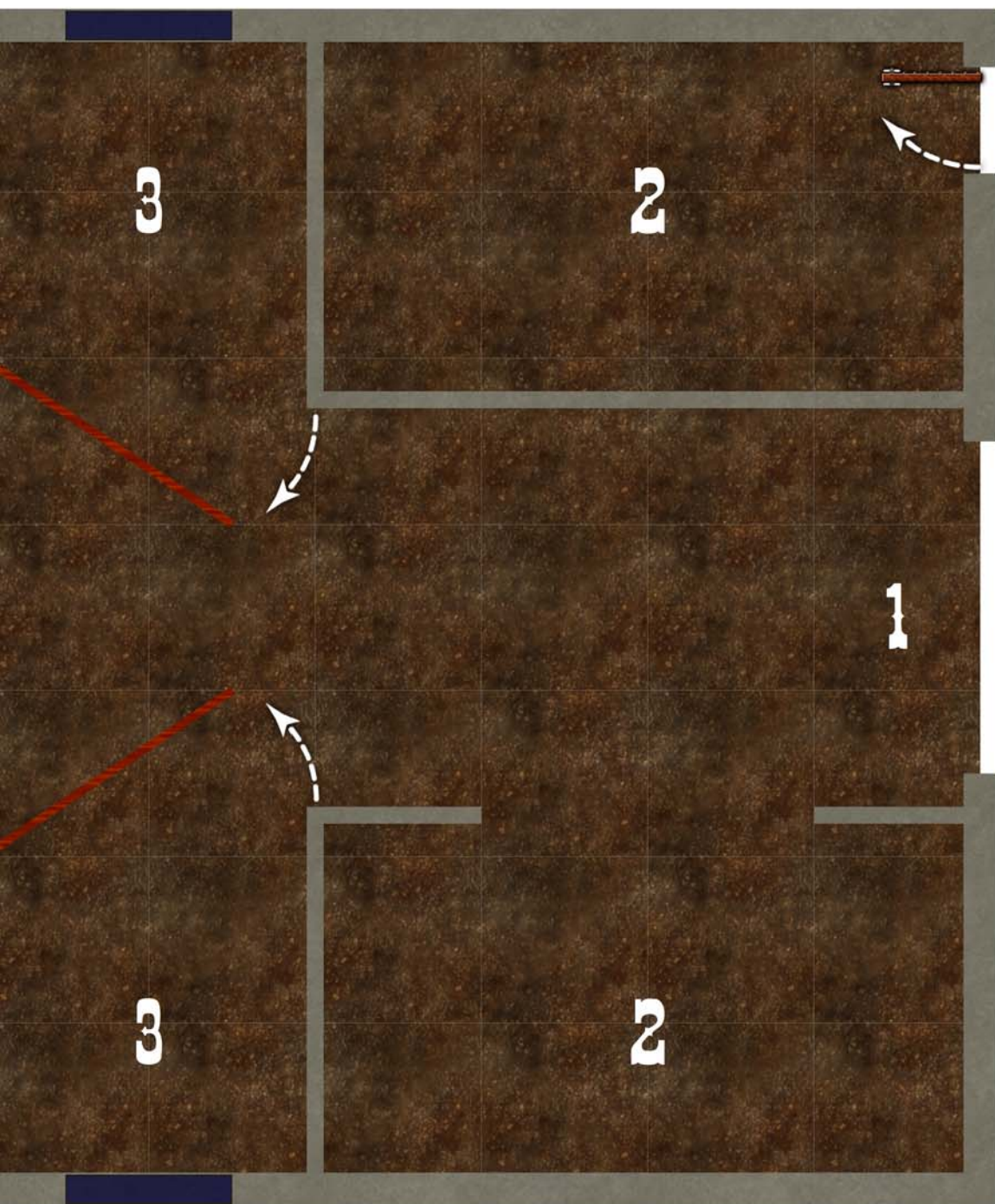


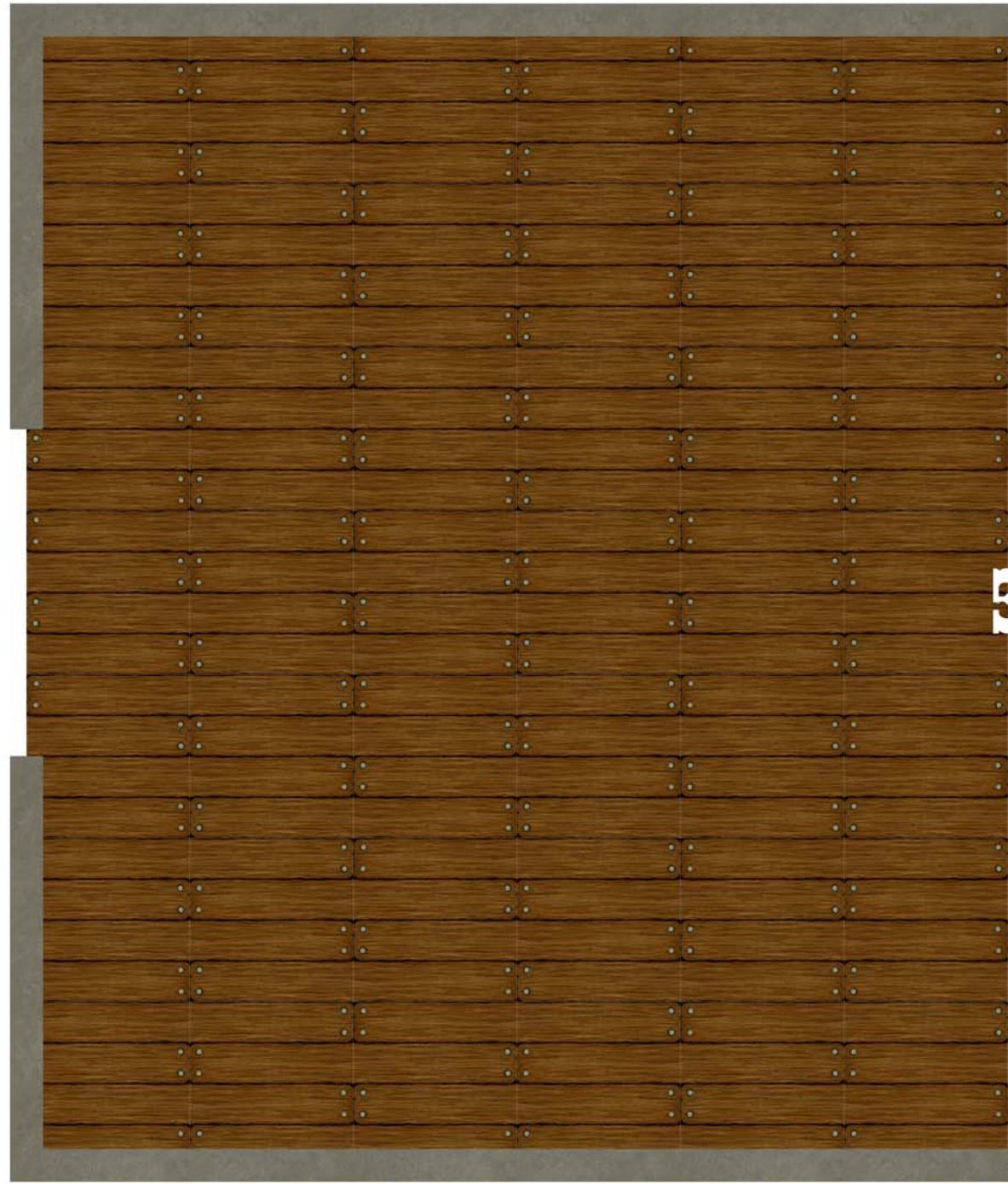


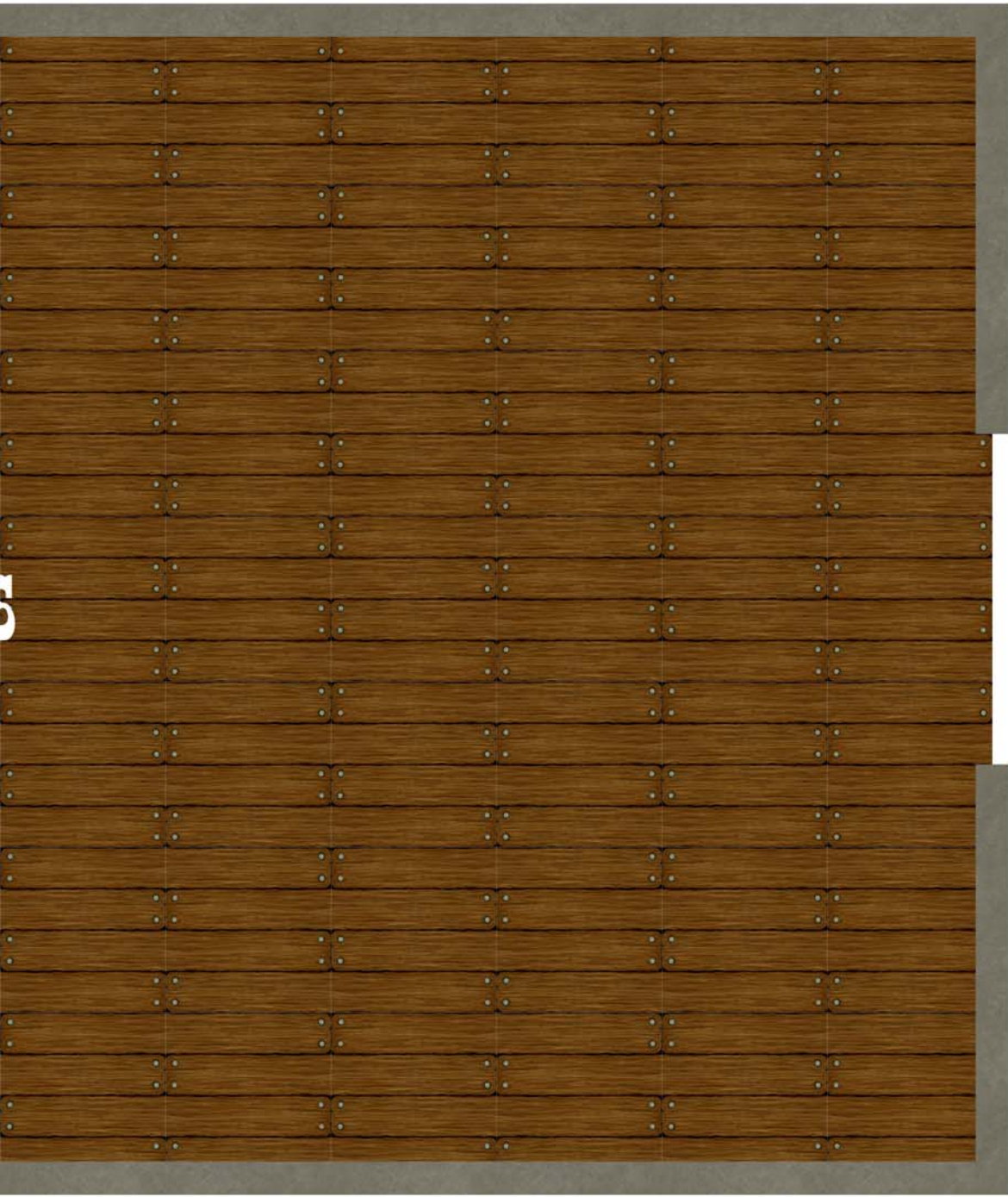






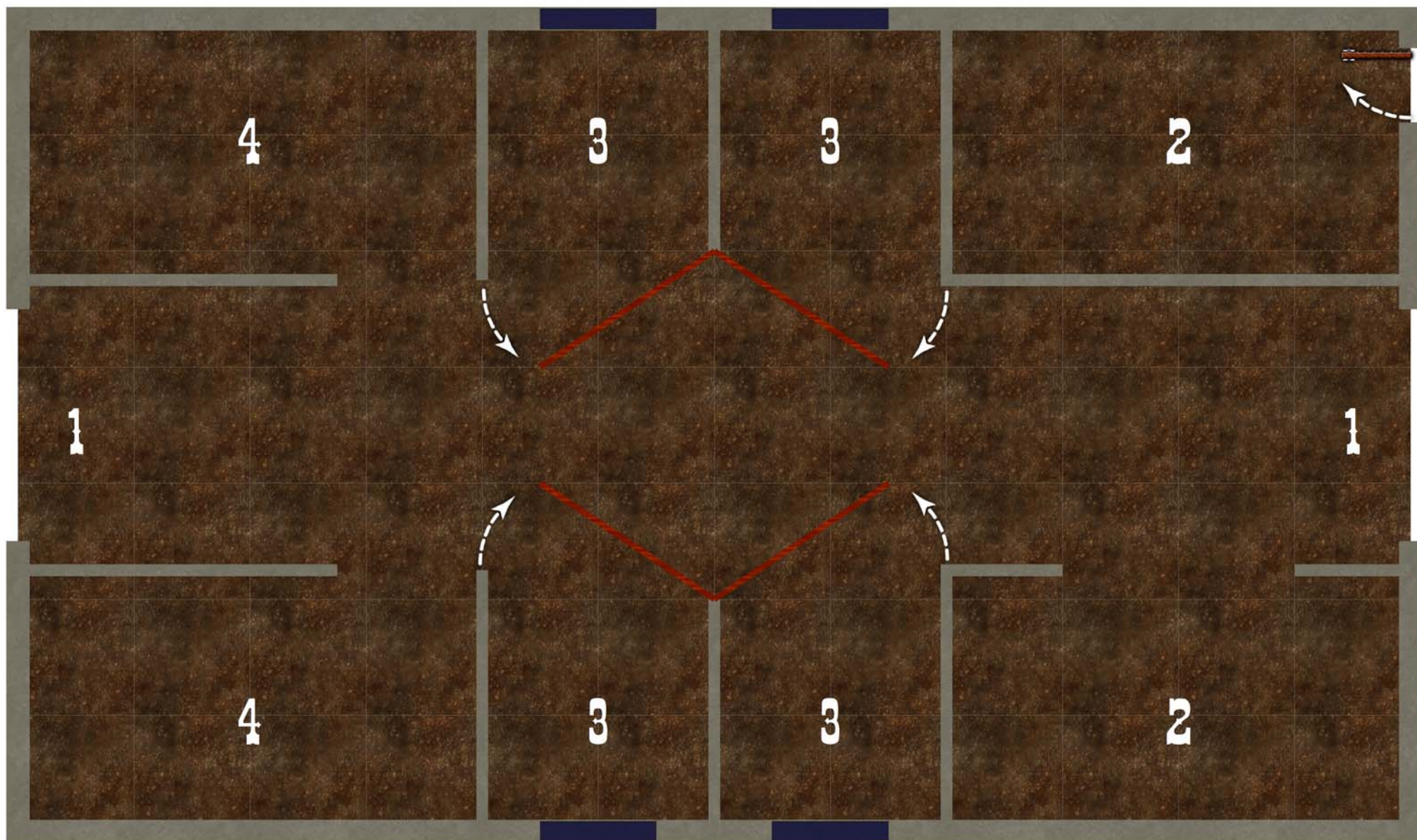












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