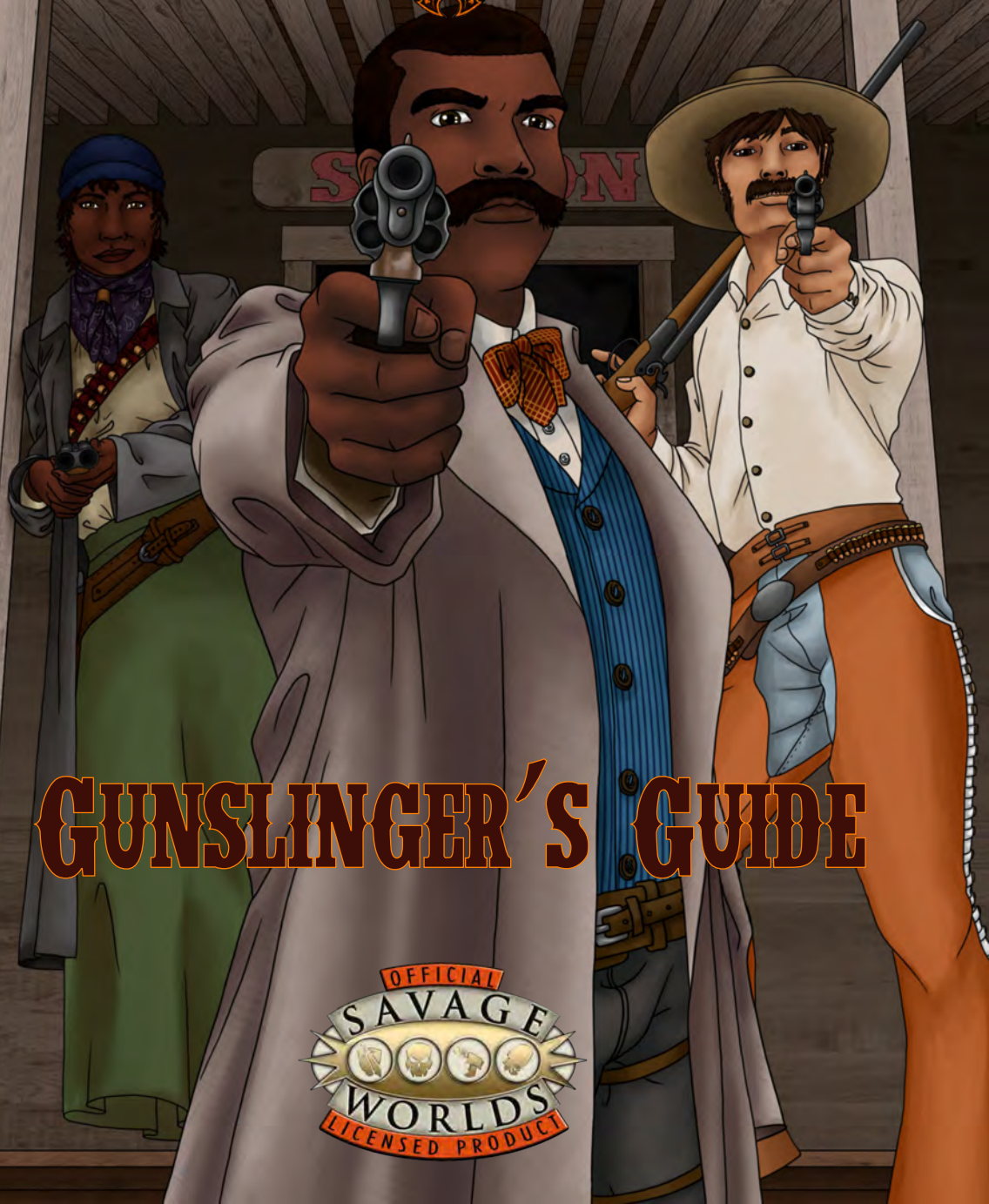


STEAMSCAPES



GUNSLINGER'S GUIDE



STEAMSCAPES: GUNSLINGER'S GUIDE

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CONTENTS

Chapter 1: Introduction.....	4
Using This Book.....	4
Chapter 2: Fiction.....	5
Chapter 3: How Guns Work.....	9
Chapter 4: Expanded Gunsmithing Rules.....	18
Gunsmithing Abilities by Rank.....	18
The Mechanics.....	18
Black Powder Weapons.....	20
Modifications.....	21
Accuracy Improvements.....	21
Damage Improvements.....	21
Ammunition Improvements.....	22
Rate of Fire Improvements.....	23
Miscellaneous Improvements.....	25
Drawbacks.....	26
Gunsmithing Summary Charts.....	28
Sample Guns.....	32
Chapter 5: Notable Gunslingers.....	35
Bass Reeves.....	35

Belle Starr.....	36
Sam Sixkiller.....	37
Tiburcio Vásquez.....	38
Stagecoach Mary Fields.....	39
The Earp Brothers.....	40
Choctaw Lighthorsemen.....	41
The Pinkertons.....	42
Chapter 6: Gunslingers in a Steamsapes Game.....	44
Finding Work as a Gunslinger.....	44
American Consolidated Union.....	44
Plains Tribal Federation.....	44
Confederation of Texas.....	45
Rocky Mountain Republic.....	46
Matters of Payment.....	48
Conversion Chart of North American Currencies.....	48
Optional Rules.....	49
Concealed Firearms.....	49
Rapid Attack (fanning the hammer).....	49
Quick-Draw and the Border Shift.....	50
The Showdown.....	50
Loading a Firearm.....	51
Firing from Horseback.....	52
Glossary.....	53

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CHAPTER 1

Using This Book

This book is intended as a supplement to the *Steamsapes: North America* setting book, which introduced the world of Steamsapes and the Gunslinger profession. Steamsapes is a licensed Savage Worlds setting, so the rules presented here are compatible with other Savage Worlds settings as well as the core *Savage Worlds Deluxe* rules. Suggestions for using the gun customization rules both in and out of the Steamsapes setting are included in the rules section in Chapter 4.

This book also contains background information about the history and technology of guns (Chapter 3), and about famous gunslingers of the late nineteenth century (Chapter 5). The historical figures presented here are all real, though their lives have been adjusted somewhat according to the alternate history of the Steamsapes world. This includes the character of Charley Parkhurst in the short fiction in Chapter 2. However, we strongly encourage anyone who is interested to research the real-life versions of these figures. They are all fascinating, and some of them may even be considered inspiring. Chapter 6 contains expanded setting information for running a Steamsapes campaign.

All of the rules in this book are considered optional for the Steamsapes setting. They are presented as additional flavor for Gunslingers in terms of weapon customization, and also to offer more variety to the profession at higher levels of play. Please note that none of the Gunsmithing options are restricted by rank per se, but because Gunsmithing is a dual-linked skill (see *Steamsapes: North America*, page 16), the higher levels of gun customization may be prohibitively costly for lower-level heroes. As in all aspects of character advancement, the ability to create versatile and high-powered weaponry is intended to be a significant tradeoff.

We hope you enjoy this book, and if it is your first look at the world of Steamsapes, please check out the free downloadable adventures and GM screens at Studio 2 and DriveThruRPG!



CHAPTER 2

The Transfer

By Eric Simon

“I ain’t hirin’ no soulless machine.”

Mr. Horace had heard words like this before, but it had been a while. That was one reason he rode with Cockeyed Charley Parkhurst. Not only was the man a legendary stagecoach driver even at the crotchety, tobacco-chewing, foul-mouthed age of 60, but he always treated the automaton fairly.

Charley raised the eyebrow over his good eye and looked square at the clerk. “We’re all men here,” he said. “Ain’t nobody gonna say Horace ain’t as good a man as me. He’ll be my shotgun and that’s how it is.”

The Western Union clerk scowled. “This wire transfer is one of the biggest we’ve ever gotten that couldn’t go directly to the bank. You’ve got fifty miles of road ‘tween here and Aptos, and I’ll be buggered if you think I’m trustin’ that money to some brass-assed tom.”

Charley grabbed the clerk’s collar and yanked him across the counter. “Listen, boy,” he hissed, “I’ve been drivin’ the mail in California since it was Spanish. Horace’s been ridin’ with me on my Wells Fargo runs for five years now. I’m the best driver in California that ain’t pushin’ a steam cart, and if you want me, you hire him, too.”

Mr. Horace watched the clerk squirm in the grip of Charley’s heavily-muscled whipping arm. The automaton leaned in and waited until the clerk finally turned and looked right into his unblinking optic lenses.

“Perhaps, Mr. Parkhurst, we should tell this gentleman’s superiors that he is not serious about the safety of this delivery.”

Charley released the clerk’s shirt and nodded. He turned to go and spat a wad of tobacco juice, deliberately missing the spittoon.

“Right you are, Mr. Horace. The money can rot here in San José as far as we’re concerned.”

The poor clerk’s eyes widened even further.

“Wait! Please! I’ll be fired if I don’t get this to Aptos by tomorrow. Look, I’m sorry. You can take whoever you want!”

Charley turned and gave a half-smile.

“That’s fine by me, but it’s Horace that you’ve insulted. What do you think, Mr. Horace? Is that apology good enough?”

The gears of Mr. Horace’s decision engine whirred audibly as he considered.

“Well, Mr. Parkhurst, as a soulless machine, I cannot be placated by emotional pleas. The only apology I understand is cash. After all, it is cold and hard like me.”

Charley barked a short laugh.

“There ya have it, boy! Sounds like our fee just doubled. Take it or leave it.”

As Mr. Horace had anticipated, the bandits hit just a couple miles west of the Bell Station toll. The terrain there was ripe for an ambush—hilly and spotted with short trees and scrub. The day was dry and sunny, and Charley had been watering the horses frequently to keep them ready to run.

The first shot missed, but it landed close enough to the horses that they started to spook. Charley immediately began working whip and reins to keep them on track, but Horace knew it would take a few precious moments to get them under control enough to risk picking up speed. Otherwise they might injure themselves or each other trying to pull the four-horse rig in different directions. Meanwhile, some of the bandits would be riding in to overwhelm the coach with numbers.

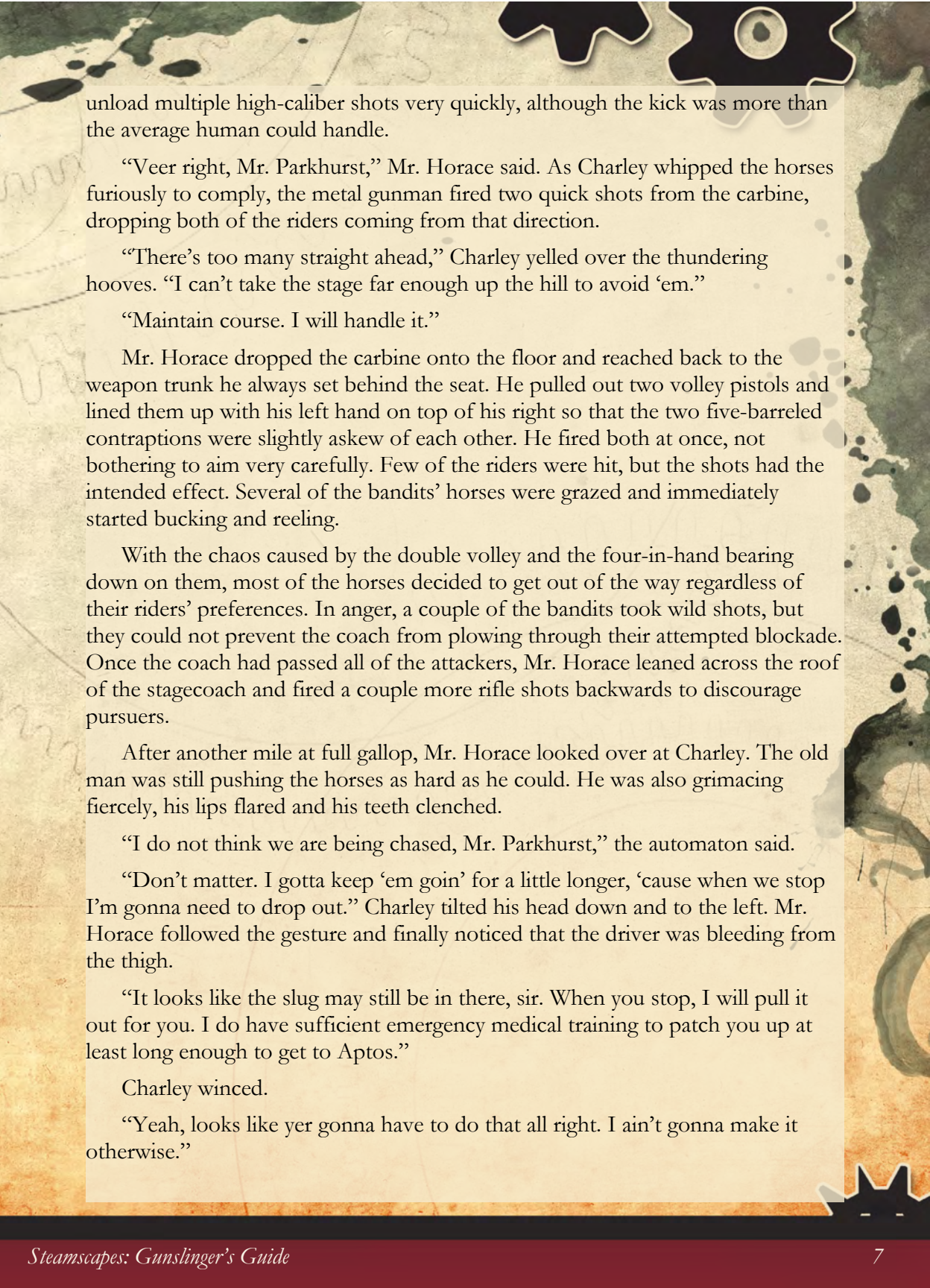
Mr. Horace scanned the hills quickly and spotted the glint of a long rifle barrel in a copse of trees up ahead. Two years back he had paid a San Francisco gearsmith for a telescopic lens in his right eye. With this advantage he was an even better rifle shot than he had been when he had served as part of Meade’s Mechanicals in the Civil War. He sighted his Martini-Henry and fired once.

“Sniper eliminated, sir,” he said.

Charley jerked the reins and began to push the horses into a gallop.

“That’s good, ‘cause the rest of ‘em are up ahead. Gonna have to break through.”

Mr. Horace nodded. He set down his rifle and traded it for a different gun—one he had made himself after learning the secrets of gunsmithing—a shorter-ranged carbine with lever-action and a high-capacity magazine. With it he could

The background of the page features a textured, parchment-like surface. At the top, there are two interlocking black gears. Below them, a faint map of a landscape with hills and a river is visible. The right edge of the page is decorated with dark, irregular ink splatters and a small black gear at the bottom right.

unload multiple high-caliber shots very quickly, although the kick was more than the average human could handle.

“Veer right, Mr. Parkhurst,” Mr. Horace said. As Charley whipped the horses furiously to comply, the metal gunman fired two quick shots from the carbine, dropping both of the riders coming from that direction.

“There’s too many straight ahead,” Charley yelled over the thundering hooves. “I can’t take the stage far enough up the hill to avoid ‘em.”

“Maintain course. I will handle it.”

Mr. Horace dropped the carbine onto the floor and reached back to the weapon trunk he always set behind the seat. He pulled out two volley pistols and lined them up with his left hand on top of his right so that the two five-barreled contraptions were slightly askew of each other. He fired both at once, not bothering to aim very carefully. Few of the riders were hit, but the shots had the intended effect. Several of the bandits’ horses were grazed and immediately started bucking and reeling.

With the chaos caused by the double volley and the four-in-hand bearing down on them, most of the horses decided to get out of the way regardless of their riders’ preferences. In anger, a couple of the bandits took wild shots, but they could not prevent the coach from plowing through their attempted blockade. Once the coach had passed all of the attackers, Mr. Horace leaned across the roof of the stagecoach and fired a couple more rifle shots backwards to discourage pursuers.

After another mile at full gallop, Mr. Horace looked over at Charley. The old man was still pushing the horses as hard as he could. He was also grimacing fiercely, his lips flared and his teeth clenched.


“I do not think we are being chased, Mr. Parkhurst,” the automaton said.

“Don’t matter. I gotta keep ‘em goin’ for a little longer, ‘cause when we stop I’m gonna need to drop out.” Charley tilted his head down and to the left. Mr. Horace followed the gesture and finally noticed that the driver was bleeding from the thigh.

“It looks like the slug may still be in there, sir. When you stop, I will pull it out for you. I do have sufficient emergency medical training to patch you up at least long enough to get to Aptos.”

Charley winced.

“Yeah, looks like yer gonna have to do that all right. I ain’t gonna make it otherwise.”



Three or four miles later, Charley pulled the stagecoach into a patch of brush a little ways from the road. Grunting and swearing, he climbed out of the seat and lay down on a blanket on the ground.

“Funny thing,” Charley said, “all those years and the only thing’d ever hurt me was that damned fidgety gelding that kicked me in the eye. Never thought I’d actually get shot.”

“Just stay still, Mr. Parkhurst,” Mr. Horace told him. “I am told that this hurts a bit.”

The automaton had brought his gunsmithing tools and was preparing to reach into the wound with a pair of fine-nosed pliers. Charley grabbed a flask of whiskey out of his shirt pocket and took a swig.

“Do it,” he said, and immediately let loose with a torrent of expletives as Mr. Horace removed the slug.

“As I said, Mr. Parkhurst. However, I believe I have gotten it. I just need to clean you up and wrap the wound. Are you all right?”

The old man was groggy with pain and did not immediately answer. Horace began cutting away the part of his pant leg that was soaked with blood. As he was doing so, Charley suddenly jerked and shouted, “No!”

Mr. Horace had thought he was being careful to avoid causing additional pain, but he made an effort to be more delicate as he continued working to clean the area. The driver thrashed weakly and tried ineffectually to slap away the automaton’s hands. As he worked, Mr. Horace realized that something was odd. Something about Charley’s underclothes. Being an automaton, this was not an area that normally concerned him, but he understood the basics of human anatomy well enough to know what to expect. Finally, he realized what it was, or rather, what it wasn’t.

“Oh, I see.”

Mr. Horace looked up into the eyes of the grizzled stagecoach driver he had ridden with for five years. Cockeyed Charley Parkhurst was crying out of his one good eye.

“Horace,” Charley whispered, “You can’t tell anyone. I ain’t been a woman almost my whole life. I decided I was a boy when I left that orphanage at six, and that’s how I been ever since.”

The automaton nodded and went back to wrapping Charley’s thigh with a clean bandage.

“As you say, Mr. Parkhurst. We are all men here.”

CHAPTER 3

How Guns Work—An Apprentice's Instruction

It was early in the morning when the boy wandered into his workshop, but the old man had been working for an hour or so already. A long gun was held in the gun vice on his workbench, with the action taken apart and a bewildering array of bits and bobs laid out on the bench. The forge was going, and the old man was delicately hammering away at a hot piece of metal, changing the shape ever so slightly, before quenching it and setting it to cool.

"Can I help you son?"

"You the ... the gunman?"

"Gunman? I guess, in a manner of speaking... I make guns, if that is what you mean."

The boy was silent for a long time. Finally he started to back away. The old man looked him over and then straightened up a bit and

"Why you lookin' fer a gunslinger, boy?"

"I need...I want to learn how to...I'm gonna be a shootist."

"How old are you, eleven? Twelve?"

"Fifteen!"

"Small for yer age."

"Don't matter if you have a gun!"

"God made men, Sam Colt made 'em equal, eh? What d'ye know about guns?"

"My daddy taught me, before... Yeah, I know how to shoot!"

"Well that's a start, but if you're going to be a gunslinger, you need to know how guns work."

"What's to know? You point them at the bad guy and pull the trigger."

The old man couldn't help himself this time, and a chuckle escaped his lips. The boy, who had been creeping closer, took a step back with his brows lowered. With a bitter sneer he snarled at the old man.

“And what do you know about shooting? You build guns, you don’t shoot them! What use is that?”

The old man made a placating gesture.

“No, no, you’ve a fair point. Despite all the advances even in my lifetime, most guns work on the same basic principles and have the same basic parts. A barrel, a bullet, powder, and a way to ignite the powder; that’s all there is to the ‘Great Equalizer.’ With a gun, the weak is no longer at the mercy of the strong. At least in theory. But men are only as equal as their guns, so we gunsmiths are constantly experimenting, tinkering, and inventin’ new ways to improve our guns, lookin’ for that slight edge that will make us just that little bit *more* equal.”



Colt's Great Equalizer

His voice got quieter, and without realizing it the boy started to creep forward again.

“To build a better gun, you need to understand the basics of what a gun is. A bullet is loaded into a barrel in front of a gunpowder charge. The gunpowder charge is ignited, and the resulting explosion creates an enormous amount of gas, which is under high pressure because of the enclosed space. The only path out is down the barrel, so the gas all tries to escape that way. The bullet is in the way, so it gets pushed very fast out of the barrel, and flies in the direction the barrel is pointed.”

The boy began to look at the guns sitting half-put-together on the shelves, and listening to the old man, who started showing him how the pieces fit. He pulled down an old reloading kit and some spent brass and showed the boy how to reload a cartridge with powder and a bullet to make a new round. The boy was a quick study, with hands whose youthful, unconscious steadiness the old man found himself envying...

“Why is everything made of brass? Isn’t steel better and cheaper?”

“Sparks, son. Brass don’t spark.”

The boy suddenly froze, looking at the loose gunpowder he had spilled on the table and how close that table was to the forge. The old man nodded, approvingly.

“Good! You need to be thinking about sparks when you are working with explosives. But don’t get paranoid. What happens when you ignite gunpowder, boy?”

“It explodes! Everyone knows that.”

“Actually, it usually doesn’t. Any miner will tell you. Gunpowder burns. You can make a makeshift fuse just by laying out a line of powder. It doesn’t explode.”

“But...how...”

“Gunpowder needs to be packed tightly to explode. That’s something a gunslinger needs to know. Guns rely on it. That’s why we pack the powder so tightly into the brass cartridge.”

The kid stuck around all morning, and before long was helping out. He worked the bellows when a new piece needed to be built, ran to the baker to get fresh bread for lunch (which he hungrily shared)...just like an apprentice, thought the old man. A couple customers came, either with guns that needed fixing or to pick up guns they had ordered. The boy watched the work carefully, asking questions when he had to but mostly just watching. After lunch, the two took a newly repaired Colt Peacemaker out back and tested it out...mostly an excuse to shoot tin cans on the back fence. The boy had been taught, no question—he was calm and he squeezed the trigger, not jerking it like most inexperienced shooters.

“Good. But you are holding your breath when you shoot. That won’t help your accuracy, and it will tire you out over time. Unload that gun, keep the brass, and I’ll show you how to fan. The gentleman who brought this gun wanted it modified for fanning. Fanning ain’t generally good for a gun, but I’ve tweaked this one to stand up to it, and we need to make sure the tweaks worked. Fanning only works with a single-action revolver. The theory is simple—you hold the trigger down with your right hand, and slam the hammer as fast as you can with the heel of your left. That pulls the hammer back, and it immediately comes back to drop on the round and fire it. With practice, you can empty the cylinder in a few seconds. The trick is hittin’ anything.”

After they had shot off a few cylinders, they went back inside to see how the gun was holding up. The boy looked at his feet.

“Mister...why aren’t you telling me... you know...that I shouldn’t want to be a gunslinger?”

“Why would I tell you that?”

“Well, my mom...she says that violence never solves anything, and nobody should ever shoot anybody.”

“She might be right, I reckon. Live by the gun, die by the gun, they say. But then again, if nobody ever shot anyone else, I’d be out of a job, eh? Best you decide for yourself. What do you think?”

“Well... what happens when someone attacks you? How can you fight back if you are small or there are three...er, a lot of them, without a gun?”

The old man took a long look at the boy, and then slowly very deliberately.

“You in trouble, son?”

“No...I mean. What business is it of yours?”

The old man resisted another smile.

“Well, you’re in my shop...if trouble is coming, I reckon I got a right to know.”

The boy looked guilty for a second, and then hastily looked down. The old man held his gaze for a second, and then shrugged.

“Keep your secrets for now, son. If you change your mind... At any rate, we should get this gun cleaned up and ready for its owner.”

They returned to the workshop, and the old man showed the boy how to clean a gun and care for it. Over the afternoon, the old man worked on a handful of projects, but the boy’s attention kept returning to the gun that was in pieces on the bench. He started looking again at the disassembled action, and already the old man could see that he was recognizing the basics of how the action was supposed to work.

“So...what is wrong with this one?”

“Wrong with it?”


“Well, you’re fixing it, right?”

The old man chuckled.

“Not exactly. This is a new gun design that I’m workin’ on.”

“Golly! Have you always designed your own guns?”

“Oh, I’ve been makin’ new guns since before your daddy was born, son, probably his daddy too. I learned from my father, who was a blacksmith. Back in those days we didn’t have fancy guns like these, and most blacksmiths could make a gun...though they usually had to buy the barrel—making barrels is trickier than



you might think. The first gun I made was a musket. You know what that is, son? Back then, they were the most common gun around, but I ain't surprised you've never seen one. Muskets are 'muzzle-loaders.' They've got to be loaded from the business end because the barrels are one solid piece, like a pipe that's permanently capped at one end. Barrels like that are pretty sturdy, which is good, on account of if the barrel fails to contain the explosion that can be pretty bad for your shooter. But muzzleloaders take a long while to load. Back then, we measured rates of fire in rounds per minute—the British army was considered expert on account of being able to get off 3 rounds in a minute. Less than one was more common amongst less skilled shooters, like civilians and Frenchies."

"Why did it take so long to load?"

"Well this was before metal cartridges. In order to load a musket you upend the gun, pour powder down the barrel, then the bullet, then a wad of paper or cloth to hold it all in. Then all of that would have to be forced down the barrel into a tightly compacted mass with a ramrod. Then the weapon has to be primed. A small amount of loose, extra-fine powder—called the priming charge—was poured into a 'pan' which ignited next to a 'touch-hole' in the barrel leading to the main charge. The primer burns instead of exploding because..."

"Because it is loose, not tight packed!"

"Exactly! The earliest guns had a slow-match that touched the primer when the trigger was pulled, while with the best of the really early ignitions—the flintlock—the hammer would hold a piece of flint which stuck a piece of steel, called the frizzen, showering sparks on the priming charge. These systems could misfire, where the powder in the pan ignites, but it don't ignite the main charge—you ever hear of a 'flash in the pan?' That's where that phrase comes from. And that was always a fun time...if your gun don't fire, well that's bad in a firefight. But even if you don't get shot right then, you have a problem because you don't know if maybe it will go off in a few seconds, or never...you can re-prime it and try again, but eventually, you have to clean the barrel out with a tool you carried just for that...and sometimes the gun finally does go off, just as you are looking down the barrel to clean it out. I had friends lost fingers or eyes that way."

"Getting shot by your own rifle...gee."

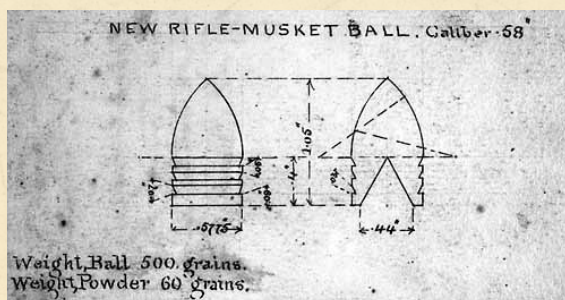
"Oh, this was before most guns were rifled. Heck, back then rifles were rare."

"I thought a musket was a kind of rifle, isn't it?"

Not exactly, no. Technically, a rifle is a gun with a rifled barrel—that is, a barrel with spiral grooves carved on the inside, which...here, take a look.


The old man stepped away and gestured towards the gun sitting on the bench. The boy hesitantly stepped forward, and looking down the barrel, saw the spirals grooves disappearing down the interior. He started to reach his hand, but then glanced at the old man, who nodded, managing once again not to smile. The boy touched the inside of the barrel with his little finger, and could feel the grip of the metal grooves like channels cut in the steel.

“Rifling makes the bullet spin as it is fired—it gives the gun better accuracy and range. But for rifling to do any good, your bullet has to fit pretty closely to the exact size of the barrel. With a muzzle-loader that makes loading take even longer, since it is hard to ram a bullet down a grooved barrel that fits it so tightly. Napoleon decided that accuracy was less important than rate of fire, so back then the French had very few rifled handguns, while the British had some elite units of riflemen. But in the 1840s, better ammunition was invented by a French soldier, name of Claude Minie. The Minie ball had a hollow cone in the back, a little smaller than the caliber of the barrel, which allowed it to be easily loaded, but then when the gun is fired, the thin metal would expand from the heat and pressure to tightly grip the rifle grooves. That solved the rifle’s major problem. Before long, almost all long arms were rifled, so nowadays we pretty much just call them ‘rifles.’ Rifling for pistols has gotten more common over the years, but there are still many smooth-bore pistols—short barrels aren’t that accurate either way.



Original Design for the Minie Ball

“Muzzle-loaders got a lot more reliable, especially in rough weather, with the advent of the percussion cap. Caps actually started showing up back when I was about your age, maybe younger, but they didn’t really start getting used until the ‘40s. The good old Brown Bess flintlock that had been in service in the British army for almost a hundred years, if you can believe that, got a last gasp of life by being converted to cap-and-ball.



“But the big influence of the percussion cap was that it led to the other major innovation in gunsmithing around that time: the breech-loader. Not having to shove the bullet and charge down the barrel is a lot faster, and allows a closer fit between bullet and barrel, increasing muzzle velocity. That’s good for both range and stopping power. Thing about a breech-loader though is that you need a tight seal on your access to the breech for firing. We gunsmiths tried lots o’ ways to solve this problem, and had been for hundreds of years—I heard that Henry VIII had a breech-loading hunting gun—but until the percussion cap came along, breech-loaders were not really reliable enough for combat.

“How did you solve it?”

“Well, my first attempt at a solution was what came to be called a ‘rolling-block’—a metal block covers up the breech during firing and is moved out of the way to load the gun. Rolling-block guns like...eh, like the Remington have a block that rotates forward and back activated by the action of the hammer: cocking the hammer rolls the block back to open the breech, the hammer coming down rolls the block back into place and locks it down for firing. It’s not the only kind of block: your falling-block gun, like the Sharps Rifle, does it with a lever that slides the block down to open the breech. And there are break-open guns which have a hinge so that the gun can ‘break’ to reveal the breech, and thus be loaded from there. Break-open is a good choice for shotguns, since the big weakness of a break-open action is that the hinge-pin is the only thing holding the breech closed during firing and isn’t as solid as a block—it can’t withstand too much pressure, but shotguns fire with lower pressure. Still, I’ve made break-open rifles and pistols that worked just fine.”

The old man started reassembling the action of the rifle on the bench. As each piece was pinned or screwed into place, he could see the boy working out the details of its operation. Once the most important parts were assembled, he explained:

“This gun here is a bolt-action. The bolt is opened for loading, but when you close the bolt it blocks the breech for firing. In general, bolt-actions aren’t the fastest firing, but they ain’t got a lot of moving parts, can be pretty light-weight, and can stand up to a lot of pressure.”

“Well, this one seems to have a lot of extra parts—what is this lever for? And what about this hole here? If you put the bullets...”

“The what now?”

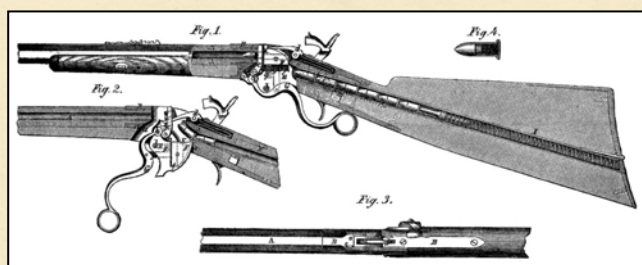
“I mean cartridges! Rounds! If you put the rounds in the top, why is there a hole in the bottom too?”

“What do you need to do before you reload a gun that uses metal cartridges?”

The boy thought about it for a moment, looking at the gun. Then his eyes wandered over to the pile of freshly made rounds and his eyes lit up.

“You have to remove the spent brass! Oh, does the brass fall out of the bottom and you put the new round into the top?”

“Not exactly...actually, sort of the opposite. This gun is more complicated because it's a repeater. It works a little like a Spencer rifle—the lever here opens the breech, ejecting the spent shell casing out the top, and a spring will push a new round into the chamber from the magazine.”



Magazine and Loading Mechanism for the Spencer Rifle

“But....where’s the magazine?”

“Well, that’s what I am working on. Different guns have magazines in different places. The Spencer’s is in the butt, while the Henry’s is a tube underneath the barrel. But my idea with this one was to have a detachable magazine that would fit into that hole there. That way, not only could you fire as fast as you can cock it until you empty the magazine, but instead of reloading the magazine manually, you could just take it out of the gun entirely and replace it with a spare magazine you could already have loaded. I haven’t got it working right yet, but I reckon folks will like it once I get it figured out.”

“I guess that’s why metal cartridges are so important, right? Without them, you couldn’t have a repeater!”

“Well, actually, there were some repeaters before metal cartridges. Revolvers, for example, can be cap-and-ball, like the Colt 1851 Navy—each chamber of the cylinder had to be loaded separately with powder and ball and then a percussion cap placed onto the nipple of each chamber. Once you’re loaded, while that cylinder lasts, you can fire pretty quick...but reloading takes quite a while. Of course there were always ways to get a few more shots from multiple barrels.

Double-barrel derringers and shotguns and the occasional rifle could allow two quick shots, but then they had to be reloaded just like any other gun. And of course there were volley guns, which used multiple barrels to put a lot of lead in the air in a short time, but none of them were really what we would call repeaters. There's the Gatling gun—again, multiple barrels, but a true repeater that didn't use metal cartridges. But in general, you're right, son. Once metal rounds were invented, all those types of guns got a huge improvement in overall fire rate, but more importantly, we could store the rounds in a magazine inside a gun, and that is how most repeating rifles work now."

By then the sun was going down, and the old man began to clean up the workshop. The boy made himself useful, putting things away, making sure the fire was banked, and generally cleaning up. When they were done, the old man thanked the boy, and waited for him to leave...but the boy hesitated inside.

"Can I...can I stay here tonight? I won't touch anything. I just...I just don't have anywhere to go. I know you have no reason to believe me, but I don't...I don't think there is anyone looking for me."

The old man stood there for a little while. Then he nodded, and went upstairs to his apartment above the shop. A few minutes later the old man came back with a cot and a blanket. They shared a quiet dinner, and the old man said goodnight.

In the morning, they picked up again, and the old man started in properly on a process he had completed several times in his long life...teaching gunsmithing. The boy worked hard, learning as much as he could as fast as he could. But his heart was in the free time he spent practicing in the back, and the old man helped him there as well, teaching him to aim, shoot, load, and draw smoothly and efficiently, and to hit what he aimed at. The old man paid the boy a small allowance, and after a few weeks, the boy bought himself an old revolver, and started fixing it up. After a month, he started tweaking it himself, just a little at first. A few months later, as they were finishing their work for the day, the boy told the old man that he would have to leave the next morning.

"I thought you said that they weren't looking for you."

"They aren't...but it's time I went looking for them."

The old man just nodded, and the two started cleaning up the shop.



CHAPTER 4

Expanded Gunsmithing Rules

When a gunslinger first acquires their Gunslinger Professional Edge, she also gains the Gunsmithing skill at the d4 level. Some gunslingers never go further than that—it allows them to use custom guns, and opens up other edges that are reserved for gunslingers. Some will never use the skill in any other way, but others cannot help but tinker with their weapons to some degree, seeking that slight advantage that a gunfight can turn upon. Even with the base d4, a gunslinger can tweak her gun, improving it slightly. As a gunslinger gets better at gunsmithing, her ability to modify existing guns improves, and eventually she will learn to make her own custom guns, or even create a new production model. At the highest levels of skill, a gunslinger can make weapons that seem far ahead of their time.

Gunsmithing abilities by rank

- D4: Can use custom guns. Can modify any non-custom gun by 4 points with the following limitations: one improvement only, and it cannot be from a category that the gun already has.
- D6: Can modify any non-custom gun by 6 points with the following limitations: max of two improvements only, and they cannot repeat specific improvements that the gun already has. Can design a new gun with 16 build points.
- D8: Can modify any non-custom gun by 8 points with no limitations. Can modify a Custom gun by 4 points as if d4 Gunsmithing. Can design a new gun with 24 build points.
- D10: Can modify a non-custom gun by 8 points. Can modify a Custom gun by 6 as if d6 Gunsmithing. Can build a new gun with 32 build points.
- D12: Can modify any existing gun in any legal way, by up to 8 points. Can build a new gun with 40 build points.

The Mechanics

Guns have several qualities, all listed on the chart. Base range, damage, rate of fire and so on. They also have *modifications*; a modification gives a gun an *improvement* or a *drawback*, and might also give it a named *trait*.

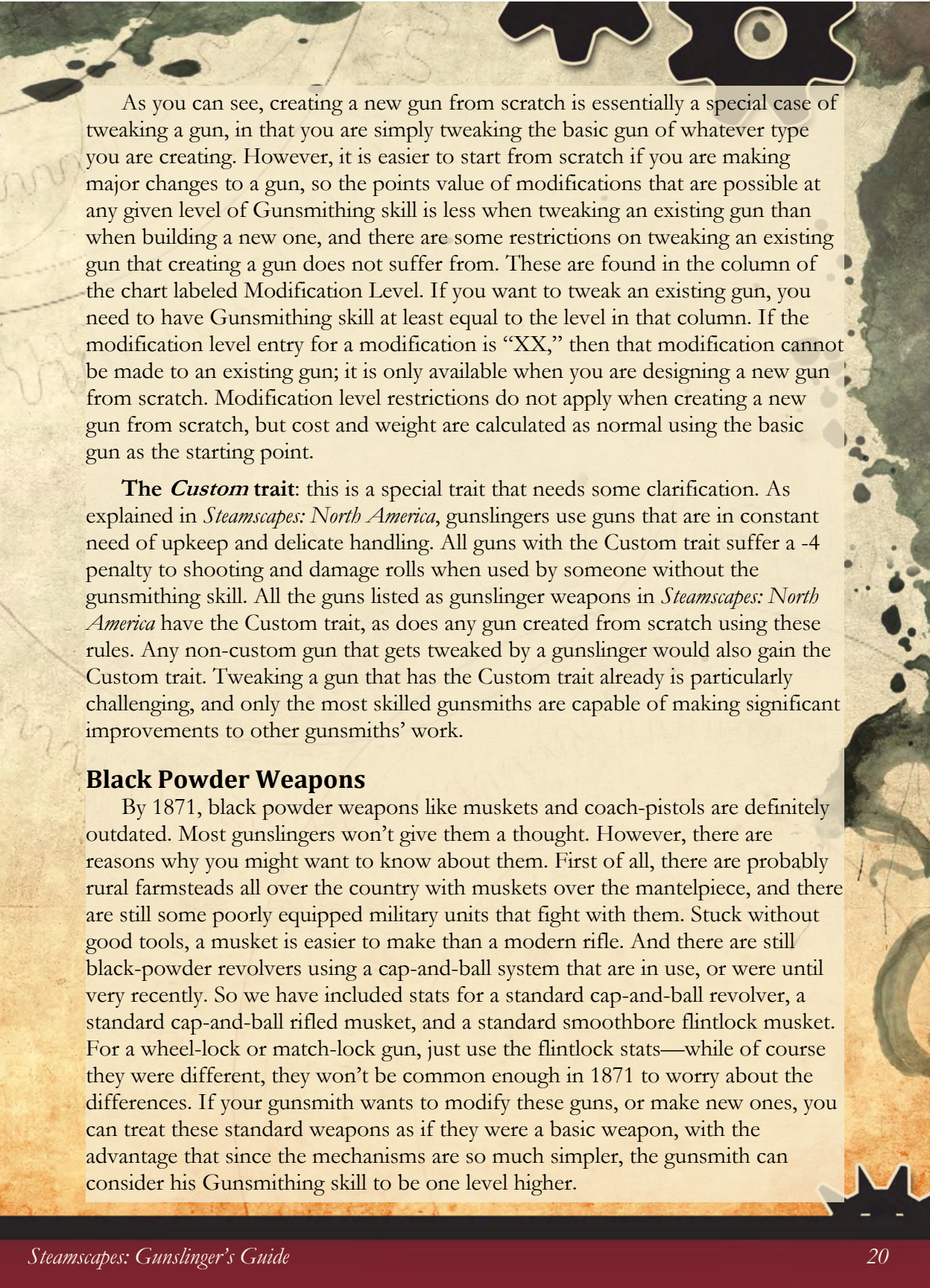
For example, a gun might have a modification that gives it the trait *Armor Piercing 1* which would mean that it ignores one point of the target's armor. That trait exists, with that name, in *Savage Worlds Deluxe*—abbreviated AP1. Other traits are introduced for the first time here in this supplement. For example, *Sniper* grants the shooter a +1 bonus to hit when using the *Aim* combat maneuver.

There are other improvements which implicitly exist in the Core Rules, but are explicitly named here, like *Ammo Supply*. *Ammo Supply* increases the number of shots that the gun can fire without reloading. Obviously the guns in *Savage Worlds Deluxe* all have different numbers of shots listed, we have simply given a name to the quality of “having more shots.”

Because we want to have a base to work from, we have created the concept of the *Basic Gun*. Nobody ever owned or fired a Basic Gun—this is just the starting point from which existing and new guns vary. There are three kinds: the Basic Pistol, Basic Rifle, and Basic Shotgun, plus several older styles for reference (see *Black Powder Weapons* below). Any gun in *Savage Worlds*—or in most supplements—can be built from one of these basic guns by adding modifications.

Using the *Gunsmithing* skill is done one of two ways: either by upgrading an existing gun, which gunslingers call “tweaking,” or by creating a new one from scratch. To create a new gun, you have to start with one of the Basic Guns: rifle, pistol, or shotgun. You then add modifications to that gun. Modifications have a point cost (for improvements) or a point rebate (for drawbacks) which is listed on the chart under the heading *Build Points*. The total build value of your new gun is the sum of all the improvement points minus any rebate points for drawbacks you have given your gun. That total cost must be equal to or less than your limit, based on your *Gunsmithing* skill. After you have settled on which modifications you want, total up the weight increase, and add that much weight to the gun, rounding up. Then total the additional cost percentages and increase the cost of the gun by that much. That will be the total cost to build such a gun. Even if you have more cost breaks from drawbacks than cost increases from improvements, you cannot make the new gun for less than the cost of the base gun of its type.

When tweaking a gun, you look at the qualities that it already has, and add additional qualities as you desire. Once again, the total build points to tweak the gun is the sum of all the improvement points minus any rebate points for drawbacks you have given the gun. The total points must again be equal to or less than your limit, based on your *Gunsmithing* skill. Any additional weight makes your gun heavier by the listed amount. Monetary cost works similarly—whatever the total percentage increase for your modifications is, you pay an amount based only on the increase. Your cost after drawbacks can be zero, but cannot be less than zero—you are not allowed to make money on a tweak.



As you can see, creating a new gun from scratch is essentially a special case of tweaking a gun, in that you are simply tweaking the basic gun of whatever type you are creating. However, it is easier to start from scratch if you are making major changes to a gun, so the points value of modifications that are possible at any given level of Gunsmithing skill is less when tweaking an existing gun than when building a new one, and there are some restrictions on tweaking an existing gun that creating a gun does not suffer from. These are found in the column of the chart labeled Modification Level. If you want to tweak an existing gun, you need to have Gunsmithing skill at least equal to the level in that column. If the modification level entry for a modification is “XX,” then that modification cannot be made to an existing gun; it is only available when you are designing a new gun from scratch. Modification level restrictions do not apply when creating a new gun from scratch, but cost and weight are calculated as normal using the basic gun as the starting point.

The Custom trait: this is a special trait that needs some clarification. As explained in *Steamscapes: North America*, gunslingers use guns that are in constant need of upkeep and delicate handling. All guns with the Custom trait suffer a -4 penalty to shooting and damage rolls when used by someone without the gunsmithing skill. All the guns listed as gunslinger weapons in *Steamscapes: North America* have the Custom trait, as does any gun created from scratch using these rules. Any non-custom gun that gets tweaked by a gunslinger would also gain the Custom trait. Tweaking a gun that has the Custom trait already is particularly challenging, and only the most skilled gunsmiths are capable of making significant improvements to other gunsmiths’ work.

Black Powder Weapons

By 1871, black powder weapons like muskets and coach-pistols are definitely outdated. Most gunslingers won’t give them a thought. However, there are reasons why you might want to know about them. First of all, there are probably rural farmsteads all over the country with muskets over the mantelpiece, and there are still some poorly equipped military units that fight with them. Stuck without good tools, a musket is easier to make than a modern rifle. And there are still black-powder revolvers using a cap-and-ball system that are in use, or were until very recently. So we have included stats for a standard cap-and-ball revolver, a standard cap-and-ball rifled musket, and a standard smoothbore flintlock musket. For a wheel-lock or match-lock gun, just use the flintlock stats—while of course they were different, they won’t be common enough in 1871 to worry about the differences. If your gunsmith wants to modify these guns, or make new ones, you can treat these standard weapons as if they were a basic weapon, with the advantage that since the mechanisms are so much simpler, the gunsmith can consider his Gunsmithing skill to be one level higher.

Modifications

There are two kinds of modifications: improvements and drawbacks. Both count as modifications but the number of improvements you can add to a gun is limited by your skill, while drawbacks are not. Traits are the named qualities like revolver or sniper that have specific rules associated with them.

Accuracy Improvements

Accurate: Careful retooling of the rifling of the gun mitigates the drift that comes with firing at longer ranges. *Effect: Reduce the range penalty by 1. Firing at medium range is only -1 and at long is only -3.*

Carbine: A carbine is a rifle that is especially made for shooting from horseback. *Effect: The gun can be fired using the shooter's full shooting skill even if their riding skill is less. (See optional rules in Chapter 6.)*

Grouping: Rapid fire is innately inaccurate thanks to the recoil of a firearm. But a skilled gunsmith can mitigate that inaccuracy by increasing the hand-weight of the weapon, and by custom-fitting the grip to the user. *Effect: Penalty from multi-firing is reduced by 1.*

Handy: Firing a gun while in close combat can be challenging, especially for a long-arm. To make a gun handy, the gunsmith must first shorten the barrel, and then take advantage of that shorter barrel by smoothing out the profile of the weapon giving the target less to get a grip on when trying to block the shooter's shot, and by shaping the grip for optimal flexibility in melee. *Effect: Gain +1 to hit when firing in melee. If given to a shotgun, this will also allow the shotgun to be fired in melee. Handy cannot be given to a rifle. In order for a gun to be Handy, it must have the drawback Shortened Barrel (minimum 2 for pistols, 4 for shotguns).*

Longer Barrel: A longer barrel makes a gun more accurate at longer ranges. *Effect: Increase short range by 1 per level for pistols, and by 3 per level for rifles. For shotguns, each range increase of 1 requires two levels.*

Sniper: The gunsmith modifies the sights of the gun to be more accurate (or perhaps replaces them with some sort of optical sight) while carefully adjusting the balance, resulting in a weapon optimized for aimed fire. *Effect: Gain an additional +1 on the Shooting roll when using the "Aim" combat maneuver.*

Damage Improvements

Armor Piercing: Modifying the speed of the spin and streamlining the bullet can give it much better penetration. *Effect: Each level of armor piercing increases the AP value of the gun by 1. A gun's AP can be increased up to 4 times. A gun cannot be both Brutal and Armor Piercing.*

Brutal: A modification of the shape of the bullet and the grooves of the rifling can make the shot bounce badly within the body of the target. If such a bounce happens near a vital organ, the damage can be significantly worse. *Effect: Extra damage generated by a raise on the Shooting roll is increased from d6 to d10. A gun cannot be both Brutal and Armor Piercing.*

Deadly/Extremely Deadly: A close, tailored, fit between the bullet and the barrel can increase muzzle velocity, causing the bullets to hit harder. *Effect: Deadly gains a +1 to damage, and Extremely Deadly gains a +2. A gun cannot have both.*

Higher Caliber: In general, the bigger the bullet, the more damage it will do. Retrofitting an existing gun to fire bigger bullets is extremely challenging, however. *Effect: Increase damage die by one type. Not repeatable.*

Heavy Weapon: Most guns can shoot through cheap clapboard walls or wooden buggies with ease, but in the age of steam, many vehicles and buildings are hardened making them practically immune to small arms fire. But not all guns are *small arms*. *Effect: The gun can affect targets with Heavy Armor.*

Ammunition Improvements:

(GM note: In general, a round weighs .1 pounds each, and fixed increases in ammo supply increase weight appropriately. If it ever matters, an empty gun will be somewhat lighter than a full one. We don't recommend worrying about it, but weaker gunslingers could conceivably keep a gun partly-empty.)

Ammo Supply: This increases the capacity of an existing ammo supply source, like a magazine or a drum, or increase the number of chambers in the cylinder of a revolver. *Effect: Increase number of shots by 1 in a Magazine, Drum, Revolver, or Double-Action Revolver. Repeatable up to 5 times for Revolvers, no limit for Magazines and Drums. Each level adds 3 shots to a magazine and 5 shots to a drum.*

Belt-fed: A belt is a string of ammo attached to a cloth belt that feeds into a special port on the gun, allowing it to fire the round and then allow the spent shell casing to be removed by the action of the belt moving on. Belts are very unwieldy, and hard to manage—a belt-fed gun is generally considered to be a stationary artillery piece, though it can be moved and set up again. On the other hand, there is no real limit to the capacity of a belt, other than weight. *Effect: The gun's shot capacity is limited only by the size of the belt. The same gun might be loaded with a belt of 50 shots and then the next belt could be only 15—the belt's length has no effect on the action of the gun. However, a gun with a belt-feed system must also take the drawback "Complex Loading" at at least level 2, and also cannot be fired in any round during which it is moved. Creating a belt is something that cannot be done in combat and requires new cloth—the belts are not re-usable.*

Drum: A drum is a type of external magazine with rounds that are generally loaded in either a spiral or a double spiral within the round drum. Loading the drum into the gun takes a little effort, but loading the rounds into a drum takes as much as half an hour. *Effect: Increase shots to 30. Requires Complex Loading 1 (at least). Reloading an individual drum with loose cartridges cannot be done in combat, so the reload action requires a second drum.*

Extra Barrel: It is possible to essentially make a single gun out of two separate guns, or even kinds of gun. The LeMat revolver/shotgun is perhaps the best known, but many gunsmiths build weapons that combine two different weapons. *Effect: Add a second barrel to a gun. The new barrel needn't be the same basic type of gun as the first, though it could be. Each barrel is then modified separately, paying the costs separately, and adding them all together to find the total cost of the modified gun. Any innate penalties of either barrel apply to the entire weapon, so for example a combo pistol/rifle cannot be used in melee combat, and a combo pistol/shotgun could only be used in melee if the shotgun barrel was improved with the Handy trait. Note that as an optional ruling, a GM may decide that this means the LeMat as it exists may not be used in melee.*

Magazine: A magazine is an internal reservoir of ammunition within a gun, allowing the gun to be fired several times before needing to be reloaded. Reloading a magazine is done manually, so up to three rounds may be loaded with a single action. *Effect: Increase shots to 5*

Revolver: Revolvers are one of the first mechanisms for repeating guns. *Effect: Increase shots to 5, gain the trait Revolver.*

Speed-loader capable: Revolvers usually have a fixed cylinder that is reloaded one round at a time from a port on the side. However, some revolvers allow the cylinder to either be removed for reloading, or flip out to the side, or they break open at the top on a hinge. Any of these options allow for either a spare cylinder in the former case, or a speed-loader in the latter two. *Effect: If you have a spare cylinder or a speed-loader that is designed for the weapon and is fully loaded, the entire cylinder can be reloaded at once. Reloading a speed-loader or a spare cylinder follows the normal rules for reloading a revolver. The cost increase (in money, not build points) is the additional cost for making the gun speed-load capable (you can decide whether that means a break-top, replaceable cylinder, or flip-out cylinder). The cost of the spare cylinder or speed-loader itself, is a flat \$1 (Savage Worlds cost equivalent) each, and the weight is insignificant aside from the rounds themselves.*

Rate of Fire Improvements

Double Action: The revolver cocks itself as part of the action of pulling the trigger, so that it needn't be cocked separately. This makes it faster to fire, but does mean that it cannot be fanned. *Effect: Increase RoF to 2, replace Revolver trait with Double Action Revolver.*

Double Barreled: A double-barrel weapon is one with two identical barrels. Any improvements given to the gun affect both barrels equally. Double-barrel guns (typically shotguns, but rifles and pistols are possible) have two triggers, allowing each barrel to be fired separately. Each barrel then has to be reloaded separately. *Effect: Increase shots to 2, increase Rate of Fire to 2. Cannot have any other modifications that increase shots.*

Fanning: The hammer mechanism of a revolver can be smoothed out, and the hammer itself filed down to make it easier to fan. *Effect: Ignore the -1 penalty on the Vigor check to fan, and instead take a +1. (See Chapter 6 for fanning rules.)*

Gatling: Gatling Guns are commonly available as vehicle mounted or emplaced weapons. However some gunsmiths have been experimenting with adapting the technology to small arms. *Effect: Increase Rate of Fire to 3.*

Lever Action or Pump: The lever action and the pump action are mechanisms that simultaneously eject a spent shell, load a new cartridge, and cock the hammer of a gun. This allows a much faster rate of fire. The lever action, often called a “volcanic” gun is more common on rifles (and some pistols), while the pump action is more popular on shotguns. *Effect: Increase Rate of Fire to 2.*

Volley Gun: A volley gun is a weapon with multiple barrels. This is different from a Gatling gun, a double-barrel, or an extra barrel in that all the barrels fire simultaneously with one pull of the trigger. Each level of Volley Gun adds another barrel. With two or three barrels, the grouping is relatively good, simply increasing the chance of hitting and potentially doing more damage. With more, it becomes an area effect weapon capable of hitting several targets at once or one target several times depending on luck. After being fired, each barrel of the gun has to be reloaded separately. *Effect: Level 1: +1 to hit and damage, 2: +2 to hit and damage, 3: +2 to hit and damage and roll an extra wild die, 4+: use the cone template at short range, the small blast marker at medium range or the medium blast marker at long range. The shooter places the template wherever she would like, and then imagines (or marks off) a cone starting at the barrel of her gun and ending in the template. She then rolls a number of shooting rolls (each at -2 to hit) equal to the number of barrels (plus a wild die if a wild card). The total number of hits cannot be more than the number of barrels. The hits are then randomly distributed amongst the possible targets in the cone, including one extra “dummy target”—any shots that get assigned to the dummy target are considered misses. If the center of the blast marker is centered on a target, the shooter may make one of the shooting rolls at no penalty, and assign one of the shots to that target before randomizing.*

Hair Trigger: The trigger mechanism of a firearm can be calibrated like any other lever to be very stiff or very loose. A hair trigger is one that is calibrated to be so loose that the lightest pressure (even so much as a hair’s weight) will cause it to fire. *Effect: If the gun is already drawn, and the gun is cocked (normally we don’t keep track*

of cocking a gun as a separate action, so the GM will have to decide whether it is reasonable that the character has cocked their gun) and the shooter announces at the initiative phase that their only action is going to be to fire, pull 2 initiative cards. The character must take the best card, and must fire at the target specified when using this ability. (This is the only action allowed—the shooter cannot do anything else, cannot change actions, and cannot abort their action!)

Quick-Draw: A gun can be shaped to make sure it doesn't catch on the holster as it is drawn, and the grip shaped to be easy to grab. This makes the gun slightly easier to draw, but more importantly, it mitigates the accuracy loss when a shootist tries to fire as they draw. *Effect: Halve any penalties generated by drawing; primarily this would be the multi-action penalty for drawing and shooting. Further, in the round that the character draws, they can act on an initiative count 2 higher than their card (using the same suit if it matters, and making an opposed Agility roll against an opponent who happens to have the card 2 higher in the same suit).*

Miscellaneous Improvements

Concealable: A gun can be built to be more easily concealed, primarily by being made shorter, but also by narrowing its profile and evening out its shape to avoid sudden bulging. This is much more difficult for guns that have inherent bulkiness like revolvers, or guns with drums or belts. There is no practical way to retrofit an existing gun in that way. *Effect: Each level of concealable grants a -1 penalty to Notice checks made to spot the gun. The level of concealable cannot exceed the level of shorter barrel that the gun has, and the penalty is halved (round up) for guns with the Revolver, Drum, Belt, or Higher Caliber traits. Gatling and Volley guns are not concealable.*

Light-weight: To lighten the weight of a gun, lighter materials can be used, more efficient mechanisms developed for the action, excess metal can be trimmed. Knowing how to do this without compromising the performance of the gun is a challenge for the gunsmith. *Effect: Each level of light-weight reduces the overall weight of the weapon (after all other modifications) by 10%. The cost increases with level, and unlike most other modification it increases cumulatively: +1 for the first level (-10%), +2 to add the second level (for a total cost of +3 and a weight reduction of -20%), +3 for third (total cost +6/-30% weight), +4 for fourth (+10/-40%) and another 5 for the fifth level (+15/-50%). More than a 50% reduction in weight is not possible.*

Non-Custom: Ordinarily, guns created with the gunsmithing rules are all considered to have the Custom trait: they cannot be used without a penalty by shooters who do not have the Gunslinger edge. If a gunslinger comes up with a design that she wants to allow anyone to use, it takes some effort to make it more “user-friendly.” *Effect: Removes the Custom trait from the gun. The cost is +1 cumulative for each improvement that the gun has. So a gun with 3 improvements would cost an extra 6 points to produce. Consider repeatable improvements as single improvements per type, so Longer Barrel counts as a single improvement no matter how many times it is taken.*

Cosmetic Improvements: Guns can, of course, have other improvements that do not change the functionality of the gun, but make it look better or more dangerous or whatever the gunsmith wants. Probably the most common are pearl handles, silver inlay, or engraving, but the gunslinger is welcome to spend as much money as he likes making cosmetic improvements. GMs should consider the social effects of such improvements: some people will react positively, some less so.

Drawbacks

Complex Loading: Some guns' actions are so complicated that it takes extra time to carefully or laboriously load the weapon. *Effect: There are three levels possible: Level 1 means it takes an extra action to reload. At level 2, it takes two full turns to reload (no other actions, including movement, can be taken in either turn). At level 3, the gun cannot be reloaded during combat—it requires at least several minutes to disassemble and reassemble.*

Custom: Any gun created by a gunsmith or any off-the-shelf gun tweaked by one gains the Custom trait, unless the gunsmith adds the improvement, "Non-Custom." *Effect: Anyone without the Gunsmithing skill suffers a -4 to Shooting and damage rolls when firing a Custom gun.*

Massive Recoil: Guns with this trait are hard to handle, even for a strong shooter. *Effect: If the shooter does not have the minimum Strength required, they are shaken immediately after firing. No attempt to recover can be made until the following round.*

Minimum Agility: Some weapons are more complicated than just the standard "point-and-shoot" paradigm. They may have a variety of switches for different settings, or require a specific loading sequence, or simply have a firing mechanism that tends to catch. *Effect: A weapon used by someone with less than the required Agility is reduced to a Rate of Fire of 1 and requires a full action to reload.*

Minimum Strength: A weapon with this trait is heavy enough, or has a big enough recoil, that it requires a certain amount of strength to fire it. *Effect: A shooter with less than the minimum strength for a weapon takes a -1 to Shooting rolls for each die they are below the minimum strength.*

Misfire: Some weapons are unstable and have a higher tendency to backfire on the shooter. Weapons with the Misfire trait can jam or backfire and potentially damage the shooter. *Effect: When a 1 is rolled on the Shooting die (not the Wild Die), the gun misfires. Roll the weapon's full damage dice and apply half the result (rounded up) to the shooter instead of the intended target. (The intended target receives none.) Note that this can be avoided by the use of a Benny to reroll the 1.*

Shorter Barrel: A shorter barrel can have some advantages in terms of concealment or ease of use, but it significantly reduces accuracy at range.

Effect: For each level of shorter barrel that a pistol or rifle has, it takes a -1 to its short range (and reduces other ranges commensurately). Shotguns take a -2 to short range per level.

Snapfire: Certain weapons are designed to be fired carefully and are hard to hit with when fired “from the hip.” *Effect: If the shooter moves in the same turn that she shoots, she takes a -2 to the shooting roll.*

Trouble Prone: Not as severe as the Misfire trait, but these guns can still be a bit finicky. *Effect: When a 1 is rolled on the Shooting die (not the Wild Die), the gun jams. Clearing the jam requires an action.*

Example of Construction

To see how this all works we show how one might use the rules to create what is perhaps the quintessential cowboy gun:

Colt Peacemaker

Starting from the *Basic Pistol*, we add:

Longer Barrel x2 (2 points) to bring the range up to 12/24/48

Deadly (4 points) to bring the damage up to 2d6+1

Revolver (5 points) which increases the number of shots to 5 and also gives the gun the trait *revolver*, allowing it to be fanned, and allowing us to add more shots.

Ammo Supply x1 (1 point), increasing the cylinder from a 5-shooter to a 6-shooter.

Armor Piercing x1 (3 points) giving the gun AP1

Total: 15 build points. This is the cost for a gunslinger to make a custom gun with exactly the stats of a Colt Peacemaker from the *Savage Worlds Deluxe Rules*.^{*} But Sam Colt (one of the most famous gunsmiths of all time) wanted to sell his gun to everyone, so he built it with interchangeable parts and made it easy to use. In game terms he added the Non-Custom improvement.

Non-Custom: The gun has 5 advantages over the basic gun, each one costing 1 extra point, cumulative, so 1+2+3+4+5 for another 15 points, or a total of 30. This suggests that Samuel Colt was a gunsmith of at least d10.

^{*} The Colt Peacemaker was also called the Colt Army Single Action, but should not be confused with the 1860 Colt Army, which was a cap-and-ball gun rather than a metal cartridge gun, and which appears in *Steamsapes: North America* with essentially the same stats except without the *Armor Piercing*.

Gunsmithing Summary Charts

Basic Guns

For use in creating new weapons from scratch. Costs are in Savage Worlds Dollars. See Chapter 6 for currency conversions.

Weapon	Range	Damage	RoF	Cost	Weight	Shots	Notes/Traits
Basic Pistol	10/20/40	2d6	1	100	2	1	
Basic Rifle	15/30/60	2d8	1	150	8	1	AP 1
Basic Shotgun	12/24/48	1-3d6	1	50	8	1	Shotgun
Weapon							
Cap-and-ball Revolver	10/20/40	2d6	1	50	3	5	Revolver Takes one action to reload each chamber in the cylinder.
Cap-and-ball Rifled Musket	18/36/72	2d8	1	75	10	1	Two full turns to reload Min Str d6
Flintlock Musket	12/24/48	2d8	1	50	10	1	Three full turns to reload Min Str d6

Accuracy Improvements

Modification	Effect	Build Points	Mod Level	Cost Increase	Weight Increase	Limitations and Notes
Accurate	Penalty from range is one less.	4	d6	5%	1	
Carbine	Can fire from horseback using full Shooting skill.	1	XX	5%	0	Rifles only. Rifle cannot have longer barrel.
Grouping	Penalty from multiframe is one less.	4	d8	10%	4	
Handy	+1 to hit in melee and allows shotguns to hit in melee.	3	d4	5%	1	Cannot be given to a rifle. Requires short barrel x2 for a pistol or short barrel x4 for a shotgun.
Longer barrel	Increase Short Range by 1 for pistols, or by 3 for rifles for each level of longer barrel. For shotguns it takes 2 levels of longer barrel to increase the range by 1.	1	d10	1%	0.2	Repeatable, up to 10 times.
Sniper	Gain +1 to hit when aiming.	5	d6	5%	1.5	

Damage Improvements

Modification	Effect	Build Points	Mod Level	Cost Increase	Weight Increase	Limitations and Notes
Armor Piercing	AP +1	+3/+2	d4/d8	5%	0.5	Repeatable up to 4 times. The first two levels of AP cost 3 points each, and the third and fourth cost 2 points each. Not compatible with Brutal.
Brutal	Raise Damage is d10 instead of d6.	4	d10	20%	0.1	Not compatible with Armor Piercing.
Deadly	+1 damage	4	d4	5%	0.2	
Extremely Deadly	+2 damage	6	d8	10%	0.2	Not compatible with Deadly.
Higher Caliber	Increase damage die type by 1.	8	d12	20%	1	
Heavy Weapon	Can damage vehicles and objects with Heavy Armor.	6	XX	50%	6	

Ammunition Improvements

Modification	Effect	Build Points	Mod Level	Cost increase	Weight Increase	Limitations and Notes
Ammo Supply	Increase shots by 1. Requires Drum, Magazine, Revolver or DA Revolver.	1	d6	2%	.1/shot added	Repeatable. Limit of 5 levels for revolvers. Magazines gain 3 extra shots per level. Drums gain 5 extra shots per level.
Belt-fed	Shot capacity is dependent on the length of the belt.	4	d10	20%	weight of belt	Belt's weight .1/round. Requires Complex loading x2, and the gun cannot fire in any round during which it is moved.
Drum	increase shots to 30, requires complex loading	8	d10	10%	1+ .1/shot	Extra drums weigh 1 each, plus the weight of the ammo.
Extra Barrel	Add a second barrel, of any type (pistol, rifle, shotgun).	2	d10	Base gun type	1/2 lighter Base gun type	Any innate penalties of either barrel apply to the entire weapon.
Magazine	increase shots to 5	4	xx	20%	0.6	
Revolver	Increase shots to 5, gain revolver	5	xx	10%	0.6	
Speed-loader capable	Allows the entire cylinder to be reloaded with one action	1	xx	10% +see text	0	revolvers/DA revolvers only

Rate of Fire Improvements

Modification	Effect	Build Points	Mod Level	Cost Increase	Weight Increase	Limitations and Notes
Double Action	ROF 2. Replaces Revolver trait with DA Revolver.	7	d12	10%	0.1	Requires Revolver.
Double Barreled	ROF 2. Increase shots to 2.	6	xx	50%	2	Not compatible with Volley Gun. Cannot have any other improvement that increases shots.
Fanning	Ignore the -1 penalty on the Vigor check to fan, and instead take a +1.	3	d4	20%	0	Requires Revolver.
Gatling	ROF 3	13	xx	100%	6	Requires Belt or Drum.
Lever Action ("Volcanic") or Pump	ROF 2	8	d12	10%	0.5	Requires Magazine.
Volley Gun	Level 1: +1 to hit and damage, 2: +2 to hit and damage, 3: +2 to hit and damage and roll an extra wild die, 4+: see text.	4	xx	10%	2	Repeatable (no limit). Cannot have any improvement that increases shots.

Miscellaneous Improvements

Modification	Effect	Build Points	Mod Level	Cost Increase	Weight Increase	Limitations and Notes
Hair Trigger	See text.	1	d4	5%	0.5	
Quick-Draw	In the round that shooter draws, move on initiative +2. Also, any penalties from drawing are halved.	2	d4	10%	-1	
Concealable	Each level of concealable provides a -1 penalty to notice checks to spot the weapon when it is concealed.	1	xx	2%	-0.1	The level of concealable cannot exceed the level of shorter barrel. If the gun has the traits Revolver, Drum, Belt, or Higher Caliber, the concealable bonus is halved (round up).
Light-weight	Each level decreases the weight by 10%, after all other modifications.	+1/+3 /+6/+10/+15	xx	5%	per text	
Non-Custom	Does not require gunslinger to use - can be mass produced.	see notes	d10	50%	0	Each advantage (other than Non-Custom) that such a gun has costs a cumulative +1. That is, +1 for the first advantage, +2 more for the second, and so on.

Penalties

Modification	Effect	Build Points	Mod Level	Cost Increase	Weight Increase	Limitations and Notes
Complex Loading	Takes longer to reload depending on level.	-3	d8	-10%	-1	Repeatable up to 3 times: two actions to reload/two full turns to reload/cannot be reloaded during combat.
Custom	Requires Gunslinger.	XX	XX	XX	XX	All custom guns have this quality unless built with the Non-Custom modification.
Massive Recoil	Shakes anyone below the minimum Strength.	-3	XX	-20%	1	Requires Min Str.
Min Agi	Cannot use ROF >1 and takes extra action to reload if below the minimum Agility.	see notes	d6	-20%	0	d10: -2, d12: -5
Min Str	-1 to hit per die type below minimum Strength.	see notes	d4	-10%	2	d6: -2, d8: -5, d10: -9
Misfire	Damages shooter on a Shooting roll of 1.	-7	d4	-50%	-1	
Shorter Barrel	-1 range	-1	d4	-1%	-0.2	Repeatable. -2 range per level on a shotgun.
Snapfire	-2 to Shooting if shooter moved.	-4	xx	-5%	0	
Trouble Prone	Jams on a Shooting roll of 1. Clear with a standard action.	-4	d6	-20%	-1	



Guarding a Pack Train

Sample Guns

The following are a number of sample custom guns that a gunsmith might construct, broken down into different skill levels. The build points, costs, and weights are all calculated so that you can see multiple examples of how the system works.

You may notice that the prices of these weapons end up lower than what you might expect when compared to existing weapons. This is because the price for most guns includes manufacture and markup, while these prices are simply for materials and tools. None of these can actually be purchased. They would all have to be built from scratch in your game.

Each section below includes one or two guns built with the maximum build points for that level. Obviously a gunsmith could add further improvements by including more substantial drawbacks, but that is not necessarily recommended.

Gunsmithing d6 (16 build points)

The Barman's Friend

An extremely effective way to end any saloon dispute.

ROF: 2, Shots: 2, Range 6/12/24, Damage 1-3d6 +1

Traits: Custom, Shotgun, Brutal, Handy, Hair Trigger

Cost: 91.5 (base 50, +85% improvements, -2% drawbacks)

Weight: 11.4 (base 8, +3.8 improvements, -0.4 drawbacks)

Starting Template: Basic Shotgun

Improvements: Double-Barreled (6 pts), Brutal (4 pts), Deadly (4 pts), Handy (3 pts), Hair Trigger (1 pt)

Drawbacks: Custom (0 pts), Shorter Barrel 4 (-2 pts, doubled for shotguns)

Henry Deringer's Baby Brother

A very small pocket pistol, easily hidden in almost any clothing.

ROF: 2, Shots: 2, Range 4/8/16, Damage 2d6+1

Traits: Custom, Handy, Quick-Draw, Concealable 6

Cost: 181 (base 100, +87% improvements, -6% drawbacks)

Weight: 2.2 (base 2, +1.6 improvements, -1.2 drawbacks, -10% lightweight)

Starting Template: Basic Pistol

Improvements: Double-Barreled (6 pts), Deadly (4 pts), Handy (3 pts), Quick-Draw (2), Concealable (6 pts), Lightweight (1 pt)

Drawbacks: Custom (0 pts), Shorter Barrel 6 (-6 pts)

Gunsmithing d8 (24 build points)

Lightning

The fastest gun in the West, but only when it's in the fastest hands.

ROF: 1, Shots: 6, Range 10/20/40, Damage 2d6+2

Traits: Custom, Revolver, Fanning, Quick-Draw, Grouping, Speed-Loader, MinAgi d10

Cost: 162 (base 100, +82% improvements, -20% drawbacks)

Weight: 4.7 (base 2, +3.9 improvements, -20% lightweight)

Starting Template: Basic Pistol

Improvements: Revolver (5 pts), Ammo Supply 1 (1 pts), Fanning (3 pts), Extremely Deadly (6 pts), Quick-Draw (2 pts), Grouping (4 pts), Speed-loader Capable (1 pt), Lightweight 2 (4 pts)

Drawbacks: Custom (0 pts), Min Agi d10 (-2 pts)

Ol' Saddlebags Cavalry Carbine

A high-powered cavalry rifle.

ROF: 2, Shots: 9, Range 12/24/48, Damage 2d10 (AP 1)

Traits: Custom, Carbine, Accurate

Cost: 247.5 (base 150, +68% improvements, -3% drawbacks)

Weight: 10.9 (base 8, +3.5 improvements, -0.6 drawbacks)

Starting Template: Basic Rifle

Improvements: Higher Caliber (8 pts), Carbine (1 pt), Magazine (4 pts), Ammo Supply 4 (4 pts), Lever Action (8 pts), Accurate (4 pts)

Drawbacks: Custom (0 pts), Shorter Barrel 3 (-3 pts)

Gunsmithing d10 (32 build points)

Highway Robbery Long Rifle

Ideal for shooting across state lines—from two states away.

ROF: 1, Shots: 8, Range 36/72/144, Damage 2d8+2 (AP 2)

Traits: Custom, Sniper, Accurate, Heavy Weapon

Cost: 274.5 (base 150, +108% improvements, -25% drawbacks)

Weight: 4.7 (base 2, +3.9 improvements, -20% lightweight)

Starting Template: Basic Rifle

Improvements: Extremely Deadly (6 pts), Longer Barrel 21 (7 pts, tripled for rifles), Sniper (5 pts), Accurate (4 pts), Magazine (4 pts), Ammo Supply 3 (3 pts), Armor Piercing 2 (3 pts, +1 from rifle), Heavy Weapon (6 pts)

Drawbacks: Custom (0 pts), Snapfire (-4 pts), Min Agi d10 (-2 pts)

Gunsmithing d12 (40 build points)

Rolling Thunder Automatic Shotgun

The sound alone can stampede the most sedate cattle drive. However, this weapon must be mounted or carried on a sling.

ROF: 3, Shots: 30, Range 12/24/48, Damage 1-3d8 +2 (AP 2)

Traits: Custom, Complex Loading 1, Min Str d8, Massive Recoil, Heavy Weapon, Grouping

Cost: 280 (base 100, +210% improvements, -30% drawbacks)

Weight: 35.2 (base 8, +24.2 improvements, +3 drawbacks)

Starting Template: Basic Shotgun

Improvements: Drum (8 pts), Gatling (13 pts), Grouping (4 pts), Higher Caliber (8 pts), Armor Piercing 2 (6 pts), Heavy Weapon (6 pts), Extremely Deadly (6 pts)

Drawbacks: Custom (0 pts), Complex Loading 1 (-3 pts), Min Str d8 (-5 pts), Massive Recoil (-3 pts)



Exploring the Snake River

CHAPTER 5

Notable Gunslingers

From the files of Allan Pinkerton


The following is a short list of notable gunslingers and organizations, including our own. Some of those listed here are peacekeepers and some are criminals still at large. All the individuals mentioned in this supplement are to be considered very important for further observation and study. Agents seeking seeking assignment in the geographical areas frequented by these gunslingers are expected to be aware of their histories and current dispositions.

Bass Reeves

Bass Reeves was born a slave in northwest Mississippi in 1838. He was owned by a man named William Reeves who had ambitions of greatness but was not able to realize them as the owner of a small plantation. In 1846 the household moved to Grayson County on the northern border of Texas, where land was plentiful. William Reeves quickly rose to prominence in Texas politics and spent most of his time in Austin, first as a state legislator and then as a federal representative. This left the servants, slaves, and a small number of hired hands to defend the ranch from the constant threat of Indian attack. Bass learned to shoot a rifle at a young age, and soon became one of the best shots on the Reeves ranch.

In 1863, as the British Civil War was tearing apart the eastern portions of the continent, Reeves decided to take advantage of the close border of the Plains Tribal Federation. One night, while he was ostensibly patrolling the fences, he slipped away and swam across the Red River to freedom. There were a number of escaped Texas slaves in the southern Plains, and even a few from the Confederate states who had managed to cross at the Mississippi River rather than the Ohio. Although the escapees were welcomed by the various tribes, they generally kept to themselves and created their own largely agricultural communities. It was here that Reeves met and married Nellie Jennie, another former slave from Texas.

Within a few years, abolition had become the law of the land for all of the surrounding nations, so Reeves was now free to travel. He kept his home in the Plains but began to hire himself out as a deputy to towns in Texas. His effectiveness with pistol and rifle as well as his cool but intimidating demeanor soon earned him fame as a lawman. He received an offer to track down the



infamous outlaw Bob Dozier. Reeves traversed the length of the Confederation of Texas searching for Dozier, only to find that he had also crossed into the Plains and taken refuge among the Cherokee. With warrant in hand, Reeves demanded that the tribe hand Dozier over. They complied, but Dozier did not. He tried to shoot Reeves, but it turned out that Reeves was the faster draw. Reeves returned to Texas triumphant.

From that point on, Bass Reeves became one of the most contracted bounty hunters in North America. He has worked all across Texas, the Rocky Mountain Republic, and even the American Consolidated Union. Through it all, he has kept his home in the Plains largely secret, preferring instead to be always a visitor and never a citizen.

Belle Starr

Born Myra Maybelle Shirley, the woman later known as Belle Starr originally grew up around the Dallas area. The details of her early childhood were likely somewhat dull, and the intervening years are irrevocably clouded with rumor and outright fabrication, much of it begun and spread by Starr herself.

What is known is that the Shirley family ran a hotel in Dallas, which is most likely where the young Myra Maybelle received her initial education in drinking, gambling, and other finer points of saloon etiquette. When she was 16, her older brother went off to join the Confederate side of the British Civil War and was soon killed in action. At 18, she married Jim Reed, the son of another prominent Dallas business owner.

From there it becomes very difficult to separate fact from fiction. Following their marriage in 1866, Jim Reed and his new wife headed to Arizona to meet up with family friend Cole Younger, another Confederate bushwhacker who had fought alongside Belle's brother in the war. Younger promised land and opportunity out west. Unfortunately, it seemed that the opportunities were not exactly legal, as Jim Reed's name soon showed up on warrants for rustling, counterfeiting, and murder. In 1869, Reed was killed in a gunfight with the Earp brothers while they were trying to bring him in.

It was around this time that news began to spread about the "James-Younger Gang," and Cole Younger and his sons were directly named along with the notorious Jesse James and his crew. Myra Maybelle herself became a well-known figure around the saloons of Tucson, where she bragged that she was the "Bandit Queen" of the James-Younger Gang. She claimed romantic involvement with several of the most famous men in the gang, although not all of her claims seem

entirely plausible. The most believable involve Bruce Younger (son of Cole) and Sam Starr, whose name she took sometime in late 1870.

Although the James-Younger gang is based in Arizona, they are known to range east as far as El Paso and west as far as San Diego. Belle Starr has shown a penchant for collecting guns even greater than her penchant for collecting men, though the stories of her actual involvement in any of the gang's violence are unreliable at best. Some say that she is the greatest female gunfighter in the west, and some say that she has never fired a round. Unfortunately, the ones who might actually know—the members of the James-Younger Gang—have yet to weigh in on the subject.

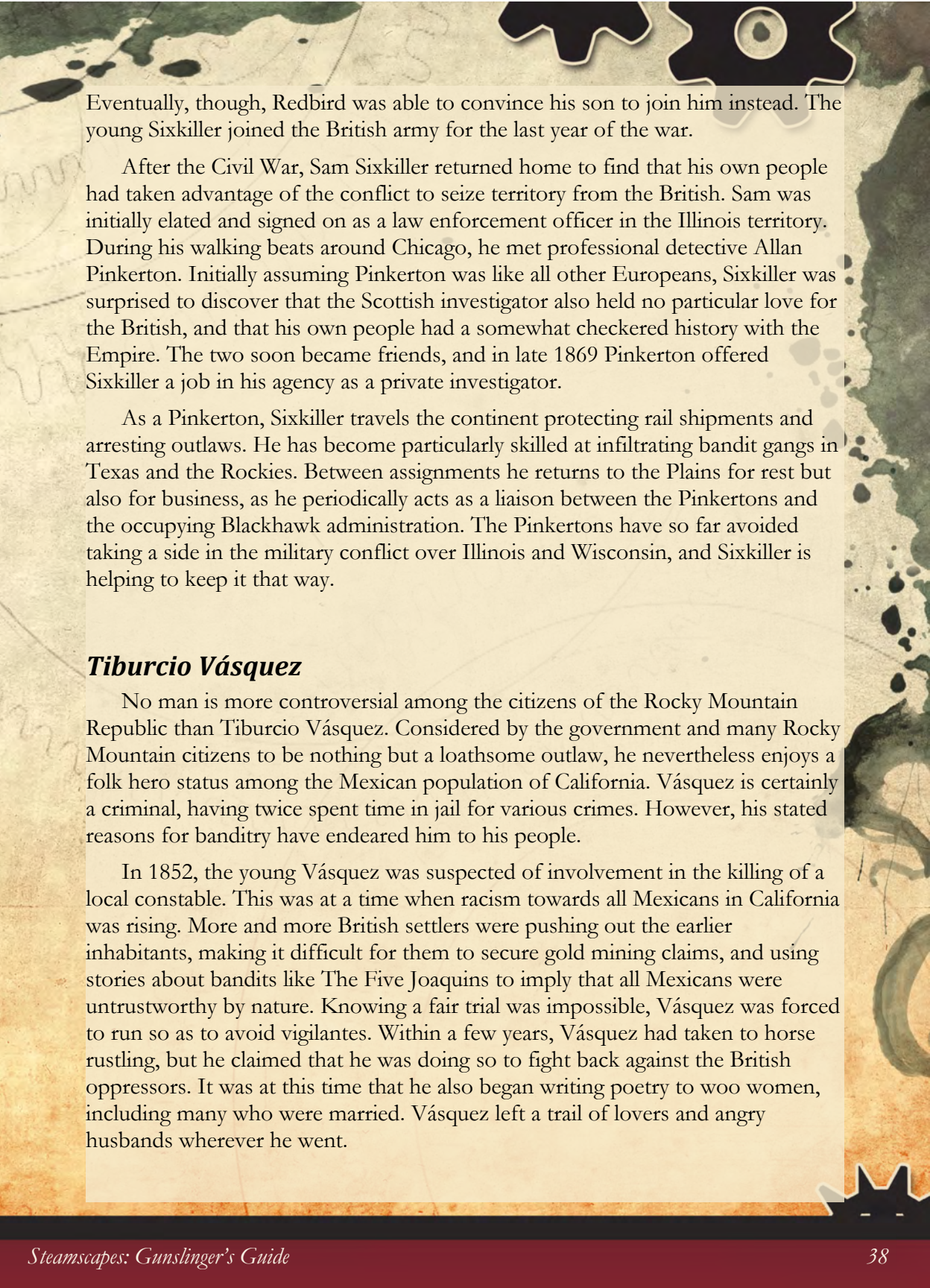


Belle and Sam Starr

Sam Sixkiller

The Cherokee lawman Sam Sixkiller has a history that represents not only the diverse experiences of North America of the 19th century, but also the ethical difficulties the native North American tribes face when aligning with European immigrants.

Sixkiller was born in 1842 in the Cherokee territory of Louisiana, just after the tribe's second forced relocation in a decade. He was raised mistrusting Europeans, and when the Plains Tribal Federation's involvement in the Civil War presented an opportunity for him to fight against the British, he took it eagerly. He joined a small regiment of cavalry that served as an escort for the first saboteur division. However, Redbird Sixkiller, Sam's father, served on the British side because he took a moral stand against slavery. Sam tried to persuade the elder Sixkiller that automatons were a greater offense, and after all it had been a British governor that had driven the Cherokee away from their native homeland.



Eventually, though, Redbird was able to convince his son to join him instead. The young Sixkiller joined the British army for the last year of the war.

After the Civil War, Sam Sixkiller returned home to find that his own people had taken advantage of the conflict to seize territory from the British. Sam was initially elated and signed on as a law enforcement officer in the Illinois territory. During his walking beats around Chicago, he met professional detective Allan Pinkerton. Initially assuming Pinkerton was like all other Europeans, Sixkiller was surprised to discover that the Scottish investigator also held no particular love for the British, and that his own people had a somewhat checkered history with the Empire. The two soon became friends, and in late 1869 Pinkerton offered Sixkiller a job in his agency as a private investigator.

As a Pinkerton, Sixkiller travels the continent protecting rail shipments and arresting outlaws. He has become particularly skilled at infiltrating bandit gangs in Texas and the Rockies. Between assignments he returns to the Plains for rest but also for business, as he periodically acts as a liaison between the Pinkertons and the occupying Blackhawk administration. The Pinkertons have so far avoided taking a side in the military conflict over Illinois and Wisconsin, and Sixkiller is helping to keep it that way.

Tiburcio Vásquez

No man is more controversial among the citizens of the Rocky Mountain Republic than Tiburcio Vásquez. Considered by the government and many Rocky Mountain citizens to be nothing but a loathsome outlaw, he nevertheless enjoys a folk hero status among the Mexican population of California. Vásquez is certainly a criminal, having twice spent time in jail for various crimes. However, his stated reasons for banditry have endeared him to his people.

In 1852, the young Vásquez was suspected of involvement in the killing of a local constable. This was at a time when racism towards all Mexicans in California was rising. More and more British settlers were pushing out the earlier inhabitants, making it difficult for them to secure gold mining claims, and using stories about bandits like The Five Joaquins to imply that all Mexicans were untrustworthy by nature. Knowing a fair trial was impossible, Vásquez was forced to run so as to avoid vigilantes. Within a few years, Vásquez had taken to horse rustling, but he claimed that he was doing so to fight back against the British oppressors. It was at this time that he also began writing poetry to woo women, including many who were married. Vásquez left a trail of lovers and angry husbands wherever he went.

In the late 1850s and early 1860s, Vázquez spent a total of 6 years in prison for different rustling charges. He briefly stepped away from crime just as discussions were beginning about whether California would join the new American Consolidated Union. Vázquez was heartened by the general sense that Californians did not want to join the former British colonies, and held out some hope that the territory might rejoin Mexico. However, Stanford's great plan was for independence rather than reconciliation.

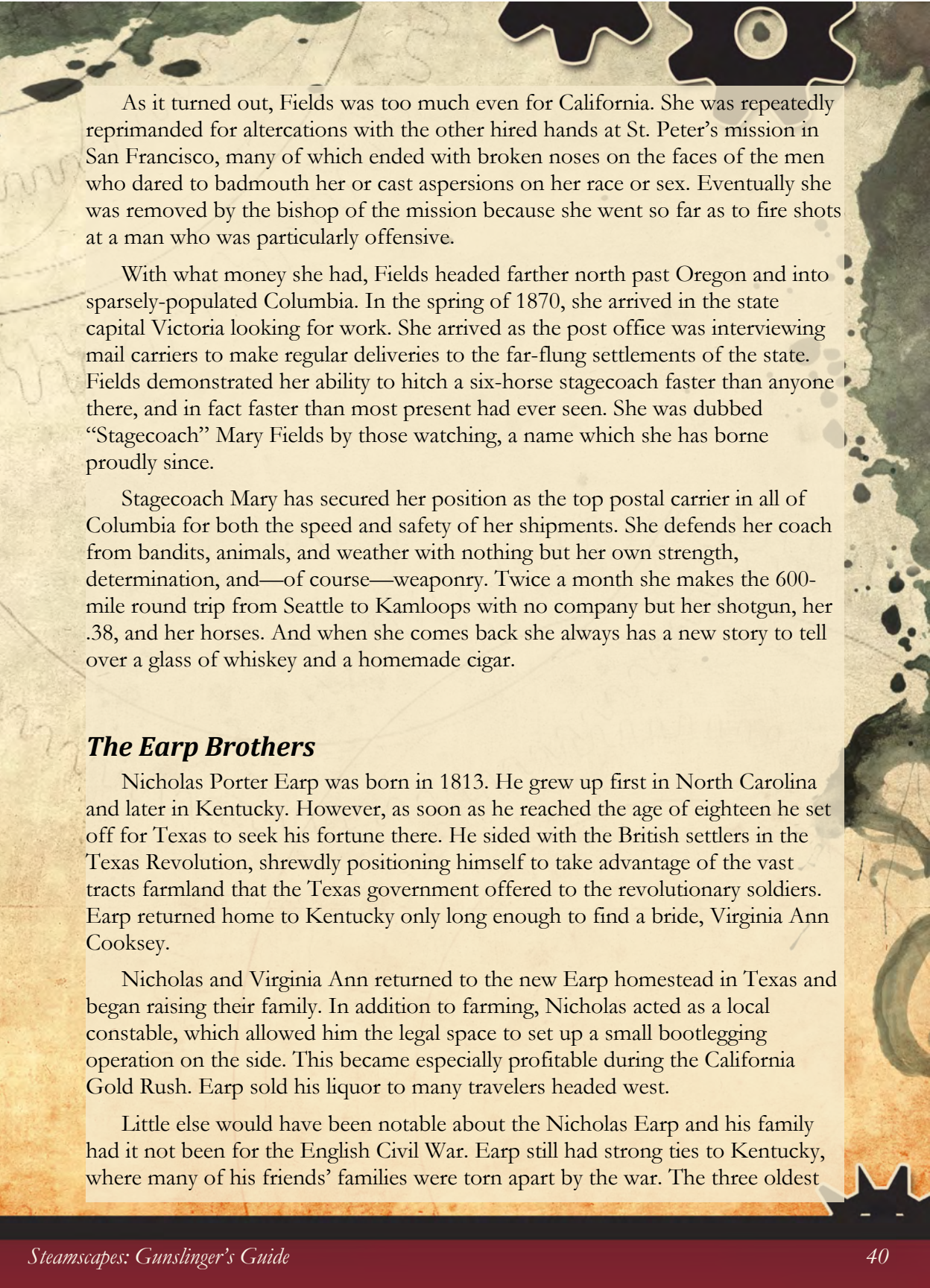
Soon after the Rocky Mountain Republic was formed, Tiburcio Vázquez returned to horse rustling. Since then, he has expanded his operations in terms of manpower and geographic reach. The Vázquez Gang has also begun robbing stagecoaches and even steam carts. In both cases, the vehicles are taken as well, which suggests that the gang has at least a few steamhands maintaining the machinery. Wells Fargo and Western Union both have private bounties out on Vázquez in addition to the federal bounty, making the total reward for his capture over \$10,000 RMR. This is more than any other outlaw on the continent not wanted for murder. Yet Vázquez continues to elude the authorities, perhaps aided by the many ladies who sing his praises.



Tiburcio Vázquez

Stagecoach Mary Fields

It takes a very solid individual to forge a life in the more northerly parts of the Rocky Mountain Republic, and no person more exemplifies this solidity than Mary Fields. Fields was born a slave in Tennessee in 1832. She was known for her height (six feet), her frequent fistfights, and her regular habit of smoking homemade cigars. After the Civil War, she was briefly hired as a carpenter by a convent in Ohio, but the sisters quickly decided that Fields was not suited for the cloistered life. They suggested that she work for a mission in California, where her rugged manner might be more acceptable.



As it turned out, Fields was too much even for California. She was repeatedly reprimanded for altercations with the other hired hands at St. Peter's mission in San Francisco, many of which ended with broken noses on the faces of the men who dared to badmouth her or cast aspersions on her race or sex. Eventually she was removed by the bishop of the mission because she went so far as to fire shots at a man who was particularly offensive.

With what money she had, Fields headed farther north past Oregon and into sparsely-populated Columbia. In the spring of 1870, she arrived in the state capital Victoria looking for work. She arrived as the post office was interviewing mail carriers to make regular deliveries to the far-flung settlements of the state. Fields demonstrated her ability to hitch a six-horse stagecoach faster than anyone there, and in fact faster than most present had ever seen. She was dubbed "Stagecoach" Mary Fields by those watching, a name which she has borne proudly since.


Stagecoach Mary has secured her position as the top postal carrier in all of Columbia for both the speed and safety of her shipments. She defends her coach from bandits, animals, and weather with nothing but her own strength, determination, and—of course—weaponry. Twice a month she makes the 600-mile round trip from Seattle to Kamloops with no company but her shotgun, her .38, and her horses. And when she comes back she always has a new story to tell over a glass of whiskey and a homemade cigar.

The Earp Brothers

Nicholas Porter Earp was born in 1813. He grew up first in North Carolina and later in Kentucky. However, as soon as he reached the age of eighteen he set off for Texas to seek his fortune there. He sided with the British settlers in the Texas Revolution, shrewdly positioning himself to take advantage of the vast tracts farmland that the Texas government offered to the revolutionary soldiers. Earp returned home to Kentucky only long enough to find a bride, Virginia Ann Cooksey.

Nicholas and Virginia Ann returned to the new Earp homestead in Texas and began raising their family. In addition to farming, Nicholas acted as a local constable, which allowed him the legal space to set up a small bootlegging operation on the side. This became especially profitable during the California Gold Rush. Earp sold his liquor to many travelers headed west.

Little else would have been notable about the Nicholas Earp and his family had it not been for the English Civil War. Earp still had strong ties to Kentucky, where many of his friends' families were torn apart by the war. The three oldest



Earp brothers—Newton, James, and Virgil—left Texas in 1861 to join the British army. Young Wyatt, only 13 at the time, tried on multiple occasions to run away and join the army despite his age. However, he could not evade his father's watchful eye.

Following the Civil War, the three oldest brothers returned to Texas, and over the next few years the family began to separate, with its members finding work across various parts of Texas and the west coast territories. Several of the brothers pursued law enforcement, and it was Virgil that reunited several of them in Arizona during the silver boom.

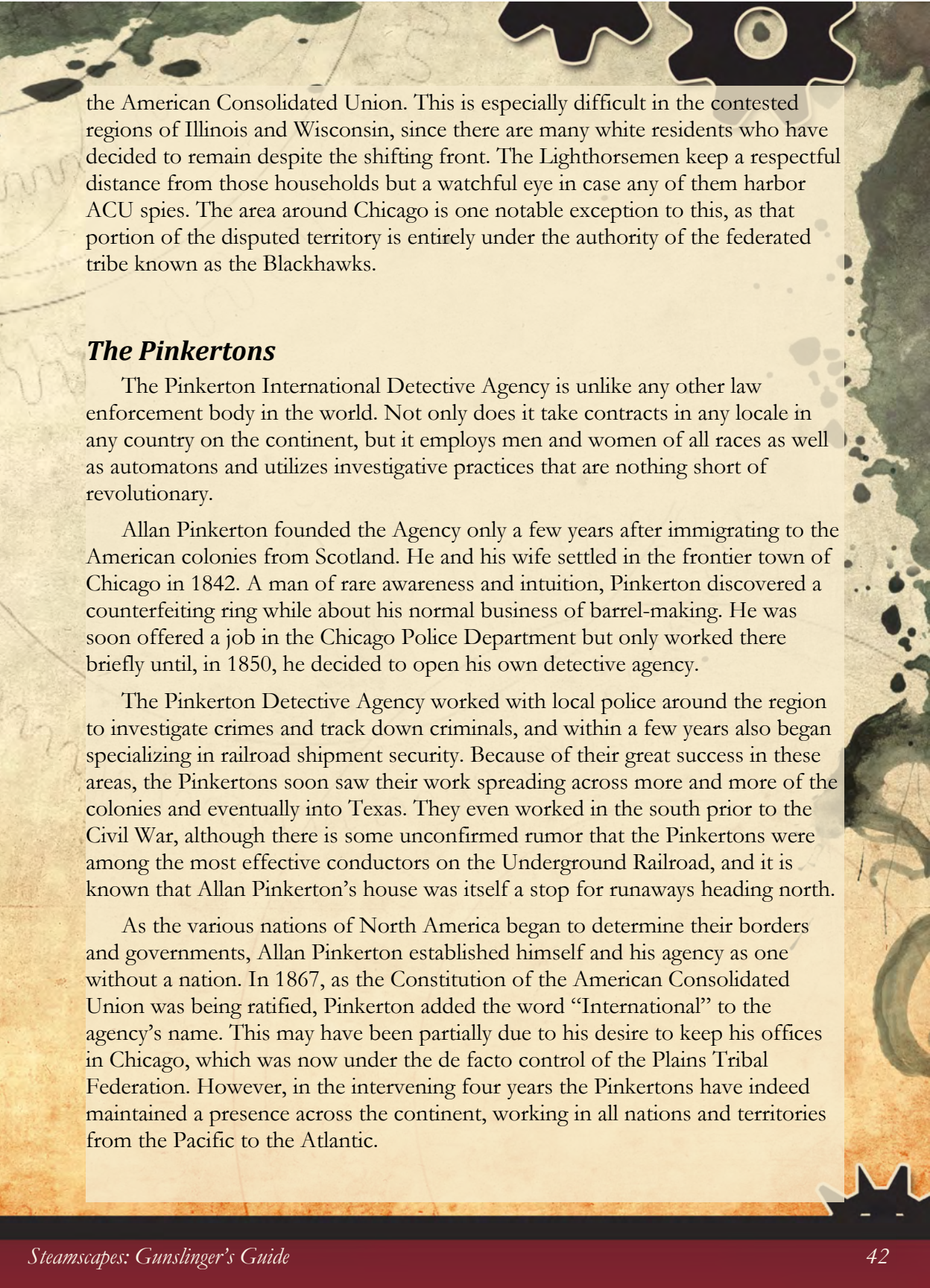
The area around Tombstone is a particularly dangerous area. The silver mines have little protection from bandits raiding across the nearby Mexican border, and the railroad is reduced to a single exposed line crossing the desert. Virgil Earp was appointed the Deputy Texas Marshall for the area in 1869, and he immediately began recruiting assistance for the hazardous work. He hired his brothers Wyatt and Morgan, as well as John “Doc” Holliday and others when available. In recent months, the area has been an occasional target for the James-Younger gang, a group of former Confederate bushwhackers that have a particular hatred for the pro-British Earps.

Choctaw Lighthorsemen

Law enforcement in the Plains Tribal Federation is typically an intra-tribal matter. The terms of the Treaty of Lake Minnetonka require each tribe to police itself rigorously, and very seldom are there any issues that are not handled internally. On those rare occasions when greater authority is required, the Choctaw Lighthorsemen are called. They are the marshals of the PTF, riding the length of the nation to track down outlaws and spies. Despite their name and origin, the Lighthorsemen include members from many different tribes, though the most common are the Choctaw, Chickasaw, Cherokee, and Seminole. These tribes have an enduring relationship from long before they were forcibly removed from the southeastern parts of the continent during the Trail of Tears.

Usually, the Lighthorsemen respond to requests for action by the local chiefs. This may mean tracking down a fleeing criminal or removing an unwanted interloper. In the rare cases of disputes between tribes involving the actions of one or more individuals, the Lighthorsemen will remove the persons in question to await trial by grand council.

The Lighthorsemen also assist with border patrols, although most sections of the vast border of the PTF are guarded by whichever tribes reside closest. In particular, they are always on the lookout for suspicious individuals crossing from



the American Consolidated Union. This is especially difficult in the contested regions of Illinois and Wisconsin, since there are many white residents who have decided to remain despite the shifting front. The Lighthorsemen keep a respectful distance from those households but a watchful eye in case any of them harbor ACU spies. The area around Chicago is one notable exception to this, as that portion of the disputed territory is entirely under the authority of the federated tribe known as the Blackhawks.

The Pinkertons

The Pinkerton International Detective Agency is unlike any other law enforcement body in the world. Not only does it take contracts in any locale in any country on the continent, but it employs men and women of all races as well as automatons and utilizes investigative practices that are nothing short of revolutionary.

Allan Pinkerton founded the Agency only a few years after immigrating to the American colonies from Scotland. He and his wife settled in the frontier town of Chicago in 1842. A man of rare awareness and intuition, Pinkerton discovered a counterfeiting ring while about his normal business of barrel-making. He was soon offered a job in the Chicago Police Department but only worked there briefly until, in 1850, he decided to open his own detective agency.

The Pinkerton Detective Agency worked with local police around the region to investigate crimes and track down criminals, and within a few years also began specializing in railroad shipment security. Because of their great success in these areas, the Pinkertons soon saw their work spreading across more and more of the colonies and eventually into Texas. They even worked in the south prior to the Civil War, although there is some unconfirmed rumor that the Pinkertons were among the most effective conductors on the Underground Railroad, and it is known that Allan Pinkerton's house was itself a stop for runaways heading north.

As the various nations of North America began to determine their borders and governments, Allan Pinkerton established himself and his agency as one without a nation. In 1867, as the Constitution of the American Consolidated Union was being ratified, Pinkerton added the word "International" to the agency's name. This may have been partially due to his desire to keep his offices in Chicago, which was now under the de facto control of the Plains Tribal Federation. However, in the intervening four years the Pinkertons have indeed maintained a presence across the continent, working in all nations and territories from the Pacific to the Atlantic.

Regarding their methods, “presence” may be the most accurate description. The Pinkertons are often spies, infiltrating suspicious groups and criminal organizations through disguise and deception. When they are protecting a shipment or an individual, they remain as close to the target as possible at all times. Their motto, “We never sleep,” is indicative of an almost inhuman watchfulness. And sometimes it is literally inhuman—the automaton who saved Governor Lincoln’s life in the famous Ford’s Theater assassination attempt was a Pinkerton.

In addition, the Pinkertons keep extensive files on all known and suspected criminals throughout the continent. Allan Pinkerton claims that he can read about a crime anywhere in North America and deduce merely based on the methods and location who is the most likely culprit. Whether this is true or not, there is no doubt that “Pinkerton” is the name whispered in fear by outlaws everywhere.



*Allan Pinkerton, Governor Abraham Lincoln, and
Major General John A. McClernand*

CHAPTER 6

Finding Work as a Gunslinger

There are a number of jobs a skilled gunslinger might seek out. Many of them do lie on one side or the other of the line between crime and law enforcement, but that is only to be expected. When an organization or individual chooses to hire a gunslinger, it is because they are concerned with people, places, objects, or information that are inherently valuable. Included here are a number of likely employers or opportunities broken down by nation or region.

American Consolidated Union

The ACU is the most populous, industrialized, and also financially established region on the continent. Law enforcement both in and out of the large cities is almost entirely a government career, whether on the state level or the federal level. Companies on the other hand—especially railroads—do often hire outside security forces, and gunslingers can certainly find work guarding factories and rail yards. However, the most affluent companies and individuals may invest in automaton security or in very expensive Pinkerton contracts.

The Waldenites of the east coast are certainly interested in causing havoc in labs and factories, but rarely hire outsiders for assistance. These groups tend to be fragmented and poorly-organized. The few effective saboteurs among them work alone and in extreme secrecy.

The Union Army is currently engaged in numerous actions against the Plains Tribal Federation along the western border. While a gunslinger's skills may be wasted in the infantry, it is a good training ground for those wishing to learn the profession. In addition, the ACU is always looking for effective scouts and bushwhackers to raid into the disputed territories.

Plains Tribal Federation

Most of the tribes are extremely wary of outsiders and outright hostile to European Americans, so it is very difficult for a non-native gunslinger to find work in the PTF. A small few have done so, many of them Mormons from the groups who settled in the Omaha lands in the middle of the century. Some of the

former slaves who settled in the southern PTF have found work patrolling the Texas border, working in conjunction with the Cherokee and Apache.

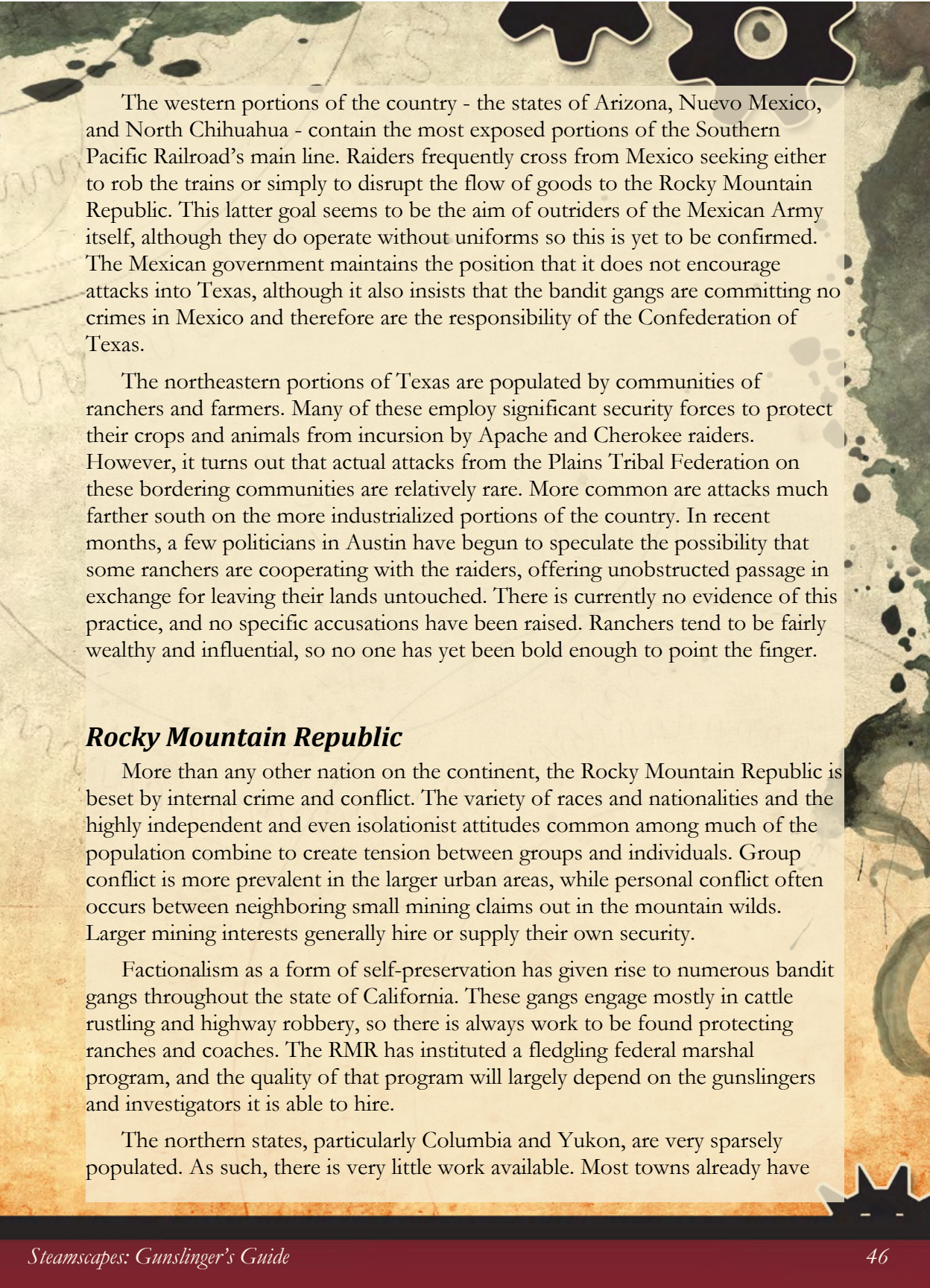
The city of Chicago lies within the disputed territory, but it nevertheless remains the operational home of the Pinkerton Agency. The Pinkertons maintain a tenuous peace with the Blackhawk authorities in Chicago, but anyone wishing to visit the central offices will still need to make their way past the front lines of the ongoing conflict between the Federation and the ACU. For this reason, Pinkerton has opened branch offices in Philadelphia, Austin, and San Francisco. Gunslingers wishing to be apply as investigators are encouraged to visit those offices instead. However, that has not stopped the occasional intrepid applicant from attempting to make a case for employment by personally showing up at Allan Pinkerton's doorstep.



Scouts on the Texas/Mexico Border

Confederation of Texas

The greatest protection Texas currently enjoys is its vastness. With its wide-open plains and deserts, Texas is a difficult land to navigate for even the hardest bandits and raiders. However, it is also the continent's most important transportation center and a very appealing target for those with criminal or military ambitions. Gunslingers are in high demand for protecting the nation's many resources and assets.



The western portions of the country - the states of Arizona, Nuevo Mexico, and North Chihuahua - contain the most exposed portions of the Southern Pacific Railroad's main line. Raiders frequently cross from Mexico seeking either to rob the trains or simply to disrupt the flow of goods to the Rocky Mountain Republic. This latter goal seems to be the aim of outriders of the Mexican Army itself, although they do operate without uniforms so this is yet to be confirmed. The Mexican government maintains the position that it does not encourage attacks into Texas, although it also insists that the bandit gangs are committing no crimes in Mexico and therefore are the responsibility of the Confederation of Texas.

The northeastern portions of Texas are populated by communities of ranchers and farmers. Many of these employ significant security forces to protect their crops and animals from incursion by Apache and Cherokee raiders. However, it turns out that actual attacks from the Plains Tribal Federation on these bordering communities are relatively rare. More common are attacks much farther south on the more industrialized portions of the country. In recent months, a few politicians in Austin have begun to speculate the possibility that some ranchers are cooperating with the raiders, offering unobstructed passage in exchange for leaving their lands untouched. There is currently no evidence of this practice, and no specific accusations have been raised. Ranchers tend to be fairly wealthy and influential, so no one has yet been bold enough to point the finger.

Rocky Mountain Republic

More than any other nation on the continent, the Rocky Mountain Republic is beset by internal crime and conflict. The variety of races and nationalities and the highly independent and even isolationist attitudes common among much of the population combine to create tension between groups and individuals. Group conflict is more prevalent in the larger urban areas, while personal conflict often occurs between neighboring small mining claims out in the mountain wilds. Larger mining interests generally hire or supply their own security.

Factionalism as a form of self-preservation has given rise to numerous bandit gangs throughout the state of California. These gangs engage mostly in cattle rustling and highway robbery, so there is always work to be found protecting ranches and coaches. The RMR has instituted a fledgling federal marshal program, and the quality of that program will largely depend on the gunslingers and investigators it is able to hire.

The northern states, particularly Columbia and Yukon, are very sparsely populated. As such, there is very little work available. Most towns already have

established sheriffs, and there are few industrial or economic assets to guard. Gunslingers who are skilled at driving a coach may be able to find work delivering mail to far-flung settlements. However, such runs are more likely to experience assaults by weather or animals than by bandits.

Colorado and other eastern portions of the RMR have seen some recent raids by Hopi saboteurs. The mining towns situated in the highest ranges of the Rockies are especially concerned about this because they are very much cut off from the rest of the country. Many of them receive supplies by single narrow-gauge rail lines with numerous exposed bridges and tunnels. The altitude and uneven terrain make airship landings difficult. The mines served by these towns are typically connected only by mule track. If the frequency of these raids increases, the RMR will likely need to hire a significant number of guards for these remote communities and their fragile transportation network.



Beginnings of Entrepreneurship in a Frontier Town

Matters of Payment

While many gunslingers are employed by national or local governments for purposes of law enforcement, the vast majority of them seek independent employment. This employment is often short-term or for a specific task, after which the gunslinger moves on to the next job.

The Texas Dollar is the most common form of payment, even in some areas outside of Texas. It is the oldest currency on the continent, and many gunslingers consider it a standard against which to judge other currencies. However, there are a number of other currencies in use, and it is important for savvy gunslingers to know what they are, as well as the appropriate exchange rates.

The American Pound is used only in the ACU. However, because it is such a new currency, many transactions in that country are still handled in British Pounds Sterling. The Pound Sterling is worth slightly over twice the American Pound.

The Rocky Mountain Dollar (or Republican Dollar) is also fairly new, but has established a solid financial base in the form of a gold standard. For this reason, it currently trades at approximately $\frac{3}{4}$ of the value of the Texas Dollar.

The French Franc is used as the currency of both Quebec and the Plains Tribal Federation, both of whom retain ties to France and have little use for printing their own currencies.

Because of the state of the Mexican economy, the Peso has seen a great deal of instability of late. It is currently very low in value, and many larger businesses in Mexico prefer to operate in Texas Dollars.

Exchange rates for all currencies (including Savage Worlds dollars for purposes of character creation and equipment purchase) are as follows:

	SW Dollars	Texas Dollars	American Pounds	Pounds Sterling	Republican Dollars	French Francs	Mexican Pesos
1 SW Dollar	1	0.05	0.017	0.007	0.07	0.17	2
1 Texas Dollar	20	1	0.33	0.15	1.33	3.33	40
1 American Pound	60	3	1	0.44	4	10	120
1 Pound Sterling	135	6.75	2.25	1	9	22.5	260
1 Republican Dollar	15	0.75	0.25	0.11	1	2.5	30
1 French Franc	6	0.3	0.1	0.04	0.4	1	12
1 Mexican Peso	0.5	0.025	0.008	0.004	0.03	0.08	1

Optional Rules

The following rules provide changes or additions to existing *Savage Worlds* mechanics that are designed to work in conjunction with the weapon modification rules in this book. We hope that they will provide gunslingers with a more realistic feel for their characters and improved mechanical options for situations that they are likely to face. GMs and players should feel free to select the options that are most useful for their games, always with the intention of supporting the goal of “fast, furious, and fun.”

Concealed Firearms

A gun (or really any item) can be passively concealed by being carried in a way that might realistically prevent a casual observer from realizing that it is there. For example, a pistol could be in a pocket or in a shoulder holster under a coat, or in a hip holster under a duster. A shotgun would need a long coat to hide it, while a rifle could be under a blanket on the seat of your carriage (or beside you in your bedroll while you sleep). On the other hand, a derringer might be slyly concealed in the palm of your hand if it were small enough. In order to detect a passively concealed item, the observer needs merely to succeed at a normal (unmodified) Notice or Investigation check.

If you want to intentionally hide a weapon, you make a Stealth check. That check sets the difficulty of the observer's Notice or Investigation check. If the concealer fails the initial check, the item is considered passively concealed. If you roll a 1, you actually make the weapon more obvious, so that it becomes easier (+2 to the spotter's roll). Success instead applies an initial -2 to the Notice or Investigation roll, and each Raise must also be matched by the spotter.

There are a few things that can modify the various rolls. A specially designed pocket is by definition intentionally concealed, and if well-made could give a +1 to the conceal roll. A gun with the Concealable trait is harder to notice: each level of Concealable gives an equal penalty to the Notice roll (or half rounded up for bulkier guns with cylinders, belts or drums). If the observer has the opportunity to physically search the concealer, the observer enjoys a +4 bonus to find the concealed object.

Rapid Attack (fanning the hammer)

Only single-action revolvers can be fanned. To do so, make a Vigor check at -1 and fire that many shots, up to the whole cylinder, at a penalty of -4 total for each shot no matter how many shots you end up firing. This replaces the Rapid Attack rule in the core book with regard to ranged attacks for single-action revolvers.

Quick-Draw and the Border Shift

Usually, readying a weapon is an action—whether that means drawing it from a holster, bringing a rifle slung across your back to a firing position, or even moving a gun from being held in one hand to being ready to fire in the other. Quick-drawing in the *Savage Worlds* rules is fairly straightforward: drawing a weapon is an action, so if you want to draw and shoot immediately, the shot will be at a -2 (as would the Agility roll to draw an unwieldy weapon).

The Border Shift is an attempt to move a weapon from one hand to the other instantly, as a free action. It takes practice, but skilled shootists often wield a gun in each hand, firing the gun in their favored hand until it is empty and then switching to fire the other, so it is worth practicing. Performing a Border Shift requires an Agility roll—on a failure, the gun is dropped. Trying to switch two guns so the one that was in your left is now in your right and vice versa is harder: it also requires an Agility check, but at a -2. Failure drops the gun that had been in your primary hand, and a roll of 1 drops both.

The Showdown

The “showdown,” while an uncommon occurrence, is a special case and deserves special attention. In a showdown two gunslingers face each other and use fast-draw skills and accurate fire to shoot each other. The exact details vary from place to place. Sometimes there is a third person who gives the ‘draw’ order, either verbally, or with a hand signal (or even a handkerchief drop). Other times the shootists face each other in the street at a distance (usually between 10 and 20 yards) until one goes for his gun and the other tries to out-draw him.

Of course the best outcome for a shootout is to draw first and shoot your opponent before they can shoot you, hopefully putting them down, or at least shaking them. However, there can be significant repercussions to drawing first. Gun duels are not legal in most places, and drawing and shooting someone—even someone who has agreed to a shootout—is usually considered murder. So often times a gunfighter will wait until their opponent starts to draw, and then try to out-draw them, counting on their superior agility and skill to counteract their disadvantage of waiting.

Sometimes one fighter would wait for the other to fire first not just because of the legal ramifications but to be sure of a more aimed shot. There are plenty of accounts of one gunfighter drawing and taking careful aim while the other fired wildly and missed. That obviously takes a great deal of courage. Of course, nothing physically prevents a gunfighter from jumping to the side, which presents a much more difficult target while taking a moment to line up their shot. However, gunfights were generally considered to be matters of honor, and the

prized qualities were courage, speed, and calmness. Because of this, dodging was considered cowardly, and that is one reputation no gunfighter wants.

While gunfights come in many variations, which are fun and interesting for the narrative of the scene, the basic mechanics are the same. When both characters are waiting for something to happen, they are both “on hold.” Normally when one character is on hold and tries to interrupt another they make a simple opposed Agility roll to see who actually goes first. In the case of a showdown, the same rules apply with a few specific additions.

If both are trying to draw and shoot first, then they each make Agility rolls with all the normal bonuses and penalties. The Quick-Draw edge applies, of course, giving a +2 to the Agility roll (and also negating the penalty for drawing and shooting). A gun with the Quick-Draw modification would reduce the penalty for drawing and shooting to -1. These all apply per the existing *Savage Worlds* rules.

Here are the additional rules specific to the showdown:

- 1) If one of the characters is waiting for the other to draw first, the waiting character takes a -2 on his Agility roll (though if his gun has the quick-draw modification, that would be halved as usual to -1), while the character drawing first gains an additional wild die (giving her one even if she is not a wild card).

- 2) If one of the characters tries to dodge, this is an additional action (upping the multi-action penalty to -4 for draw, dodge, and shoot, or -2 if they only want to draw and dodge, or no penalty if for example they only want to draw and dodge, and they have the Quick-Draw Edge). Dodging successfully applies a -2 modifier to the opponent's Shooting roll, and each raise applies an additional -2. If the character dodging has the Dodge or Improved Dodge Edge, add that bonus as well. Note, however, that in a showdown, Dodge or Improved Dodge **only** apply if the character actually attempts to dodge—they do not provide their usual passive benefit.

Loading a Firearm

Most modern guns are fairly easy to reload with a normal action. Reloading takes both hands normally. Reloading with one hand requires an agility roll and 2 actions, or an agility roll at -4 to do it in one action. **No more than one reload action can be taken in the same round.**

Single-shot weapons that use metal cartridges take one action to reload, which can be combined normally with other actions, including movement. Running while reloading requires an agility roll (at -2 for running). Failure indicates the reloading does not work, a 1 on the die (not the wild die) indicates the new round was dropped and lost.

Reloading a gun with a magazine works exactly the same way, except that it only takes one action to load 3 rounds into an internal magazine.

Revolvers follow the same rules, except that one action reloads up to 3 chambers. Speedloaders are the exception to this, allowing a Speedloader-capable revolver to be fully reloaded in one action.

Firing from Horseback:

Firing from horseback follows the normal rules for an unstable platform: shooting rolls suffer a -2, just as they would from a moving vehicle. Rifles, however, are particularly hard to shoot from horseback (but not from a vehicle). Because you need to use both hands and therefore guide the horse with your knees, when shooting a rifle from horseback your Shooting die cannot exceed your Riding die. That is, if you have d10 Shooting and d6 Riding, you still are technically making a Shooting roll (for any purposes like bonuses to Shooting and so on), but your Shooting die would be d6.

Carbines are rifles that are specifically designed to get around this limitation. Any weapon with the Carbine improvement ignores this restriction and allows the gunslinger to use the Shooting die regardless of Riding skill.



Firing a Carbine While Mounted

GLOSSARY

Barrel: The metal tube that the bullet travels down as it fires. In general, the longer the barrel, the longer range the gun will have.

Breech: The back end of the barrel.

Breech-loader: A gun which can be loaded by accessing the chamber from the breech rather than shoving the ammunition down the length of the barrel from the muzzle.

Bore: The internal shaft of the barrel.

Bullet: Technically, the actual projectile that hits the target. Usually made of lead, and usually cone-shaped, though early bullets were round. Colloquially, the word is often used for the whole cartridge.

Caliber (sometimes calibre): The inside diameter of the barrel of a gun. Usually, it is measured in inches, so a .44 caliber pistol has an inside diameter of 44/100ths of an inch. Bigger caliber indicates a bigger bullet (since the bullet in a modern gun should be almost exactly the same size as the interior of the barrel.) Cartridges are usually named for their caliber, often with the decimal point dropped, so the phrase “forty-four caliber” means .44 caliber. Shotguns’ caliber is measured by their gauge (see gauge).

Cartridge: A single object that contains the bullet, the priming charge and the propulsion charge. Usually, cartridges are described by their caliber, like .44 caliber or .22 caliber. Sometimes, the amount of gunpowder (in grains) is also added: .30-30 is a cartridge of .30 caliber with 30 grains of powder. Often some description of the length of the cartridge is included as in the “.22 short.”

Chamber: The part of the breech of the barrel where the cartridge sits. A revolver has a cylinder with multiple chambers, each of which in turn are rotated into firing position.

Firing pin: In order to detonate a cartridge, the primer needs to be struck hard with a pointed object. The pointed part of the hammer is called a firing pin.

Flintlock: firing action where a piece of flint was mounted to a curved piece of spring-loaded metal called a “cock,” and pulling the trigger caused the flint to be hammered down hard on a metal piece that covered the pan, called a “frizzen,” creating sparks while uncovering the pan. This kind of weapon is outdated but still being used in large numbers—many Southern soldiers were armed with flintlocks in the Civil War.

Gatling Gun: A multi-barrel weapon which rotates the barrels like a pepperbox, but with a mechanism for loading each barrel mechanically with a metal cylinder that was individually loaded with powder, shot, and percussion cap—like a re-usable metal cartridge—and a mechanism that loaded the cylinder into each barrel as they rotate, firing them, and then dropping the used cylinder on the ground as it continued to rotate, allowing it to be ready to be loaded and fired again.

Grip: The part of the gun that fits in the hand of the firer. On longer arms, this may extend into a butt that is designed to rest against the shoulder.

Gauge: Gauge of a shotgun is how big the bore is, like caliber for other guns. Gauge is measured by determining how many solid lead balls of the diameter of the barrel it would take to make a pound. So a 12-gauge shotgun is one for which a lead ball that fit perfectly inside would weigh $1/12^{\text{th}}$ of a pound. That means that the larger the gauge, the smaller the shotgun: a 20-gauge shotgun is smaller than a 12-gauge, because its solid ball would weigh $1/20^{\text{th}}$ of a pound.

Lock: The firing mechanism of a gun.

Matchlock: An early firing mechanism for muzzle-loaders, wherein pulling the trigger lowered a lit slow-match (like a candle-wick) to the pan. Matchlocks were very unlikely to misfire, but they could be put out by inclement weather, and the lit match was also somewhat dangerous in an environment full of gunpowder.

Magazine: A reservoir for cartridges that is usually spring-loaded (as opposed to a drum, which is gravity fed) so that when a spent casing is ejected, the next round in the magazine is pushed into the chamber. As of 1871, there are no commercial examples of removable magazines—they are all internal to the gun.

Musket: A smoothbore, muzzle-loading long gun.

Muzzle: The “business end” of the barrel, out of which the bullet emerges.

Muzzle-Loader: A gun which must be loaded from the muzzle, generally with loose powder and shot rather than with a metal cartridge.

Pepper-Box: A pistol that has multiple barrels, which rotate around a central pin. The barrels are loaded one at a time, and then can fire as they rotate into position.

Percussion cap: A percussion cap is a small metal cap with a priming charge built into it. The cap fits onto a hollow tube leading to the breech (called the “nipple,” so that when the cap is struck by a hammer (which would have a hollow striking surface that fit neatly over the cap), the impact causes the priming charge to ignite, and the spark goes down the nipple to ignite the main charge.

“Cap-and-ball” guns were a step on the way from flintlocks to metal cartridges, and are still in use in 1871.

Rifle: A long-arm that has a rifled barrel—one that has spiral grooves carved inside the bore that impart a spin to the bullet, increasing its range and accuracy.

Round: Another word for cartridge, because early bullets were round.

Shot: Either the small pellets that are packed into a shotgun cartridge or loaded loose into a shotgun, or the colloquial shortening of “round-shot” which are the ammunition for most smoothbore guns from a pistol to a cannon.

Sight: A simple tool to aid in aiming, that usually consists of a metal fin near the end of the barrel (the front sight) and a metal groove near the firer (the rear sight). Generally, the shooter should line their vision up so that the fin sits inside the groove, and then the shot should land just above the fin, on the target...all that from the point of view of the shooter. Sights are generally set for a certain distance. Better ones are adjustable for different distances.

Smoothbore: An unrifled barrel.

Stock: The (usually wooden) frame of the gun that the barrel and lock are attached to, and which creates the shape of the weapon.

Wheellock: Another early firing action, where pulling the trigger caused a clockwork mechanism to spin a steel wheel past a flint to create the sparks that would light the priming powder. These mechanisms were much safer and easier to use, though they misfired more often than the matchlock.



A Four-in-Hand Crossing the Carson Desert