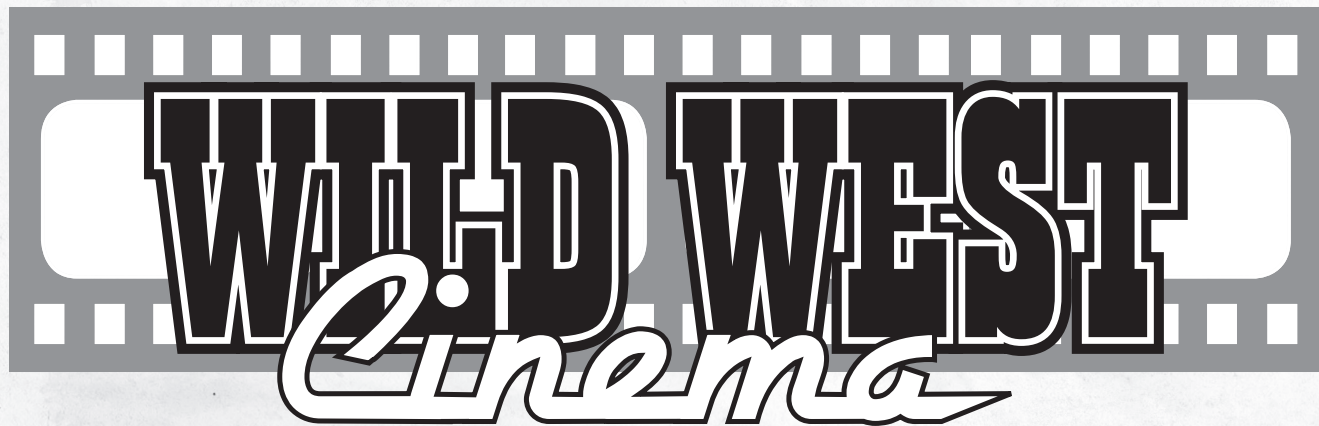


WILD WEST *Cinema*



Role-Playing in a West That Never Was!

Bezio • Harsh • Miller



WILD WEST *Cinema*

Role-Playing in a West That Never Was!

RPG Rulebook
by
Dave Bezio

THE FOLKS RESPONSIBLE FOR THIS SHINDIG

Written and Designed by
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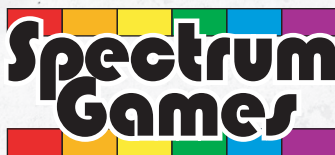
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Disclaimer!

The Author fully realizes that some of the elements presented in this game are stereotypes, prejudice, sexist, or just plain ignorant. Apologies go out to anyone that this offends. This is the dramatized image that movies and novels have given to certain groups of people during the Wild West time period. Since this is a game about playing in this quasi-fictional world, these myths, misinformation, and plain lies are treated as truths. Intelligent people will realize this is a game that embraces such inaccuracies for story telling purposes, but that it doesn't give them any true historical or ethical credit or respect.



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CHAPTER ONE

INTRODUCTION

Wade didn't even turn around from the bar as he heard the click of a gun hammer being pulled back, an Army Colt .44 by the sound. The nervous bartender could see the weary look in Wade's eye as the drifter threw back the last drink of his whiskey.

"Wade Silver!" hissed the man holding the gun, "You killed my brother in San Angelo and I'm here to settle the score!" The speaker was a brash young cowboy, his confidence bolstered by the liquor in his belly and the two scowling companions flanking him.

Wade set his tin cup on the bar and casually placed his stump of a cheroot between his clenched teeth. With a sigh, he turned around and headed down with the brim of his hat lowered to cover his face.

Raising his head slowly, he stared at the man who faced him, his cold eyes penetrating those of the gunman. Wade noticed the other man's hand suddenly wavered a bit. He looked, in turn, at the other two, their hands even now slowly moving to the grips of their own holstered pistols. "Only three of you?" he questioned, shifting the cheroot to the other side of his mouth with a frown, "I'm insulted. What am I going to do with the other three bullets?"

WHAT IS A ROLE PLAYING GAME?

Wild West Cinema is a Role Playing Game. A **role playing game (RPG)** is make-believe with rules. It is a social activity where players pretend to be heroic Characters adventuring in a fictitious world. **Role playing** is pretending to be a different persona and acting as that Character would. The **game** rules and mechanics define what that Characters' capabilities are and determine the outcome of his actions.

This RPG requires a group of people to play. Four or Five is optimal, but it can be played with many more and as few as two. One person takes on the role of **Game Master (GM)**, while the others (themselves called "players") all take on the role of **Player Characters (PCs)**, or simply referred to as Characters.

The Game Master has the greatest responsibility when playing the game. He develops and creates

the world and story in which the PCs adventure. He also takes the role of all the denizens of that world that aren't Player Characters: **(Critters)** and **Non-Player Characters (NPCs)**. Finally the GM runs the game, referees disputes, interprets (and sometimes improvises) rules, and makes sure everyone stays involved in the action.

The players use these rules to create the heroic persona, or PC, he will role play. During the game, the players will be faced by situations, challenges, and problems that the GM presents them with. It is their responsibility to stay in Character (acting in a way that their Characters would behave), and solve these dilemmas as they feel their Characters would. Sometimes, this involves using one's imagination and wit; other times, it involves the luck that hinges on the toss of a couple of dice.

Together, the GM and the players create grand stories and epic adventures that will be long remembered.

THE WILD WEST THAT NEVER WAS!

Wild unexplored frontiers, lawless cities, barroom brawls, shootouts, lawmen, and ruthless outlaws...that's what *Wild West Cinema* is all about.

Wild West Cinema is a role playing game set in the classic American Wild West. This period in history only ran about 20 years (1865-1885). However, many of the elements that people associate with this genre actually happened in the decades just before or after. Many of these specific elements, occurrences, and people only crossed paths briefly, and some, never at all.

What the *Wild West Cinema* role playing game does is to take its cue from the movies and novels that dramatized this period, rather than history itself. That isn't to say that this game throws all history out the window; it simply downplays

the importance of specific dates and continuity while focusing on the romance, drama, action, and adventure of a good Wild West tale. With *Wild West Cinema*, you are invited to include any and all of the trappings of the genre as they fit *your* idea of what the Wild West should be like, whether historically accurate or not (although you can certainly follow actual history with these rules if you like).

The rules themselves are designed to simulate the cinematic action you see in the movies, not the gritty realism of our world. Realism isn't completely disregarded, but the rules allow the Characters in your story to be daring, perform larger than life feats, make things happen, and stay alive long enough to ride off into the sunset. The players of *Wild West Cinema* are the stars of all those spaghetti westerns and dime novels in a Wild West world you create.

So, pull on those boots, don that hat, strap on that six-shooter, and mount that horse... it's time to ride!



HOW THE GAME PLAYS

When your group of friends gets together to play *Wild West Cinema* for a few hours, it is called a **game session**. This session can last as long as you want to play, but about 4 hours is generally an adequate length of time. This is enough time to get a lot accomplished and keep things exciting, while not going so long that everyone becomes tired, and possibly bored.

To help you understand what a role playing game is and how one plays, a script of part of a game session is presented below. At first, some of the game rules and die rolling may seem confusing. For now, you can just ignore these parts and concentrate on the flow of the game. As you will see, the Game Master sets the scene, the players have their Characters do as they like, and the GM tells them what happens. Some things the GM has planned, some things he makes up based on what the players

do, and some things call for the rules to come into play.

Dave, the GM, has assembled his friends Steve (playing the Drifter, Wade Silver), Charlie (playing the Tender-foot, Percy Andrews), and Colette (playing the Kid, Little Jane).

Dave: Wade is just riding into town with the annoying kid you rescued from the Indians, Jane, running behind his horse. Just ahead in the middle of the dirt road, you see three scruffy looking cowboys talking to a thin man dressed in fancy clothes, you recognize him as your old friend Percy. The cowboys look like they are getting angry.

Charlie: Hey, I can't help it if they lost their week's pay to a city boy, if they don't know how to gamble, they shouldn't sit at the table with the big boys. Percy says, "*Excuse me boys, I need to deposit my winnings in the bank*", and push my way through them.

Steve: Oh hell, here we go again! Wade is going to ride up slowly, flipping his poncho to the side to expose his pistols as he does so.

Colette: Hmmm, if no one has really noticed me, I'm going to dodge into a side alley and work my way around to the cowboy's backs, I smell trouble brewing.

Dave: OK, Percy, you see your old friend Wade riding toward you. The cowboys don't want to let you pass, so you're going to have to force your way through by making a Physique Attribute roll verses the cowboy's Physique, that's a Target Number of 5. Colette, nobody notices Jane and you can easily slip down the alley without being seen. It'll only take you a minute or so to get behind the cowboys if you go quickly.

Charlie: (rolls the dice) Crap, I only got a result of 4 and I'm all out of Story Points... I guess Percy isn't going anywhere right now.

Steve: I'm going to clear my throat and say, "Well hello there Percy...any trouble here?", while I make sure the cowboys see how close to my hand is to my pistol.

Colette: I'm going to pull my sawed off shotgun out of my backpack as I'm running. You know, just in case I need it, and yeah, I'll go quickly... but I'm also going to stick to the walls out of sight.

Dave: The cowboys all look at Wade when he clears his throat. They look at his revolver, lose interest in Percy and take a defensive stance with their hands hovering over their pistol grips. The apparent leader says, "Get lost, stranger, or the three of us will put three bullets in you!" Little Jane, you come out just behind the cowboys when this is happening and none of them seem to have noticed you.

Charlie: Well, since no one is looking at me anymore I'll flip my derringer out of my sleeve and into my palm so I'm ready when the shooting starts.

Steve: Yep, looks like trouble, I'll go for my gun too, using my Quick Draw Special Ability.

Colette: Screw all this talking! If you're gonna shoot, shoot! I'm going to drop one right away!

Dave: You're such a little sweetheart, Jane. Ok, Jane, you get a surprise round, so roll the Luck Dice. Their Defense is 6 and I'll give you a +2 bonus to your Shooting Skill, since they

aren't expecting your attack from behind. Let me know what you get. After that, everyone give me an Initiative roll and we'll see if you can take out these brash cowhands.

That is just a few minutes of play. What will happen next? Well that depends on what the players do and how the dice fall. Now that you know what a role playing game experience is like, let's learn how to play!

EQUIPMENT NEEDED

A role playing game is usually played around a table. Most of the action takes place verbally and in the players' imaginations as they create the story together. However, there are a few components that are necessary to play, and a few that are just helpful in making the experience more fun.

Wild West Cinema Rulebook

This book contains all the rules you need to create Player Characters and play the game.

Players

Wild West Cinema requires at least two people to play, while a group of 4-6 usually works best. One takes the roll of Game Master (GM), while the rest take the role of Player Characters (PCs). Character sheets for recording Characters can be found at the back of the rulebook, or you can simply use a sheet of paper.

Dice

Wild West Cinema uses standard six sided dice that can be found in any game or department store. These are the same type of dice that are used for all traditional games of chance, and are in most board games. Each player should have 2 dice of different colors (one red and one black are suggested) if possible, but one die each will work too.

Miniature Figures

Most hobby stores sell metal or plastic miniature figures for war gaming and role playing. They also sell Battle Mats or graph paper with one inch grids. Miniatures are definitely *NOT* needed to play *Wild West Cinema*, however, many people find it helps them to visualize the combat better and act more tactically. The choice to use them or not is yours.

An Adventure

The GM should have an adventure ready to play. Most GMs write their own adventures, but several pre-made adventures will be available for purchase or downloaded online. A sample adventure, *The Gatling Decision*, is included in this rule book.

Other Stuff

Needless to say, you will need other stuff. Scratch paper for notes, graph paper for maps, and pencils to write with are a necessity. Having some type of tokens, counters, or gaming stones will be extremely helpful if using miniatures. Snacks will keep players happy too!

THE CORE GAME MECHANICS

Wild West Cinema is powered by a game system called the *Fast Engine*. "Fast" is sort of an acronym for Fun, Action, Simple, and Tactical. These are the elements that make this game what it is. *Fun* is obviously important to any game; *Action* represents the cinematic style of the game; *Simple* was used to express a game system that is very easy to use and learn; *Tactical* means that, while miniature use and strategic thinking aren't a necessity, the rules do provide for that type of game play if the GM and Players want to use it.

The following covers the core components of the Fast Engine and what makes it work. All of this will be discussed further and detailed more in the appropriate section of the rules, but for right now this will make the rest of the book much easier to understand. Likewise, some of this may seem confusing now, but will make much more sense as you read on.

One to Ten

Most everything in *Wild West Cinema* is ranked on a score of 1-10, with 1 being absolutely terrible, 10 being extremely awesome, and 5 being average. People have been using this method of scale for years to judge things, so it should be fairly easy to understand. This rate of scale serves two major purposes, first, to rate how good anyone is at anything, and also how difficult it is to accomplish anything.

Luck Dice

In *Wild West Cinema*, you will almost always roll two standard six sided dice, to resolve any action. This is called rolling the *Luck Dice*. The two dice should be of a different color, one representing a positive number (+) and the other representing a negative number (-). Red for positive and black for negative are the most obvious choices. Roll the two dice together and total the results. If you only have one die, or dice of the same color, you could roll one die first to represent the positive number, and then roll another die and subtract it from the first. This gives you a total of -5 to +5 with 0 being the average.

Basic Resolution

Characters are defined by Attributes and Skills (ranked on that scale of 1-10 described above). Whenever a Character tries to do anything, you will use the Attribute or Skill Rank that is most appropriate for the task. The Game Master will then give you the

Target Number (TN) of the task. The TN is the difficulty Rank of the task being performed (also rated on a scale of 1-10). You then roll your Luck Dice and add or subtract the result from the initial Attribute or Skill Rank attempting to equal or exceed the Target Number to achieve success. Most of the other rules of the game are based off of this core mechanic.

- *Attribute or Skill +/- Luck Dice ≥ Target Number (TN) for success*

The Target Number

The Target Number is determined by the GM. A TN is either an opposed TN or standard TN. The opposed TN is used when a PC pits his Attribute or Skill against an opponent's opposing Attribute or Skill Rank. The standard TN is a number the GM chooses based on the general difficulty of the task.

The TN takes into consideration all external elements involved in succeeding at a task. It is the GM's

job to appropriately assign a TN for an action based on all the difficulties present (for example, tracking the bad guys as they ride out of town might be simple (TN2), while tracking them the next day might be average (TN5), but tracking them in the rain at night is certainly going to be extremely difficult (TN9)).

Modifiers

Sometimes, a situation makes a task easier or more difficult for a PC to perform. This is most prevalent in combat and when making opposed rolls. In this case, a modifier may be added to (a bonus) or subtracted from (a penalty) the Attribute or Skill being tested. The Modifier is *always* added or subtracted from the Attribute or Skill, not from the TN or the Luck Dice roll.

For example, if Wade is shooting his Colt pistol at an outlaw, he will use his Shooting Skill Rank to resolve the task. If Wade expends extra time to take careful aim with the pistol, it makes the shot easier, and he is awarded a bonus of a +2 modifier. The +2 is added to his Shooting Skill Rank before he takes the shot and rolls the Luck Dice.



Snake Eyes & Boxcars

"Snake Eyes" is a roll of two 1s on the Luck Dice, and "Box cars" is a roll of two 6s. While, in the parameters of the Luck Dice rules, both of these would technically be a sum of zero, these two results are treated a bit differently. Snake Eyes always indicates a failure and Boxcars always indicates a success. In addition, Snake Eyes indicates a gun jam or a need to reload in combat, while Boxcars sometimes activate some PCs' Special Abilities when rolled. For now, it's enough to know that Snake Eyes are bad, and Boxcars are good.

Measurements & Units

All general measurements in *Wild West Cinema* are given using the *USA system of measurements*. Since the most common measurement used in action sequences (for movement and weapon ranges) are all going to be given in 5 ft. increments, we will simply call these *Units* from this point forward. For Example, if a Character can move 25 feet in one round, he can move 5 Units. This will be particularly useful if you decide to use miniature figures, where one Unit will equal one square on a 1 inch grid map or 1 inch on the tabletop.

- 5 feet = 1 Unit

TIME & MEASUREMENT

Time and measurement in *Wild West Cinema* are generally abstract, however, there are a few times when it is important (especially during a fight) so we'll cover the rules right away and lay some ground rules.

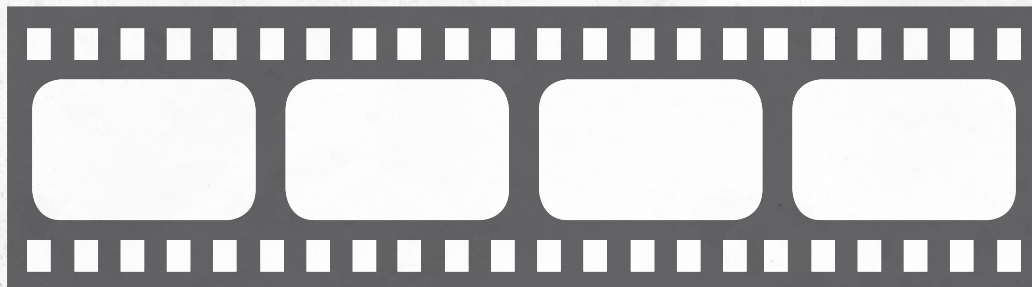
Time & Rounds

Time isn't important unless the GM determines it is. If the PCs are waiting for a train that will arrive the next day, and nothing of importance is going to happen till it arrives, then the GM should just skip forward in time to the train's arrival. The same is true with long, uneventful cross country trips. The GM should simply control time as needed to advance the adventure. The only time that time becomes very important is during combat, or other intense action sequences. When these action sequences take place, you will need to know how long things take, and who gets to do things first. When this happens, the game time breaks down into *rounds*. Rounds are 3 second periods of time during which individual PCs can usually take a single action.

- 1 Round = 3 Seconds = One Action

THE GOLDEN RULE!

While the book you hold in your hand is referred to as the "Rule Book", there is only one absolute rule, and that is that anything in this book should be thought of as changeable! You heard that right; these rules are simply guidelines for the GM and players to create the type of Wild West adventures they desire. The GM is the final authority on rules, and, after weighing the consequences, if he thinks something should be changed, then so be it. That is not to say that the rules here should be disregarded. This game has been carefully designed and tested to make sure that everything works. Still, the main purpose of the game is to have fun. If changing, adding, or ignoring certain rules adds to the fun for everyone, then, by all means, change them.



CHAPTER TWO

CHARACTER CREATION

CHARACTERS

The scene opens up in a small frontier town. Ramshackle buildings line a single dusty road as a strong wind whips up dust devils and blows a lone tumbleweed haphazardly about. An old man sits on a rickety bench outside of the barber shop spitting a chaw in the general direction of a rusted spittoon when he spots the strangers riding into town. Tobacco dribbles down his chin as he watches them pass. Who are they? Where did they come from? And what is about to happen?

Every player of the game, other than the Game Master, needs to create a heroic persona to role play known as a Player Character (PC) or simply Character. Creating Characters is perhaps the most detailed and important part of any RPG and this chapter will get you started. While all the Player Character information takes up quite a few pages of this book, most of it is for reference and Character creation is really a very simple and fast process. Once you have a little familiarity with the rules, you'll be able to quickly create Characters in 10-15 minutes. A Character Sheet, used to record your Character's important information, is located on page 104. You can photocopy this or simply write up the Character on a blank piece of paper.

Below, we have outlined the basic steps for creating a Character. The details of each of these steps can be found in the chapters that follow.

CHARACTER CREATION SUMMARY

Step 1: Develop Your Character Concept

The very first thing you need to do is take a moment to think about the basic type of Character you want to play. You should develop a mental picture of the Character's personality, strengths

and weaknesses. Put a little thought into why the Character is embarking on his adventures and what his past history might be. With this image you can begin to transform the Character into game terms.

Step 2: Choose Character Archetype

Chapter Three gives a list of several typical Character Archetypes that can be founding a Wild West setting. Once you have determined the type of Character you want to play, you should find the Archetype that best portrays that Character. Each Archetype listing gives a brief description of this type of Character, a list of his Primary Skills, Starting Equipment, and his Special Abilities. The Primary Skills will become important later in step 5, but note the Special Abilities, Equipment, and the Archetype name on your Character sheet right away.

Step 3: Choose Motivation, Moral Attitude, and Personality Traits

Chapter four describes several Motivations (why your Character is adventuring in the first place), Moral Attitude (his outlook on life and values) and Personality Traits (this helps to define how the Character acts most frequently). You must choose one of each of these for your Character that is in line with your Character concept. These are not meant to be restrictive, but rather, are used to gain *Story Points* during play that you can use to help your Character succeed in his adventures.

Step 4: Choose your Attribute Ranks

Each Character is initially defined by his Attributes. Attributes are broad categories that express the Character's innate or natural abilities. There are 4 Attributes; they are *Agility*, *Brains*, *Physique*, and *Presence*. These scores are given a Rank from 1 to 10 with 5 being "average". Each Attribute starts at a Rank of 3. The player then has 8 points to allot in any way that he likes among the 4 Attributes. No Attribute can



be raised above 8 during Character creation.

It's important when choosing your Attribute rankings that you stick with your vision of your Character, and not to simply max out scores to try and make your Character powerful in game terms. It's also a good idea to visualize the good with the bad to make a balanced Character. You're Character will become a hero through good role playing and exciting adventures, not simply because he has high scores.

- All Attributes start at a Rank of 3
- Distribute 8 additional points among the 4 Attributes
- Attribute maximum Rank of 8

Step 5: Determine Skill Ranks

Each Skill has an associated Attribute that most affects its use called the Linked Attribute. On the Character sheet, the Skills are listed directly under the Linked Attribute for ease of use. In Step 2 of the Character creation you choose an Archetype which had a list of Primary Skills. These Primary Skills all start with a Rank equal to its Linked

Attribute +1. All other Skills start at a Rank equal to the Linked Attribute - 1.

- *Primary Skills = Linked Attribute + 1*
- *All Other Skills = Linked Attribute - 1*

Step 6: Purchase Equipment

Each Character begins play with some starting equipment and the number of Dollars listed in their Archetype description. You can use your money to purchase additional equipment if you like. Note any special information about equipment, and record weapon damage values and ranges if applicable.

Step 7: Flesh out the Details

The final step is simply fleshing out the rest of the Character details. This includes the Character's Name, sex, height, weight, age, a physical description and/or an illustration, and finally a Character background story if you like (or the GM requires it). Make sure to ask your GM if there are any other details he would like you to fill in before hitting the table top.

CHARACTER CREATION EXAMPLE

As you can see, Character creation is pretty simple and quick. To make all the procedures a little easier to understand, the following is a step by step description of an actual PC being created. Take a look at the front cover of the book at our hero, Wade Silver. This is how that Character comes to life in a game of *Wild West Cinema*.

Step 1: Develop Your Character Concept

The GM has just informed everyone that we will be playing *Wild West Cinema*. I already know what type of Character I want to play, a cool as a cucumber guy who knows how to handle a gun and women. I imagine him being the type that roams from town to town looking for work, and leaving when it's done. He's not the type of guy to do a lot of stupid or funny things. He's pretty serious. Of course, his strong and mysterious nature naturally attracts the ladies to his rugged exterior. He's the kind of guy to love 'em and leave 'em. I'm thinking he headed out west when something bad happened in his past, and he is here to forget it all.

Step 2: Choose Character Archetype

Looking at all the Character Archetypes I'm attracted to the Gunslinger and the Drifter. I imagine Wade being pretty handy with the guns, but I feel that he does so out of necessity, not glory, so the Gunslinger doesn't really fit with my image of the Character, although it is a cool Archetype (maybe the next Character). The Drifter, however, seems to fit my vision of Wade perfectly so I choose that. I note the name, the equipment and cash he starts with right away, and note his Special Abilities on my Character sheet.

Step 3: Choose Motivation, Moral Attitude, and Personality Traits

Wade is a survivalist; he is out in the Wild West

just making his way the only way he knows how. I'm thinking that Wade came west to get away from his hard childhood, so I'm going to make Escapism his Motivation. I'm going to develop that idea more when I write his background story. His Moral Attitude is definitely Opportunist. He moves from town to town and takes whatever jobs (and women) are available. If things stink too much, he moves on to the next. There are a lot of personality features that fit my concept of Wade Silver, but I think the dominating one is going to be his cool exterior, so I pick Calm to reflect that he's always mister mellow, despite the situation.

Step 4: Choose your Attribute Ranks

I imagine Wade as a fairly normal looking guy as far as size and such. I imagine him carrying himself in a way that puts a little fear in his enemies, while his rugged exterior attracts the ladies. He didn't have much education growing up, and while he's no dummy, he doesn't have any school learning. I use my 8 points to raise Wade's Agility and Physique at the average Rank of 5, his Brains to a Rank of 4, and his Presence to a Rank of 6. This fits my concept pretty well.

Step 5: Determine Skill Ranks

Now that I know Wade's Attribute Ranks, I can go ahead and calculate his Skill Ranks. I look back at the Archetype of the Drifter and note the Primary Skills listed. All of these Primary Skills are given the Rank of the Linked Attribute +1. All the rest of the Skills are given a Rank of the Linked Attribute -1. I make these calculations and record them on my Character sheet.

Step 6: Purchase Equipment

Under Wade's Starting Equipment, I see that he gets 1D6 x 10 dollars. I roll a D6 and get a result of 4. Multiplying that by 10, I determine that Wade has \$40 in his pocket, probably from his last job. I'm pretty happy with his starting equipment, but since Wade is going to be pretty popular with the ladies, I think he is going to need a Grooming Kit (a cost of \$5) to clean up with. I also imagine him gritting his teeth and smoking a Cheroot, so I buy him a pack of smokes (\$1 for a dozen). He'll need some matches to light those with, so I buy a box of 100 (for \$.25). That's a total of \$6.25, subtracted from his \$40 leaves him with \$33.75 jingling in his pocket.

Step 7: Flesh out the Details

I write *Wade Silver* on the top of the Character sheet, figure out an appropriate weight, height, and Age, note his sex, and draw an illustration. Then I write up a short background story and ask the GM if it is appropriate for his campaign. Wade is unwounded and has no Story Points or Experience Points yet, so I leave these blank. Wade is ready to play! He looks like this.

Name: Wade Silver

Player: David Bezio

Description & Background: Born the bastard son of a prostitute, the boy known only as Wade never knew his father. Abused by the women of the whore house, the mild mannered Wade lived a hard life as an errand boy. Wade's only real friend and male role model was Ollie Silver, a local gunsmith, who taught the boy how to fish, shoot, and ride. One day when Wade was 13 years old, a patron of the whore house was beating his mother close to death. Wade grabbed the man's own gun and shot him in the head. His mother cursed him, because the man was a high paying customer, and told him to get out and never come back. Before the Sheriff could come looking for Wade, Ollie gave him a pearl gripped pistol, a fistful of dollars, and set him on his finest horse. He told the boy to ride west and never look back. Wade took the last name Silver to honor the only person who ever showed him any kindness, and the pearl handled pistol is his prized possession. For the last 10 years he has been wandering the frontier searching for his fortune.

Ht: 5'9" **Wt:** 175 lbs. **Age:** 23 **Sex:** M

Motivation: Escapism

Morale Attitude: Opportunist

Personality Trait: Calm

Archetype: Drifter

5 Agility

4 Defense
4 Initiative
6 Riding
6 Shooting
4 Sleight of Hand
4 Speed
4 Stealth
4 Wagoneering

4 Brains

3 Disguise
5 Frontier Knowledge
3 Gambling
3 Hiding
3 Perception
3 Repair
5 Survival
5 Tracking

5 Physique

4 Climbing
4 Constitution
6 Drinking
6 Fighting
4 Grit
4 Stamina
4 Swimming
4 Throwing

6 Presence

7 Barter
5 Charm
5 Fear
5 Intimidation
5 Leadership
5 Lie
7 Size-em-Up
7 Willpower

Special Abilities: Bounty Man, Dead-Eye, Looking for Trouble, Quick draw

Weapons: Short Barreled Pistol (WDM +6; Range 20; Shots 6)

Ammo(Heavy):

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Equipment: Grooming Kit, Cheroots (12), \$33.75, Set of Clothes and Pistol Belt, 1 Short Barreled Pistol, Horse with saddle/bridal/saddle bags, 1 week of Trail Rations, Bedroll, Gun Cleaning Kit.

Damage Track: Grazed ☐ Wounded ☐ Down ☐

Story Points: 0

XP: 0

CHARACTER ADVANCEMENT AND REWARDS

Right now, your Characters are just starting out in their illustrious careers, but before you know it they will have grand adventures, and as they do so, they will become more powerful and skilled. This section covers the rewards players can expect their Characters to receive, and the game mechanics used to advance them.

The main reward to the players of a role playing game is the fun they have socializing and creating stories with like minded people and friends. Characters, on the other hand, need to be rewarded in a more direct manner. Your PC is already competent, but as he adventures and becomes a hero (or anti-hero) he will become even more proficient at what he does. There are three ways in which your PC will be rewarded: Status, Experience Points, and Story Points.

Status

The first reward a PC will gain is the in game Status he receives as he adventures. Status isn't a game mechanic, but rather the immaterial and material things that your Character gains as he makes a name for himself. This might be a reputation, personal power, or wealth and possessions. All of these things will have an affect on the Character's life as the game is played, but have no game mechanics governing them.

Experience Points

At the end of each game session lasting about 4 hours, the GM will award each Character with Experience Points (XP) based on the performance of the players and their Characters during the adventure. A Character can expect to earn 1-3 points per session by showing up, having a good attitude, contributing to the fun, contributing to the social experience, contributing to the adventure, acting in Character, and helping the GM and other players to tell a good story.

Experience points can be spent at any time between sessions to increase Skill Ranks. You may increase any one Skill by only 1 Rank maximum per session. Each Skill costs a number of XP equal to the new Skill Rank to implement the increase. For example, to increase a Skill from Rank 5 to Rank 6 would cost 6 XP. To increase the same Skill again after the next session to Rank 7 would cost 7 additional XP, not just 1 XP more. You can increase a Skill to

a maximum Rank of 8 until every other Skill linked to the same Attribute has been raised to at least 6, at that point you can raise any of those Skills to a maximum of 10.

- *You can increase a Skill one Rank per session max*
- *Increasing a Skill costs XP equal to the new Rank*
- *A Skill can be raised to a max of 8 till all Skills linked to the same Attribute are at least 6*
- *A Skill can be raised to a max of 10*

Story Points

Story Points (SP) are more immediate rewards that are used during every session of play. Every Character is awarded 5 free story points at the beginning of each game session. Additional SP can be granted by the GM throughout the game session. Players earn SP for their Characters when they display exceptional role playing and pay particular attention to their Motivation, Moral Attitudes, and Personality Traits even when the player himself doesn't think it would be logical. For example, a Character with the "Vengeance" motivation would earn a SP when he draws his gun on the man who shot his wife, despite the room full of desperados with their weapons trained on him.

- *All PCs get 5 Free SP at the beginning of every session*
- *PCs earn SP by role playing dramatically, being heroic, making the game fun, and staying in Character by using your Motivation, Moral attitude, and personality traits*

Story Points can be used in two ways. The first is to ask for a GM hint when the players are totally stuck on a problem. The GM may refuse to allow this, however, if he really wants the PCs to figure things out on their own. The second way to spend SP is when you roll any Luck Dice or other die roll. After you roll the dice and determine the result, you may spend any amount of SP to increase the result by the same number. For example, if you roll a +2 and a -1 on your Luck Dice for a result of +1, but you were going to need at least a +3 to beat the TN, you could choose to spend 2 SP to turn the +1 into a +3 and thus turn a failure into a success.

- *Use an SP to gain a GM hint*
- *use SP to improve any Luck Dice roll*

You can only ever stockpile a maximum of 10 Story Points. Be sure not to horde them and to use them during play, or you might lose additional points that you could earn. Story Points are there to make the game more fun and dramatic, so use them to your advantage.

- *You can never have more than 10 SP*

CHAPTER THREE

CHARACTER ARCHETYPES

ABOUT THE ARCHETYPES

It is a good idea to take some time to imagine your Character both physically and mentally before the actual Character creation process begins. Determine the basic type of Character you want to play. You should develop a mental picture of the Character's personality, strengths and weaknesses. With this image you can begin to transform the Character into game terms.

After this is done, picking a Character Archetype is the first thing you will do. The Archetypes are some (but not all) traditional types of Characters you are likely to find in a Wild West setting. Since you will be playing a dramatic type Character, the list only include interesting Archetypes that are fun to play and would generally be the stars of a good movie or novel. There are 8 Archetypes to choose from, they are Drifter, Gunslinger, Indian Outcast, Kid, Maverick, Outlaw, Preacher Man, and Tender-foot.

Once you have played *Wild West Cinema* for a while, you will think of Character types you would like to play that there isn't an appropriate Archetype for. In this instance, work with the GM to create one yourself. Simply use the Archetypes presented here as a good template to make balance ones of your own. Don't try to come up with super powerful Character concepts, as part of the fun of role playing is to play a Character with both strengths and flaws.

Each of the Archetype entries contains the following information:

Description

This is a brief description of the Archetype. This is very stereotypical starting point and players should be encouraged to come up new twists to give their Character to make them stand out. Or they can simply enjoy the stereotype and play it up to the maximum for effect.

Primary Skills

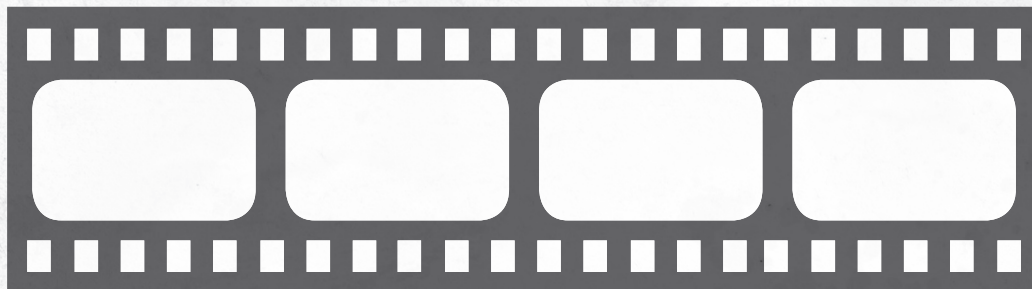
These are ten Skills, listed in alphabetical order, that are particularly important and useful to Characters of this Archetype. These Skills start at a Rank equal to the Linked Attribute +1. This makes starting Characters fairly proficient in the areas that their Archetype would most likely be skilled in.

Starting Equipment

This is a list of equipment that the Character starts the game with. Included in this is a number of silver dollars (\$) that the PC can use to purchase additional equipment, or save for gambling, whisky, and Soiled Doves, as he sees fit.

Special Abilities

Each of the Archetypes has some Special Abilities that make them unique. These are listed here along with the details of how to use them during the game. Special abilities are a fun way to give Characters a little bit of dramatic flair. Remember, a Character is defined primarily by his personality and then by the numbers on the Character sheet.



THE DRIFTER

Description

He unassumingly rides into town one morning, minding his own business. Looking to make a few dollars or simply for a bath and a room for the night, he manages to attract the attention of everyone around him. No one knows if they should be impressed, friendly, or afraid, and the mysterious stranger certainly isn't giving out any information. He is a Drifter, traveling from town to town for reasons only he knows, unable to stop in one location for long and rarely confiding in, or trusting, anyone. One thing is certain, when he shows up *something* is going to happen before he moves on.

Primary Skills

The following are all primary Skills of the Drifter: Barter, Drinking, Fighting, Frontier Knowledge, Riding, Size-em-Up, Shooting, Survival, Tracking, and Willpower.

Starting Equipment

The following is all starting equipment of the Drifter: Set of Clothes and Pistol Belt, 1 Short Barreled Pistol, 50 rounds of Heavy Ammo, Horse with saddle/bridal/saddle bags, 1 week of Trail Rations, Bedroll, Gun Cleaning Kit, 1D6 x 10 dollars.

Special Abilities

The Following are all Special Abilities of the Drifter, and detailed further below: Bounty Man, Dead-Eye, Looking for Trouble, and Quick draw.

Bounty Man: The Drifter spends a lot of time wandering from place to place looking for odd jobs. One of those jobs is sometimes bringing in outlaws for the bounty. While the Drifter travels he pays special attention to wanted posters, and as a result, if he comes upon a wanted outlaw he will immediately recognize him and know the price on his head.

Dead-Eye: The Drifter knows that each and every shot can be the difference between life and death. To this end he tries to place his bullets carefully to cause maximum damage to his opponents. Once per combat encounter, on the Drifters first attack he can choose his most fearsome opponent (in his opinion) and target him with a single shot that action. For this unique attack roll he rolls 2D6, takes the higher of the rolls and ignores the lower, and adds it to his Shooting Skill, instead of the normal Luck Dice. The Drifter can choose to bolster this roll with SP as usual. If the attack hits, it automatically causes a Hit of damage. If the single die roll is a 6, the victim takes a hit of damage automatically, but must also make a normal Grit Skill roll vs. the TN (MoS + WDM) or take a second hit of damage!

Looking for Trouble: The Drifter meets all types and seldom trusts anyone fully. The Drifter is always looking out of the corner of his eye waiting for trouble to happen. The first shot, by the first opponent, taken at the Drifter in any combat encounter is automatically a miss and no roll need be made, even if it is a surprise round.

Quick Draw: The Drifter can draw One Light Pistol or Short Barreled Pistol as a free action.



THE GUNSLINGER

Description

Quick and graceful when it comes to handling the pistol, the Gunslinger is a tool of death. He is a killer, whether a bounty hunter, mercenary, sheriff, assassin, or high priced hired gun. His pistol is an extension of his body and the only friend he completely trusts. The swagger and confidence of a Gunslinger give him away everywhere he goes. Some fear, respect, or even idolize him. The gunslinger lives by the gun, so he knows that someday he will die by the gun. Somewhere is another Gunslinger that is just a hair faster, someday they will meet, and on that day he will become just another notch in that man's pistol grip.

Primary Skills

The following are all Primary Skills of the Gunslinger: Defense, Fighting, Frontier Knowledge, Grit, Initiative, Intimidation, Riding, Shooting, Size-em-Up, and Speed.

Starting Equipment

The following is all starting equipment of the Gunslinger: Set of Clothes and Pistol Belt, 1 Short Barreled Pistol, 100 rounds of Heavy Ammo, Horse with saddle/bridal/saddle bags, Gun Cleaning Kit, Grooming Kit, 1D6 x 10 dollars.

Special Abilities

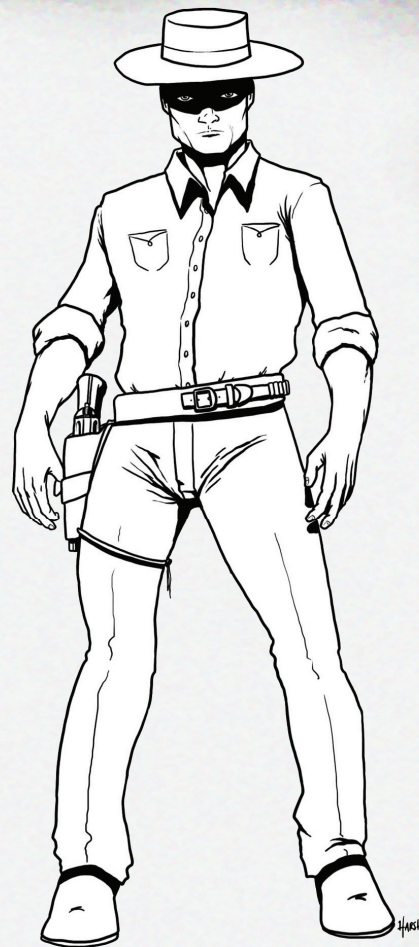
The Following are all Special Abilities of the Gunslinger, and detailed further below: Herd He's Fast!, Quick Draw, Reputation, and Sure-Shot.

Heard He's Fast!: If a Gunslinger isn't fast, he is usually dead! The Gunslinger is trained to get the first shot off, this level of alertness and speed makes him faster in everything he does. The Gunslinger adds a +4 bonus to his Initiative Skill during any combat encounter.

Quick Draw: The Gunslinger can draw One Light Pistol or Short Barreled Pistol as a free action.

Reputation: As Gunslingers travel throughout the west, they tend to make a name for themselves. Often, the facts become larger than the reality... sometimes not so. Whenever a Gunslinger is faced with a possible confrontation, the mere mention of his name may be enough to scare off his opponent, or at least frazzle his nerves. The opponent must hear the name of the Gunslinger from someone else (another PC or an NPC) and then make a Frontier Knowledge Skill roll verses a TN5 to see if he has heard the name before. If he does, and he still wishes to pursue the fight (because he is hard headed, has been insulted, or wants to prove something to his friends) he makes all his Attack Skill rolls at a -1 modifier. NPCs with a Presence Attribute of 7 or higher themselves are immune, as they are imposing figures in their own right.

Sure Shot: When the Gunslinger rolls Boxcars on a Shooting Skill roll he can immediately make another free Shooting Skill roll. This can be against the same target or another.



THE INDIAN OUTCAST

Description

A warrior noble or savage, the Indian Outcast is a man with no people to call his own. Shunned by his own people for betraying them, he is never truly accepted by the white men has befriended. A loner and outsider, accompanied only by the spirits that help guide him, he seeks the companionship of any who accept him for who he is and respect him and his strong heritage. The Indian Outcast usually finds himself in the company of other strong men and women who seek to tame the frontier on their own terms and appreciate his scouting skills and fighting abilities.

Primary Skills

The following are all Primary Skills of the Indian Outcast: Climbing, Fighting, Hiding, Riding, Speed, Stealth, Survival, Swimming, Throwing, and Tracking.

Starting Equipment

The following is all starting equipment of the Indian Outcast: Set of Clothes, Tomahawk, Knife, Bow and 12 Arrows, Horse, 1D6 x 5 dollars.

Special Abilities

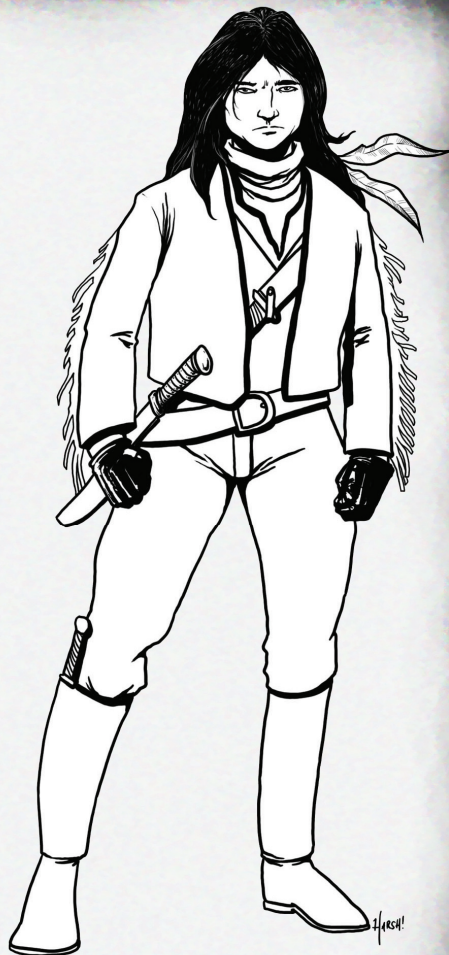
The Following are all Special Abilities of the Indian Outcast, and detailed further below: Savage Attack, Scout, Tribal Knowledge, and War Cry.

Savage Attack: The Indian Outcast is a deadly and fearsome melee opponent, especially with his traditional tribal weapons. When the Indian Outcast rolls Boxcars on any Fighting or Throwing Skill roll, he can immediately make a second attack of the same type as a free action. Note, if the attack was a Throwing Skill roll, the Indian Outcast must have another weapon to throw to benefit from the Special Ability, but he gets to draw the weapon as an additional free action.

Scout: The Indian Outcast is an expert outdoorsman who is truly in tune with nature. The Indian Outcast can re-roll any failed Survival, Tracking, Stealth, or Hiding rolls when being performed in a wilderness environment. In addition, he gains a +2 modifier to any Perception Skill rolls involving nature.

Tribal Knowledge: The Indian Outcast is very knowledgeable about the ways of Indian Tribes. This gives him a bonus of +4 to any Frontier Knowledge rolls that involve Indians. He also has the ability to communicate with any Indians, and since he is an outcast, there are no hostilities toward him due to his own original tribal affiliations. This doesn't mean he will always be welcomed with open arms, but he is going to have a better chance of establishing friendly relations than the average white man will. The Indian Outcast has a +2 bonus on any Charm Skill rolls when dealing with Indians.

War Cry: Cowboys may be armed to the teeth with guns, but the War Cry of an Indian still strikes fear into their hearts. Once per combat encounter, the Indian Outcast can issue a fearsome War Cry if he is in melee combat (attacking with his melee weapons). The War Cry is a free action that takes place before the Indian Outcasts actual attack. Any enemy within direct earshot (20 Units) must make a successful Fear Skill roll verses the Indian Outcasts opposed Intimidation Skill roll (made one time) or lose his next action (be it in this round or the next) due to a moment of terror. In addition, if the Indian Outcast rolls Boxcars on his Intimidation Skill roll, his opponents automatically lose their next action, and don't even get a chance to resist the effects via the Fear Skill roll.



THE KID

Description

Most young whippersnappers grow up slow and are pulled kicking and screaming from their mother's teat. Not the Kid! Orphaned, abandoned, or runaways these youngsters were born with a pistol in their hands and a curiosity about everything. Laughing, joking, and playing one moment while shooting a man dead the next, the Kid is a hard creature to comprehend. Still, despite everything, the Kid is still a child and they usually seek out a role model to fill the void of having no parental figure. Unfortunately for society, that role model is often a rough and tumbled Drifter, Gunslinger, or Outlaw.

Primary Skills

The following are all Primary Skills of the Kid: Charm, Climb, Defense, Hiding, Initiative, Lie, Riding, Speed, Stamina, and Stealth.

Starting Equipment

The following is all starting equipment of the Kid: Set of Clothes, Pocket Pistol, 50 rounds of Light Ammo, Horse with saddle/bridal/saddle bags, Harmonica, pocket knife, Gun Cleaning Kit, 1D6 dollars.

Special Abilities

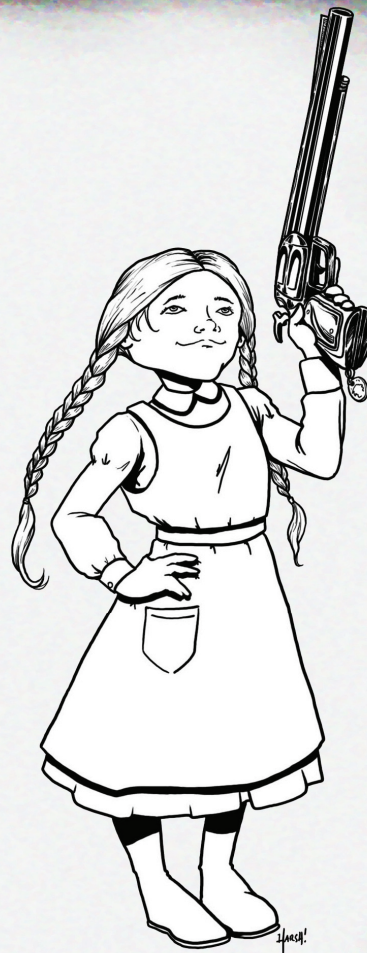
The Following are all Special Abilities of the Kid, and detailed further below: Cute as a Button, Little Rascal, Lucky, and Squirrely.

Cute as a Button: Even though the Kid is generally an exception to the rules of cute, he is still a child to the casual observer. When the Kid lays on the childish innocence and all, he can win over the nurturing instincts of most adults, especially women. This gives the Kid a Charm Skill roll bonus of +2 against men, and +4 verses womenfolk. Needless to say, the GM will have to use his discretion, judge the Kids role playing, and weigh in any previous actions (If the Kid just put a bullet between someone's eyes, he is unlikely to win the compassion of any onlookers).

Little Rascal: Most people aren't expecting the Kid to be toting a gun, and if they do they certainly don't expect him to be able to use it. As a result, the Kid always gets a free Surprise Round before any battle starts. This Special Ability is negated if the Kid himself is surprised.

Lucky: For some unknown reason, the Kid is lucky as hell. Once per combat encounter he can re-roll any one Luck Dice roll or Death Roll. He must, however, take the second result, even if it is worse than the first. Sometimes luck works both ways.

Squirrely: The Kid is a small, quick, and squirmy little target. When making Defense rolls verses Shooting or Throwing Skill rolls he gains a +1 bonus.



THE MAVERICK

Description

Quick talking, sharp witted, and a con man through and through, the Maverick is a man who loves his women, drink, gambling, and doing things his own way...not necessarily in that order. The Maverick uses his charm and skills to help get him through the frontier, but it is his luck that he truly relies on. With a flair for the dramatic, the Maverick will handle the cards with style and precision, the whole time boasting and joking of his own great deeds and frustrating his opponents. One is best to just leave the table after they have lost everything to the Maverick, because the man who accuses him of cheating and goes for his gun usually ends up dead.

Primary Skills

The following are all Primary Skills of the Maverick: Charm, Drinking, Fighting, Frontier Knowledge, Gambling, Initiative, Lie, Perception, Shooting, and Sleight of Hand.

Starting Equipment

The following is all starting equipment of the Maverick: Set of Clothes and Pistol Belt, Stingy Pistol, Short Barreled pistol, 10 rounds of Light Ammo, 25 rounds of Heavy Ammo, Horse with saddle/bridal/saddle bags, Grooming Kit, Gun Cleaning Kit, Deck of Cards, 1D6 x 15 dollars.

Special Abilities

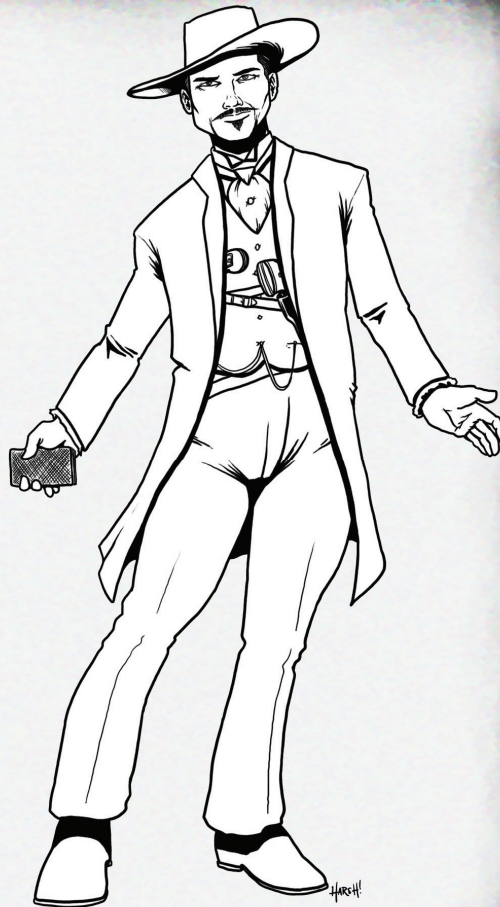
The Following are all Special Abilities of the Maverick, and detailed further below: Cheat Death, Dead Mans Hand, Double Barrels, Up His Sleeve.

Cheat Death: When the Maverick takes the 3rd Hit of damage that would normally put him down, his luck has an uncanny way of saving him. Once per combat encounter, the Maverick can negate the first Hit that would put him in the down condition. The Bullet simply bounces off of a flask of whisky or imbeds itself in a deck of cards in his pocket.

Dead Mans Hand: The Maverick is an expert Gambler and can re-roll any failed Gamble Skill rolls. He must take the second roll, however, even if it is worse than the first. Sometimes the cards are stacked against him.

Double Barrels: The Maverick can shoot two Light Pistols, or Short Barreled Pistols, at a lesser penalty than normally imposed. The Maverick only suffers a Shooting Skill penalty of -1 to his first shot and -1 to his second shot.

Up His Sleeve: The wise Maverick keeps a Stingy Pistol in his sleeve in case of emergency. This is called his "advantage". The Maverick can drop the Stingy Pistol into his hand as a free action (drawing a weapon), and gains a +3 to his initiative roll when using it.



THE OUTLAW

Description

A thief or murderer or both, the Outlaw is the bane of the frontier. Beyond the law, and eventually a wanted man, he Outlaw uses his skills, and lack of morals, to steal from others to fatten his own wallet. If someone gets in his way or tries to stop him and winds up dead, well, that's no ones fault but their own. The outlaw often finds company of like-minded men, or those who can appreciate his skills. It's good to have someone guarding your back, even though they may shoot you in it at any time. Still, even the Outlaw doesn't want to steal forever. Petty theft might buy the next meal, or get you to the next town, but the Outlaw is always looking for the big score and ultimate challenge.

Primary Skills

The following are all Primary Skills of the Outlaw: Disguise, Drinking, Climbing, Fighting, Frontier Knowledge, Hiding, Riding, Shooting, Sleight of Hand, and Stealth.

Starting Equipment

The following is all starting equipment of the Outlaw: Set of Clothes and Pistol Belt, Long Barreled Pistol, Shotgun, 50 rounds of Heavy Ammo, 20 Shotgun Shells, Horse with saddle/bridal/saddle bags, gun cleaning kit, Bottle of Whisky, 1D6 x 5 dollars.

Special Abilities

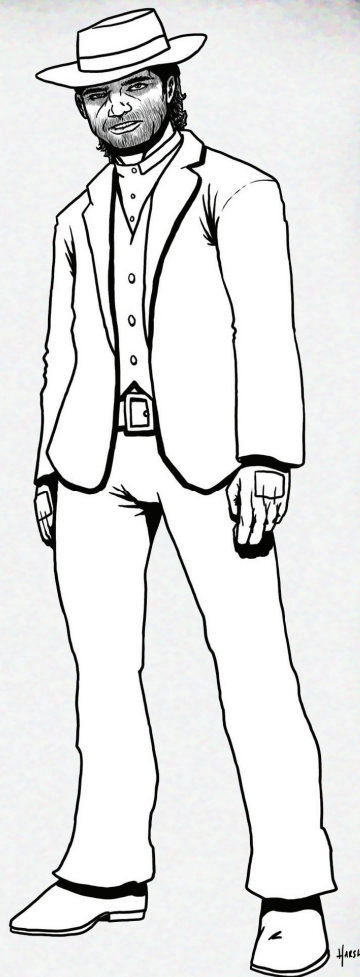
The Following are all Special Abilities of the Outlaw, and detailed further below: Hip-Shot, Pick Pocket, Safe Cracker, and Steady Hands.

Hip-Shot: When the Outlaw is using a rifle at short range, and he rolls Boxcars on his Shooting Skill roll, he can immediately make an additional free attack with a +2 modifier. This attack can be made at the same target or a different one.

Pick Pockets: Sometimes, the Outlaw simply needs enough money for his next shot of whisky. The Outlaw can use his Sleight of Hand Skill to pick a victims pocket. This is an opposed roll against the target's Perception Skill. If the roll is failed, the pocket is too difficult to pick and the Outlaw cannot try again. If the Outlaw rolls Snake Eyes when attempting to pick a pocket, the victim immediately knows what the Outlaw is trying to do, and will act accordingly.

Safe Cracker: The Outlaw knows how to pick all types of locks (including manacles) and break into safes. If he has a fair amount of time to crack a safe or open a lock, he can do it automatically. If he is under pressure, he can still accomplish the task, but must make a Repair Skill roll verses a TN determined by the GM (based on the difficulty of the lock). If the Outlaw has a proper or improvised tool (such as a lock pick, or ladies hair pin) he gains a +2 modifier.

Steady Hands: The Outlaw is used to shooting his way out of places. The Outlaw can move his full Speed when making a fighting withdrawal. In addition, the Outlaw suffers a lesser penalty when shooting from an unstable surface (no penalty), or while on the run (-1).



THE PREACHER MAN

Description

The unwashed heathens of the Wild West need God in their lives, and the Preacher Man brings it to them whether they want it or not! Foul mouthed cowboys, ignorant immigrants, sinning soiled doves, or savage Indians all need to be shown the way, and that is what brings the Preacher Man. There are plenty of churches and fat little docile priests in the West, but those only reach those who already know the word and don't need saving. The Preacher Man is no coddled dude who hides behind a podium. He speaks the word loudly and carries a big bible... and an even bigger gun!

Primary Skills

The following are all Primary Skills of the Preacher Man: Barter, Charm, Defense, Intimidation, Leadership, Perception, Repair, Shooting, Wagoneering, and Willpower.

Starting Equipment

The following is all starting equipment of the Preacher Man: Set of clothes, Shotgun, 50 shotgun Shells, Gun Cleaning Kit, Bible, Donkey, Wagon/Harness, 1D6 dollars.

Special Abilities

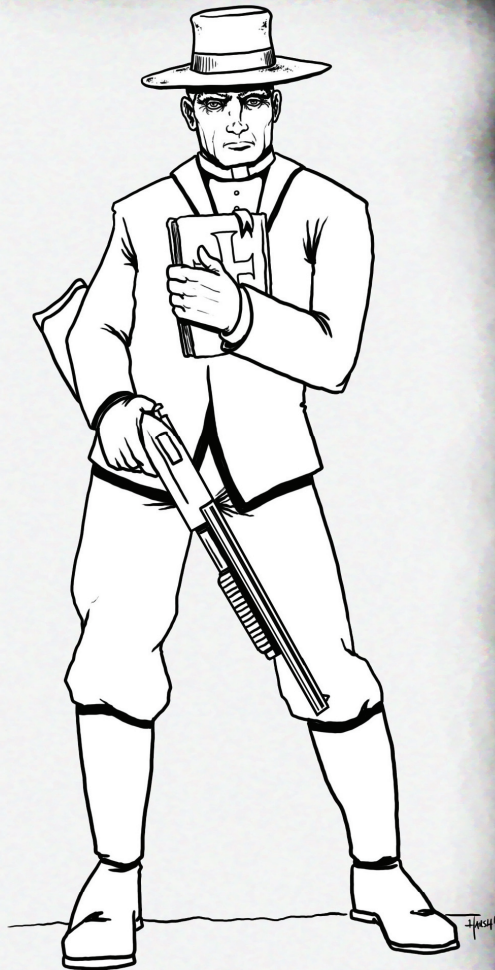
The Following are all Special Abilities of the Preacher Man, and detailed further below: Ain't Goin ta Hell, Child of God, Faith Healing, and Unsettling Sermon.

Ain't Goin ta Hell: Killing a man of the cloth isn't a good omen for anyone, and most are leery about doing so. When in a combat situation, opponents won't target the Preacher Man unless there are no other targets available, he is the most obvious threat, or he has already started shooting at them specifically.

Child of God: The Preacher Man has an angel on his shoulder and can re-roll any failed Death Roll. If the second roll is a failure, the Preacher Man is called to his maker's side and passes away.

Faith Healing: Through skill and prayer, the Preacher Man can heal the wounded. Once during any encounter, the Preacher Man can immediately heal one Hit of damage that someone has recently suffered if he can lay his hands on them and speak a quick uplifting prayer. In combat, this takes an action, and can be used once per person. This can only be used on Hits of damage recently suffered, not Hits that were suffered before the combat started, or from a previous combat.

Unsettling Sermon: The Preacher Man has a knack for giving condemning sermons, even in the heat of combat. If the Preacher Man takes a combat action to shout a few words of spiritual condemnation, his opponents within earshot (20 Units) must make an opposed Fear Skill roll verses the Preacher Mans Intimidation Skill roll. If the opponents fail, they suffer a -1 modifier to all attacks for the rest of the combat encounter. The Preacher man only needs to spend one action giving the sermon for it to take effect; he does not have to continue babbling through the combat to keep the effect going. Note that if there are two preacher men present, they cannot both give an unsettling sermon and have the effect stack, but the additional ones can choose to give up their next action to support the primary speaker with hallelujahs and amens, thus giving him a +1 (per preacher man) modifier to the Intimidation Skill roll.



THE TENDER-FOOT

Description

Fresh out of the east, the Tender-Foot is often ridiculed and alienated by the rough and tumbled men of the frontier. The Tender-Foot is educated, cultured, clean cut, and has something called manners. Many mistakenly think that because they are green they are also yellow. However, looks can be deceiving. Dressing well and using big words doesn't mean that a man can't wield a pistol or throw a punch. The Tender-Foot might not be an imposing figure that strikes fear into the hearts of all who see him, but his demeanor can be deceiving, and a sharp mind is often the best weapon.

Primary Skills

The following are all Primary Skills of the Tender-Foot: Barter, Charm, Defense, Disguise, Gambling, Leadership, Lie, Perception, Repair, and Wagoneering.

Starting Equipment

The following is all starting equipment of the Tender-Foot: Set of nice Clothes and Pistol Belt, Pocket Pistol, 50 rounds of Light Ammo, Gun Cleaning Kit, Grooming Kit, Horse, Wagon/Harness, 1D6 x 20 dollars.

Special Abilities

The Following are all Special Abilities of the Tender-Foot, and detailed further below: Beginners Luck, Career, Educated, and Respectable.

Beginner's Luck: The Tender-Foot might not be a bad shot, but he has only recently started shooting at men, an often elusive target. Sometimes, the Tender-Foot gets off an extremely lucky shot that wasn't intended, but kills his opponents just the same. When the Tender-Foot makes any attack and rolls Boxcars on the Luck Dice, the shot ricochets off of something and also hits the next closest opponent (if there is one).

Career: Before heading west, the Tender-Foot held a real job in the east. This career can be anything, and gives the Tender-Foot a special related Skill linked to the Brains Attribute at a starting Rank of Brains +2.



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THE TENDER-FOOT (CONTINUED)

Below are listed three careers, the Doctor, Lawyer, and Novelist. Choose from one of these three or use these as examples to create your own.

- **Doctor:** *The Doctor has the Healing Skill. Once per day (per victim), he can attempt to heal a single Hit of damage suffered by a victim. The difficulty is a TN6 and the Doctor must have a medical bag and 30 minutes of time to perform the medical procedure.*

- **Lawyer:** *The Lawyer has the Law Skill. The Lawyer is educated in the law and can act as a legal defender or recall knowledge about any given law at a TN6. Successful Law Skill rolls can get PCs out of trouble, or convince angry lynch mobs to disband.*

- **Novelist:** *The Novelist has the Writing Skill. The Novelist can use his Skill to write novels or articles for newspapers. He can use this as a way to supplement his income earning 1D6 dollars times the Margin of Success of his Writing Skill roll verses a TN6 for each town he visits. In addition, he can use this Skill to promise to write down the deeds of certain outlaws or bandits... which might be a good reason to let a Novelist go instead of killing him.*

Educated: The Tender-Foot attended a school and is thus educated in history, mathematics, and literature. The Tender-Foot gains a +2 modifier to any Frontier Knowledge Skill roll or Perception Skill roll that the GM determines would be affected positively by having schooling. In addition, the information the Tender-Foot recalls from these rolls is often more detailed than the average PC might obtain. For instance, another PC might notice that the dark runoff in a stream is abnormal looking, but the Tender-Foot would know that the runoff is the result of a mining operation going on somewhere upstream.

Respectable: The Tender-Foot is a respectable sort. While this might get him pushed around by some thugs in the local saloon, it often attracts the attention of the well to do, or those men of the Frontier who want to establish civilization, or prove to others that they are more respectable than the common rabble. The Tender-Foot is often invited to stay at nicer accommodations or over to dinner at the mayors house in towns. He receives a +2 modifier when using his Charm Skill in such situations.

CHAPTER FOUR

MOTIVATION, MORAL ATTITUDE AND PERSONALITY TRAITS

WHAT'S THIS ALL ABOUT?

By forming a Character concept and picking an Archetype, chances are that you have a pretty good idea of what your Character is going to behave like. This chapter covers what makes your Character tick, and when he does tick, how he does so.

Motivations, Moral Attitudes, and Personality Traits are not designed to restrict the way your Character can act or dictate the things he can do. They are provided as role playing tools that help you to get into your Character's mind and be able to act like him more easily. Not only is this one of the enjoyable aspects of the role playing part of a role playing game, but it also earns you rewards from the GM in the form of Story Points, as we've already learned.

Important!

The rules in this chapter should be thought of as optional by GMs. Using Motivations, Moral Attitudes, and Personality Traits to promote role playing can be a lot of fun... but some people just want to play the game without these "restrictions". If you think that these role playing tools will get in the way of a good time, by all means, ignore them altogether.

MOTIVATION

Motivation is simply the thing that either drew your Character to the Wild West in the first place, or drives him in his life goals. It is a good idea to consider your motivations when coming up with a background story for your PC. Alternately you can pick a Motivation first and build the PC's background story using it as a springboard. Not only does Motivation give your Character more depth, but it gives your GM plenty of inspirational ideas for adventures to

send you on. Sometimes fulfilling a motivation can span an entire campaign, or even your PC's entire life.

Below are a number of Motivations you can choose from and some simple ideas for each. This list is a good starting point, but far from exhaustive. Players are encouraged to develop their own motivations beyond this list.

Adventure

You are always looking for excitement. You get bored when you sit around so you came out west to the new frontier. You are always looking to be part of the next thrilling tale and daring adventure. You realize you'll probably die at the end of a revolver some day and all you hope is that you'll be remembered forever through Dime Novels and newspaper articles.

Escapism

You came out west to start over again, to forget some thing about your past, or to escape some monkey on your back. Perhaps you lost it all financially on bad investments and don't want to try and build your fortune again. Maybe you were jilted by a lover and you need to get as far away from them as possible. It could be that you belong to a rich family that has your whole life plotted out for you, but you want nothing to do with that predetermined destiny. You just want to disappear and start all over again.

Exploration

The west is new and unexplored land, and you want to be the one to tame it. You want to see new things, preferably those that no one else has ever seen before. You want to visit places that you have only heard tales about and tell tales about places you have visited that others haven't. Perhaps you have been sent by the government to map out territories and locate Indian tribes, or maybe you want to find unexplored areas that might contain surface gold

to mine. The plains are a vast expanse that is calling you to explore.

Fun

You just enjoy everything about the west; it makes you happy to be in the middle of things. You love the sound of six-shooters and the smell of gunpowder. You like galloping across the range to the next town and saloon. You just don't feel right if you aren't dusty, in the saddle, and being shot at. This is what you do for a good time.

God

You're a good god-fearing Christian person, and there are far too many in the lawless west that aren't. Going west and spreading the word of God is a calling that you can't ignore. You know that the trail is going to be hard, but with God calling the shots you'll be victorious, or at least end up with a good spot in heaven.

Guardian

The west is wild! There are too many innocent people out there being hurt by ruthless men, and you are the one to make it stop. You are a self proclaimed fighter for the cause of the good and those who can't fight for themselves. In return, you expect to be respected and admired by those who you help.

Love

Love can be a powerful, if often foolish, motivator. You've adventured out west out of love for another person. It may be to win the hand of the one you love or simply to be with them. Perhaps you feel you need to make a name for yourself to impress them or win their attention or respect. Maybe you want to make enough cash to take that beloved Soiled Dove away from her hard life. You're sure that your love will make everything work out in the end.

Mission

You are on a mission for yourself or assigned by someone. Perhaps you have come to stake a claim, or maybe the railroad has sent you west to locate new routes for train tracks. You might be an undercover Federal Marshal sent to fight

the good fight, or maybe hunt down a ruthless killer. Maybe you are simply a bounty man hired to find and kill someone. Whatever it is you came out west to do a job.

Money

You're out there risking your life for a fistful of cold hard dollars! You might be thrifty, a miser, and investor, or just spend it instantly on a good time, but you want to keep it coming. You might be looking for the big payoff, or you might want a steady flow of income so you can live a comfortable or an extravagant life. Maybe you need the money to pay of a debt, or purchase a ranch. Either way you want money, lots of it, and will do what it takes get it.

Power

You want to be powerful and have people respect that power. You may want to be a political giant who runs a town or a businessman running a gigantic company, perhaps being "the law in these parts" is the ego rush you seek. You may like the hands on power of running a ranch or an outlaw band. Maybe your desire of power is baser, and you just want people to be afraid of you, cower at your name, and do what you tell them out of fear for their lives if they disobey.

Revenge

Somewhere along the line someone did you wrong and you're going to find them, and make them pay! It might be the man that ran away with your wife or perhaps the gunman who shot your sister. Perhaps you are angry at the railroad company that stole your land or the shifty bank that robbed you of your inheritance. Maybe you're looking for the bandito who shot you and left you for dead on the plains or the outlaw gang that wiped out an innocent wagon train of sodbusters. You aren't going to rest until you punish those responsible.

Wanted

You are on the run! You are wanted by someone for something, and it's not necessarily the law. You may be wanted for a crime you did, or didn't, commit. Or perhaps you were a witness to a crime you don't want to testify for. Maybe someone wants you for an unpaid gambling or business debt, or because you know something that you shouldn't about someone. In any case, if whoever is looking for you ever does find you, it ain't gonna be purdy!

Wisdom

You are a seeker of knowledge, both educational and spiritual. You want to know everything about the world and experience it first hand. In this way you hope to obtain a higher form of existence and understanding of the world, how it works, and your place in it. Once you have discovered all there is to know, you want to share it with everyone else.

MORAL ATTITUDE

Moral Attitude is your Character's general outlook on life and a loose code of conduct that he follows in his day to day existence. Needless to say, no one can stick by their code at all times. People make, or are forced to make, bad and good decisions each day, the Moral Attitude just gives you some general guidelines for the choices your PC will usually make.

Some of the Moral Attitudes are rather strict (like Despicable or Gallant) and these can be rather challenging to role play, but can also be a lot of fun and rewarding when played correctly. If you rather have a Character with more leeway to his actions, pick one of the more "neutral" Moral Attitudes (Like Law-abiding, Opportunist, or even Selfish). Sometimes PCs are forced to break their code in a certain situation, or simply make a bad judgment call. Part of the fun of Moral Attitudes is the remorse, regret, and sometimes shame Characters feel when this happens.

Game Masters may want to limit the selection of Moral Attitudes. This can be to promote a certain type of gaming (be it more heroic or more criminal) or to reduce infighting among PCs with vastly different outlooks on life.

Like Motivations, this list of Moral Attitudes is a good starting point, but not all inclusive. You may have a totally different idea of how your Character is going to behave. If this is the case, discuss the idea with the GM and develop a new Moral Attitude.

Apathetic

You really don't care much about anything. You show little feeling or emotion and don't have much interest or concern about anything. When it comes to other people you tend to be cynical,

contemptuously distrustful of human nature and motives, based on your belief that human conduct is motivated primarily by self-interest.

Chaotic

You find great pleasure and satisfaction in doing things that upset the world around you. You like to ignore normal codes of conduct, law, and authority. There is no order as far as you are concerned, only people like you who make things happen.

Despicable

You are evil and vile. You don't give a crap about anyone but yourself and other people are just bugs to be squashed under your heel. There should be no law that binds you, unless you make it yourself, and then it should be something that causes pain and suffering to others weaker than you. You are the infamous "black hat" of the Wild West.

Gallant

You can roll around in a cow patty and the shit won't stick to you! You are the epitome of good ethics and always follow the good citizen code of conduct. You ride the west supporting and helping to enforce the law, helping the weak and oppressed all the time. You are the "White Hat" of the Wild West.

Law-Abiding

You're good people! You like to work with society to form a balanced and secure community. You generally do what is right and legal, and have a general respect for those around you. You're not perfect. Sometimes, you stick that hand in the cookie jar when no one is looking... but other times, you perform generous acts of kindness with no thoughts of reward.

Opportunist

You go with the flow. Whatever is going on around you can be worked to your advantage. You don't mind helping people, if it fits in with your plans. It doesn't really matter if it's good folk or bad folk that get hurt (although you do prefer hurting bad folk), as long as things work out in the end. Life is one big old puzzle, and when you come along you are the missing piece, but sometimes you have to make yourself fit even if you're the wrong shape.

Selfish

Quite simply, you are the most important person in the world... at least in your eyes. You don't mind other people; they just have to realize that you are better and more important than them. Your primary concern is yourself, and you can't figure out why other people put themselves ahead of you sometimes. Of course, *you* think that you are a caring and generous person.

PERSONALITY TRAITS

Every Character will display dozens of personality traits. A lot of these traits listed in this section mix and match to compose an individual's personality makeup. Situations, moods, or conditions will certainly bring out different traits at different times.

In *Wild West Cinema*, you will pick only one Personality trait as your Character's dominant one. This isn't to say that your Character will react in this manner all the time; far from it. What this *does* do is gives you one dominant feature to focus your role playing on when you are in doubt as to how your Character might react. As with Motivation and Moral Attitude, this isn't meant to be restrictive, but rather to help flesh out the Character's individuality and make role playing him easier in certain situations. Do not dwell on a Personality Trait at a time when it would be foolish or silly to do so. A Grumpy Character

isn't crabby all the time, especially when he finds a gold nugget as big as his head!

Pick one Personality Trait from the selection that follows. If you have an idea for a Personality Trait that you don't see listed, talk to your GM about it and create a new one.

Aggressive

Forward and assertive, your Character is often short and can act hostile.

Arrogant

Egotistical and conceited, your Character thinks he is "all that" and lets everyone around him know it.

Calm

Relaxed and "Zen", your Character manages to stay cool and composed no matter what the situation.

Cheerful

With a smile on his face your Character is almost always in a good mood and tries to see the silver lining around every cloud.

Comical

Your Character doesn't take many things seriously and always cracks jokes, doing anything for a laugh.

Compassionate

Your Character can almost feel the pain of others and attempts to provide aid and mercy to those who need it.

Confident

Bold, self assured, and trusting in his abilities, your Character believes he can do most anything his sets his mind to.

Courageous

Your Character is brave and stands fast while others turn tail and run (but he certainly isn't foolish or suicidal).

Cowardly

Let that idiot courageous fellow stand there while you head for the hills! You're yellow when the going gets tough.

Curious

It killed the cat, and it'll probably kill your Character! Curious Characters are always inquisitive and often don't leave well enough alone.

Foppish

Your Character is a dandy, vain about his dress, manners, and appearance. His sexuality is sometimes in question by more manly-men.

Friendly

Your Character is likable and kind to most people he meets and is helpful and generous.

Grumpy

Your Character tends to be crabby, frowns, and complains a lot. Even when things are going his way, he can often still find something bad to say.

Hateful

Your Character walks in a dark cloud, hating the fact that he was born, and doesn't much like the fact that anyone else was born either.

Honest

Your Character doesn't lie unless absolutely positively necessary. Honesty is synonymous with honor.

Humble

Your Character may be pretty cool, but he seldom boasts or brags about it, modestly doing the things he does.

Hyper

Your Character drinks a lot of coffee...or at least acts like it. Full of energy your Character hates to sit still for a moment.

Independent

Self-reliant and self-sufficient, your Character refuses to depend on anyone but himself.

Lazy

Your Character isn't motivated to do much. He'll gladly put more effort into avoiding work than actually doing the work.

Logical

Your Character always uses reason and science to figure things out. There is no such thing as luck or the unexplainable.

Mysterious

Your Character keeps everything personal about himself secret, even from his friends.

Odious

Your Character is rude, crude, and crass. He smells like cat-piss, belches at the dinner table, and to be honest he doesn't really care.

Pessimistic

Your hero sees doom and gloom everywhere and always assumes the worst is going to come to pass.

Rash

Your Character is quick to act and react, rarely putting much thought into such actions beforehand.

Romantic

Your Character is a lover, not a fighter (well, OK, he's a fighter too). You believe the drama in Dime Novels is all true and try to live your life like that.

Sarcastic

Your Character is flippant and makes jokes using irony as his major focal point.

Suspicious

Your Character doesn't trust people and expects most people to be dishonest and lie.

Talkative

Your Character loves to hear the sound of his own voice, and just knows that everyone else feels the same way. You love to talk and hate to shut up.

Wimpy

You're a wussy, plain and simple. Your Character lets himself be pushed around and avoids direct confrontation at all costs, at least until he feels he has the upper hand.



CHAPTER FIVE

ATTRIBUTES AND SKILLS

ABOUT ATTRIBUTES AND SKILLS

Attributes define the Character both physically and mentally. They represent the innate natural talent and traits the Character possesses. There are 4 Attributes; they are Agility, Brains, Physique, and Presence.

Skills are learned abilities that the Character can continue to improve with experience and training. Each Skill is linked to the Attribute that comes into play the most when it is used, called the Linked Attribute. Some of the Skills are very broad and cover a lot of ground (like Shooting, which covers the ability to use all ranged weapons like guns and bows) and some are very narrow (like Drinking, which covers the body's ability to resist the effects of alcohol). If a specific Skill isn't detailed for a task the PC is attempting, then use the default Attribute Rank to determine success. GMs and players are encouraged to detail and add any Skills to the list that they like.

Attribute and Skill Ranks are used for almost all of the tasks that a PC will try to accomplish. You already have a good idea of how this works from reading the Core Mechanics section in the Introduction Chapter. Still, some things may seem confusing at this point, but never fear, all questions about using Attributes and Skills will be detailed as you delve further into these rules.

The rest of this chapter details and defines the Attributes and all the Skills. The Attributes are presented in alphabetical order, while the Skills are listed after each Linked Attribute.

AGILITY

Agility is a measure of the Character's dexterity, hand eye coordination, balance, quickness, and ability to manipulate their body while maintaining control. Agility is also a measure

of the Character's reaction speed, or his ability to react quickly to sudden situations that affect him.

Typical Agility Tests

Agility is often employed as a reflex reaction to avoid something that happens quickly. The most common example of this is avoiding traps or hazards that the Character springs by accident (such as a hidden Indian pit trap or falling through the Saloons rotted roof boards while looking for an ambush site). Agility Tests are also used whenever a feat of dexterity not covered by a trained Skill is used. This includes actions like, balancing on a narrow ledge or even a tightrope, catching a thrown item, or grabbing that protruding tree root as you're pushed over that cliff, or even trying to wriggle out of that rope when the town Sheriff ties you up.

AGILITY SKILLS

The following are all Agility based Skills.

Defense

Defense is the Skill used in combat to avoid getting hit. It is your ability to dodge bullets and arrows as well as the ability to parry melee weapon attacks or block punches. Your defense is a combination of your ability to react quickly and the ability to move wisely when attacked. The Defense Skill is used as an opposed roll against all incoming attacks from the Shooting, Fighting, or Throwing Skills.

Initiative

Initiative is the Skill used to determine the order in which you will fight in a combat round. A high Initiative Skill indicates that you have a quick reaction speed and usually fight before your opponents. This can be important, as any opponent you drop before his initiative turn can't fight back. Initiative is unique in that it is an opposed roll, but there is no winner or loser or even a Target Number, it simply indicates the order of initiative from highest roll to lowest.

Riding

Riding is the Skill used to handle any mount, usually a horse. You must have a minimum Riding Skill of 3 just to have the knowledge to properly prepare, mount, and ride a horse. Otherwise, this Skill is only used when some exceptional maneuver is attempted, such as jumping, a quick turn, trying to outrun an opponent, or some interesting trick (such as bareback riding or jumping off a running horse onto the back of the stagecoach team).

Shooting

Shooting is the Skill used in combat for all ranged weapons that are not thrown. This includes all guns, Gatling guns, cannons, and bow & arrows. The Shooting Skill roll is an opposed roll against an opponent's Defense Skill.

Sleight of Hand

Sleight of hand is the ability to make small movements quickly and unnoticed. "Palming an item" is the most obvious and common use of this Skill, but it can be used for any quick little action that a PC wishes to remain unseen. The GM determines if the Sleight of Hand Skill is made against a specific TN or if it is an opposed roll against an opponent's Perception Skill.

Speed

This Skill is a little unique in that it is a static number that represents the distance in Units that the Character can move in one round (or 3 seconds). This will be used the most during combat. The Speed Skill can be used as an opposed roll against an opponent's Speed Skill in the instance of a race or chase to see who gets an upper hand.

Stealth

The Stealth Skill is the ability to move silently. The most common use for this Skill is trying to sneak past or up to someone without being noticed. It can be used against a TN determined by the GM or as an opposed roll against an opponent's Perception Skill.

Wagoneering

The Wagoneering Skill is the ability to use and control any type of wagon from a 2 man buggy to a stagecoach. You must have a minimum Wagoneering Skill of 3 just to be able to properly prepare and control a wagon. Otherwise,

this Skill is only used when some exceptional maneuver is attempted, such as a sudden stop, a quick turn, trying to outrun an opponent, or some interesting trick (such as driving while lying in the wagon bed shooting at an attacker).

BRAINS

Brains is a measure of the Character's knowledge, common sense, perception of his surroundings, and ability to learn. Brains is very important in a large number of Skills that require education and learning. A PC with a Brains Attribute of 3 or lower is illiterate, while a PC with a Brains of 4 can read slowly and has problems with big words.

Typical Brains Tests

Brains covers a lot of ground, basically determining what the player knows that isn't already defined by Skills and Special Abilities. Brains covers any common knowledge the player just might know and most importantly his ability to notice out of the ordinary things in the world around him.

BRAINS SKILLS

The following are all Brains based Skills.

Disguise

The Disguise Skill is used whenever someone tries to change his appearance or mannerisms to appear to be someone else (whether an actual person or a type of person, such as a cowpoke trying to imitate a high society gentleman). The Skill roll can be made against a TN chosen by the GM or as an opposed roll against the opponent's Perception Skill.

Frontier Knowledge

Frontier Knowledge is a catch all for knowledge of the *Wild West Cinema* World. It is meant to cover common setting specific information that a player Character just might know, but isn't usually important enough to warrant a specific Skill. For example, a Character may know that it is illegal to carry a gun in a certain town, what Indian tribe killed the stagecoach driver by the style of the arrowhead, or how to dance with that pretty girl in the saloon. When there is a chance of the Character having knowledge

about something the Game Master will determine a TN and ask for a Frontier Knowledge test.

Gambling

The Gambling Skill is the ability to win at games of chance. It combines the finer points of luck and skill and, when necessary, the ability to cheat effectively. The Gambling Skill is an opposed roll versus the Gambling Skill of the opponent, with the winner taking the pot. Before this roll is made, one can choose to attempt to cheat. To do this, a separate Gambling Skill roll vs. the opponent's Perception Skill must be made. On a success, a Gambling Skill bonus of +2 is granted to the cheater on the following Gambling Skill roll. On a failure, the cheating is discovered by the opponent and all hell most likely breaks loose!

Hiding

The Hiding Skill is used when someone attempts to remain unseen and there is a reasonable chance that they may be spotted doing so. Hiding is often used in conjunction with the Stealth Skill when trying to do things like sneak up on a camp site and hide just outside of the camp's firelight. Needless to say, one cannot hide if it isn't reasonable to do so, such as in an area with no cover or shadows, or from someone looking right at you. The Skill roll can be made against a TN chosen by the GM or as an opposed roll against an opponent's Perception Skill.

Perception

The Perception Skill represents a person's ability to notice and comprehend the things that are going on around him. A Character doesn't generally make active Perception Skill checks, but rather, the GM will call for one to see if he notices something or as an opposed roll against something that someone else is attempting.

Repair

The Repair Skill is the ability to use, fix, and comprehend things of a mechanical or functional nature. Sometimes, repairs are a temporary fix and others permanent, depending on time

and material present when the roll is made. The Repair Skill is also used to un-jam guns in combat. The Repair Skill roll is made against a TN chosen by the GM based on the difficulty of the task.

Survival

The Survival Skill is used to find shelter and food in harsh environments. It is also representative of a person's knowledge of nature and the wild (such as knowing how old horse droppings are or that the smell of the wind indicates an oncoming storm). The Survival Skill roll is made against a TN determined by the GM when actively attempting to do something, or when the GM wants to see if you notice something specific in a natural environment.

Tracking

Tracking is the ability to follow the markings left behind on the earth when an individual or group has moved over any terrain. This is done by knowing what to look for, be it broken weeds, kicked stones, or disturbed earth. The GM will consider all the elements when determining the TN for a Tracking Skill roll. Samples of positive elements would include recent passage, snow on the ground, or large numbers, while negative elements would include such things as tracking after rainfall, in the dark, on a commonly used path, or over rocky terrain.

PHYSIQUE

Physique is a measure of physical power and the ability to use that power. It is also the Character's constitution, health, stamina, and overall general physical fitness. You will use Physique when trying to move or lift heavy objects, trying to break or force things, fighting off the effects of disease or poison, facing adverse physical conditions, or when performing extended actions that take a lot of endurance.

Typical Physique Tests

Physique covers the moving of heavy weights, and the following passages give some information on what types of weights and movements your Character can be expected to perform according to his Physique rating, whether this is raw power or advantageous leverage. Other typical tasks include jumping, bending bars, forcing or breaking down doors. Physique is also used to

fend off any harmful effects on the body. This can include ingesting poison or fending off an illness or disease. It also includes environmental hazards such as withstanding extreme climates or conditions. It is also used for anything that requires extensive taxing of the body such as running or swimming for extended periods of time or staying awake longer than one should.

How Much Can I lift?

Please keep in mind there are too many variables in real life to be perfectly accurate, this is just a guideline. A Character can, at maximum effort and using proper lifting techniques, accomplish the lifts listed below based on his Physique Rank. You should use this as a guideline for applying modifiers to Physique Attribute rolls based on a -1 penalty for every value required above the value of the Character's Physique Rank. For example: A Character with a Physique of 8 can commonly dead lift 400 pounds. He needs to make an average Physique Attribute roll with a TN of 5, to see if he is "on" that day. If he wishes to lift another 50 lbs (450 lbs total) this is one value more than he can lift, and requires the same TN5 test, but with the penalty, his active Physique Rank is now 7. If the same Character wished to attempt to dead lift 700 lbs, the Physique Attribute roll would be made at -6, which would be an active Brawn Attribute Rank of 2 for the attempt. A Brawn test to perform a single lift can only be made once per day.

- **Dead Lift:** *This is simply lifting something off the floor a few inches using every muscle in your body (for example, listing a wagon off of your companion). Physique x 50 lbs.*

- **Military Press:** *This is pushing something upward from, and using, the shoulders and arms (for example, holding up a brace in a mine shaft to avoid a cave in). Physique x 15 lbs.*

- **Squat:** *This is using your powerful legs, rear, and back to move something (for example, rolling a large boulder or carrying a huge log across your shoulders). Physique x 25 lbs*

Carrying Capacity

A Character can "comfortably" carry on his person an amount of weight equal to his Physique rating x 5 lbs. He can carry around twice this amount, but suffers a -2 modifier to his Agility Attribute Rank, and all movement based Agility Skills. The Character can carry up to 4 times this amount, but suffers a -4 penalty. Any more weight than this and the Character can do little more than

walk.

- *Carrying Capacity = Physique x 5 lbs*
- *2 x Carrying Capacity = -2 to Agility*
- *4 x Carrying Capacity = -4 to Agility*

Weapon & Fist Damage

When attacking with the Fighting Skill, fists and weapons have a base Weapon Damage Modifier (WDM) of one half of the Physique Attribute rounded down. This base WDM is based on the raw strength behind the attack. Weapons and fists themselves (detailed in the Equipment Chapter) have an additional WDM that is added to the base for the total WDM when a particular weapon is employed.

- *Fist & Base Weapon WDM = 1/2 Physique Attribute Rounded Down*

PHYSIQUE SKILLS

The following are all Physique based Skills.

Climbing

The Climbing Skill includes climbing any surface that the GM feels requires a roll. This is usually difficult surfaces, like sheer walls and cliffs, where there is a definite chance of falling, some skill is required, and a person can be hurt if they fail. Mundane climbing, like stairs, a ladder, or even a heavily branched tree, probably won't require a roll unless the Character is under extreme stress. If the PC fails the roll, he simply can't climb the surface. If he fails with a roll of Snake Eyes, he loses his grip or footing half way up the surface and falls, taking damage from falling as described in the Hazards section of the rules on page 49.

Constitution

The Constitution Skill is a measure of a Character's ability to withstand severe stress to the body from outside forces such as poison, disease, and other toxins. The TN of a Constitution Skill roll is determined by the GM based on the lethality of the toxin as described in the Hazards section of the rules on page 49.

Drinking

The Drinking Skill goes one step beyond the Constitution Skill above and targets a single toxin: booze! Drinking (especially whisky and

beer) is very prevalent among rough and tumbled types like the PCs in a Wild West setting, and the affects can greatly hamper ones Judgment and physical reactions. Whenever a Character consumes a drink, he must make a Drinking Skill roll. The first roll is against a TN3 and increases by TN+1 for every additional drink after the first. With the first failed roll, the Character suffers a -2 modifier to all Attributes or Skills. The second failed roll results in a -3 modifier to any Attributes or Skills. A third failed roll indicates that the Character is sloppy drunk, can't function well at all, and must make a Constitution Skill roll against a TN8 or pass out on the spot for 1D6 hours.

Fighting

The Fighting Skill is used to resolve attacks using a melee weapon or a punch or kick during combat. The Fighting Skill is an opposed roll against the opponent's Defense Skill.

Grit

The Grit Skill is a representation of the Character's ability to shrug off physical damage. Whenever a Character takes damage in combat, or from certain hazards, he will have to make a Grit Skill roll against a TN determined by the severity of the damage. If he fails, he takes a Hit of damage and suffers some penalties, up to and including death.

Stamina

The Stamina Skill is used when a Character needs to push himself to a physical extreme, such as running for a great length of time or holding onto a ledge until a friend can run to the farmhouse and get a rope. The GM will determine the TN of any appropriate Stamina Skill rolls, usually starting with a TN5 and increasing the TN the longer the action is sustained.

Swimming

The Swimming Skill is used whenever a PC needs to swim a great distance, stay afloat in choppy water, or perform unusual acts in the water (like dragging a drowning friend out of a raging river or guiding a team of horses over a dangerous sandbar). A Character must have a minimum

Swimming Skill of 3 just to be able to swim in the first place. The TN for any appropriate Swimming Skill rolls will be determined by the GM. Failure in critical Swimming Skill tests may result in drowning as described in the Hazards section of the rules on page 49.

Throwing

The Throwing Skill is used as an attack roll when a weapon that is physically hurled is employed (such as a spear, tomahawk, or even a rock). The Throwing Skill roll is an opposed roll against the target's Defense Skill. The Throwing Skill can also be used to determine the accuracy of other throws when necessary (like knocking a bottle off a fence with a stone). In this case, the GM will determine the TN of the roll.

PRESENCE

Presence is a measure of the Character's charisma, leadership, personality, inner strength, willpower, bravery in the face of terrifying things, and to an extent, his swagger and good looks. Presence is the Character's outer and inner soul, if you will. It is important when trying to negotiate with someone or impress them (intentionally or otherwise). It is also important to actions such as persuasion, gaining information, and trying to get oneself out of a sticky situation without pulling out the side iron.

Typical Presence Tests

Presence covers all social and internal interaction. It would be used to flatter or impress people. It can also be used to persuade, lead, or even intimidate people. Presence is also a reflection of willpower and the ability to withstand something distasteful, painful, or terrifying. Making a Presence Attribute roll will often determine whether a Character sticks around when the going gets tough, or if he turns tail and heads for the hills.

Role Playing Presence

The Presence Attribute often leads to an interesting question: When do you rely on a *ROLL* of the dice, and when do you rely on *ROLE* playing? This is usually in the hands of the GM. Certainly a player who isn't a masterful actor, but has a high Presence rating shouldn't be penalized if a roll is being made. However, all players should benefit from an awesome job of

role playing and getting into their Character. If the GM determines that a Presence Attribute roll is needed in a situation, and the player did an awesome job of role playing what his Character says or does, the GM should feel free to award a bonus of +1 or +2. The GM should always consider good role playing in determining if a roll is even necessary in the first place. If the roll of the dice is all that matters, players will stop making the effort to role play, and that will greatly diminish the fun of the game.

Hired Guns

At times, PCs will want to hire a little extra muscle to help them with a certain adventure or mission (or if assembling a posse). Hired Guns are NPCs that are controlled by the players (unless abused or forced to do something illogical). Managing these hirelings and keeping them loyal takes good Presence (even if you paid them in cold hard cash!). A Character can successfully employ a number of Hired Guns equal to his Presence Attribute Rank. Keep in mind that the GM may not allow you to hire additional help if it will ruin the adventure or seems illogical to a particular mission.

PRESENCE SKILLS

The following are all Presence based Skills.

Barter

The Barter Skill is used whenever a Character is trying to negotiate a deal for goods or services. This is generally an opposed roll against the opponent's Barter Skill, but modifiers due to the circumstances (like supply and demand) can add positive or negative modifiers.

Charm

The Charm Skill is a measure of a Character's chutzpah, good looks, and in some instances sex appeal. The Charm Skill roll is an opposed roll against the opponent's Willpower Skill. A successful result will make the opponent positively disposed to the Character, while a failure makes the opponent "unimpressed" at best, and negatively "turned off" at worst. Charm is generally used against members of the opposite sex, but it also works against members of the same sex, but at a -1 penalty. The PC must be attempting to act charmingly when using this Skill, but charming can be different in different circumstances. Charming a Banker is very different than charming a beautiful woman.

Fear

The Fear Skill is the ability to resist the natural impulses that come with being scared by something fearsome or grotesque (as determined by the GM). A Fear Skill roll is made against a TN determined by the GM based on the situation. A success means that the Character retains his composure in this terrifying circumstance, while a failure means that the Character turns tail and runs in the opposite direction for 1D6 rounds before trying to make another Fear Skill roll. If the Character is unable to flee he is at a -2 penalty to any Attribute or Skill rolls for 1D6 rounds. The Fear Skill is also used to resist any Intimidation Skill rolls. *Optionally*, the Fear Skill can be used as a "morale" test for NPCs or Hirelings who may run away when they see their companions start to die. This morale test is made at the beginning of their initiative turn at a TN4 when their first companion dies and again at a -1 modifier for each additional friend they see die.

Intimidation

The Intimidation Skill is used to strike fear into the heart of someone else to get them to do as you want them to. This is generally used to gain something immediate (primarily information), as once the intimidator is out of sight, the threat isn't near as oppressive. The Intimidation Skill roll is an opposed roll against the opponent's Fear Skill. Modifiers should be applied based on the circumstances. A simple stare down and verbal exchange is a straight-up opposed roll, but if the victim is tied up and the Intimidator is holding a red hot poker to his eye, he will most likely be granted a +2 or +3 modifier to his Intimidation Skill.

Leadership

The Leadership Skill is used to convince people to follow your lead and do as you want them to out of respect and trust in your Character. A Leadership Skill roll is made against a TN determined by the GM based on the circumstances surrounding the roll. If the optional "morale" rule listed in the Fear Skill description is being used, NPCs and Hirelings can use their leaders Leadership Skill instead of their Fear Skill if the Rank is higher. In addition, the Leadership Skill can be used to rally any fleeing NPCs or Hirelings on the Character's following initiative turn by making a roll verses the fleeing NPC's Fear Skill.

CHAPTER FIVE: ATTRIBUTES AND SKILLS

Lie

The Lie Skill is the ability to tell an untruth well and make it seem like the truth. The Lie Skill should only be used if the lie is questionable at best or unbelievable at worst. Little White lies probably won't require a roll, while ridiculous fibs will most likely be obvious untruths and no one will believe them no matter how great their Lie Skill Rank is. The Lie Skill roll is opposed by the opponent's Perception Skill and should be modified by the GM based on the believability of the lie.

Size-'Em-Up

The Wild West is a dangerous place full of unique individuals. Looks can be very deceiving, and those who survive the longest learn to judge an individual by little things he does, such as how he wears his gun or how he carries himself. The Size-em-Up Skill is used after a Character has had a few moments to observe an opponent. The Size-em-Up Skill roll is an opposed roll versus the opponent's Presence Attribute. If the roll is a failure, the Character just can't determine anything about the subject. If the roll is a success, the Character determines something about the opponent's abilities. The PC who made the roll can ask the GM for one bit of information about the opponent. This is usually in the form of an Attribute or Skill Rank, Special Ability, or possibly what "type" of individual the opponent is (such as a Bounty Hunter, or an Ex-Soldier). The GM should not give away personal information (like, "He's here seeking revenge") unless appropriate.



Willpower

The Willpower Skill is a measure of a Character's inner strength and personal resolve. The Willpower Skill is used to resist the effects of torture or suffering through sheer inner determination. Willpower is also used to resist desirable things, such as another drink when one is tipsy and having a good time, or the advances of a desirable member of the opposite sex. The GM will determine an appropriate TN for any Willpower Skill rolls based on the stimulus and situation.

CHAPTER SIX

EQUIPMENT AND CASH

POSSESSIONS

Player Characters start with some basic equipment based on the Archetype they chose. They also start with a few Silver Dollars in their pocket. Some PCs may choose to buy more equipment before they go on their first adventure, and some may wish to buy some later on.

There will be times when the PCs go into a frontier town and want to buy some service, a meal, rent a room, or take a shot of whiskey at the Local Saloon. These types of services are detailed later for the GM's use while running adventures. This chapter covers cold hard cash, and equipment that PCs may want to purchase.

MONEY

First thing's first. You can't buy anything if you don't have any money. Money comes in two forms in Wild West Cinema, coins and paper. The good thing is that it all boils down to the dollar (\$). Paper money isn't given much value by most people as it is printed up by individual banks, and they won't redeem other banks notes most of the time. Coins are the most common currency, as the value of the coin is based on the metal they are made out of. Listed below are the coins available, and their value in dollars, and the material they are made out of.

- \$0.01 = Penny (copper)
- \$0.05 = half Dime (silver)
- \$0.10 = Dime (Silver)
- \$0.25 = Quarter Dollar (Silver)
- \$0.50 = Half Dollar (Silver)
- \$1.00 = Silver Dollar (Silver)
- \$5.00 = Half Eagle (Gold)
- \$10.00 = Gold Eagle (Gold)
- \$20.00 = Double Gold Eagle (Gold)

TRADING

Trading is still an immensely popular form of getting what you want, as many people are rather poor. PCs will undoubtedly come across stuff that they want to sell off or trade. If they simply sell items to a trader, they will get \$.25 to the dollar worth. If they Trade, they will get about \$50 to the dollar of trade good in exchange. Of course, these are professional traders. Regular trading with normal people will require a Barter Skill roll to get good deals.

CREDIT

Some stores will extend credit to folk that they feel they can trust. If PCs attempt to get credit from a store, they must spend a considerable amount of time in or around that town. In addition, they must prove themselves to be trustworthy in some way.

BASIC EQUIPMENT

Needless to say, it would be impossible to list anything even close to the amount of equipment available in the frontier. This chapter keeps it simple and keeps the list to a minimum, only giving era specific prices for things that will be purchased more often than not and things that will be useful to adventure-seeking PCs. Use this list as a guideline for pricing things that the PCs will undoubtedly want that aren't on the list.

All items are listed with a price in dollars and a weight in pounds. If an item weighs less than 1 pound, no weight is listed and it is considered inconsequential to a Character's carrying capacity. Likewise, if an item is something that a Character won't be carrying around on his person (like a Horse), the weight isn't listed.

A few choice items from the equipment lists need a bit of further explanation or details. These are described after the equipment lists.

CLOTHES:	Cost:	Weight:
Belt, Pistol	\$2	2
Boots/Shoes	\$5	3
Chaps	\$5	6
Dress	\$2	4
Hat, Cheap	\$3	1
Hat, Expensive	\$10	1
Overcoat (Duster)	\$10	7
Shirt	\$1	—
Socks, Pair	\$0.10	—
Sunday Clothes	\$15	6
Trousers	\$1.50	2
Vest	\$2	1

FOOD & DRINK:	Cost:	Weight:
Coffee	\$0.50	2
Trail Rations	\$1	10
Whiskey	\$1.50	3

AMMUNITION:	Cost:	Weight:
Light Ammo (100)	\$2	1
Heavy Ammo (100)	\$3	2
Rifle Ammo (100)	\$4	2
Shotgun Shells (25)	\$1	2
Fuse (1 yard)	\$0.10	—

TRANSPORTATION:	Cost:	Weight:
Donkey	\$30	—
Horse	\$60	—
Wagon/Harness	\$75	—
Canoe (Two-Man)	\$10	—
Saddle/Bridle/Bags	\$70	—

Clothes

Most clothes are of a rugged make that will stand up to a lot of abuse. Almost every rough and tumble adventurer owns one set of clothes they wear every day until they wear out or they can take a bath, at which time they buy a new set. Some of the clothing items are detailed a bit more, the rest are fairly obvious.

Belt, Pistol: The pistol belt comes with one gun holster (that can be removed) and a place to hold 50 rounds of ammunition for a pistol or a

GEAR:	Cost:	Weight:
Banjo/Guitar	\$10	10
Bedroll	\$4	10
Bible	\$5	2
Binoculars	\$20	3
Candles, Wax (12)	\$0.10	1
Canteen	\$1	—
Canteen, Full	—	3
Cigar/Cheroot (12)	\$1	—
Compass	\$2	—
Cooking Kit (Trail)	\$2	6
Deck of Cards	\$0.25	—
Dice, Set	\$0.25	—
Grooming Kit	\$5	2
Gun Cleaning Kit	\$2	1
Harmonica	\$1	—
Harp, Jaw	\$10	—
Matches (Box/100)	\$0.25	—
Mess Kit	\$1	1
Oil Lamp	\$2	4
Oil (Quart)	\$0.10	2
Pocket Knife	\$1	—
Rifle Scabbard	\$3	2
Rope, Hemp (30 ft.)	\$1	5
Shovel	\$1	5
Soap (Bar)	\$0.10	—
Tobacco (Ounce)	\$0.10	—
Tent (One-Man)	\$5	35
Watch, Pocket	\$3	—

rifle, or 20 rounds for a shotgun. An additional pistol holster can be added for an additional \$1.

Hat, Cheap: This is your standard cowboy hat or an average hat for a lady.

Hat, Expensive: This is a nice hat, a derby or Stetson, or a fancy dress hat for a lady.

Sunday Clothes: This is either a nice suit for a man or a fancy dress for a lady. These clothes

don't stand up to wear and tear as much as the standard clothes, but if you can afford a set in the first place, you can probably afford to replace them more often too.

Food & Drink

This section includes food items that a traveler will pick up for times in the wilderness. This food will be supplemented with anything that can be found in the wild, like berries, apples, or any meat that can be hunted.

Coffee: You need a pot to make coffee in.

Trail Rations: Trail rations are made up of dried meats, fruits, and hard biscuits, canned beans and hard cheese for 7 days.

Ammunition

There are many different types of ammunition available in the Wild West. There are several different calibers and different shape and size bullets. Rather than worry about the specifics, ammunition is broken down into simple categories that match the similarly categorized gun descriptions. While unrealistic, just assume that the bullet of one category of gun works in *all* guns of that type (Light Ammo for Light Pistols, for example.). This will make record keeping much easier on the players and the GM. If the GM is going to use the abstract method of keeping track of ammunition, then buying one box per adventure should be sufficient. If the GM is going to have you keep track of every round you shoot, having enough ammunition is going to become very important.

Fuse (1 yard): These fuses are needed to set off dynamite. Slow burning fuses burn at a rate of 5 seconds per inch, while fast burning fuses burn at a rate of 2 yards per second. When you buy the fuse, determine what type it is and how long a length you purchase.

Transportation

PCs are probably going to want a way to get from one place to another in style, or at least without being so tired. The West is often dry and hot, and this makes travel even more tiring and difficult. A person can generally walk 20-30 miles per day, taking into account for rest stops and a reasonable pace. A Horse easily doubles that speed.

Donkey: Burro, donkey, and ass are all names for this animal. This category also includes the Mule, a Donkey/Horse mix. These mild mannered beasts of burden are sure footed and reliable pack animals, carrying up to 300 pounds of equipment.

Horse: This is your standard horse for riding and pulling wagons or stagecoaches. The horse can comfortably carry one rider. Two passengers or excessive additional equipment can be carried for a while, but the horse tires easier and needs longer rests.

Wagon/Harness: This is a base price for a standard wagon with buckboard and cargo space. This package includes all the equipment that will be needed to allow horses to pull the wagon. You can adjust this price up or down for smaller wagons (like a 2 man buggy) or something more fancy. A Stagecoach would cost around \$1,500.00 if PCs get it in their mind to start a business.

Canoe: This 2 man canoe weights about 90 lbs, so it can be carried across country for a ways, but is awkward and tiring. GMs should call for a Constitution Skill roll every hour it is carried at an initial TN5, and have that TN increase by 1 every hour the canoe is carried. A failure means that a 1 hour rest must immediately be taken.

Saddle/Bridle/Bags: PCs can ride bareback, but it is uncomfortable and more difficult to control the mount (Riding Skill at a -2 penalty). This package includes a saddle, bridle, blanket, and saddlebags for your horse. The saddlebags can hold about 50 pounds of equipment in a pinch, but it is generally a good idea to keep them lighter (about 25 pounds) for general purpose.

Gear

This is a miscellanea of gear that PCs will find necessary, handy, or just entertaining to have while on the trail. Players should be encouraged to stretch their imagination beyond buying just what is necessary. Think of PCs as real people. Real people want things other than the basics, like a bedroll for comfort, some cards for entertainment, or some tobacco for a guilty pleasure. Some gear can help to add a dimension to your PC's personality, such as an instrument.

Binoculars: Binoculars will help you to see clearly several hundred feet away if there is no obstructing terrain.

Candles, Wax: Candles provide illumination in a 3 Unit radius.

Cooking Kit: Includes a frying pan, a pot, a coffee pot, a knife, and a large spoon.

Deck of Cards & Dice, Set: Marked cards and loaded dice can be purchased for \$5.00 each, but the rules for cheating (found under the Gambling Skill description) always apply when using these.

Grooming Kit: The Grooming Kit includes a comb, brush, mirror, and straight razor.

Gun Cleaning Kit: A gun cleaning kit is a necessity if you are going to shoot a gun, and it is assumed that it is used at convenient intervals. Anyone who doesn't have a gun cleaning kit and suffers a gun jam in combat takes a -2 penalty to his Repair Skill when attempting to clear these jams.

Mess Kit: Made of tin, and includes a deep plate, fork, spoon, and cup.

Oil Lamp: An oil lamp illuminates a 6 Unit radius around the lamp.

Tobacco (Ounce): This is a tin or pouch or snuff, smoking tobacco, or chew (chaw).

WEAPONS

This section details the basic weapons available in *Wild West Cinema*. Some of these are melee weapons, some are ranged weapons, and some are both (those melee weapons that can be thrown).

There are hundreds of makes and models of guns available to the PCs at any time during the Wild West period. Detailing every one would not only be hard, but pretty pointless. The simple truth is that the differences between the majority of guns are going to be rather minor. An even

simpler truth is that all guns will get you hurt or killed, despite their individual specifications.

Melee weapons are those that are used in close quarters. Good old fists are the most common weapon (and are included on the chart for completeness, even though they aren't equipment), but on occasion other weapons will be used in melee combat. There are many other types of melee weapons that can be employed if one has them (like a broadsword), but they are fairly uncommon in the Wild West where the gun is the great equalizer.

The chart on the next page details all the common weapons you will use in *Wild West Cinema*, categorized into streamlined groups that will make them easy to use. While not totally realistic, this is in line with the cinematic nature of this game. By all means, if there is a specific gun or weapon that you want to use, detail it on your Character sheet. If a unique weapon needs more details or new rules, players and GMs should work together to create satisfactory ones.

Reading the Weapons Table

The weapons table on the next page gives more information than simply the cost and the weight of the weapon. This information will be needed whenever a fight breaks out. This information and how it is used in the game will be detailed more when combat is discussed in the Chapter Eight. The weapons chart contains the following information:

Weapon: This is simply the category or name of the weapon.

WDM: Weapon Damage Modifier. This important number is added to the margin of success when you successfully attack a target in combat. The sum of these two numbers indicates the TN for the opponent's Grit Skill roll to resist taking a Hit of damage from the attack. Remember that, for melee and thrown weapons (except dynamite), the WDM listed on the chart is *added* to the base WDM that was calculated from the Physique Attribute Rank earlier (Base WDM=1/2 Physique Rank rounded down.).

Range: This is the short range of the weapon in Units. You can shoot at anything within this range without penalty. The weapon has a maximum range of double this number considered long

WEAPON:	WDM:	Range:	Shots:	Weight:	Cost:
<i>Thrown and Melee</i>					
Fist	+2	—	—	—	—
Rock	+2	6	—	2	—
Knife	+2	6	—	1	\$2
Club	+2	—	—	3	—
Tomahawk	+3	6	—	3	\$1
Spear	+3	6	—	5	\$2
Saber	+3	—	—	3	\$5
Dynamite	+6	6	—	1	\$1
Bow	—	24	1	3	\$2
Arrow	+5	—	—	2	\$1
<i>Light Pistols</i>					
Stingy Pistol	+5	6	2	1	\$5
Pocket Pistol	+5	12	5	2	\$5
<i>Heavy Pistols</i>					
Short Barreled	+6	20	6	3	\$10
Long Barreled	+6	24	6	3	\$10
Rifle	+6	48	10	10	\$20
Shotgun	+6/+4	12	2	10	\$15
Gatling Gun	+10	48	100	400	\$200
Cannon	+20	24	1	2,000	\$2,500

range. You can shoot at anyone within the long range at a penalty -2 to the Shooting or Throwing Skill. If there is no range listed, this is an item that doesn't function well as a ranged weapon (even thrown).

Shots: This is the number of shots a gun can expend before having to be reloaded. If there are no Shots listed, it is either not a gun or not used as a ranged weapon.

Weight: The weight of the weapon in pounds.

Cost: The cost of the weapon in dollars. If there is no cost listed it is either an improvised weapon, or something that is found lying about.

Weapon Details

Below are some details and notes on the weapons listed on the weapons table.

Fist: This is simply the WDM for a punch or kick attack. Note that these attacks don't do the same type of lethal damage as the other weapons on this chart. Look in Chapter 8 under *Brawling Attacks* for more information on these attacks.

Rock: This is any good size and shape rock found on the ground. You must spend an action drawing a rock (from a pocket or bag) or picking a suitable one off of the ground, before you can throw it.

Knife: The Arkansas Toothpick is the most common throwing knife while the Bowie is the most popular fighting knife. You must draw a knife before you can throw it.

Club: This includes most improvised weapons, pistol, and rifle butts.

Tomahawk: This can be a stone tomahawk or a metal axe. You must draw a tomahawk before you can throw it.

Spear: Usually used only by Indians. You must draw a spear before you can throw it.

Saber: The Saber is of the type commonly worn during the Civil War.

Dynamite: There are special rules for using Dynamite in combat detailed on page 57. The

listed price is for 1 stick. Note that fuses are listed under ammunition and must be purchased separately.

Bow: Usually only used by Indians. An arrow can be notched as a free action, but the bow itself must be drawn before it can be shot.

Stingy Pistol: Stingy pistols are minute guns that can easily be concealed in a shirt sleeve or boot. They aren't very effective at any but the shortest range and are a favorite of gamblers. The many different makes and models of classic Derringer are the most common stingy pistols.

Pocket Pistol: Pocket pistols are small pistols that can be concealed in a pocket or purse. They are slightly more powerful at longer ranges than the Stingy pistols and can hold more ammunition, but aren't nearly as easy to conceal.

Short Barreled: Short Barreled Pistols are one of the more common types of pistols, especially among those who expect trouble. They are slightly less effective at longer ranges than the Long Barreled Pistol, but the short barrel allows them to be drawn faster, so you can use the Quick Draw Special Ability with them.

Long Barreled: Long Barreled Pistols are the other common six shooter used in the Wild West. They are slightly more accurate over longer ranges than their Short Barreled counterpart, but you can't draw them as quickly (use the Quick Draw Special Ability). They are great for pistol-whipping someone though (the same WDM as a Fist or Club).

Rifle: Rifles are powerful and good at long range. They are slightly harder to use at close range. They can't be Quick Drawn or fire multiple shots in one melee round and they require 2 hands to use. The user also suffers a -1 modifier to his Initiative Skill roll as it takes longer to level a rifle than a pistol. A Rifle isn't a discrete weapon, and anyone carrying one around town is liable to attract the attention of the law, as he is obviously looking for trouble.

Shotgun: The shotgun is a powerful weapon

that shoots out several small pellets. The shot spreads, so it makes it easier to hit a target when the aim is poor, but the force of the shot loses power at longer ranges. The first WDM is for short range only, and the second is for long range. While there are single and double barrel shotguns, we will assume for simplicity that all shotguns are double barreled fired singly, so the weapon needs to be reloaded after every 2 shots (unless you fire off both at the same time, as detailed below). Like the rifle, the shotgun can't be Quick Drawn or fire multiple shots in one melee round and they require 2 hands to use. The user also suffers a -1 modifier to his Initiative Skill roll.

You may fire both barrels of the shotgun at once as a single attack. The benefit of this is that you can possibly hit and damage 1-3 targets that are standing adjacent to each other with one attack (targets must be standing next to each other in a group. If one or more targets are behind, or sheltered by another, he isn't eligible to be hit.). The shooter only rolls the Luck Dice and adds it to his Shooting Skill once and uses this result against all the eligible opponents' Defense Skills. Of course, the Shotgun must be reloaded the next round. Note that it is possible to hit adjacent friends in this way by accident.

Sawed off Shotguns have a range of only 6, but otherwise work the same way as regular shotguns.

Gatling Gun: The Gatling Gun is an early machine gun that operates on a hand crank. This huge gun must be mounted on something, as it is too heavy to use otherwise. It takes two people to operate a Gatling Gun, one to crank and aim and one to feed the ammunition. While the Gatling Gun has 100 listed as Shots on the Ranged Weapons Table, it actually shoots 10 bullets at a time per round, so it actually has to be reloaded every 10 rounds. Note that only one Shooting Skill roll is made per round at one target. Any extra bullets that hit are considered into the Gatling Gun's considerable WDM.

Cannon: The standard cannon used during the Civil war are the Napoleon 12 pound. It requires 6 men to operate successfully and each shot costs \$10.00 in material. Not exactly the type of weapon Characters run around with.

CHAPTER SEVEN

TIME FOR ACTION

DOWN TO THE NITTY GRITTY

Up until now, everything has been about Player Character creation and advancement. There have been a lot of details and terms thrown at you that haven't been totally defined beyond the game's core mechanic. Now, we will talk about actually *playing* the game. This section will expand on the core game mechanic, explain how your Character uses his Attributes and Skills to accomplish things in the game, and detail rules for how PCs may take damage and even die in their rip-roaring adventures. These are the only real rules the players need to know other than combat. Combat is a more detailed aspect of the game, and is covered in the chapter following this one.

FLESHING OUT THE 1-10 SCALE

We already know that everything in *Wild West Cinema* is based on a scale of 1-10 for simplicity, consistency, and mechanical balance. The chart below helps to define the Ranks as they apply to both Attributes and Skills and difficulty of Target Numbers. The first column shows the Rank on a scale of 1-10. The second column shows an abstract description of the level of proficiency an Attribute or Skill has at that Rank. The third

column shows a relative level of difficulty that a TN of that Rank imparts on the average PC. The most important concepts to remember are that the higher the number the better or harder something is, 1 is the worst, 10 is the best, and 5 is the average.

ACTION RESOLUTION

In the core mechanics, we learned that every time a PC wishes to do something, he will roll the two Luck Dice, add or subtract the total from the appropriate Attribute or Skill and try to get a total that is equal to, or greater, than a Target Number determined by the Game Master.

Determining the Target Number is the GM's job, and, as players you don't have to worry too much about how that is done. The GM sets this number using a combination of common sense and game mechanics included in these rules. Suffice to know that the higher the TN, the more difficult the task is going to be (and the higher your related Skill or Attribute, the easier the task is going to be for your Character to accomplish).

Now that you have learned how to create a Character, it might be a good idea to go back to the Introduction Chapter and reread the

Core Game Mechanic section, and how to roll the Luck Dice. Several of the things that may not have made perfect sense before probably make a lot more, now that you understand what Attributes and Skills are all about.

There are two different types of resistance when a PC attempts to perform any action that requires the Luck Dice to be rolled. They are very similar and resolved the same way, but the way that

RANK:	Attribute/Skill:	Target Number:
1	Pathetic	Simplex
2	Poor	Simple
3	Fair	Easy
4	Mediocre	Modest
5	Average	Moderate
6	Good	Hard
7	Great	Difficult
8	Superb	Very Difficult
9	Superior	Extremely Difficult
10	Near Perfect	Near Impossible

the target number is derived is very different. These two types of rolls are the *standard roll* and the *opposed roll*.

The Standard Roll

A standard roll is made when a Character tries to do something, and there is a question as to whether he can actually accomplish the task or not. Whenever a Character makes a test that isn't directly opposed by another Character or NPC he makes a standard test. The GM will determine what Attribute or Skill comes into play when the Character attempts the action and ask the player to make a Luck Dice roll verses a TN that he has determined based on the difficulty of the task.

For example, Wade, the Drifter, has been running from the Sheriff of El Paso for 3 days now. His water ran out yesterday and he needs to find some soon or die out there. He tries to use his Survival Skill to find any oasis of water or a plant that he can extract some liquid from. Wade doesn't have anyone trying to stop him from doing this, and the outcome of the Survival Skill roll is based on Wade's ability and some luck alone, so this isn't an opposed roll, it is a standard roll. Another Example would be if Little Jane the Kid was trying to climb the steep side of a stable so she could gain

an advantageous position to fire her rifle at the oncoming outlaw gang. This pits Jane's Climbing Skill against the difficulty involved in scaling the side of the building, with its holes and protruding nails. Jane's Climbing Skill and some luck will determine if she can scale the wall, so this is another standard roll. A TN is determined by the GM and the players roll the Luck Dice.

Opposed Roll

Sometimes, an action isn't made against a TN determined by the GM, but rather against the Attribute or Skill Rank of an opponent resisting the effects, or trying to stop the Character from succeeding. In this case, it is an opposed roll, where the Target Number is based on the Attribute or Skill of the opposing PC or NPC. Combat is the most obvious example of opposed rolls as you are usually either attacking an opponent or trying not to get hit by an attack of an opponent.

If two Player Characters are making an opposed roll, both PCs make their Luck Die rolls and apply the results to the appropriate Attribute or Skill. The PC with the higher result wins. For example, two Characters wrestling over physical possession of a shotgun would roll opposed Physique Attribute rolls with the higher result wrestling the item from the others grip. Ties between PCs indicate that no one has won the opposed roll this round, and there is a stalemate until the next round (when another opposed roll can be attempted). In combat, ties between PCs always go to the defender.

If two PCs are making opposed rolls where one PC is reacting to what another PC does, the PC initiating the action rolls first, and applies any Story Points to the result. The resisting PC then rolls and adds any SP to the result. The opposing PC wins if he equals or beats the initiating PC's result.

When opposed rolls are done against an NPC things are done a little differently, as you will see in the passage that follows this one. The NPC's resisting Attribute or Skill Rank simply becomes the TN that the PC needs to equal or beat. For example, if the Percy, the Tenderfoot, is trying to barter Swift Hank into trading his pistol for the ten beaver pelts he found in the mountain mans cabin, he would roll the Luck Dice, apply the result to his Barter Skill, and compare it to Swift Hanks static Barter Skill Rank (the TN). If it is equal to, or higher, then Percy gets his way.

Often times, opposed rolls aren't made against the same Attribute or Skill, but rather against one that better resists the effects. For example, a Character searching the wood line for any hidden Indian warriors would make a Perception Skill roll verses the Hiding Skill Rank of the Indian who is waiting there in ambush there. Many of the Skill descriptions detail what Attribute or Skill they are opposed by. In other instances, GMs will use common sense and consistency to determine which Attributes or Skills are opposed by which.

THE GM DOESN'T ROLL LUCK DICE

There is one rule that is very important to how the game works, and how several actions PCs attempt are resolved. That rule is that the GM *never* rolls Luck Dice. Remember that pardner! The PCs are the movers and shakers of the *Wild West Cinema* game. As a result they are the ones making things happen. In game terms, this means they are always the ones acting *or* reacting, never the passive victim of an occurrence.

When a PC attempts an action that is opposed by one of a NPC's Attributes or Skills, the listed Rank of the NPC is considered to be static (or the TN of the PC's opposed roll), not the Rank adjusted by a Luck Dice roll, like PCs. NPCs aren't prone to the levels of luck (good or bad) that PCs are. This accomplishes two things. First it makes the GMs job a lot easier, as he can spend his time regulating and running the game, not stopping to roll dice and make calculations. Second, it allows the PCs to be the proactive factor that makes everything happen, or not happen. If a PC gets shot, for instance, it is not because the NPC hit him, it is because the PC failed to Defend himself. On the flip side, a PC doesn't shoot and hit a NPC because the target failed to defend himself, he hits the NPC because he made a good shot. The PC is always the deciding factor of any action failing or succeeding.

As another example, if an opposed Skill, like Intimidation, is used by a PC against an NPC, the TN of the Intimidation Skill roll is the NPC's static Fear Skill. On the flip side, if an NPC is attempting to use the Intimidation Skill against a PC, the PC would make his Fear Skill roll to beat a TN equal to the static Intimidation Rank of the NPC.

ACTION RESOLUTION SPECIAL RULES

Automatic Success

Needless to say you don't always have to roll the Luck Dice for every action. Routine actions are usually accomplished with no roll. Also, anything that the GM feels doesn't need a roll

to succeed shouldn't be rolled (such as casually noticing something, or taking an adequate amount of time to do something like repairing a wagon wheel). In addition, if the Character has an Attribute or Skill that is 5 greater than the TN (after all modifiers are added or subtracted) the task succeeds automatically *if* the GM dictates. This would negate the chance of rolling Snake Eyes on the Luck Dice and the possibility of failing. This should never be done in dramatic situations though, as it will take away from the excitement of playing the game.

Modifiers to the TN

Whenever the result of an action has a chance to fail the GM will ask players to make an Attribute or Skill roll and tell them the appropriate Target Number. Most of the time this TN has already taken into consideration everything involved that makes the task easy or hard, or is an opposing NPC Attribute or Skill Rank. This is what makes running the game fast and easy for the GM. The GM is encouraged to pick a number quickly and get on with the game. However, on occasion, some other element will be involved that makes the action easier or harder to perform successfully, this is called a *Modifier*.

Modifiers are *always* added (a bonus) or subtracted (a penalty) from the Attribute or Skill Rank *before* the Luck Dice are rolled. The reason that the modifier is subtracted from the Attribute or Skill Rank rather than the final roll is for the simple fact that the GM doesn't roll Luck Dice, so the modifier is subtracted from the static Ranks of his NPC's Attributes or Skills. This standardizes the procedure for everyone and makes the game run more smoothly.

Modifiers most commonly come into play during combat, where little actions may become the difference between life and death. Most other times, potential modifiers have already been taken into consideration by the GM when he determined the initial TN for a task. Modifiers are not meant to add a level of tedium to the GMs job and he should refrain from constantly looking up rules in this book to locate any possible modifiers listed. Use your good judgment when a modifier is needed. Remember, pick a number and get on with the game!

Margin of Success

Sometimes the GM may want to know just how successful an action was for one reason or another. This is infinitely important in combat, as you will find out in the next chapter. The Margin of Success (MoS) is simply the numerical difference between the TN and the Skill or Attribute and Luck Dice roll. A MoS of zero or 1 means the task was just barely completed successfully, while a 2-4 result means the task was succeeded well, and a 5+ means the task was performed above expectations.

Snake Eyes & Boxcars

"Snake Eyes" is a roll of two 1's on the Luck Dice, while "Boxcars" is a roll of two 6's. While, in the parameters of the rules for rolling the Luck Dice, both of these would technically be a sum of zero, these two results are treated a bit differently. Snake Eyes *always* indicates a failure and Boxcars *always* indicates a success.

Snake Eyes rolled on an attack roll indicates the gun has jammed or needs to be reloaded (see Chapter 8). When Snake Eyes are rolled on a Defense Skill during combat, not only is the PC hit, but the attacker's total margin of success is equal to 2 times the WDM of the weapon being used.

Boxcars sometimes activate PCs' Special Abilities when rolled. Also, in combat, the Margin of Success for Boxcars is equal to the WDM of the weapon being used, which means that the TN of the Grit Skill roll to avoid taking a Hit of damage will always be 2 times the weapons WDM when Boxcars are rolled (If it is a melee weapon, it is 2 times the weapon's WDM + the PC's Base WDM modifier for Physique).

Synergy

Synergy is two or more elements combining to work toward a common goal. Sometimes two or more Characters want to work together on an Action that requires an Attribute or Skill roll. This is only possible if both individuals have at least a Rank of 5 in the Skill. If so, they may make the Test using the best Character's Skill Rank with a +2 modifier for each Character helping with the action. Needless to say, the GM will have to use

his judgment to determine if two Characters (or more) can even work on the task together.

Synergy in combat is covered in more detail under *Ganging Up* and *Combined fire* and does not use the rules above.

Story Points

As we've already learned, PCs are given many opportunities to earn rewards called *Story Points* through good role playing. 1-5 Story Points can be expended by a PC and added to any single roll of the Luck Dice to increase the chance of success at an action. This can be done after the roll is made, thus turning a failure into a success and not wasting SP if the total would be a failure anyway.

Ties and Opposed Rolls

As mentioned above, when two PCs are opposing each other, Ties indicate that no one has won the opposed roll this round, and there is a stalemate until the next round (when another opposed roll can be attempted). In combat, ties between PCs always go to the defender. *When a PC is opposed by a NPC all ties go to the PC.* This is because the PC is always acting against the NPC's static Skill or Attribute Rank, and to succeed, the PC must get a result equal to or greater than the TN. So, in essence, there are never ties between PCs and NPCs. That's why your Characters are the heroes of the story.

Other Types of Die Rolls

Most of the time when you roll dice, it will be Luck Dice, as described way back in the Introduction Chapter. However, on occasion, you will simply roll 1 six sided die to determine a random number from 1-6 for various reasons. This is expressed as 1D6. Sometimes, this number is followed by a multiplier, to indicate that the final random number should be increased by this much. For example, "1D6 x 10" would mean to roll one six sided die and multiply the result by ten.

GETTING HURT

Wild West Cinema is a game about action, adventure, and danger. Every Spaghetti Western and Dime Novel includes dramatic fights with guns, fists, or knives, and plenty of other perilous situations. All of these have one very important thing in common; they can get your PC dead...

or at least hurt. This is very important to players because when a Character dies, his story is over for good.

This section of the rules concentrates on how a PC takes damage and how it affects him. Later on, you will learn about the hazards that cause damage, and in the next chapter, you will learn all about combat, the most dangerous situation of all. Right now, knowing how Damage affects the PC will make the understanding of those rules much easier.

Testing Your Grit

Whenever a PC is in danger of taking damage in any way, whether it is from a bullet or falling into a well, he will make a Grit Skill roll. The TN for this roll is based off of the severity of the potential damage. Grit is your Skill used to resist damage. If you succeed at the roll then you grit your teeth, bear the pain, and the damage has no lasting effects beyond a bruise or sore muscle. If you fail the test, you take one *Hit* of damage (in a few situations a PC may take more than 1 Hit, but most of the time it will be a single Hit).

Hits

Each PC's life force is measured in Hits, and each PC has 3 of them. Each Hit represents a different state of wellbeing and as you take hits you mark them off on your Character sheet to keep track of your physical condition. This is called the Damage Tracker. The three conditions on the Damage Tracker are as follows:

Grazed: The first Hit you take indicates that you are grazed. You are scratched or burned and it hurts, but it pisses you off more than anything. There are no game effects until you take another Hit.

Wounded: The second Hit you take is a little



more serious. You feel the pain, have some blood splattered on you, perhaps a clean bullet hole or gash, but it sure isn't going to kill you pardner! You are at a -1 modifier on all Attribute or Skill rolls until healed to the Grazed condition or better.

Down: That third Hit hurts like a son-of-a-bitch! You are down and holding that wound to keep your life blood from running out. You can do nothing until you heal to a Wounded or better condition and need to immediately make a Death Roll.

The Death Roll

When you have taken your last Hit you are *Down*, and must make the dreaded Death Roll. The Death Roll gives you a 50/50 chance of surviving the Hit. You simply roll 1D6 and hope to get a 4 or better. With a successful roll (4-6) your Character is going to survive (probably) and with healing should live to fight another day, but is incapacitated for now and can't do much but lie there and pray. If the roll is a failure (1-3) your Character breathes his final breath and kicks the bucket. His friends take his boots, guns, and money and either bury him or leave him for the coyotes and buzzards.

A PC can spend SP on his Death Roll!

Coup De Grace

Unfortunately, if you make your Death Roll, you are still helpless and lying in a pool of your own blood until you heal at least one Hit. During this time, anyone can walk up point a gun at you and pull the trigger, which will cause your PC's instant death. This is why it's nice to have friends to watch your back (unless they really want those boots we mentioned). Any Hits a Character takes beyond being Down causes instant death. Life is hard in

the wilds of the west!

NPCs & Hits

Most NPCs aren't as important or resilient as PCs. As a result they only take one Hit before being down. Just like in the movies, the PCs ride into town shooting bad guys left and right, and they just keep dying like flies. Well, that's how your PC hopes it's going to happen anyway. Of course there are exceptions to the rule. Some NPCs are important bad guys or particularly tough. These NPCs are called *Bad Asses* and can take 3 Hits of damage, just like a PC.

When an NPC is Down (usually after 1 good Hit) they are incapacitated and out of the fight. The GM can either determine if they are simply dreadfully wounded or dead as fits the story. If he is undecided (or it is important to the story) he can roll a Death Roll for every NPC to determine if they live or not.

HEALING

Player Characters can heal one Hit of damage per day of game time. This means after one day a *Down* Character will become *Wounded*, and after another day he will become *Grazed*, while the following day he is completely healed. The Preacher Man and Tender-Foot (Doctor) Archetypes have Special Abilities that allow them to heal Hits faster, even during combat.

As you read the rules on healing and realize how fast and unrealistic this is, remember that this is a cinematic game, not a gritty one. The rules aren't meant to simulate our real world, but rather the world of exciting movies and novels. When is the last time you saw a Spaghetti Western where the hero is beat within an inch of his life only to appear without a bump or bruise in the next scene? How about the hero who takes a bullet in the arm, but is using it the next day to shoot or punch someone without any problem? That is what this game is about.

HAZARDS

This section of the rules covers some very common hazards (besides fighting) the player Characters may face that will cause damage. It is impossible to be all inclusive, but these guidelines should help when dealing with other hazards of the GMs devising. Hazards are generally things that are going to cause the Characters some form of damage.

Hazards are divided into 4 categories for ease of resolution: Minor, Major, Deadly, and Killer. For speed of resolution, the GM should pick the category that describes a hazard the best, pick a TN and get on with the game.

Minor Hazards: Minor hazards are things that can defiantly hurt you, but are usually a more painful annoyance than deadly. Minor hazards require an appropriate TN3 or TN4 to resist and cause 1 Hit of damage if the appropriate Attribute or Skill roll is failed.

Major Hazards: Major Hazards are things that are going to hurt you bad, but usually not kill you (well, most of the time anyway). Major Hazards require an appropriate TN5 or TN6 to resist and cause 2 Hit of damage if the appropriate Attribute or Skill roll is failed.

Deadly Hazards: Deadly Hazards are things that are very likely to kill all but the most skilled or lucky individuals. Deadly Hazards require an appropriate TN7 or TN8 to resist and cause 3 Hit of damage if the appropriate Attribute or Skill roll is failed and call for an immediate Death Roll.

Killer Hazards: Killer Hazards are just that, things that kill a person unless some random fluke or extreme stroke of luck intervenes. Killer Hazards require an appropriate TN9 or TN10 to resist and cause instant death if failed.

Falling

Falling is probably the most common form of damage a Character will take outside of combat. Characters seem to have an unnatural gift for falling into pits, from buildings and walls, or even from cliffs. Use the Grit Skill to resist damage from falling. Falling 10 feet is a minor hazard, falling up to 30 feet is a major hazard, falling up to 60 feet is a deadly hazard, and anything over that is a killer hazard. If the GM is feeling nice, you may have a chance to grab a branch or railing to prevent falling (an Agility Attribute roll) or might fall on something soft to break the fall (thus reducing the hazard to the next lowest category).

Fire

Fire is another common hazard that Characters will encounter. Use the Grit Skill to resist the effects of fire. Simply being exposed to a reasonable sized flame is a minor hazard every round of exposure. This would include things like being thrown into a campfire, or waking up to find ones bed on fire. Smoke inhalation (such as being trapped in a burning building) raises the hazard category to Major. The real hazard of fire is the possibility of actually catching on fire, which raises the hazard category to major (or deadly, if the category is already major from smoke inhalation). Whenever you take a Hit of damage from fire the GM should roll 1D6, on a 4-6 you catch on fire and continue to burn until you can extinguish the flame. Extinguishing the flame is going to depend on the situation, but will usually require Dropping and rolling and will take a round to accomplish. If a victim is forced to drop and roll while engaged in a fight, his possible Defense Skill suffers a -4 modifier.

Drowning

The Swimming Skill covers swimming...but what happens when the test fails? The result can be drowning. Characters that begin to drown automatically lose 1 Hit every minute (20 rounds). When they reach Down status, their lungs have filled with water and they must make a Death Roll, and must continue to make Death Rolls every round until they either die or are rescued.

Weather

Weather can get nasty and provide an interesting hazard for Characters to deal with. GMs will have to use their best judgment when it comes to dealing damage from natural disasters or the effects of hostile weather (such as storms, tornados, sandstorms, and earthquakes). Exposure to extreme hot and cold temperatures may be the most common weather hazard. Use the Stamina Skill to resist the effects of extreme weather exposure. If a Character is ill prepared to handle these environments (not properly attired or protected or simply overexposed) he will suffer the effects of a minor hazard every 3 hours of exposure for the first 24 hours. This is upgraded to a major hazard on the second day, and any following days that the Character is still exposed to the elements.

Crushing

Crushing is another common hazard, usually caused by a trap or some form of accident. The exact amount of damage will vary on the situation. The Character will usually have to make an Agility Attribute roll verses a TN determined by the GM to avoid the crushing object in the first place. If failed, the amount of Hits will depend on the size of the object and its velocity. One level of hazard category per 100 lbs of the crushing object is a good guideline (100 lbs is a minor hazard, 200 lbs ins a major hazard, ect.). Use the raw Physique Attribute to resist crushing damage.

Toxins & Disease

Poison, gasses, viruses, infections, plagues and other things that are introduced to the body in one form or another are classified as toxins or diseases. Toxins and disease are given a hazard category based on their Lethality. Toxins and diseases are usually fended off with a Constitution Skill roll.

CHAPTER EIGHT

THEM'S FIGHTIN' WORDS

FUSSIN' AND FEUDIN'

The most important part of a RPG is the story that is created jointly by the players and the GM. The most important *rules* of a RPG are probably those used for combat. This is because every time those guns come out of the holster there is a chance of someone biting the bullet... literally. And it just may be one of the PCs. The death of a PC or NPC is probably the biggest dramatic story changing event that can happen in an adventure, and the most likely way that is going to happen is in a desperate shootout.

During the rest of the game most of the action is narrative, with the GM and the players talking back and forth and adding to the story. On occasion, something the PCs want to do calls for an Attribute or Skill roll to determine if the action succeeds, and then the story continues based on the result. When it comes to fighting, however, things are a little more structured and detailed. Things break down into combat rounds where everyone gets a chance to take a turn. This chapter explains how to run these intense action scenes in your game.

Rules, Rules, Rules

Don't worry! While combat has a few more details, it simply builds off of the core mechanics you have already learned, and will be easy to master. There is a combat summary sheet located on page 105 of the rules to help you use and remember these rules during play. You do not need to memorize, or even use, all of these rules. In fact, the core game mechanic, which is also used to resolve combat, is all you really need to use. The rest of these modifiers for various situations are only provided if you want to use them.

MINIATURES

There are two primary ways to run a combat in any RPG, with miniatures or without. The rules

for combat in *Wild West Cinema* are designed to be played either way without any problems. It is assumed that people will play without miniatures, but all the rules for using them are included in the system (in the way of measuring movement and ranges in Units). Both techniques have their advantages and disadvantages. If the GM does opt to use miniatures, it is a good idea only to use them in important or complex scenes. It's not necessary to use them every time a drunk pulls out a pistol in a saloon. This will slow down the game and might break the dramatic tension that has been established.

Using Miniatures

Miniatures are small (usually 25mm to 28mm) metal or plastic figures that are painted to look like the PCs and NPCs in the game. There are several companies that make really neat looking Wild West miniatures that you can purchase. Alternately, you can use small stand-up cardboard pieces or chits with a drawing of Characters on them. Or, in a squeeze, you could simply use anything small you have lying around, like coins, gaming stones, or any other token.

You generally use miniatures on a large map marked off in 1 inch squares or hexagons with each representing 1 Unit. In this way you can simply count off Units when you move or need to know the range to a target. You can also draw the terrain or scenery on the map, or, if you have them available, use 3-D representations of the scenery for a really impressive presentation.

Advantages of Using Miniatures

Miniatures can really help with visualization as you can actually see where everything and everyone involved with the battle actually is. There are no questions about what you can and can't do or who has cover or line of sight because all you have to do is look at the map, count the squares or hex's and you will know.

Disadvantages of Using Miniatures

A potential problem is that miniatures can be rather expensive, and not everyone likes the hobby of collecting and painting them. Another possible disadvantage is that when you use miniatures, the dynamics of the game change. The focus often shifts more to the game mechanics and tactical aspects of using them to your advantage. This can be a lot of fun, especially if the combat is large and convoluted, but remember that the main purpose of the combat is to add a dramatic scene to the story you are developing, not turning the story into a board game.

NARRATION VS. MECHANICS

There are two important aspects of combat that should always be considered: Narration and Game Mechanics. Both are important, and neither should be neglected. However, sometimes it is easy to lose sight of the Narrative aspects of combat, while putting too much focus on the mechanical side. Enjoying the "game" and tactical aspects of combat is certainly a lot of fun, but adding a bit of narration and role playing drama can really spice things up!

What is more exciting, "I jump behind the old well and load my shotgun, cursing at Big John the whole time!, once it's loaded I'm gonna blow a hole in that son of a bitches gut!" and then moving the miniature (if using them) and rolling the dice, or "Hmmm, OK, I move 6 Units this way on my turn, the well should give me cover bonus of +2 to my Defense. The next round I'm going to reload my shotgun. The following round I shoot. I have a Shooting Skill of 6, let's see what the Luck Dice give me".

Of course, always play the way that is most fun for you, but consider trying this as a way to increase the excitement level of the game session. The more you do it, the more you will like it, and the more memorable the game session will be for everyone.

SURPRISE

Once you know a combat is about to begin, but before the shooting actually starts you must determine if anyone is surprised. Surprise is the

result of an ambush, or unsuspecting unprepared opponents suddenly running into each other.

The Game Master will determine if his NPCs are surprised using common sense or a predetermined reaction. Cowboys, for instance, might be riding the perimeters of the ranch for the express purpose of looking for trouble. If it happens, they are likely to be prepared for it. However, when a group of PCs bust the door to their bunkhouse down while they are playing cards, they are probably taken by surprise.

Player Characters can be surprised if their opponents are purposely trying to bushwhack them, or get the drop on them. In this instance, the players each make a Perception Skill roll verses a TN determined by the GM to detect the enemy (you can use NPC opponent's Stealth Attribute as the TN). Those who make the test see the ambush and are not surprised, while those who fail are surprised as the trap is sprung.

Surprised PCs or NPCs do not get to take any action the first round of combat, while their opponent does. If both sides are surprised, then combat proceeds as normal after everyone stares dumbly at each other for a moment. If only one side is surprise, the side that isn't gets to take one action before their opponents can react at all other than to defend themselves. This is called the *Surprise Round*.

INITIATIVE

Once it has been established that a combat is about to take place, and after the surprise round (if there is one) takes place, it is important to establish the order in which all the participants will take their turn in the combat round, this is called determining Initiative. Being quick in initiative is always good, because if you can strike at your opponent first, you may take him out before he can attack you back.

To determine the initiative order, each PC makes an Initiative Skill roll. The GM simply looks at the static Initiative Skill Rank for each Important NPC (usually those designated as Bad-Asses) involved in the battle, this indicates their Initiative for the combat. All other NPCs (those not designated as Bad-Asses) simply use their Initiative Skill Rank, but they all go at the same time (for example, a group Roughnecks might have an Initiative

Skill Rank of 5, they would all go on that same Initiative turn). The highest total gets to go first, and the rest follow in descending order. This initiative order stays the same for each combat round until the conflict is resolved, and the encounter is over.

If a tie occurs, the PCs go first before NPCs. If a tie between two PCs occurs, the one with the highest Agility Attribute Rank goes first. If both PCs have the same Agility Rank they should simply roll 1D6 with the highest result being the tie breaker.

Held Initiative

You can choose to act in a later initiative order than you have rolled. Perhaps you want to see what your enemy is going to do or want a friend to take an action first. This is called "holding your Initiative". Once you do decide you want to act, this becomes your new position in the Initiative order until this combat encounter is over.

Hired Guns Initiative

If the Player Characters are employing any hired help or other NPC followers, they do not roll Initiative for them, but they simply go on the same Initiative turn as the PC controlling them.

THE COMBAT ROUND

The combat round is a segment of time that lasts 3 seconds. In a single combat round, every participant in the battle gets a chance to take a turn. On a player's turn he gets the chance to perform one action that is resolved immediately. All of these actions are assumed to be taking place within a split second of each other. Once everyone has taken their turn, a new combat round begins using the same initiative order. Combat continues in this manner until the fight is over and one side is defeated, has run away, or surrenders.

On Your Turn

On their initiative turn, a PC or NPC can perform one action. While any action that can be performed in about 3 seconds can be attempted,

the list below gives the most common actions that will be attempted. All of these options are covered in the rules that follow.

- *Do Nothing*
- *Hold Initiative*
- *Move*
- *Draw a Weapon*
- *Make a Fighting Skill Attack*
- *Make a Shooting Skill Attack*
- *Make a Throwing Skill Attack*
- *Attempt an Attribute or Skill roll*
- *Reload a Gun*
- *Un-jam a Gun*
- *Aim*
- *Attempt a Miscellaneous Action*
- *Perform a Free Action*

MOVEMENT

On a Character's Initiative turn, he can choose to move a distance equal to, or less than, his Speed Skill Rank in Units (remember, a Unit is equal to 5 ft.). If you are adjacent to a foe (in melee combat), your only move options are a *Fighting Withdrawal* or to *Run Away* (Both of which are described below).

Running

If a Character moves their entire Speed Skill Rank on their turn, they are considered to be running. A running target is harder to hit than a stationary one (from the Initiative turn they start to run until their turn the following round). A running Character gains a +1 to his Defense Skill.

Charge

If an attacker wants to charge quickly into combat and deliver a reckless melee blow in the same round, he can do so. The total movement can be ½ his total movement, rounded down (although SP can be spent to increase the distance 1 Unit per 1 SP). The attack itself is wild and the attacker suffers a -1 modifier to his Fighting Skill.

Fighting Withdrawal

If a Character is adjacent to an opponent (engaged in melee combat) and wants to move without opening himself up, he can perform a fighting withdrawal. During a fighting withdrawal you back away from your target, but can only move half of your Speed Rank rounded down.

Run Away!

Sometimes, a fight goes bad. The smart cowboy knows when it is time to turn tail and head for the hills! If a Character decides to turn and run while engaged in melee combat (or turn to charge another opponent), his opponent *immediately* gets one free attack at his backside as he turns at a +2 bonus to his Fighting Skill. This attack is worked out immediately and does not count as the attacker's action for the round.

ATTACKING

The most common action in a fight is going to be attacking your opponent. There are 3 types of attacks: Fighting, Shooting, and Throwing. All attacks are opposed rolls using attack Skills (Fighting, Throwing or Shooting) against the opponent's Defense Skill. A successful attack has a possibility of dealing a Hit of damage.

Cumulative Modifiers

In the following sections, you will find rules for modifiers that are added to or subtracted from the Defense Skill or the various Attack Skills. These are all cumulative. For example, a Character shooting while running incurs a -2 modifier to his Shooting Skill roll. If the same Character was also attempting to fire multiple shots, he suffers a -2 penalty to his Shooting Skill for each shot. This means each shot would be made at a total of a -4 modifier to the Character's Shooting Skill and result in a tough shot indeed.

FIGHTING ATTACKS

Anyone who is adjacent to a foe may attack with a melee weapon, fist or, for some Critters, natural weapons such as teeth and claws. All these types of attacks use the Fighting Skill as an opposed roll against the target's Defense Skill.

Brawling Attacks

Brawling is fighting without weapons -- just your fists and sometimes feet, knees, elbows, or anything else on your body you can bring to bear. Successful brawling attacks do damage the same as everything else, with fists having a base WDM equal to $\frac{1}{2}$ the Physique Attribute rounded down (+2, as per the weapons chart in the Equipment Chapter). The difference is

that when an opponent is "Down" as a result of brawling he is simply knocked out for 1D6 x 10 minutes and is not in fear of dying, unless he is murdered while unconscious.

Damage from brawling heals faster than damage from gunshots or other weapons. When someone who was Down from brawling regains consciousness, he immediately moves to the Wounded status. All additional Hits of damage, caused from brawling, are healed in one day (although there may be some bruising and cuts). It might be handy to mark off Hits on your Character sheet with a "B" if they were caused from brawling, so you can differentiate them from normal Hits for healing purposes.

Melee Attacks

Melee includes any close quarters fighting that involves a melee weapon, or weapon that is swung or thrust, to cause damage to an adjacent opponent. This includes knives, tomahawks, clubs, spears, sabers, pistol butts, rifle stocks, or any other improvised weapon the PCs might try to acquire or make.

Modifiers & Rules for Fighting Attacks

What follow are some special rules and modifiers that can be applied to Fighting attacks. Some of these rules will apply to brawling, while some apply to melee weapons, and some to both. GMs should use common sense to apply any other modifiers to the Fighting Skill or Defense Skill when unique situations arise. Most of these modifiers should commonly be +/-1 or +/-2.

Drawing a Weapon: It takes one round to pull out or to ready a melee weapon.

Improvised Weapons: Most improvised weapons (something not detailed on the weapons list) will count as a club or a knife, depending on if they have a sharp edge or are blunt. GMs must determine the details of other improvised weapons as needed. Look at the weapons list to determine what the improvised weapon is most like and base the WDB off of the WDB of those weapons. As a rule of thumb, improvised weapons are things that a PC or NPC can pick up and swing or hurl in some way (if larger, they become a crushing hazard: See the "Hazards" section of these rules). Improvised weapons will almost always be +2 (things like a broken

bottle, hammer, chair leg, steak knife, frying pan, horse shoe, pistol or rifle butt) or +3 (things like a chair, small crate, fire poker, chopping axe, pointed flagpole).

Unarmed opponent: There will be times when one opponent will be armed with a melee weapon while his opponent is unarmed. In this case, the unarmed defender has a -1 modifier to his Defense Skill as he tries to defend deadly blows with nothing but his body and dodging ability.

Advantageous Position: A combatant fighting from any tactically advantageous position gains a +1 bonus to his Fighting Skill and to his Defense Skill. An advantageous position is an elevated area such as a hill or horseback or defending from behind fortified position (like a wall). The GM must determine if a position is important enough to warrant an Advantageous Position bonus.

Ganging Up: When attackers gang up on a lone opponent, they gain a definite advantage. The lone defender is much easier to hit as he must split his defenses among multiple attackers. When two or more attackers are attacking a single target, they each get a +1 bonus to their Fighting Skill for each additional attacker beyond the first, up to a maximum of +3 (as there really isn't enough room for more than 4 people to effectively gang up on one).

Using Two Weapons: Fighting with 2 melee weapons can look cool and intimidating! Fighting with 2 melee weapons in one round is allowed, but you suffer a -1 penalty to your Fighting Skill for the first attack, and a -3 penalty to the second attack (with your off hand).

Defensive Fighting: A Character can choose to fight defensively. This means that he is not trying to attack, but simply fend off the attacker's blow. A Character that chooses to fight defensively gives up his action that combat round and gains a +3 modifier to his Defense Skill. You must announce that you will be fighting defensively before taking any action besides a free action,

and before any attacks against your Character have been resolved.

Blind Fighting: If you can't see the opponent that is attacking you because your vision is impaired by darkness or for some other reason, you are Blind Fighting. Because you have a basic idea of where attacks are coming from you can still attack the opponent, but at a -4 modifier to your Fighting Skill.

SHOOTING ATTACKS

Shooting attacks include anything using a gun, bow and arrow, cannon, or any other projected weapon. Thrown attacks are slightly different, and are dealt with in the following section. All these attacks are opposed rolls using the Shooting Skill verses the target's Defense Skill.

Modifiers & Rules for Shooting Attacks

What follows are some special rules and modifiers that can be applied to Shooting attacks. These rules will apply to any attack using the Shooting Skill and some will apply to attacks using the Throwing Skill. GMs should use commonsense to apply any other modifiers to the Shooting Skill or Defense Skill when unique situations arise. Most of these modifiers should commonly be +/-1 or +/-2.

Drawing a Gun: It takes one combat round to draw a gun from its holster, or to pull a rifle or shotgun off ones back or saddle (if your faithful steed is right nest to you).

Reload: Most of the weapons being fired are six shooters with six chambered revolving cylinder, but rifles often hold more rounds, while Light (or stingy) pistols and shotguns hold less. The player must keep careful track of how many shots he has fired during a combat. When his weapon has run out of ammunition, he must spend a round to reload, or to draw another weapon. *Interesting note: In reality, most guns of this time period had no safety, so only 5 chambers were frequently loaded, keeping the 6th empty to avoid accidents while the weapon was holstered.*

Gun Jams: If you are using any type of gun for your ranged attack, the weapon is subject to jamming at the worst times. On a roll of



Snake Eyes (double 1s on the Luck Dice) on a Shooting Skill roll, the weapon has jammed. No ammunition is expended, but no shot is fired this turn. Before you can shoot the gun again, you must un-jam the weapon. This takes a round and requires a successful Repair Skill roll at a TN5.

Abstract Reload (Optional Cinematic Rule): Some players and GMs enjoy keeping track of every round of ammunition used; others don't. If you fall into the later category, or want to speed up your game, you can choose to use these abstract reload rules. Simply don't worry about

reloading and assume that the shooter takes opportune times to reload his weapon during down moments in combat. In this case, instead of using the *Gun Jam* rules above, when a PC rolls Snake Eyes, he must take a round to reload his weapon.

Line of Sight: The shooter must have a line of sight to his target to shoot at him. This simply means that you must be able to see what you are shooting at. This is easy enough to determine if using miniatures. If you can draw a straight line from the shooter to the target without running into any other interposing figures or terrain features, you have line of sight. Don't forget that a shooter in an elevated position can see over obstructing terrain or people. If you aren't using miniature figures, the GM will inform you if you have line of sight or not. Some interposing terrain doesn't block line of sight, but does grant cover (see below).

Careful Aim: If a shooter does not take any other action during his turn and isn't being attacked by another opponent, he can

choose to spend his action taking careful aim at his target. On his turn in the *next* round, he gains a +2 bonus to his Shooting Skill.

Called Shot: Hitting a specific location on a target requires a Called Shot. This requires more precision than a normal attack. A called shot incurs a -3 modifier to the attacker's Shooting Skill. The benefits of called shots vary. Some benefits may be effects, such as shooting a weapon out of someone's hand, or shooting someone's hat off of their head. Hitting a vulnerable area with a Called Shot will increase

the margin of success of the attack to +5. (Note: Players are undoubtedly going to try and make called shots "between the eyes", assuming that a success will kill even the toughest Bad Ass. Needless to say, this could cause problems and unbalance the game, and possibly ruin the dramatic climactic gunfight of your story. However, if the GM decides that a called shot between the eyes should be fatal, he can impose that special rule... however, make sure to let the players know that it goes both ways, and NPC Bad Asses can now kill their PCs in one shot also! It is advised that a successful called shot between the eyes results in a serious head wound instead.)

Range: The weapon table in the Equipment section of the rule book lists the ranges of all missile weapons. This number indicates two things. First, the number indicates the short range of the weapon, or number of Units a target must be within to be shot at with no penalty. Secondly, two times the range number is the weapon's long range, or maximum effective range. If the target lies beyond the short range but within the maximum range, it is considered long range. Shots made at long range are made with a -2 modifier to the shooters Shooting Skill. Historians will note that most gunfights actually took place in close proximity and that guns of the time weren't very accurate at longer distances... but remember, this is a cinematic game simulating the action we see in movies and read about in books, not reality.

Cover: A target that manages to hide behind some solid object when being shot at is considered to have cover. There are two types of cover: Soft and Hard. Soft cover is anything that only partially hides the target, or is of a substance that isn't totally impenetrable. A turned over table, a small tree, a wagon wheel, and lying prone in tall grass are all examples of soft cover. A target hiding behind soft cover receives a +1 bonus to his Defense Skill. Hard Cover is anything that is bullet proof, and covers most of the target's body. Tall stone walls, buildings, rocks, or any large solid object are all hard cover. Taking refuge behind hard cover grants a +2

bonus to your Defense Skill. Of course, you can have total cover (meaning you cannot be shot at and hit by anyone because they can't see you) if you hide totally behind something that is bullet proof and don't pop any part of your body out to take any other actions in a round.

Combined Fire: Multiple shooters who can communicate freely with each other can agree to fire at the same target as Combined Fire. Combined Fire makes it extremely hard for the defender to dodge all those bullets without getting hit by at least one. The shooter with the highest Shooting Skill Rank is the primary attacker and uses his Shooting Skill Rank for the attack. The primary attacker receives a +1 modifier to his Shooting Skill for each additional shooter. Any of the Combined Fire participants can spend SP on the roll if they like. If the roll is a successful hit, the primary attacker determines damage using his weapons normal WDM and the margin of success of the attack.

Defensive Dodging: If the target of shooting attacks forfeits his action in a given round he can actively weave and dive to dodge bullets. A defensive dodger can move one half his Speed Rank rounded down (or basically stay stationary) and is at a +3 bonus to his Defense Skill. You must announce that you will be defensive dodging before taking any action besides a free action, and before any attacks against your Character have been resolved.

Shooter is unstable: If a shooter is on an unstable surface while shooting, such as a horseback, a wagon, or train, he suffers a -1 penalty to his Shooting Skill.

Shooter on the Run: If a shooter wants to move and shoot at the same time, he sacrifices both speed and shot accuracy. The shooter can move up to one half his Speed Skill Rank rounded down, and suffers a -2 modifier to his Shooting Skill.

Shooting 2 Guns: If a Character has a gun in each hand, he can shoot them both in one round if he likes. He suffers a -1 modifier to his Shooting Skill with the first shot, and a -3 modifier to the second (off hand) shot.

Multiple Shots: If a shooter has one pistol or a rifle, he can quickly pop off up to 2 shots in a single round, but he sacrifices accuracy to do so.

The attacker's Shooting Skill suffers a -2 penalty for both of the shots.

Blind Fighting: If you can't see the opponent that is attacking you because your vision is impaired by darkness or for some other reason, you are Blind Fighting. Because you have a basic idea of where attacks are coming from (due to shot flashes and such) you can still attack the opponent, but at a -4 modifier to your Shooting Skill.

THROWN ATTACKS

Knives, spears, tomahawks, and some improvised weapons (such as rocks) are all melee weapons that can also be thrown. The Throwing Skill is used to resolve any of these thrown attacks, applying any appropriate modifiers listed under the rules for Shooting that don't apply specifically to guns (such as cover).

Dynamite

PCs are going to want to launch Dynamite as a thrown weapon sooner or later. Throwing dynamite is tricky as you must time the fuse just right and have it land close enough to the target to be effective. Using Dynamite as a thrown weapon involves the following steps:

Step One: Pulling the Dynamite out. It takes one round to locate and pull out a stick of dynamite and a match, unless you already have these in your hand.

Step Two: Lighting the fuse. Assuming the fuse has been cut and placed in the stick of dynamite before the battle, it takes one round to light it and properly time the fuse for the toss.

Step Three: Throwing the Stick! On the third round you can toss the stick of dynamite by using the Throwing Skill verses the target's Defense Skill. If the attack fails, the target has jumped to safety or the throw was off enough not to affect anyone. If the attack is successful, the target is caught in the explosion (the higher the roll, the better the throw) and has a chance of taking damage. In addition, anyone within 3 Units of the target must also make a Grit Skill roll to avoid damage, but only against ½ the TN of the main target.

Dynamite is Fun! (And dangerous):

Dynamite is a very different animal from most of the melee and shooting attacks that take place in the game, and players are going to have a lot of fun scheming on using it in battle. GMs should also enjoy the cinematic aspect of this game to make dynamite use fun (and possibly humorous). For example, a Snake Eyes on the Throwing Skill roll means a failure... but what type of failure? Does the fuse burn out? Is the fuse too long, allowing the target to pick up the stick of dynamite and toss it back? Perhaps the PC simply drops the stick at his own feet (oh my!). Likewise, a "miss" on the Throwing Skill roll can still be a lot of fun. Maybe it didn't blow up the enemy, but what *did* it blow up? That stick of dynamite landed *somewhere*!

DETERMINE DAMAGE

Once you have successfully hit with any type of attack, you need to determine if any substantial damage was sustained. The previous chapter explained the procedure of making a Grit Skill roll to resist damage, how many Hits you can take, and what effect they can have on a Character. To calculate the Target Number of the Grit Skill roll you must first take the difference between the Fighting, Shooting or Throwing Skill total (including the Luck Dice roll for PCs) and the Defense Skill (also including the Luck Dice roll for PCs). This is the Margin of Success (MoS) of the attack. The second step is to add the WDM of the weapon that was used in the attack (The complete list of weapons and the corresponding WDMs are included in the Equipment Chapter). The total is the TN of the Grit Skill roll to avoid damage.

- $TN \text{ of Grit Skill roll} = \text{Margin of Attack Success} + \text{Weapons WDM}$

USING SKILLS & MISCELLANEOUS ACTIONS

Not all actions that are going to be attempted during combat are directly involved with movement or attacks. Sometimes, PCs are going to want to throw an item to their friend, untie the faithful sidekick, open the bull pen to create a stampede, or anything else that might come up. The GM must rule if specified actions can

be performed in a single 3 second round (or if they will take several rounds) and determines any Attribute or Skill rolls that may need to be made.

Attributes & Skills

If the GM thinks an action requires an Attribute or Skill roll, he will have to determine what Attribute or Skill comes into play, just like any other time an action needs to be resolved. The GM may also add penalties to these rolls if the Characters are under any particular stress, like being shot at while trying to accomplish something.

Tricking an Opponent

PCs will undoubtedly try and come up with unique ways to gain an advantage in combat -- things like throwing a bucket of water in the opponent's face to distract him or pretending the town sheriff is standing behind the outlaw. These actions must all be considered by the GM. If the GM thinks it may be effective, he counts the trick as an action the round it is performed and makes the PC succeed at any relevant Attribute or Skill roll, usually against the Perception Skill or Brains Attribute of the victim. If the victim of the trick hasn't gone yet this round, they lose their turn until next round. On the next round, the attacker who successfully pulled the trick gains a +2 bonus on any attack rolls against his flustered opponent.

Free Actions

Minor actions like dropping an item, shouting to a friend, or any taunting of villains are considered Free Actions. Free actions can take place at any time and don't take any significant time. In other words, you can take a free action or two and still be able to move, attack, or take a miscellaneous action. This promotes lots of banter between heroes and villains during combats and can be quite fun.

Dramatic Effect

There are going to be times (many times, in fact) that PCs will want to do things in combat for some sort of dramatic effect. For example, a PC may want to push or kick someone off a moving train roof instead of simply attacking them. It

is these times that the GM is going to have to use his wits to resolve the actions consistently and satisfactorily. Fortunately, the core rules of WWC are designed for just such instances, and all it takes is a little imagination and common sense on the part of the GM to come up with quick solutions to these situations.

In the example in the last passage, the GM might require the PC to make a Fighting Skill roll verses the opponent's Defense Skill. If the PC hits, the opponent must make an Agility Attribute roll verses a TN of 5 plus the PC's MoS for the attack or fall from the train. This is just one simple solution to the situation that falls well within the context of the core mechanics of the game. There are several other ways GMs could satisfactorily resolve the same situation.

GMs shouldn't be too worried about "getting it right" as long as they are quick and consistent with their solutions to unique circumstances. Chances are your common sense first gut instinct is the best way to handle the situation. GMs should pick a TN and get on with the game!

Remember that NPCs can try the same types of actions against the PCs.

A COMBAT EXAMPLE

Without a doubt, combat is the most detailed part of the rules. The following is a detailed example of how a sample combat plays out so you can see how all the rules work together. Bits of this example may *seem* math intensive, as every little step is detailed, but keep in mind that most of these are very simple and natural formulas that look more complicated when meticulously detailed in writing, than they are in actual play.

Setting the Scene

Our friend, Wade Silver, has ridden into the small mining town of Eastwood City. After putting his horse up in the stable, he headed on over to the saloon to wash the dust from his throat with a swig of rotgut. Upon leaving the saloon, he is stopped in the middle of the street by a roughneck pointing a Long Barreled Pistol at him.

"Put yer hands up, Long Cody!" growls the Roughneck, spitting a cheroot on the ground, "We gotcha surrounded!" Seems this thug and his buddies have gotten Wade Silver confused with the notorious outlaw Long Cody and are out to collect a reward.

Wade takes a look around. Bart, the roughneck that has addressed him, is standing about 20 feet away from him in the middle of the street. There are two of his men, Billy and Joe, aiming pistols at him from alleyways on the east and west of the same street. The McDougal brothers, Jesse and Frank, have taken up a position on the roof of the Hotel, and are using the storefront sign as cover while they aim rifles at him.

Wade's Player asks the GM exactly what the street looks like. The GM draws him a rough map, indicating his current location, and the location of the bad guys. He says that most of the townsfolk are quickly getting off the street. There are two horses tied to the hitching post outside the saloon. On the other side of the street (about 10 feet away) are several barrels of grain that have just been unloaded onto the street in front of the General Store.

Wade Silver is fairly sure these boys aren't going to listen to reason. A bead of sweat drips down Bart's face as Wade weighs his options. Wade decides to make a move and go for his pistol, and combat begins.

The Combatants

Wade Silver is on one side, he is a PC. His statistics are all listed way back on page 13. Since Wade has been adventuring for a while, he has earned 4 Story Points that he has at his disposal. His opponents consist of Bart, Billy, Joe, Jesse McDougal, and Frank McDougal. They are all roughneck NPCs (little more than thugs). Their stat block is listed below. You'll notice the NPC statistics look a little different than those of a PC. Flip forward to page 79 for just a moment and learn how to read the stat block before continuing with the combat example.

Roughneck							
Moral Attitude: Selfish or Opportunistic							
Personality: Sarcastic or Aggressive							
AG	BR	PH	PR	A	D	G	UD
5	5	5	6	6	6	5	+4
Special Abilities: None							
Equipment: Any appropriate weapon							

Bart, Billy, and Joe are armed with Long Barreled Pistols (WDM +6; Range 24; Shots 6), while Jesse and Frank both have Rifles (WDM +6; Range 48; Shots 10).

Surprise Round

Since both sides are aware of the other, and have had ample time to prepare for a possible fight, there is no surprise round. If Bart and his gang would have ambushed Wade as he left the saloon, then they would have gotten a surprise round and, if Wade hadn't noticed them with a Perception Skill roll, been able to shoot while Wade did nothing but attempt to defend himself. But Bart and the boys want the higher reward for bringing in Long Cody alive, and now they have to do it the hard way.

Initiative

The roughnecks threatened Wade, and he decided to pull his guns. This indicates the start of combat. Since both parties were just waiting to see what would happen, we must roll initiative to see who gets to go first. Technically, things are happening pretty much simultaneously, but initiative is that split second that might make the difference between life and death.

If you look at Wade's Initiative Skill, you will see he has a Rank of 4. He rolls the Luck Dice, getting a result of +4/-2 (a 4 on the positive die and a 2 on the negative die) or a +2 Luck Dice roll result. This gives him a total Initiative of 6 (Initiative Rank of 4 and a +2 for the Luck Dice result, 4+2=6).

Initiative is linked to the Agility Attribute, so, unless listed as a Special Ability, the Initiative of an NPC is equal to their Agility Attribute Rank. If you look at the roughnecks' stat block, you will see that their Agility Rank is 5, this means their Initiative is also 5. Since they are NPCs, this is a static number, and since none of them are Bad-Asses, they all go on the same Initiative turn.

The order of Initiative is Wade (with a 6) and then all the roughnecks (with an Initiative of 5).

Round 1

Wade's Turn: With the odds stacked against him, Wade thinks his best chance to survive means not getting hit... and that means finding some cover. Those barrels outside the General

Store are only 2 Units away. Since 2 Units are $\frac{1}{2}$ his Speed Skill Rank rounded down, he can take cover behind them and still be able to shoot this round (via the rules for Shooter on the Run).

So, Wade uses his Drifter Special Ability to quick draw his Short Barreled Pistol as a free action, Then, he moves the 2 Units to take cover behind the barrels, and shoots his pistol at the most immediate threat (Bart, standing in the middle of the street) at a -2 penalty to his Shooting Skill because he is on the run.

Wade's Shooting Skill Rank is 6. Subtract the -2 penalty for moving and it becomes a 4. He rolls the Luck Dice, getting a result of +6/-4 or +2. Adding the +2 for the Luck Dice to his modified Shooting Skill Rank of 4 and Wade's total is 6 ($4+2=6$). Looking at the Roughneck's stat block, we see that Bart's Defense Skill Rank is 6. Wade's Shooting Skill result of 6 is equal to, or greater than, Bart's Defense Skill of 6, so Bart is hit by the shot.

Now, we must determine if the bullet merely grazes Bart or smacks him full in the chest and takes him out of action. Wade's WDM for his Short Barreled Pistol is +6. Since Wade's Shooting Skill result was equal to Bart's Defense (and not greater), the Margin of Success of the attack is zero. Adding the MoS (+0) to the WDM (+6) gives us a result of +6. Since this is greater than, or equal to Bart's Grit Skill of 5, he takes a Hit of damage. Since Bart isn't a Bad-Ass NPC, he can only take one Hit before being Down. Bart drops his gun, grasps his chest, and falls flat on his face into the dirt of the street. Bart is out of the fight.

The Roughnecks' Turn: The rest of Bart's gang watches as their leader falls, and with a yell for vengeance, they open up on Wade. The GM handles each of these attacks in turn.

The McDougal brothers go first. They decide to use Combined Fire to make their chances of



hitting Wade with their rifles that much better (+1 bonus). Unfortunately for them, Wade uses his Drifter Special Ability, Looking for Trouble, and this first shot of combat automatically misses.

Billy shoots next. His Shooting Skill (Attack, or A, on the stat block) is 6, so that is the TN that Wade must defend against to avoid getting hit. Wade's Defense Skill is 4, and is currently modified +2 from the Hard Cover he is behind, for a total Rank of 6. Wade rolls the Luck Dice and gets a result of +3/-3 or +0. Wade's Defense Skill roll is 6 ($6+0=6$), which is equal to or greater than Billy's Attack of 6, so the shot whizzes by Wade's ear and misses.

Joe pops off a shot next. His statistics are the same as Billy's. This time, Wade isn't so lucky. He rolls a -2 total on the Luck Dice bringing his Defense Skill roll to a total of 4. This is 2 less than Joes Attack of 6, so the bullet hits Wade with a Margin of Success of +2. Adding Joes Short Barreled Pistol WDM of +6, to his margin of success, gives a total TN8 ($+6 \text{ WDM} + 2 \text{ MoS} = \text{TN}8$) for Wade's Grit Skill roll to avoid damage. Wade

rolls the Luck Dice and gets a -4/+1 for a total of -3. His Grit Skill Rank is 4, so with the poor roll it is brought down to a 1, which is far below the TN8. Wade takes a Hit of damage. Wade marks off the Hit on his Character's sheet, and is now Grazed on the damage tracker.

Round 2

Wade's Turn: Wade doesn't like these odds at all! Billy and Joe are awful close, so getting away from them will be hard, but if he takes them out, he thinks he might be able to escape from the McDougal brothers before they can get off of that rooftop and give chase. Wade decides to stand his ground and try making 2 Multiple Shots. He will suffer a -2 penalty to each roll and it will empty 2 chambers of his pistol. His Shooting Skill will now be at a Rank of 4 for each of the 3 shots (Shooting Attribute of 6, minus 2 for the Multiple Shots penalty $6-2=4$ for each of the 2 shots).

Wade pops his head above the barrels and targets Billy first. He rolls his Luck Dice and gets super lucky with a result of Boxcars! Not only is this an automatic hit, but the MoS of the attack is equal his weapons WDM of 6! Add this to the WDM of 6 and the TN for Billy's Grit roll is a 12, way over his static Grit Rank. Since poor old Billy is just a peon, he goes down like a sack of potatoes.

For the second multi shot, Wade aims at Joe and rolls the Luck Dice and gets a +2/-2 or 0. This means Wade's attack total is 4. Since Joe's Defense Rank is 6, this is a miss. Desperate times call for desperate measures, and Wade decides to spend 2 SP to increase his result from 4 to 6, which is enough to hit Joe. The margin of success for the attack is 0, but the WDM of +6 is enough to beat Joes Grit Skill of 5 and another bad guy crumples to the ground.

The Roughnecks' Turn: The McDougal's are all that are left. If these good old boys had an ounce of sense, they would realize they are outclassed and head for the hills. But, they don't have that ounce of sense, and all they are thinking about is the fact that the reward money is all theirs now.

The McDougal's use combined fire again, but this time they are going to be able to get the shot off. Their Shooting Skill is 6, +1 for the Combined Fire bonus makes the TN for Wade to defend a total of 7. Wade's Defense Skill is at 6 (Rank 4

+2 for his Hard Cover). He rolls the Luck Dice and gets a +2/-3 or -1 for a total of 5. One of the McDougal boy's shots hit with a margin of success of +2 added to their Rifles WDM of +6 and the TN for Wade's Grit Skill roll is 8.

Wade fails his Grit Skill roll by 2, but expends his last 2 SP to avoid taking the Hit of damage and remains Grazed.

Round 3

Wade's Turn: Fresh out of Story Points, with one Hit of damage, and with only two bullets in his pistol before he has to take a round to reload, Wade isn't feeling too good about his chances. The General Store's front door is only 1 Unit away (and the GM informs him that it is currently open). He decides to use Defensive Dodging to move the 1 Unit into the store and gain a +4 to his Defense Skill (which will now be at a Rank of 8 for this round).

The Roughnecks' Turn: The McDougal brothers aren't willing to let their reward run off. They both take a shot at Wade. This time, they fire separately (hoping to kill him), using their Shooting Skill Rank of 6. Wade must make a Defense Skill roll against both shots, but using his modified Defense Skill Rank of 8 he easily manages to make both.

Wrapping It Up

Wade is making his way through the General Store to the back door. From there, he plans to take the shortest route to the stable, mount his horse and get out of town. The McDougal brothers are going to clamber down the roof of the hotel and give chase on foot. The GM determines that Wade has a big enough lead that the McDougals will never be able to catch up to him in time.

The combat is effectively over, and all the real action happened in a matter of seconds. Wade is riding off into the hills while the McDougals throw down their hats and stamp on them while spitting out curses. The Sheriff of Eastwood makes it out to the street and sees the dead bodies of Bart, Joe and Billy, and wonders what the hell just happened. The coroner takes a shot of whisky from the saloon window where he watched it all and rubs his hands together with a smile. Business is good!

CHAPTER NINE

GAME MASTERING

ABOUT GAME MASTERING

Most of the book up to this point has been geared toward rules that both the players and the GM need to know. Throughout this text, there have been many references to the Game Master (GM). If you only plan on being a player, there is no need to read further, the rest of the information in this book is for the GM.

Still reading? This means you have decided to give the role of GM a shot. Good! While being the GM is the most difficult job, when undertaking a role playing game, it is also the most rewarding.

It is the GM's job to referee the game and create the world around the Player Characters. This includes designing exciting adventures for the players to take part in, detailing locations they will visit, and taking on the roles of all the people they will meet and interact with.

GAME MASTER RESPONSIBILITIES

Preparation

The GM's first responsibility is to prepare for the game session. He must make sure that all participants are informed of where the game will be played and at what date and time. He should also give the players all the information they need to prepare Characters in advance or be prepared to create Characters once all the players arrive. He should make sure everyone has all the equipment they need, and that he has all his own equipment organized. Finally, he must make sure that he has prepared an adventure for the PCs to play (either one of his own creation or an adventure pre-made by someone else). We'll talk more about creating adventures a bit later on.

Referee

The GM is responsible for refereeing the game. This means he controls the flow and action, keeps the game from turning into unorganized chaos, and interprets and implements the game rules during play. The GM has the final say on all rules. This includes how they are interpreted and how they are changed. The GM should always be fair and impartial, but ultimately, the decisions are his. Sometimes, the GM will make a "mistake" that results in the game being unbalanced. If this happens, the GM should fix the problem as soon as possible. If necessary, explain the problem to the players, so there are no hard feelings.

Mood

The GM sets the mood and tone of the game. This is important. If the GM presents lighthearted or comical situations to the players, their Characters are going to deal with them in like ways. If the situations are serious or dark, players will act accordingly. The GM should decide beforehand what he wants the mood of the game to be like. This isn't to say that there can't be breaks from the mood. Even during the most intense moments, players are going to crack a joke or two. This is all part of the social activity of role playing. But, the GM should be prepared to curb this activity if it gets out of hand, overtakes the game, or destroys the mood. However, the game is about having a good time with your friends, so be conscious of being too heavy handed and possibly ruining the night's fun or hurting a friend's feelings.

Pace

Setting the pace is another important aspect of pulling off a game session that falls squarely as the GM's responsibility. The GM controls the flow of the story and keeps things going. The PCs are often waiting on the GM to tell them what happens next. If you are quick about it, you will keep the energy and excitement level high. If you allow out of game talking, excessive joking, or take a long time to look up rules, you will

lose the attention of your players, and the game will run more slowly and usually be less fun and exciting.

Story telling

Possibly the most important aspect of being a GM is the ability to tell a good story and present the adventure to the players. The GM has to take what the players decide to do and narrate how it affects the story. This often involves a lot of improvisation as players will often do the unexpected. The GM must also take on the role of all the adventures Non Player Characters. This involves being able to act and speak differently for each to portray the various personalities they posses and being able to react to what the PCs might say or do to them.

Entertainer

Finally, it is the job of the GM to entertain and amaze his players. While the PCs are the stars of the show, the GM is the director. If he doesn't make everything run smoothly, the "play" will be a disaster and no one will have a good time. While everyone is responsible for bringing a positive motivated attitude to the table, no one takes on the brunt of this responsibility more than the GM. When the game session goes well, it will be to his credit. If the session is terrible, he will take the blame, whether it is truly his fault or not. You are at center stage and the players are counting on you to make each and every game session fun and memorable. Keep the energy level high, know the rules, make NPCs come alive, and above all make sure everyone has fun!

CALLING FOR ATTRIBUTE & SKILL ROLLS

Knowing when to ask the PCs to make an Attribute or Skill roll is probably the most common rules aspect the GM is in charge of. It's easy when it comes to combat, when everything is detailed and broken down into neat little turns. The rest of the time it isn't so cut and dry.

Know When to Roll 'Em

A GM should be careful to only call for a roll of the Luck Dice when it is important. Calling for an Attribute or Skill roll every time a PC tries to do some mundane task will not only slow the

game, but it will become dull for everyone and ruin the drama when the players roll the dice for something really important. Luck Dice rolls should be called for when the outcome is going to have game or story effects or is suitably challenging. For example, climbing over a crumbling adobe wall into the courtyard of an abandoned Mexican church with the help of your buddies and a rope while no one is watching doesn't really call for a Climbing test. Given a little time, the PCs would have no problem doing this. Climbing the same wall while Mexican Banditos are sitting in the steeple shooting at the PC with rifles definitely calls for a test. Failing in the later examples has definite game or story effects, is exciting, and is important to the outcome of the action.

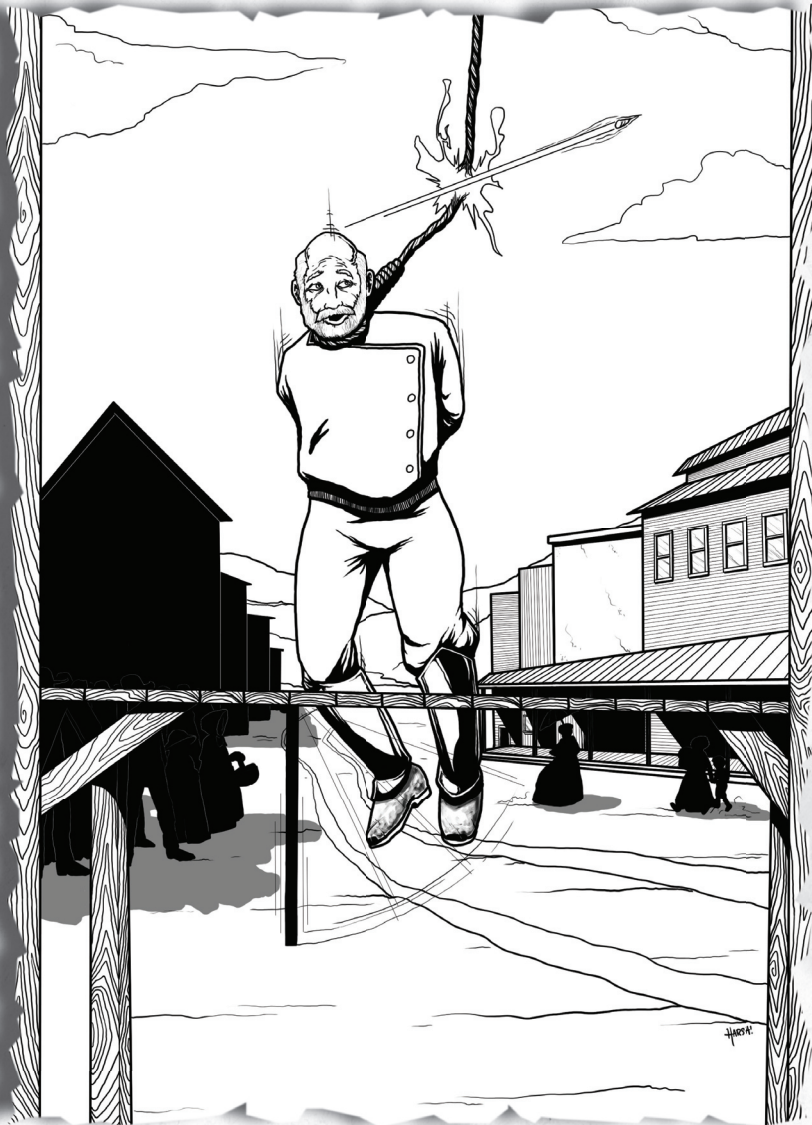
Secret GM Rolls

Occasionally, the GM will roll in secret for the PC. There are times when even a failed roll would give the player knowledge he wouldn't otherwise have. These are usually information rolls. For example, if the GM asks the player to make a Perception roll, and the player fails, the Character doesn't see anything out of the ordinary. But the player now *knows* that there is something out of the ordinary that his Character didn't notice. It's sometimes better for the GM to make the roll in secret, and only mention it on a successful result.

Selecting a Target Number

The second most important Job the GM has, when it comes to rules, is choosing the appropriate Rank of a Target Number, while the *most* important job is to do it quickly! It's better to choose a TN that isn't perfect than to slow the game looking up rules or being indecisive. Remember, the game's simple formula and premise, and rate everything on a scale of 1-10, with 1 being the easiest, 5 being average, and 10 being the absolute hardest. Pick a number and get on with the game!

You can use the chart on the next page as a guideline in picking an appropriate TN, but don't get bogged down in referencing it. When in doubt, just pick a number (5 is always safe) and keep the game moving. 3-8 is the most common zone because anything easier probably isn't worth rolling for and anything more difficult is getting into the realm of things the PCs probably shouldn't even be considering (except in dire situations).



Modifiers and the TN

On occasion, a favorable or unfavorable circumstance will cause a modifier to be applied to a Character's Attribute or Skill when making a roll versus a TN. While this modifies the Character's chance to perform a task, it doesn't affect the Target Number, ever.

Remember, the modifier is something that represents a situation that directly affects the Character and his abilities to perform a task successfully. The Target Number, on the other hand, represents the difficulty of the task. The TN always remains the same and when it was determined by the GM, all the elements of the task were already considered.

For example, if the GM has set the TN for breaking down a door at 5, it will always remain a difficulty of TN5. If the PCs use a heavy log to break down the door, the task has become easier for them to perform, thus giving them a modifier of +4 to their Physique Attribute roll when smashing in the door. The TN of breaking down the door remains 5, however, because the door is still the same strength regardless of what method the PCs employ in breaking it down.

Again, the GM shouldn't get bogged down in assigning modifiers. More often than not, all possible modifiers are considered beforehand when the GM determines an initial TN for a task. Modifiers should only really be added when the PCs come up with a more effective way to accomplish the initial task.

REWARDING THE CHARACTERS

The goal of playing *Wild West Cinema* is mainly to have fun and enjoy the company of friends. It is a creative social event. However, since there is no "winning" in a RPG, it is nice for the players to receive some reward for their efforts.

Target Number:	Basic Difficulty:
1	Simplex
2	Simple
3	Easy
4	Modest
5	Moderate
6	Hard
7	Difficult
8	Very Difficult
9	Extremely Difficult
10	Near Impossible

Players get a great pleasure out of watching their Character's personality and legacy grow, but it is also fun to see them get more powerful and efficient.

There are two types of rewards that were already discussed earlier, Experience Points (XP) and Story Points (SP). Chapter 2 told the players what they could do with these rewards, but this section tells the GM how to award them.

Awarding XP

At the end of each game session (approximately 4-6 hours), the GM will award the player with 1-3 XP. Each PC should be awarded 1 XP for simply taking part in the adventure. Award another XP for accomplishing some goals during the session. This doesn't have to be anything grand or important, but it should be something that progresses the action or story. Finally, award another XP for teamwork, good sportsmanship, and contributing to everyone's enjoyment of the game. Don't be stingy with the XP, or punish your PCs by denying them any, or chances are your players will stop showing up for your games.

- 1 XP for showing up
- 1 XP for helping progress the story
- 1 XP for good sportsmanship

Awarding SP

Story Points are another important reward and much more immediately gratifying. SP are a device used to make the game more fun and encourage players to have their Characters try heroic things by giving them the means to succeed against difficult odds.

All PCs get 5 Story Point at the beginning of each session. In addition to the free SP granted at the beginning of the session, GMs should award additional SP during play. These should be given out as rewards for good role playing.

Defining "good role playing" is a bit more difficult, as each GM will have different expectations from his players. Don't be overly generous or stingy with the SP. Expect to award 1-10 SP to each player during the game session, but make sure that they earn them. Don't give SP away for every little bit of role playing, just the exceptional moments. Some things that deserve SP rewards are:

Staying In Character: Having the PC do things

that the player doesn't think are extremely wise, but they know it's what the Character would do is staying in Character. This is especially important in regards to the Motivation, Moral Attitude, and Personality trait they chose for their Character.

Being Heroic: A Character who puts himself at risk to help his companions, another, or just because it's the right thing to do, is being heroic. This can be subtle or over the top dramatic, but if it is story altering, or potentially story altering, the Character should be rewarded.

Making It Fun: If players go out of their way to make the game fun they should be rewarded for it. This includes attentive playing, helping to move the game forward, appropriate in game jokes, or dramatically acting out their Character's personality with speeches and in-Character banter. Players won't always be able to do this, but when they do it particularly well, reward them for it. Be careful not to alienate shy players or poor actors; they deserve to be rewarded as long as they make an honest effort and do their best.

PCs with Skills of 10

Before you see the Fast Engine in action, you might be thinking that it is odd that PCs can gain Skills at a Rank of 10 before very long. This is on purpose. This game is about playing the cinematic heroes that you would see in a movie. They succeed far more often than they fail.

That doesn't mean that everything will be easy. A poor roll on the Luck Dice can bring a 10 Ranked Skill down to a 5 result. Negative modifiers for difficult situations can also bring Skill Ranks down considerably. As PCs become more powerful they will also run into opponents with higher than average abilities or attempt to complete tasks that are extremely difficult.

PCs might be able to take out one average outlaw with a single shot every round... but if they are facing 5 such outlaws, the PC still has some work ahead of him. The GM *does* need to be mindful of the fact that he never rolls the Luck Dice, and there will be times when it is impossible for NPCs with a Skill or Attribute Rank of 5 or below to win against a PC with an opposing Attribute or Skill Rank of 10 (the lowest result a PC with a Rank of 10 can have when rolling the Luck Dice is a 5, which will beat the NPC's Rank of 5 every time). The logical solution to this is that such skilled PCs should be facing tougher opponents to keep things challenging.

Extremely Powerful Characters

Wild West Cinema is written with the premise that Characters will be thinking about "retiring" after a year or two of real-time playing (assuming 1 game session a week, 52 game sessions a year...but that's a game design note, don't really calculate this). By this time they have made their mark on the world and, if they don't have a bullet in their back yet, they should think about retiring, starting a business or family, and getting off the dusty trail. Players are probably eager to create and start developing new Characters for a change of pace anyway. However, the players can continue playing their powerful Characters, facing new challenges or even playing out their new roles in the above suggestions, if the GM and players like.

CREATING ADVENTURES

Along with the snacks and soda, the single most important part of a role playing session is the mission the Characters are on, referred to as the *Adventure*. The adventure is the framework of the story the GM has laid out for the PCs.

The GM must create a basic plot outline, flesh out important NPCs the players will meet, and detail interesting locations they will visit. Since players are notorious for doing the exact opposite of what the GM expects, he must also be prepared to improvise all of the above on a moments notice.

Every time you get together to play *Wild West Cinema* it's called a game session. Sessions generally last from 2-6 hours (but, by all means, play as long as you like!). An Adventure can last a single session or span over many. Several Adventures that use the same Characters with a running theme are collectively called a *Campaign*.

STORIES IN THE WILD WEST

The Wild West is a rich tapestry in which to set stories. *Wild West Cinema* is even better, because it makes the Wild West much more dramatic and exciting. In fact, in many ways, the Wild West as it is perceived in movies and novels is as much a fictitious world as we see in the fantasy and science fiction genre. Use history and historical events to enhance the background of the story, but don't use it to drag the story into grim or dull reality. Remember, simulating reality is not what this game is about, it's about creating dramatic, dynamic, and exciting stories like you see in the movies.

The main backdrop of a good western story focuses on the fact that man is present in a wild and untamed frontier. Small pockets of civilization, that often aren't that civilized themselves, are separated by large chunks of hostile wilderness where each man is in charge of his own destiny and anything goes. Man is desperately trying to tame and civilize these lands. The PCs will become part of this taming, directly or indirectly.

The central plot of the western story is usually a classic one of good vs. bad. The bad comes in many forms, from corrupt Cattle Barons, Outlaws, and Gunslingers to Savage Indians, lawlessness, or nature itself. More often than not, the western is filled with many shades of grey, and while the PCs will almost always represent the "good", it's generally based on the final mission they accomplish, and not on the means that they accomplish it.

The single best way to become a good GM of *Wild West Cinema* is to watch plenty of good western movies and read plenty of good western books. These sources provide you with the feel of the genre and portray the atmosphere you are trying to create in your games. Note the mannerisms of the movie Characters (both good and evil) in dealing with the harsh world of the cinematic Wild West. Be cliché, and steal plenty of the elements from these movies and books, but never be afraid to push to boundaries beyond these, or history itself. In fact, use the cliché to your advantage by doing the exact opposite of what your players are expecting, and keep them on their toes.

NON-PLAYER CHARACTERS

Any person that is part of the Adventure and isn't a PC is a Non-Player Character (NPC). The NPCs are all controlled by the GM and are one of his most powerful story telling tools. The NPCs are what make the world come alive and give the Player Characters people to interact with.

A good GM must know the personalities and motivations of every NPC he runs to convincingly play them and bring them to life. Everyone, including the cowboy sitting in the barber shop, the mayor of the town, the pretty gal who runs the school, and the leader of the notorious outlaw gang are NPCs that you, as GM, will have to play.

NPCs interact with the PCs giving them reasons to adventure, people to fall in love with, traders to barter with, or notorious gunslingers to have a shootout with. Much like people in real life, the PCs have no idea what NPCs are going to do, or how they are going to react to the things they do... but those reactions are very important to how their life plays out. The cool thing is that, as GM, you get to determine how those NPCs react and what they do based on the actions of the PCs. Some NPCs will be there to help, some to hinder, and many will just be there for background, atmosphere, or window dressing.

Getting into the Role

NPCs with a lot of personality (even if it is cliché) are very important in a Wild West setting. Getting into the role of the NPCs can be one of the most enjoyable experiences you'll have as a GM. Don't be afraid to ham it up. Use different voices, make lots of facial expressions, yell or whisper if that is what the NPC is doing. Not all GMs feel comfortable acting out the roles of NPCs at first, but with practice you will find that it can be fun. Your players will appreciate the effort and get into their own Character roles more as they interact with flavorful NPCs. When the players start to remember, believe, and even care about (or hate) the NPCs in your adventure, you will know that you are doing it right.

Villains

Everything said about NPCs so far is doubly important for the villains. Sure, some will be there simply to gun down, but the truly memorable ones will be so much more. Take some extra

time to flesh out your villain's personality and motivations, to give the PCs a real reason to hate them (or at least *dislike* them a lot!). Give villains a quirk or two, like a glass eye that stares in the wrong direction, a distinctive limp that can be heard 3 buildings away, a rare gun he loves to fawn over, or just make him one mean hombre that only a mother could love.

The more your PCs dislike the villain, the more they will enjoy interacting with them... or putting them 6 feet under. On the flip side, consider letting the villain escape at the end of an adventure so the PCs can really dread meeting him again when they least expect it. Who knows, perhaps the next time they meet they'll have to join forces for a while to accomplish some task -- that will drive your players crazy with bottled up anger. Remember, the villain isn't just there to fight the PCs, but also to make their lives difficult.

Critters

Critters (animals) aren't technically NPCs, but they are also controlled and role played by the GM. Critters are much easier to play than most NPCs as their motivations are rarely complex. Horses serve as mounts, Mules are pack animals, and dogs serve as companions or guards. Wild animals sometimes attack people for food or to defend their territory as instinct dictates. Play animals logically and use them as story elements when it will enhance the adventure.

Bad-Asses

Some NPCs and Critters are designated as *Bad-Ass*. You will know this if they have a (BA) listed in parenthesis after their name like so: **Dirty Frank (BA)**. The Bad-Ass is an exceptionally tough and important NPC. Statistically Bad-Asses are created and played the same as any NPC with one huge difference: they can take 3 Hits of damage in combat just like PCs. To this end, Bad-Asses are much more resilient than the run of the mill NPC.

Bad-Ass Story Points (Optional): If the GM likes, he can give any of his Bad-Ass NPCs 1-5 Story Points to spend during a game session. This makes the Bad-Ass a little tougher and less predictable.

Bad-Ass Luck Dice (Optional): The GM never rolls Luck Dice, remember? Well, if the GM wants to roll the bones, he can choose to

roll Luck Dice for any of his Bad-Asses. If the GM chooses to do this, he needs to be consistent and do it for all of his rolls. It is advisable to let the PCs know before the first roll that this is how you plan on running this particular Bad-Ass so they don't get the impression you are "cheating" to try and make their life more difficult.

Creating NPCs & Critters

Non-player Characters and Critters do *not* use the same creation process as Player Characters. The GM simply assigns the NPC the abilities, equipment and personalities they think they should have based on their concept and purpose. NPCs need not follow the same balancing structure and restrictions that PCs have during creation. To help the GM out, a good selection of generic NPCs and Critters are already detailed in the next chapter, but sooner or later you will want to create some NPCs of your own devising to challenge your PCs or to fulfill specific purposes.

GETTING ADVENTURE IDEAS

It is possible to always run adventures that someone else has created (*The Gatling Decision*, included as chapter eleven in this book is a sample adventure), but in time, most GMs will want to create their own. The first step of the process is coming up with an idea for the adventure. Sometimes, this comes rather easy. Other times, you have to think about it a little (or a lot). The following are three methods of coming up with good adventure ideas.

Inspiration

Inspiration for a good adventure can come from almost anything. History, movies, books, comics, cartoons, and even real life current events offer plenty of stories that can be used when altered slightly to fit the Wild West genre. Obviously, the best forms of inspiration will be genre specific Wild West movies or books (some of the extensive Wild West book series available are almost begging to be converted into *Wild West Cinema* adventures.). Feel free to

borrow or steal from anything for your personal adventures. Most movie and novel plots are time tested and variations on a theme anyway. Take these stories, change them around, and make them your own. If a movie or book is obscure enough, you can even use the entire plotline without any changes at all, other than throwing the PCs into the mix.

Brainstorming

One of the most popular ways to come up with a story idea from scratch is brainstorming. When brainstorming, simply sit down with a blank piece of paper and start thinking. Jot down anything that you come up with that is even remotely interesting, or that you might want to include. For example you might want to include a treacherous Soiled Dove as the villain, or perhaps a bank robbery, or some type of mystery, so you jot them down.

After a while, start to look at your ideas and elements you've jotted down. Focus on some of those that you think are more interesting. Then, start to think about what makes them interesting, or what would make them more dynamic or unique. For example, what if the Soiled Dove was the leader of a gang that is terrorizing a small frontier town, but no one knows she is the gangs mastermind? What if they are planning a heist on the local bank that protects the payroll of the local silver mine, What if they plan on stealing all the money and replacing it with counterfeits so they are long gone before anyone notices?

Now look at the things you've fleshed out a bit, and start to develop ways that they might go together. Soon you will find a link you will want to develop even more. Perhaps the Banker visits the Soiled Dove for her services, and she gets information from him in the heat of the moment? Her gang has already been spreading around counterfeit coins and the federal government has found out about it, what if the PCs get deputized to get to the bottom of it? What if one of the PCs is the brother of the Banker, or perhaps the Soiled Dove? Before you know it, you will have a story that you can put the PCs right in the middle of.

Player Driven

Another good way to come up with ideas for adventures is to let them be Player Driven.

What this means is to let the players have a hand in what you write. This can be as direct as asking them what type of things they want to do and catering to their desires. If they want to be outlaws and rob trains, design a train, detail the people on board, and let them go for it.

Another way is to look at their background story and draw ideas from that. For example, a PC might have the "Love" motivation and mention that he moved out west to be with his sweetheart, but once he got there he couldn't find her. You could use this idea as a plot seed for an adventure based around finding out what happened to that PC's long lost lover.

Another way to create a player driven adventure is to simply throw them into a situation and let them create the adventure themselves. Put them in the center of Dodge City and ask them what they want to do. Use this last method sparingly as it can often backfire. On occasion, the PCs will have a grand time doing whatever they want and causing all types of trouble, but sometimes players will be bored without any kind of direct or obvious course of action for their PCs to take.

ELEMENTS OF AN ADVENTURE

Now that you have an idea for the plot, you need to flesh it out into a full adventure. Before you can do that, you'll need to know just what kind of information is necessary to make the adventure work. What follows is a systematic list of the elements that you should consider including when you write an adventure. Some people meticulously detail these, while others simply make an outline and fill in the details as they go. Experiment with different styles of writing and go with the one that suits you the best.

The Scenario

A scenario is the main plot behind an Adventure or the reasons the PCs are undertaking the Adventure. This can be as basic as exploring the frontier or hunting down a gang of stagecoach robbers. It can also be as complicated as infiltrating the local cattle baron's ranch to find out who is behind a string of political murders plaguing the territory and ruining its chances of gaining statehood. There are two basic types of

scenario, open-ended or linear.

Open-Ended: Open-ended adventures are those where the PCs can go anywhere and do anything. The GM throws them the plot and the PCs go whatever direction they want with it, and the GM reacts to what they do. This means the GM must do a lot of planning in advance and, in turn, prepare a lot of unused information. On the flip side, the GM may choose to simply run the entire thing "on the fly", improvising everything as he goes.

Linear: Linear adventures are a bit simpler to design and recommended for the new GM. Linear adventures give the PCs the plot and then place them in pre-designed situations and locations. The outcomes of these generally lead to other pre-designed situations or locations (depending on what the PCs do). By the time the PCs have gone through the plotline of situations, they have completed the story and adventure.

When using a linear adventure, you must make sure not to make the players feel as if they have been "railroaded" into making certain decisions. The key of the linear adventure is to make the next scene seem to be the most logical course of action, so the PCs decide to proceed to it on their own. Do not *force* the PCs to follow the linear path or they will lose interest quickly. Be prepared to improvise if they go off course, and look for ways to steer them back to the adventure of their own accord if they stray too far. Of course, if the new direction is more exciting than the original plot line, you might want to just continue to go with it.

GM information

The GM must figure out all the behind the scene things the players won't know right away, sometimes these things may never be discovered by the PCs but are important all the same. These can be events that have already happened that set up the adventure or those that are going to happen soon. This might include the motivations of NPCs, things that will happen if the players do or don't do something specific, and the famous double crosses and surprises the adventure will contain. If the adventure has an overarching story line, the GM will want to outline it now. A good outline will help you formulate your thoughts and help with the writing and running of the game.

Players' Introduction

After the scenario is chosen, the back-story has been developed and any other GM information has been noted, you have to figure out how to get the PCs involved in the story. The opening scene or narration usually accomplishes this. Sometimes, you will want to read an introduction that already puts the PCs into the mix. Other times, you will want to put them in a place right before the story starts, and let them role play their way into it.

Situations & Scenes

Once the GM has determined the plot and how to involve the PCs, he is ready to create the body of the story. This usually involves creating, and putting the PCs into situations that must be resolved. Once one situation is resolved, it generally leads into a new situation that must, in turn, be resolved. By the time we get to the final situation and conclusion, we have told a complete story. Often times, the PCs will create

their own situations and you must improvise these. Situations can include things like combat, exploring a location, riddles or mysteries that must be solved, or conversing with a NPC. Each individual situation is usually expressed in the adventure as a "Scene". As you design the scene, you should describe the situation and predetermine the results of the most *obvious* choices the PCs might make. Even if they don't make these obvious choices (and they usually don't!), knowing how to proceed if they do will be a great help in determining the result of any other decision they make.

Locations

Sometimes, a situation comes in the form of a location. This is a place is usually mapped out and keyed. When the PCs enter certain locations, they trigger the situation. For example, a map of a rancher's barn shows the hayloft where the renegade Indian is hiding. When the PCs get to the top of the ladder leading to the hayloft the Indian attacks with his tomahawk. If they don't climb the ladder, the Indian remains hidden and nothing happens. Another example in the same location would be if the PCs remember that the Indian is wounded and they look around for blood. The GM may have noted that there are some fresh drops of blood on the ladder leading to the hayloft and the PCs can notice them by making a Perception Skill roll against a TN of 6. If they make the roll, they will probably guess the Indian is in the loft and plan accordingly.

Maps

The GM will find it very handy to draw maps of important locations, especially those locations where important fights are likely to take place. A map will help you to describe the area to the PCs and will help you to answer their questions about the location quickly, consistently, and with accuracy.

The best way to map locations is on graph paper, with each square equaling 5 square feet (or 1 Unit, which will make determining movement and ranges in combat that much easier) indoors, and any appropriate scale outdoors (whether it be 10 square feet or 20 square miles). When the maps are completed, you should make a *Map Key* by labeling important locations with numbers (or letters if you like). Use these numbers to write corresponding descriptions of each land feature, city, building, or room



depending on the maps scale.

Map Key description should include what the PCs can see, what they can't see but might find out if they search, things that may happen when they enter the location, and any NPCs found there. If you plan on using miniatures, you may want to draw a scale map of an area where an important fight will take place before the game session. Otherwise, you can simply sketch them out on a large battle-mat, or use the bare table top and have a ruler handy.

Supporting Cast

You must make sure to create, or copy down, the statistics of any Critters or NPCs the PCs will encounter during the course of the adventure. If the NPCs are going to be interacting with the PCs make sure to note their Moral Attitude and Personality Traits, what information can be obtained from them, and any other notes that will make role playing them easier and more fun. If you are going to be using miniatures, it is a good idea to pick out an appropriate miniature for the NPC or Critter before the game session starts and have it handy when encountered.

Cash

When creating your adventure, you will want to determine how much monetary reward you want to give your PCs. These Character rewards are good and fun but make sure not to overdo it. PCs can easily get rich and will no longer have a need to adventure if they become grossly wealthy. Keep monetary rewards modest, and come up with reasonable ways to part the PCs from their money, such as paying for boarding houses, meals, drinks, Soiled Doves, new horses, and equipment. PCs can always be robbed, too, but use this sparingly and as part of a story that gives the PCs a chance to get revenge or they will feel cheated by the GM.

Always keep in mind how much cash the PCs can actually carry (coins tend to weigh a lot). Finding a safe full of Gold Eagles is good, but don't automatically allow the PCs to transport it to the bank. Transporting and protecting such a horde can prove to be an adventure in and of itself, especially if outlaws, bandits, or even the law know the PCs have it.

Conclusion

It is helpful if the GM makes any important notes about how things wrap up. A simple example could be:

After the PCs destroy or break up El Diablo's band of outlaws, they can return to town. There, they will be greeted by the overjoyed residents. Bob, the barber will offer to give them a free shave, while Lady Vanessa offers them a clean bath and their choice of her prairie nymphs. The Mayor is more than happy to pay them the \$100 he promised.

The conclusion should also note any additional rewards the GM plans to hand out and any notes on bonus XP or SP that apply.

At the end of an adventure, it is worth the time to think about any further or related adventures that can follow the one just completed. The way the PCs concluded the adventure can lead directly into a number of adventures. For example, if the Bandito El Diablo is still alive, he might form a new band of outlaws with the main goal of killing the PCs. If the PCs capture El Diablo and bring him back to the sheriff, he might escape before the hanging, and the PCs will have to ride out with the posse to track him down. If the PCs kill El Diablo, they might unknowingly run into his Bad-Ass wife, who runs a bawdy house in the next town the PCs visit.

Props

While not technically an element of the adventure, props can greatly enhance your performance as a GM. Props can be very simple to make, with the most common being the Player Handout. A Player Handout is simply something on paper that you hand to the players. This can be a map, a wanted poster of the villain, a page from a news paper, a note written to the PCs from the governor of a territory, or an illustration of a room or NPC.

Particularly motivated GMs might find some minor costumes to use when portraying NPCs. For instance, a ratty cowboy hat to wear when playing Biscuit, the chuck wagon driver, or a fake handlebar mustache to wear when playing Bigby the Mayor, or perhaps an Eye patch for One Eyed Bobby.

CHAPTER TEN

THE CINEMATIC WILD WEST

TO HELL WITH HISTORY

Most people who become enamored with the Wild West genre do so through movies or novels. These fast paced action adventures of gun-slinging heroes, dastardly villains, savage Indian warriors, and saucy prairie nymphs really get a person excited and wanting to live the adventure themselves!

THE BORING REALITY

Unfortunately, most of what we see in the movies is terribly inaccurate, even in many movies that are supposed to be based on real Characters and events. The real Wild West was actually very different. For example, the typical Colt pistol was pretty awkward for most cowboys to wear, it was hard to draw fast, and was only accurate over a few feet. Most of the gunfights we see in movies would be near impossible with such a weapon. Another common fixture in the movies is the saloon where we can almost always expect a gunfight. In reality, shootings in saloons were uncommon and most bar owners enforced rules making patrons take off their guns at the door.

THE WILD WEST CINEMA WORLD

Fortunately for you, this chapter isn't a boring history lesson, not even close. In fact, if you use the material here to write a term paper you are sure to get a big ol' **F**, and the school marm is likely to beat you with a ruler. The following is simply a list of the elements that are commonly found in Wild West movies and novels and should provide inspiration for your own setting and adventures. The material presented here gives a brief taste of these Wild West standards as they appear in the world of *Wild West Cinema*.

You'll immediately notice that no historical dates

are given for anything. Part of the goal of this game is to free you from such balls and chains. *Wild West Cinema* flips history the bird and allows you to mix any and all of the elements of a good western to your liking. It doesn't matter that the Texans were fighting Mexico over 30 years before the railroads were traveling west. If you think those two elements make for an exciting story, by all means mix them together! Be cliché, mix elements, and give historical things a new twist. Take a cue from Buffalo Bill's Wild West show and make your *Wild West Cinema* world bigger and more exciting than the Wild West ever really was.

Don't get me wrong, much of the material presented here is based on fact, but an equal amount is based on pure fiction spawned first by dime novels, and later by movies, television shows, and more modern books. But, for the purpose of this game, we aren't going to dwell on comparisons between what is real and what is fictional any longer. What you read here is the way it is (unless you decide to change it for your game). If you would like more actual historical facts about this colorful time period, make sure to visit your local library or use the Internet.

ELEMENTS OF THE WILD WEST

Bad Girls

Women will represent many people in your game, from the sweet school teacher and the feisty settler's daughter to the saucy Prairie Nymph and the snotty general store owner. But when the ladies strap on the guns, as a PC or NPC, they are HOT in *Wild West Cinema*! Bad Girls wear sexy clothes like tight pants and mini skirts, boots with spurs, flowing dusters, and tops that sometimes pass for undergarments. They are quick with a gun and only fall for men who can outshoot them. Bad Girls always manage to look like they just came out of a salon, even if they are just getting off the dusty trail.

Bawdy House

Run by the shrewd and attractive older madam, the bawdy house (or sometimes referred to as the whore house) is a great location to unwind... and sometimes gather information. Prairie Nymph is the title of the working ladies in the fancy ones, while Soiled Dove is the more common name in the lower class establishments. Make sure to have a few man-whores if you have female PCs. Give the PCs a chance to establish a relationship with a "regular gal" if you like; it can make a great background story element. Perhaps that girl expects the heroic figure of the PC to take them away from it all one day. Prices of a good time will vary from \$1.00-\$10.00 based on quality.

Bounty Hunters

Due to the rewards offered "dead or alive" for the plethora of outlaws in the wild west, some people become Bounty Hunters, making a living off capturing or killing these wanted men. More often than not, wanna-be bounty hunters end up killing some innocent man by mistake or dying by the hands of the outlaws they are trying to kill. Professional Bounty Hunters are generally ominous persons who strike fear into the hearts of both their prey and everyone around them. Bounties usually run from a couple hundred dollars to \$20,000 for the most famous and notorious bad guys. (See also: *Outlaws*)

Buffalo

Buffalo run wild on the plains. Indians rely on them for meat, leather, and use their bones for other things like tools and weapons. The "white man" is notorious for simply killing them for sport and in mass, often simply leaving the carcass to rot where it falls. You can use the Buffalo as a simple cause of animosity between the Indians of the area and settlers.

Cattle Kingdom

Cowboys will sometimes refer to the Great Plains as the "Cattle Kingdom". The rulers are, of course, the powerful and shrewd businessmen who fund the cattle trade. These Cattle Barons get rich off the hard labors of the cowboys (or Buckaroo) with little concern for the environment or anyone who stands in their path. Cattle barons in *Wild West Cinema* are almost always crooked, greedy, and cruel. They set up huge syndicates, and typically have politicians and the local sheriff on their payroll. When two such

Cattle Barons tread into each others territories and profits, it is likely that a war or feud will break out. Needless to say, this is a great background for several adventures the PCs can go on. (See also: *Ranches*)

Chuck Wagon

"Chuck" is cowboy slang for food and the grub-slinger who served it up drove a cart full of supplies called the chuck wagon. Grub-slingers make great comic relief and sources of gossip and information.

Civil War

If you like, the Civil War (or its remnants) can rage on during your campaign. This war was fought for a lot of reasons, and technically wasn't even really a civil war (since it wasn't fought to gain control of the country), but as far as *Wild West Cinema* is concerned (and for simplicity sake), it is simply a battle to retain the Union, keep the southern states from succession (which they were legally able to do), and for the abolishment of slavery (which honestly wasn't the primary reason for the war, but is often cited as the reason). To this end, the blue-clad North (The Union), led by President Abraham Lincoln and Ulysses S. Grant, is often assumed to be the "good guys". The grey-clad South (The Confederate States), led by Robert E. Lee, tend to take on the role of "bad guys". Let the PCs decide which side they hold allegiance to.

Frontier Town

A western town usually develops to cater to the need of cowboys, settlers, prospectors, frontiersmen, and of course PC adventurers. Most are small and self contained with a main street of businesses and a dirt road leading straight through, possibly with a few side streets. The roads are lined with wood planked walkways and the stores usually include a Saloon (or 2, or 3), Post Office, Hotel, General Store, Bank, Church, Livery & Stable (\$.50 per night/horse), Barber Shop (Shave & Haircut \$.25), Bawdy House, and perhaps a Railroad Station. Outside of town you might find houses, farms or ranches, or perhaps a mill of some kind. Perhaps you will find nothing but miles and miles of dust.

Fur Trade

Employed by fur companies or as independents, mountain men hunt streams and meadows

looking for beaver pelts or hunting Buffalo. Mountain Men are good for providing aid or conflict in the middle of nowhere and often notice odd goings on that they can relate to the PCs.

Going West

People (settlers, entrepreneurs, and adventurers) are constantly on the move west from the more civilized lands to the east. They are explorers in small bands, lone trappers or adventurers, but most often they are settlers and farmers in long wagon trains. These wagon trains always seem to encounter all kinds of trouble from Indian attacks, Outlaw attacks, and Cowboys who don't want these sodbusters coming and settling on the land where their cattle grazes. Helping a band of settlers travel to their destination can be a good adventure for the PCs. Not only can this include outside conflicts, as mentioned above, but also internal conflicts from the settlers themselves, who may have secrets or ulterior goals of their own.

Gold Fever

There's gold in them thar hills! Everyone wants in on the take of surface gold that can be mined and panned for in California, and many people come looking for an easy fortune or a new life.

Big companies can't wait to move in with their heavy equipment and start digging for the real payload. Sometimes, these companies resort to underhanded tactics to get rid of miners and settlers staking a claim.

Hotel

Almost every town is going to have a Hotel for your PCs to set up shop or stay the night. Rooms cost \$.50 per night or \$1.50 per week. Room and board costs \$2.50 per week, while a good meal on its own costs \$1.00. A cup of coffee costs \$.05. Hotels can often serve as the PCs' "safe haven" until the villain finally sends a crew of his men over there to bushwhack them.

Indians

Indians live in nomadic tribes and are led by a wise old chief who always seems to have a brash son who disagrees with his father's ways. They wear leather loincloths and clothes with lots of

frills and feathers, and sometimes don war-paint when they are pissed-off. In battle, they fight savagely and wield tomahawks, spears, and bow & arrows. On occasion, they will use rifles. Indian tribes either take the role of savage warriors who hate the white man for stealing their land and killing their people or they are peaceful misunderstood people who are victim to the white mans cruelty. Use Indians as villains or victims as your story calls for, although the villain role is the one most commonly used in the classic cinematic Wild West story. There are literally hundreds of Indian tribes, but stick with the well known ones like Sioux, Apache, Comanche, Navajo, or Cherokee.

Lawmen

Lawmen are there to keep order (most of the time). In *Wild West Cinema*, many lawmen seem to be there to make the PCs lives hard, while being totally ineffective against everyone else. There are generally four types of lawmen, the bumbling idiot, the noble but weak or unsupported one, the noble and tough one, or the cruel hard-ass that isn't much better than the outlaws he kills (and is often corrupt, or on the payroll of a businessman or politician).

Honest Lawmen tend to need the PCs' help a lot, and often get killed themselves early in the adventure leaving everyone else to the whims of the murderer. If you're looking for an easy hook for adventures, make one of the PCs the Sheriff or have them all ordered to take part in a posse.

The town Sheriff and his Deputy are usually elected (sometimes out of fear or crooked means). The tougher and more effective Federal Marshals are appointed by the US government. Either one is usually outnumbered by the outlaws they face and often form up a posse of eager volunteers to help out. In Texas, the Texas Rangers ride. This tough organized force of crime fighters puts down rustlers and other outlaws with an iron fist.

Long Drive

Rounding up and getting cattle to the rail stations hundreds of miles away is called "the long drive". PCs will often encounter cowboys on these, before they are about to leave, or when they are causing trouble in town on their return (spending the little cash they just earned). Here

are the names of some trails you can use for atmosphere: Goodnight Trail, Platchers Trail, Western Trail, Shawnee Trail.

Longhorns

The ill-tempered Longhorns are the coolest and most stereotypical type of cattle of the west, so use them. All Longhorns are branded with the symbol of their owner, so use this to indicate thefts and perpetuate mysteries (like having one brand that mysteriously covers another one). When branded cattle is sold, there will always be a bill of sale, and anyone caught without such a bill of sale will be considered a rustler, and most likely strung up then and there by any cowboys who catch them. Rustling cattle is considered one of the worst crimes in the Wild West.

Mexicans

Mexican villages and border towns are built of adobe, in the middle of nowhere, and the residents are almost always poor peasants. Sometimes, these villages will be oppressed by an arrogant militant Mexican leader who thinks of himself as some kind of dictator. Mexican banditos and gangs are a rough lot who wear sombreros, bandoleers of ammunition, and are always well armed and ruthless outlaws. Mexican banditos are always sweaty and look as if they have some dirt rubbed on their face.

Nighthawks

When a cowboy stands guard at night, he is called the "Nighthawk". They keep an eye out for rustlers, Indians, Rattlesnakes, Wolves, Cougars, Pumas, Coyotes, and most likely the PCs.

Outlaws

Outlaws are cold blooded killers, robbers, or both. The Wild West is so full of these undesirables that they are officially put beyond the protection of the law. Citizens are invited to capture or kill them (sometimes with a reward) with no repercussions. Outlaws, and their exploits, tend to be over glorified by Dime Novels and many are actually considered to be heroes, of a sort.

Captured outlaws are generally imprisoned and then hanged, lynched and hanged, or just hanged. Most end up at the end of a rope sooner or later. Some wind up in Yuma prison, which is supposed to be the most fortified prison around. The really cool outlaws almost always

escape punishment until the PCs can deal with them personally, preferably at high noon. GMs are advised to ignore real historical outlaws and make up their own dastardly villains. This way PCs will feel like they are making a real difference in the world, and are the true star of the story.



Pony Express

If you need a letter, document, or small package there sooner than later, the pony express is your answer! 80 riders, 500 horses, and 190 relay stations make this rapid mail service work. A Pony Express man rides like the wind between stations only stopping for 2 minutes at each to change to a fresh mount (and probably take a piss). Sending something small this way costs \$5, while normal mail (via the stagecoach or railroad) only costs a half-dime (\$.05). A good adventure hook is to have the PCs hired to find out what happened to a missing Pony Express man.

Presidents

Since it might come up, here are the presidents of the USA during, and around, the time of the Wild West: Abraham Lincoln, Andrew Johnson, Ulysses Grant, Rutherford Hayes, James Garfield, Chester Arthur, and Grover Cleveland. Pick the one that you like the best for your campaign.

Saloon

The saloon is the most common, and numerous, business in any frontier town. There is always Gambling and drinking going on in the local saloon, with its swinging double doors (batwings) and its bowler wearing piano player (at the finer establishments). Fighting and shootouts are common, with the loser being casually hauled out back and thrown in the alley. All types fill the room, from cowboys and outlaws to townsfolk and scantily dressed prairie nymphs. Don't plan on ordering anything other than beer or whisky without trouble.

Upstairs, you might be able to rent a room or bath, and might even get one of those prairie nymphs to accompany you, for a price. A Glass of beer will cost you \$.05, a large shot of whisky costs \$.10, while a full bottle costs \$2.00. A bath is \$1.00 (and it might not be clean water), and a room will cost you \$.50 per night.

The above is a stereotypical saloon in a good sized town. Many saloons aren't nearly as colorful. Some are nothing more than a tent, two barrels with a board across the top for a

bar, and a steady supply of whisky. The saloon is generally the first business to take root in any town.

Silver Mines

Silver isn't as easy to get at as the surface gold of the Gold Rush. Silver had to be mined for by digging deep tunnels and looking for the blue sand that was the telltale sign of a profitable vein of the precious metal. Many such mines were claimed and dug to no avail, and many were abandoned after they played out. Such abandoned mines are great places for people to "disappear" without a trace.

Entire towns can sprout up around a single productive silver mine, and PCs will find plenty of adventure in such towns.

Stagecoach

The Stagecoach is the principal means of transportation for most people, especially if a train doesn't go where you are. It's called the Stagecoach because it makes its journey in stages, stopping to change worn horses for fresh ones.

A Stagecoach is generally pulled by 4-8 horses, carries 4-14 passengers (with the most expensive seats being the ones actually inside of the stagecoach, with everyone else holding on for dear life on the outside), and covers 40-60 miles per day. Mail, money, and other valuables are often aboard too.

Each Stagecoach generally has 1 driver, and one "Shotgun", an armed guard. Stagecoaches are a favorite target of outlaws, banditos, and angry Indians. Tickets to ride the stage cost \$3.00 per stage, or about 1 day of travel.

Ranches

Ranches are owned by a "Boss" or Cattle Baron. He has several loyal cowboys working for him and living on location in bunk houses. Ranchers are always feuding (the Range Wars) with homesteaders (Sodbusters) because they come in and claim land and put up fences where the ranchers used to graze their cattle. Ranch Bosses can be quite aggressive when it comes to getting rid of undesired Sodbusters. This can be the theme of many adventures as the PCs are hired to protect the homesteaders, or by the Cattle Baron to get rid of them.

Railroad

The railroad is a major life-changer in the Wild West, making travel and transportation much easier and making the cattle drives much shorter. Railroads are owned and funded by ruthless businessmen who are notorious for thinking only of progress and profit. The railroads themselves are built by cheap labor and Chinese or Irish immigrants. These rail workers are paid poorly and often die in accidents, wild animal attacks, and Indian attacks. Since locomotives can't climb a steep gradient, tracks have to be on level ground. Tunnels need to be dug, hillsides blown away, and bridges built. The railroad must go through, and the owners usually stop at nothing to remove "obstacles" from their path, one way or another (including hiring thugs and outlaws to remove land owners).

Telegraph

There is a telegraph office in every railway station and stagecoach station. This can be used to send fairly quick messages from one place to another. Messages are kept as short as possible and cost \$.50 per word.

Trains

Trains run on the railway and carry cargo and passengers. Robbers, Indians, and banditos are hopelessly drawn to trains and their big payloads. A train will usually consist of the engine that runs on steam, tender car (that carries its fuel, coal and water), the Express car (that is usually guarded and carries a safe and valuables), then passenger, cattle, cargo cars, and finally the caboose. Trains travel 25-30 miles per hour. A ticket from one town to the next costs \$2.00.

NPC STATISTICS

A lot of interesting people were mentioned in the previous section, they are listed in the following pages in alphabetical order. This section gives game statistics for them so you can use them in your games without much work. The more you play Wild West Cinema, the more you will want to modify these statistics and create your own NPCs to challenge your players. Each NPC stat block that looks like this and has the following information:

Name							
Moral Attitude: Personality:							
AG	BR	PH	PR	A	D	G	UD
X	X	X	X	X	X	X	+X
Special Abilities:							
Equipment:							

Name: This is the simple the generic title of the NPC type. If the Title is followed by "(BA)", in parentheses, then this NPC is a certified Bad-Ass, which indicates that they can take 3 hits in combat just like PCs. All other NPCs can take only one hit as normal. The name is followed by a brief description.

Moral Attitude & Personality: For NPCs, a Moral Attitude and dominant Personality trait are listed. This is simply a starting point to help you role play them with minimum work. Feel free to change or ignore these as your adventures require, or as your vision of an NPC dictates.

The Stat Block: The Stat Block lists the basic statistical information you will need to play the NPC. This includes Agility (AG), Brains (BR), Physique (PH), Presence (PR), Attack (A) (which is used for all NPC Attacks including Fighting, Shooting, and Throwing), Defense (D), Grit (G), and the Unarmed Damage WDM (UD). Any Skills for NPCs are considered to be equal to the Linked Attribute unless listed specifically in the Special Abilities section. Note that Unarmed Damage is the total WDM and you don't have to add the +2 for using fists.

Special Abilities: Some NPCs have additional Special Abilities or Skills higher than the Linked Attribute. These are detailed here. Some Special abilities are game rules that grant the NPCs tactical advantages in combat. Some Special Abilities relate more to the role playing of the NPC and social advantages he has due to his profession or status.

Equipment: This is usually the weapon type the NPC commonly carries. It can be assumed that he has enough ammunition for any fights he is involved in. Some other personal items may be listed that are on the NPC's person or close by. The GM should feel free to add any other personal items that he thinks the NPC may have.

NPC LIST

Army Officer (BA)

This is either an active military officer or a retired vet. They are generally disciplined and organized and find those that aren't irritating. Some who leave the service tend to forget that they aren't still active military, and expect other men to treat them with respect simply because of their past profession. Some Army Officers are deserters, leading bands of men who also deserted. In this case, the unit still functions as a military unit would, although they are little more than an outlaw gang now.

Army Officer (BA)

Moral Attitude: Opportunist

Personality: Logical

AG	BR	PH	PR	A	D	G	UD
5	6	5	6	7	5	6	+4

Special Abilities: Leadership -- Men under the command of an Army Officer will never run away during combat unless the Officer is dead.

Equipment: Heavy Pistol, Watch, Army papers, 1D6 x 10 dollars

Army Sergeant

This is a grizzled veteran who saw enough combat to be experienced, and somehow managed to stay alive long enough to be promoted. Army Sergeants tend to be larger men who are physically imposing enough to keep soldiers in line. They tend to be gruff and grumpy, and have little tolerance for questions from their subordinates.

Army Sergeant

Moral Attitude: Opportunist

Personality: Grumpy

AG	BR	PH	PR	A	D	G	UD
5	5	7	6	6	6	6	+4

Special Abilities: Resilient -- The Army Sergeant can ignore the first Hit of damage he takes in a given encounter.

Equipment: Heavy Pistol, Army papers, 1D6 x 5 dollars

Army Soldier

This is the line troop. Some are competent soldiers while some are little more than militia (willing or not). Most soldiers are poor men who joined the military for a paycheck, while a few are romantics who believe they are fighting for god, honor, and country.

Army Soldier

Moral Attitude: Opportunist

Personality: Pessimistic

AG	BR	PH	PR	A	D	G	UD
5	4	5	4	6	5	5	+4

Special Abilities: None

Equipment: Heavy Pistol or Rifle, 1D6 dollars

Bad Girl (BA)

Bad Girls are the tough female hombres who strap on a six-gun and know how to use it. They come in all types, evil bitches, cute flirts, even childish innocents. They all have two things in common; first, they are sexy as hell, and second, they are kick-ass tough!

Bad Girl (BA)

Moral Attitude: Selfish

Personality: Confident or Arrogant

AG	BR	PH	PR	A	D	G	UD
7	5	4	7	8	7	5	+4

Special Abilities: Quick-draw -- The Bad Girl can draw her weapon as a free action. Man Hater. The Bad Girl has a 9 Attack Rank when facing men.

Equipment: 2 x Heavy Pistols, 1D6 x 10 dollars

Bartender

A saloon couldn't function without the bartender, who is often the saloon owner. The Bartender can fill many roles. He can be comedy relief, a source of information, an employee or spy of the bad guys, simply background, or even a trusted friend of the PCs.

Bartender

Moral Attitude: Law-Abiding

Personality: Friendly or Honest

AG	BR	PH	PR	A	D	G	UD
3	5	4	4	5	4	5	+4

Special Abilities: None

Equipment: Shotgun (under bar counter), 1D6 x 10 dollars (in the bar till), Quality whisky (1 bottle under the bar)

Bounty Man (BA)

With so many outlaws out there with prices on their heads, there are bound to be men out there hunting them down. The Bounty Man is a fearsome and relentless hunter of wanted men. He rarely cares if his intended target is guilty of any crime or not.

Bounty Man (BA)								
Moral Attitude: Selfish								
Personality: Aggressive or Mysterious								
AG	BR	PH	PR	A	D	G	UD	
6	5	6	8	8	7	7	+5	
Special Abilities: <u>Outnumbered</u> -- The Bounty Man can multiple fire 2 shots a round without the usual penalty.								
Equipment: Rifle, Heavy Pistol x 2, 1d6 x 10 dollars								

Buffalo Hunter

Buffalo are plentiful on the frontier and some men have taken to hunting them for meat and pelts. Unfortunately, some of these Buffalo Hunters are in it for the sport alone, and kill Buffalo by the hundreds and leave the carcasses to rot with no regard for the creatures or the Indians that rely on them for food.

Buffalo Hunter								
Moral Attitude: Opportunist								
Personality: Rash								
AG	BR	PH	PR	A	D	G	UD	
5	4	5	4	4	4	5	+4	
Special Abilities: <u>Shooting from Horseback.</u> -- The Buffalo Hunter can shoot a shotgun or rifle from moving horseback without suffering from the unstable surface penalty.								
Equipment: Shotgun								

Cattle Baron (BA)

The Cattle Baron is the rich ruthless businessmen who owns and control a ranch. They have several loyal Cowboys working for them and own hundreds, or thousands, of head of cattle at any given time. The Cattle Baron hates the sodbuster settlers who are claiming and fencing off grazing lands that they think are rightfully theirs.

Cattle Baron (BA)								
Moral Attitude: Selfish								
Personality: Aggressive								
AG	BR	PH	PR	A	D	G	UD	
4	7	5	7	6	6	5	+4	
Special Abilities: <u>Loyalty</u> -- The Cattle Baron's men are loyal, and will not run away in battle or abandon their boss unless he is dead.								
Equipment: Rifle, 1d6 x 20 dollars								

Citizen (Townfolk)

From the shopkeeper, to the stagecoach passenger, to the school teacher, the Wild West is filled with normal folk who just want to live in peace. These are the folk the PCs will find themselves helping, and rescuing, more often than not.

Citizen (Townfolk)								
Moral Attitude: Law-Abiding								
Personality: Any, generally Friendly								
AG	BR	PH	PR	A	D	G	UD	
4	4	4	4	3	3	4	+3	
Special Abilities: None								
Equipment: 1D6 dollars, single shot hunting rifle or shotgun at home								

Cowboy

The rough and tumble Cowboy is the staple of the Wild West. These good old boys work for the Cattle Baron, tending to his heard, manning his ranch, and fighting for him. They are hard workers on the range, but when they get back off the trail, they are even harder partiers and terrible troublemakers.

Cowboy								
Moral Attitude: Opportunist (Chaotic if drunk)								
Personality: Any (Confident when drunk)								
AG	BR	PH	PR	A	D	G	UD	
5	5	5	5	5	5	5	+4	
Special Abilities: <u>Lasso</u> -- The Cowboy can lasso a victim with Skill Rank of 7 verses the target's Agility Attribute. A lassoed victim cannot move his arms unless he regains his freedom by making a Brawn Attribute roll at a TN of 6 (this can be attempted every round). If the Cowboy is on a horse, he can drag the victim, as his combat action, causing a Hit of damage per round unless the victim makes a Grit Skill roll against a TN7.								
Equipment: Heavy pistol, Rifle, Rope on his horse, Chewing tobacco, 1D6 dollars								

Cowgirl

The Cowgirl is a lot like the Cowboy, except they have to work twice as hard to prove themselves. Cowgirls often work for a Bad Girl.

Cowgirl							
Moral Attitude: Opportunist Personality: Confident							
AG	BR	PH	PR	A	D	G	UD
6	5	4	5	5	5	5	+4
Special Abilities: <u>Unassuming</u> -- The average person underestimates the Cowgirl, so she gains a +2 to her Initiative Rank (8). <u>Lasso</u> . Same as the Cowboy.							

Equipment: Heavy Pistol, rifle, Rope on her Horse, 1D6 dollars

Deputy

The Depute is the right hand man of the Sheriff. The Depute is generally well liked by the townsfolk and does his best to see that the law is upheld. He isn't generally as forceful as the sheriff himself.

Deputy							
Moral Attitude: Gallant (unless corrupt) Personality: Compassionate (unless corrupt)							
AG	BR	PH	PR	A	D	G	UD
5	6	6	5	6	6	5	+5
Special Abilities: <u>Naive</u> -- The Deputy assumes that criminals will come peaceable. Thus he always goes last in Initiative order. <u>Law</u> . The Deputy can kill without repercussion in the course of his duty.							

Equipment: Badge, Heavy Pistol, Rifle, 1D6 dollars

Drunk

The Drunk can be found in the saloons, laying in the alley, or somewhere out of the way clinging to a bottle of whisky. They may just be on a bender, or they might be a town drunk who is inebriated all the time. The drunk always seems to be staggering around somewhere where he witnesses something he isn't supposed to see.

Drunk							
Moral Attitude: Apathetic Personality: Comical or Odious							
AG	BR	PH	PR	A	D	G	UD
2	3	3	1	2	2	4	+3
Special Abilities: None							
Equipment: Bottle of beer or whisky (cheap)							

Express Car Guard

These are men who are willing to give their lives to defend the Express Car of the train and guard the cargo they hold.

Express Car Guard							
Moral Attitude: Gallant Personality: Suspicious							
AG	BR	PH	PR	A	D	G	UD
5	5	5	5	6	6	6	+4
Special Abilities: <u>Steady Hand</u> -- The Express Car Guard can shoot from a train without suffering the penalty for shooting from an unsteady surface.							

Equipment: Rifle, possibly a Gatling Gun

Federal Marshal (BA)

The Federal Marshall is the law wherever he goes. Sometimes, he is sent on a special mission, or given a certain territory. Other times, he just happens to be in the right place at the right time. He is respected and feared by most townsfolk, and just feared by most outlaws.

Federal Marshal (BA)							
Moral Attitude: Gallant Personality: Aggressive							
AG	BR	PH	PR	A	D	G	UD
6	6	6	7	8	7	7	+5
Special Abilities: <u>Grim Brow</u> -- Intimidation Skill Rank 9. <u>Attentive</u> . The Federal Marshal is always expecting trouble gaining a +2 to his Initiative Skill rolls. The Federal Marshal also always detects an ambush, thus he cannot be surprised by one. <u>Law</u> . The Federal Marshal can kill without repercussion in the course of his duty.							

Equipment: Heavy Pistol, Rifle; Badge, Wanted posters, leg and wrist manacles, 1D6 x 10 dollars

Gambler

The Gambler makes a living in the saloons by swindling the patrons out of their hard earned money. Some are honest, and some are hopeless cheaters. Some are independent, and some work for the saloon they play in. Almost all keep a gun close by, because they are almost always accused of cheating when their opponents lose too much money.

Gambler

Moral Attitude: Opportunist
Personality: Romantic

AG	BR	PH	PR	A	D	G	UD
5	6	5	6	6	5	5	+4

Special Abilities: Gambler -- The Gambler has a Gambling Skill Rank 8. Advantage. The Gambler can draw a Derringer from his sleeve as a free action.

Equipment: Light Pistol, Heavy Pistol, Deck of Cards, 1D6 x 20 dollars

Grub Slinger

When Cowboys go on the trail, they need someone to prepare meals and make sure there is enough food to last the trip. The Grub Slinger manages the Chuck Wagon. The Grub Slinger isn't generally as serious as the Cowboys, always quick with a joke or singing a song.

Grub Slinger

Moral Attitude: Law-Abiding
Personality: Comical

AG	BR	PH	PR	A	D	G	UD
3	4	3	3	5	3	4	+3

Special Abilities: None

Equipment: Shotgun, Cooking Gear, Chuck Wagon

Gun Fighter

The Gun Fighter makes a living off of being fast and deadly with his pistols, often hiring themselves out to someone who wants a job done (short term or long). Sometimes he kills without regard, and sometimes he doesn't even have to draw a weapon, using fear and his reputation to get the job done. Some gunfighters are grim and grizzled, some borderline insane, and some are pompous dandies. All but the best dies at a young age, usually the victim of another up and coming gunfighter.

Gun Fighter

Moral Attitude: Opportunist
Personality: Arrogant

AG	BR	PH	PR	A	D	G	UD
7	5	5	7	9	7	5	+4

Special Abilities: Quick Draw -- The Gun Fighter can draw his weapon as a free action. Fast. The Gunfighter has an Initiative Skill rank of 9. Deadly. A successful attack automatically causes a Hit with no Grit Skill roll allowed.

Equipment: Heavy Pistol (always Short Barreled), Cigars, 1D6 x 10 dollars

Indian Chief (BA)

The Indian Chief is the force behind any tribe of Indians, leading them through the toughest of times. He is generally the wisest of his tribe. Often older than the average Brave, the Indian Chief is still one of the most formidable and resilient fighters of the tribe.

Indian Chief (BA)

Moral Attitude: Gallant or Chaotic
Personality: Honest

AG	BR	PH	PR	A	D	G	UD
5	7	5	8	7	5	5	+4

Special Abilities: Reason -- The Indian Chief is in touch with the spirits of his ancestors, and is patient and wise. Thus he rarely acts hastily and generally weighs the pros and cons of any situation. Honored -- If the Chief is attacked in any way, and Indian Brave immediately steps in the way of the first attack and takes the brunt of the attack before the blow (or bullet) can land.

Equipment: Knife, Tomahawk

Indian Brave

The Indian Brave is the warrior of the Indian Tribe. They are fearsome and relentless fighters. The Indian Braves are very rarely willing to talk or parlay and are rather rash when it comes to dealing with someone who has invaded their territory. Hunting parties of Indian Braves are often led by a hot head who opposes the Chief's patient ways and are quick to order an attack.

Indian Brave

Moral Attitude: Gallant or Chaotic
Personality: Aggressive

AG	BR	PH	PR	A	D	G	UD
7	5	6	6	6	5	6	+5

Special Abilities: Warrior -- Indian Braves are fearless melee fighters who swarm over their opponents who rely on the protection of guns. If the Indian Braves outnumber their opponents 2 to 1 they have an Attack of 7 instead of 6.

Equipment: Knife, Tomahawk, Spear, or Bow & Arrow

Kung Fu Wanderer (BA)

Many Immigrants from China make their way into the Wild West. Most of these work for the railroad or menial jobs such as cooks or laundry men. China men are thought of as just slightly better than animals by most white men. On occasion, a China Man who is proficient in the ways of the ancient fighting style of Kung Fu makes his way into the West. He becomes a defender of his people and mystical wanderer of the frontier.

Kung Fu Wanderer (BA)

Moral Attitude: Gallant

Personality: Calm

AG	BR	PH	PR	A	D	G	UD
9	5	6	5	8	7	6	+7

Special Abilities: Kung Fu -- The Kung Fu Wanderer is trained in unarmed fighting. He can make 3 unarmed melee attacks per round, all at an Attack roll of 8. These can be made against the same target or multiple targets. Aware. The Kung Fu Wanderer is aware of all his opponents, thus multiple melee attackers do not benefit from the Ganging Up bonus.

Equipment: 1D6 dollars, bedroll

Madam

The Madam is the older woman in charge of the whore house or saloon where soiled doves or prairie nymphs are available to paying customers. She is in charge of keeping order in the establishment and protecting her girls. She has a good business mind and compassion for the girls in her charge and isn't afraid of pulling a gun to protect her business, girls, or interests.

Madam

Moral Attitude: Opportunist

Personality: Cheerful

AG	BR	PH	PR	A	D	G	UD
4	6	4	5	5	4	4	+3

Special Abilities: Contacts -- The Madam is loved by a lot of her customers. If you do her wrong, it is very likely that she will be able to get someone (perhaps a Cattle Baron or a Gun Fighter) to show up and get revenge for her.

Equipment: Pocket Pistol, 1D6 x 10 dollars, Perfume

Mexican Bandito

The Mexican Bandito is the worst of outlaws. They ride in gangs plaguing towns and villages both in Mexico and the border cities. Mexican Banditos are ruthless and heartless and enjoy causing turmoil and suffering while they take what they want.

Mexican Bandito

Moral Attitude: Chaotic or Selfish

Personality: Odious or Hateful

AG	BR	PH	PR	A	D	G	UD
5	4	6	5	6	6	5	+5

Special Abilities: Power in Numbers -- The Mexican Banditos like to ride in gangs and take comfort in outnumbering their opponents. Mexican Banditos who outnumber the opponents they face have an Attack Rank of 7.

Equipment: 2 Heavy Pistols, Rifle, 1d6 dollars, 1D6 x 100 Mexican pesos or 1D6 dollars

Mexican Boss (BA)

The Mexican Boss comes in two different types. First is the ruthless and insane leader of the Mexican Bandito gangs. These filthy sweaty men are the leaders of the gangs because they are the meanest, orneriest, and cruelest of the bunch. The second type of Mexican Boss is the ruthless and insane Dictator General. This Mexican Boss is usually neat and clean, and can even be Sauv . Unfortunately, he is also bent on domination and conquest, and usually has a group of soldiers, or Mexican Banditos, to back him up.

Mexican Boss (BA)

Moral Attitude: Chaotic or Despicable

Personality: Odious, Hateful or Romantic

AG	BR	PH	PR	A	D	G	UD
5	7	5	7	8	7	6	+4

Special Abilities: Death is not an option! -- The Mexican Boss plans on winning at all costs, even if it means the life of all his men. He is very stubborn and when the Mexican Boss becomes Grazed, his Grit increases to a Rank of 7. When he becomes Wounded, his Grit increases to a Rank of 8.

Equipment: Stingy Pistol, Heavy Pistol, 1D6 x 100 dollars

Mexican Peasant

Called bean-eaters by most of the white settlers, the Mexican Peasant is the resident of Mexican villages and border towns. They are usually oppressed by a Mexican Boss and his gang, and do their best to keep a low profile.

Mexican Peasant

Moral Attitude: Law-Abiding
Personality: Any, but generally Friendly

AG	BR	PH	PR	A	D	G	UD
4	4	4	3	3	3	4	+3

Special Abilities: *Ignorance is Bliss* -- Mexican Peasants tend to not want to talk about what they know, because it can get you dead. Thus, most are more than reluctant to talk to strangers, especially about the local boss. They are, however, very poor, so they can be bought for a fairly low price.

Equipment: 1D6 Pesos or 1 dollar

Mountain Man

The Mountain Man is a rugged loner who spends months at a time by himself in the wilderness. He is an expert survivalist and knowledgeable of nature. The Mountain man makes an excellent guide or source of information. Unfortunately, his time away from "civilization" tends to make him crass, crude, and socially unacceptable.

Mountain Man

Moral Attitude: Selfish
Personality: Odious

AG	BR	PH	PR	A	D	G	UD
5	4	7	4	7	4	7	+5

Special Abilities: *Survivor* -- The Mountain Man can pretty much always find food and shelter in the wilderness and can track with very little problem. *Horny* -- A Mountain Man spends several months by himself in the wilderness. He doesn't proscribe to the laws of society, so, if he meets a woman in the wild he is more than likely to try and "take her" without permission. Female PCs should keep their pistols at hand.

Equipment: Shotgun, Rifle, Heavy Pistol, beaver and other animal pelts, a Mule, several traps

Outlaw Boss (BA)

It takes someone exceptionally tough, cruel, smart, vicious, or all of the above to keep the rabble that make up an outlaw gang organized. The Outlaw Boss is the leader of such a gang. He decides what jobs are pulled, how the take is split, and where the gang rides. He generally has the largest bounty on his head, and if the gang gets famous, it is usually the Outlaw Boss who becomes notorious.

Outlaw Boss (BA)

Moral Attitude: Chaotic or Despicable
Personality: Arrogant

AG	BR	PH	PR	A	D	G	UD
6	6	5	8	8	7	7	+8

Special Abilities: *Intimidating* -- The Outlaw Boss is an imposing figure who strikes terror into those he faces. Anyone facing the Outlaw Boss must make a Fear Skill roll versus a TN7 or suffer a -1 to all attack Skills when targeting the Outlaw Boss. *Hard to Kill* -- The Outlaw Boss doesn't go down easily. When he has taken a Hit that puts him Down, he still fights on as if wounded until he takes one more Hit, at which point he is stone cold dead without a making Death Roll.

Equipment: Heavy Pistol, Binoculars, 1D6 x 10 dollars

Outlaw Gang Member

The Outlaw Gang Member is little more than a thief, murderer, or thug who has little respect or care for others. These men are usually on the run, and tend to gravitate toward an Outlaw Boss who can keep them organized enough to stay out of the hangman's noose for a while. Still, most Outlaw Gang Members live short lives that usually end with a bullet in the gut or a neck on the end of a rope.

Outlaw Gang Member

Moral Attitude: Chaotic or Selfish
Personality: Rash

AG	BR	PH	PR	A	D	G	UD
5	4	5	5	6	6	5	+4

Special Abilities: *Disorganized* -- The Outlaw Boss is what binds the Outlaw Gang Members together. If the Boss dies, each of the Outlaw Gang Members must roll a 4 or better on a 1D6 or immediately flee the scene to try and reorganize under a new boss.

Equipment: Heavy Pistol or Rifle, 1D6 dollars, chewing tobacco

Pinkerton Man (BA)

Allen Pinkerton started the first detective agency and his men are known as Pinkerton men. These men are supposed to be honest (but they can become as corrupt as any man) and are prohibited from drinking. They are hired detectives, lawmen, and security, and are feared and hated by criminals.

Pinkerton Man (BA)

Moral Attitude: Gallant or Despicable
Personality: Grumpy or Confident

AG	BR	PH	PR	A	D	G	UD
5	7	5	8	8	7	6	+4

Special Abilities: Perceptive -- The Pinkerton Men are trained Detectives and have a Perception Skill Rank of 9, and are never surprised. Measured Shot -- The Pinkerton Man stays calm under pressure and his Attack Rank (verses a PCs Defense Skill roll) is never reduces to less than 7, despite any modifiers.

Equipment: Stingy Pistol, Heavy Pistol, Rifle, 1D6 x 20 dollars

Pony Express Postman

The Pony Express Postman is the horseman who rides like the wind to bring express mail from one station to the next.

Pony Express Postman

Moral Attitude: Law-Abiding
Personality: Courageous or Honest

AG	BR	PH	PR	A	D	G	UD
5	5	6	5	5	6	5	+4

Special Abilities: Horsemanship -- The Pony Express Postman is an expert horseman and has a Riding Skill of Rank 9.

Equipment: Mail sack (with 1D6 x 10 dollars worth of packages), Heavy Pistol, rifle

Posse Member

When the Sheriff needs to bolster his force to track down an outlaw he organizes a posse of willing, or unwilling members. These men are temporarily deputized and bring whatever arms they can and ride with the Sheriff. Posse Members often get caught up with the thrill of the hunt and want quick "justice" when the criminal is caught, often opting for a hanging or execution without a trial. The Sheriff will usually try to stop this, with mixed success.

Posse Member

Moral Attitude: Law-Abiding (bordering on Chaotic)

Personality: Any (often Rash)

AG	BR	PH	PR	A	D	G	UD
5	5	5	5	5	5	5	+4

Special Abilities: None

Equipment: Any weapon, 3 days trail rations

Prairie Nymph

The Prairie Nymph is a cleaner and more attractive prostitute. She generally works in one of the better whore houses or more upscale saloons.

Prairie Nymph

Moral Attitude: Selfish
Personality: Cheerful

AG	BR	PH	PR	A	D	G	UD
5	4	3	4	3	2	3	+3

Special Abilities: Eyelash Batting -- The Prairie Nymph is a lovely creature, and she uses her charms to get what she wants out of men. Men are naturally disposed to her desires anyway, but if she is guilty of something, a Male PC must make a Willpower Skill roll verses a TN of 8 or simply be willing to let her go and forget the transgression.

Equipment: Stingy Pistol, 1d6 x 10 dollars

Prospector

The Gold or Silver prospector is the determined man who has left everything in the hopes of striking it rich. More often than not, the prospector doesn't find anything but a lot of hard work on an unproductive claim. Still, most are utterly convinced that their fortune lies in the next tunnel or under the next rock, and that dream keeps them going (if a bit disgruntled at times).

Prospector

Moral Attitude: Selfish or Law-Abiding
Personality: Comical or Grumpy

AG	BR	PH	PR	A	D	G	UD
5	4	5	4	5	4	6	+4

Special Abilities: Staking a Claim -- Prospectors aren't pushovers, but they usually aren't fighting men either. But, when it comes to his dreams and livelihood, the prospector is willing to lay down his life to defend his claim. While on his claim, the Prospector fights with an Attack Rank of 6 and a Defense Rank of 5.

Equipment: Rifle or Shotgun, Pick or shovel (WDM +4)

Rail Boss

The Rail Boss is the ruthless businessman in charge of making sure the railroad goes thorough. The Rail Boss doesn't care about anyone or anything that gets in his way, and his main goal is to "remove" such obstacles so his precious railroad can continue to expand. The Rail Boss often hires a professional (an Outlaw Boss or Gun Fighter) to do his dirty work for him.

Rail Boss

Moral Attitude: Selfish or Despicable

Personality: Arrogant or Aggressive

AG	BR	PH	PR	A	D	G	UD
4	7	4	7	5	4	5	+3

Special Abilities: *Money* -- The Rail Boss is backed by a wealthy company. This means he usually has plenty of available funds, even though the less he expends to accomplish his mission, the more he can keep. *Railcar* -- The Rail Boss's headquarters is usually on a plush mobile railcar. He usually has at least one Outlaw Gang Member, Roughneck, or Express Car Guard close at hand.

Equipment: Stingy Pistol, 1D6 x 100 dollars

Rail Worker

Rail workers are the men (often Irish or Chinese immigrants) who build the railroads. It is hard work, and many die from exposure to the harsh elements, accidents, wildlife, or Indian attacks.

Rail Worker

Moral Attitude: Law-Abiding or Apathetic

Personality: Any, generally Humble while working

AG	BR	PH	PR	A	D	G	UD
4	3	4	3	3	4	4	+4

Special Abilities: None

Equipment: Improvised weapon (hammer, pick, shovel) WDM+3

Roughneck

The Roughneck is simply any hired gun with no particular skills except that he is willing to do any job for pay.

Roughneck

Moral Attitude: Selfish or Opportunist

Personality: Sarcastic or Aggressive

AG	BR	PH	PR	A	D	G	UD
5	5	5	5	6	6	5	+4

Special Abilities: None

Equipment: Any appropriate weapon

Settler

Settlers, or sodbusters, are the men and women who dare to head west in the search of land to claim and a new life. They can be encountered in wagon trains, or on newly claimed land. Cattle Barons and Cowboys generally hate these late comers who fence off the land where their cattle should be roaming.

Settler

Moral Attitude: Law-Abiding or Opportunist

Personality: Any, generally Independent

AG	BR	PH	PR	A	D	G	UD
5	5	5	4	4	4	5	+4

Special Abilities: *Protective* -- While most settlers are normal people, they are anything but passive when it comes to protecting their families or claims. In these cases their Attack Rank is increased to 5 and their Grit to 6.

Equipment: Rifle or Shotgun

Sheriff

The Sheriff is the man elected by the people to uphold the law and keep the peace in frontier towns. It is the hopes of the people that the Sheriff will be competent and noble. Unfortunately, many Sheriffs are elected through the finances of a corrupt special interest group (like a Cattle Baron or a Rail Boss) who want the law in their pocket.

Sheriff

Moral Attitude: Gallant (unless corrupt)

Personality: Courageous or Suspicious

AG	BR	PH	PR	A	D	G	UD
5	6	5	6	7	7	6	+4

Special Abilities: *Badge* -- The Sheriff is the law, whether corrupt or not. This means he can pretty much get away with anything without being challenged. If a Sheriff is killed, you can be guaranteed there will be a price put on the head of his murderer. *Posse* -- The Sheriff can for a deputized posse of 1D6 x 10 Posse Members to bolster his arresting power.

Equipment: Heavy Pistol, shotgun, manacles

Shotgun

The Shotgun is the name given for the man who rides guard on the stagecoach. The name is derived from the weapon that he carries.

Shotgun							
Moral Attitude: Law-Abiding Personality: Courageous							
AG	BR	PH	PR	A	D	G	UD
5	5	5	5	8	5	5	+4
Special Abilities: <u>Steady Hands</u> -- The Shotgun can fire from the Stagecoach without an Unstable surface penalty. <u>Spread</u> . The Shotgun can load the weapon of his namesake as a free action, so he always fires both barrels.							
Equipment: Shotgun							

Soiled Dove

The Soiled Dove is the common prostitute of the frontier. She may work in a low class bawdy house, a dirty saloon, or simply have a mattress in a back room somewhere. They aren't all ugly, but they certainly aren't as dainty and purdy as the Prairie Nymphs. What they lack in looks, they make up for in personality and imagination. Soiled Doves can make great sources of information for PCs.

Soiled Dove							
Moral Attitude: Opportunist or Apathetic Personality: Cheerful, Hateful or Lazy							
AG	BR	PH	PR	A	D	G	UD
3	4	3	4	5	3	3	+4
Special Abilities: <u>Where Did She Hide That Thing?</u> -- The Soiled Dove has to entertain some pretty rough men. For this reason she is always prepared, and if threatened in any way she instantly has a Pocket Pistol in her hand (drawn as a free action). Where it materialized from, we can only imagine.							
Equipment: Pocket Pistol, 1D6 dollars							

Stagecoach Driver

The Stagecoach Driver is the brave man in charge of delivering passengers, mail, payroll, and valuables through unfriendly territories full of Outlaws and Indians.

Stage Driver							
Moral Attitude: Law-Abiding Personality: Courageous							
AG	BR	PH	PR	A	D	G	UD
6	5	5	5	6	5	5	+4
Special Abilities: <u>Heeyah!</u> -- The Stage Driver has a Wagoneering Skill Rank 9.							
Equipment: Heavy Pistol, Whip (WDM +3)							

Texas Ranger (BA)

The Texas Ranger is an elite police force that patrols Texas and the Mexican border. They are noble and brave and the bane of any outlaws who prey on those parts.

Texas Ranger (BA)							
Moral Attitude: Gallant Personality: Courageous or Confident							
AG	BR	PH	PR	A	D	G	UD
6	7	6	8	9	7	8	+5
Special Abilities: <u>Shit don't Stank</u> -- The Texas Rangers are never corrupt and always do the right thing. <u>Double Shot</u> -- The Texas Ranger can make two Shooting Skill attacks in a single round without any multi-shot penalty. <u>Survivor</u> -- When the Texas Ranger is forced to make a Death Roll, he rolls 2D6 (instead of 1D6) and takes the best result of the two dice.							
Equipment: 2 Heavy Pistols, Rifle, 1D6 x 10 Dollars							

CRITTER STATISTICS

Critters are much simpler to run than NPCs as they rarely do anything but attack PCs or run away. They also use instinct to do things, rather than skills. GMs should use common sense to determine if Critters succeed at other things they attempt (like jumping a chasm, for instance) and set appropriate TNs when PCs try to do things to them (like grabbing a Rattle Snake around the neck before it can bite).

Critters don't contain a physical description because most people are already familiar with them. If you want more information on any given Critter it's as close as the nearest encyclopedia. Critters have different stat blocks than NPCs that include only the information needed, usually for combat. This stat block contains the following information:

Name					
I	S	A	D	G	NWDM
x	x	x	x	x	+x

Special Abilities:

Name: This is the name of the animal. If the name is followed by "(BA)", in parentheses, then this Critter is particularly tough and a Bad-Ass, which indicates that they can take 3 hits in combat just like PCs. All other Critters can take only one hit as normal. The name is followed by a brief description.

Stat Block: This contains all the statistics needed to play the Critter including Initiative (I), Speed (S), Attack (A), Defense (D), Grit (G), and the Natural Weapon Damage Modifier (NWDM; the damage the Critter does with its natural weapons, such as claws and teeth).

Special Abilities: Listed and detailed here are any Special Abilities the critter may have.

CRITTER LIST

Bear (BA)					
I	S	A	D	G	NWDM
5	7	7	4	7	+7

Special Abilities: *Bear Hug* -- If the victim of a Bears attack rolls Snake Eyes while making a Defense Skill roll against the Bears attack he is engulfed in the bears arms and weight. The victim suffers a -4 penalty to all their Shooting, Fighting, or Defense Skills and cannot move from under the Bear unless it is killed or runs away. The bears subsequent attacks are all automatically successful with a MoS of 7 for Grit rolls.

Bobcat					
I	S	A	D	G	NWDM
7	9	6	6	5	+4

Special Abilities: *Prowl* -- The Bobcat is never surprised, and always surprises it's victims in an area that provides any sort of hiding spots or cover.

Buffalo					
I	S	A	D	G	NWDM
2	8	6	4	8	+7

Special Abilities: *Trample* -- The Buffalo is more likely to run than attack, but when it does it attempts to bulrush and trample its victims. Buffalo can use the "ganging up" technique when making a trample attack.

Cougar					
I	S	A	D	G	NWDM
7	9	7	5	5	+6

Special Abilities: *Pounce* -- On its first attack on a given victim the Cougar can pounce. This added momentum gives him a +1 to his Attack Rank and a +1 to his NWDM if his attack is successful.

Coyote					
I	S	A	D	G	NWDM
6	8	6	5	5	+6

Special Abilities: *Pack Attack* -- Coyote almost always attack in packs and use the ganging up technique, but can benefit from more attackers up to a bonus of +5.

Dog

I	S	A	D	G	NWDM
6	7	6	5	5	+5

Special Abilities: Loyal -- Domestic dogs are loyal to their master and will fight by his side to the death.

Gila Monster

I	S	A	D	G	NWDM
2	3	5	4	4	+4

Special Abilities: Venom -- The Gila Monster releases mild venom when it bites. If a Gila Monsters attack is successful, the victim must make a Constitution Skill roll verses a TN of 5 or immediately suffer a Hit of damage. This replaces the normal damage/grit roll.

Horse

I	S	A	D	G	NWDM
5	10	5	4	8	+5

Special Abilities: Mount -- Horses can be used as reliable mounts. Domesticated -- Horses don't generally fight in battle unless wild or in close quarters and being attacked themselves. In this case they use their hoofs as weapons.

Longhorn (BA)

I	S	A	D	G	NWDM
4	7	8	4	8	+8

Special Abilities: Gore -- When Longhorns are provoked to attack they attempt to gore and throw their opponents. This is one attack, but the victim must make two separate Grit rolls vs. the MoS of the attack. The first is against the gore itself and the Hit of damage that may cause. Whether the first is successful or not, the victim must also make the second Grit roll as he is tossed 1D6 Units directly away from the Longhorn and possibly takes another Hit of damage.

Rattlesnake

I	S	A	D	G	NWDM
8	6	8	3	2	Poison

Special Abilities: Poison -- When a rattlesnake successfully attacks in combat it doesn't cause damage, but rather, it injects a deadly poison. Any PC bitten by the rattlesnakes attack (despite the margin of success) must immediately make a Constitution Skill roll. If the roll beats a TN8 the victim takes no damage. If the roll beats a TN7, the victim takes 1 Hits of damage. If the roll beats a TN6 the victim takes 2 Hits of damage. If the roll doesn't beat a TN6 the victim takes 3 hits of damage, and must make a Death Roll.

Scorpion

I	S	A	D	G	NWDM
--	--	--	--	--	Poison

Special Abilities: Sting -- Scorpions are minor menaces that may be used for torture, or crawl into a cowboys boot or bedroll. If a victim comes into contact with one roll a D6. On a roll of 1-3 the Scorpion skitters away (if the victim doesn't squash it), while on a 4-6 the Scorpion stings the victim. Stung victims must make a Constitution Skill roll verses a TN6 or take 1 Hit of damage. The victim also feels feverish for 1D6 days and makes all Skill and Attribute rolls during this time at a -1 penalty.

Wolf

I	S	A	D	G	NWDM
6	8	6	5	6	+6

Special Abilities: Pack Attack -- Coyote almost always attack in packs and use the ganging up technique, but can benefit from more attackers up to a bonus of +5.

CHAPTER ELEVEN

THE GATLING DECISION

TIME TO GET IN THE SADDLE!

This chapter contains a complete adventure to get you playing *Wild West Cinema* right away. Not only will this adventure get you started, it is also a good sample of putting to use what was learned in the section on Game Mastering.

This adventure is designed for 3-5 newly created Characters, with 4 being the optimal number. If you have more or less players simply adjust the number of NPC opponents appropriately and the adventure should play just fine. This adventure should take approximately one 4 hour session to complete, although it may take longer depending on the overall pace of the game.

This adventure is placed Texas around the year 1881, but as you know, *Wild West Cinema* doesn't linger on dates or places unless they add to the drama of the story, use these details only if the Players ask for them. The village of Privilegio is totally fictitious.

ADVENTURE BACKGROUND

The lush river, *el río exuberante*, once wound its way through the farm and grazing lands around the village of Privilegio. Several settlers of Mexican descent built the small village to cater to the modest farms and ranches that benefited from the green fields and fresh water the river supplied.

Then, Wyatt Grainger came. Wyatt is a ruthless Cattle Baron intent on taking over Privilegio and the surrounding lands. He plans to use all the land to graze his cattle, expand his ranch, and eventually become the mayor of the new and improved Privilegio City he envisions.

First, Wyatt tried to buy off the farmers and ranchers, figuring the "dumb beaners" didn't have any business sense. He offered them a fraction of what their land was worth. When

that didn't work he turned to threats, and finally violence.

Many people have left the area, some in a pine box, but many diehards remain. Since *el río exuberante* runs through Grainger's land, he got the idea to dam up the river. A small lake has been forming by his ranch while the lands downriver have dried out, causing drought-like conditions. This has caused even more hardships for the people of the area, and they are on the verge of breaking.

GAME MASTER'S INFORMATION

Wyatt knows he can't keep the river dammed forever, so he has been using his time to develop a plan that he knows will succeed for sure.

Beating back the lone farmer or rancher is simple enough, but Wyatt knows that in time, the people of Privilegio will get smart and combine their forces to attack him. Worse yet, they might fetch the law, like the Texas Rangers. He plans to have the situation in hand before that happens.

Through his brother, Bailey Grainger, Wyatt has purchased the latest development in deadly weaponry, a Gatling Gun! With this weapon, he plans to defend his own land and rend a path of destruction through the resisting ranchers and farmers around Privilegio. Hell, he'll even cut loose on the village itself if they don't accept him as the sole power in the area.

The PCs become involved in the story when they are hired by Bailey Grainger to deliver a mysterious package to Wyatt Grainger in Privilegio.

ADVENTURE SUMMARY

The following is the most likely course the adventure will take. Needless to say, your Players will come up with all kinds of unique ways to depart from this, keeping the GM on his toes. This summary will help you to understand the flow of the adventure, but do not feel that you have to adhere strictly to it, as a single decision on the players' part may instantly change the direction of the story.

- The PCs meet in Sweetwater where they are hired by Bailey Grainger to deliver a package to his brother Wyatt in a small village called Privilegio.
- The PCs load the package onto the train going to Odessa and must protect it (and themselves) from a gang of train robbers.
- Once in Odessa, the PCs take a wagon out to Privilegio to wait for Wyatt to meet them. There, they learn of the area's misfortunes and are faced with a decision of helping the villagers or delivering the package and minding their own business.
- If the PCs choose to confront Wyatt, they may either set up an ambush in Privilegio or make a sneak attack on his ranch... or both.
- The PCs ride off into the sunset, and there is much rejoicing in Privilegio.

PLAYERS INTRODUCTION

If you choose, or they have appropriate background stories, the PCs can already know each other. This introduction assumes that they don't. They all just happen to be in the town of Sweetwater at the same time and are facing off as strangers at a poker table in a smokey saloon.

Read or paraphrase the following passage to start the adventure:

Your adventures have brought you to the town of Sweetwater, south of the Texas panhandle. Still dusty from the road, you headed for the saloon to wet your dry throat.

The batwings open into a dark smoke-filled room, where an elderly man plays a halfhearted song on a badly out of tune piano. The portly saloonkeeper collects your guns and stores them under the bar before he serves you.

The whisky is rough and the crowd rougher! You've fallen into a poker game with a rowdy looking crew and have been winning. In fact, everyone seems to be winning, at the expense of a well dressed man with the thin mustache who goes by the name of Mr. Logan.

The poker players are all of the PCs and a small-time Cattle Baron NPC named Mr. Logan. Each PC has won 1D6 dollars so far, all out of the pocket of Mr. Logan.

PART ONE

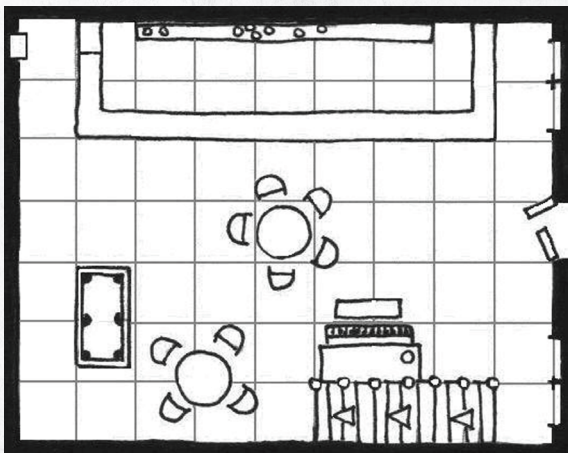
THE WHITE BUFFALO SALOON

The adventure starts with the PCs and Mr. Logan sitting at a table, playing poker in the White Buffalo Saloon, a dive in the town of Sweetwater. Other than the PCs, Mr. Logan, and the saloonkeeper, the patrons of the saloon include 2 old men playing pool and 2 of Logan's employees for every PC. The saloonkeeper and the 2 old men will not get involved in the action if a fight breaks out.

The opening scene assumes that you have access to an ordinary deck of playing cards and some poker chips as props (pennies or gaming tokens will work fine for poker chips, if you don't have any handy). If you do not have these props, simply simulate the poker game with narrative descriptions.

Use whatever poker rules you are familiar with (7 or 5 card stud are good basic poker games). If you aren't familiar with any games of poker, you can deal a hand for any game you do know (like 21), but poker is the best game for setting the Wild West mood.

Map of the Saloon



Each square on the map is equal to 1 Unit. There are four windows at the front of the building. The bar is on the north wall while the piano and a stair up to the office are on the south. A lone pool table is nestled in the back corner, and two well-worn tables and several scattered chairs fill the center of the room.

The Game of Chance

Once you have read the Players Introduction out loud, deal the PCs and yourself (your hand

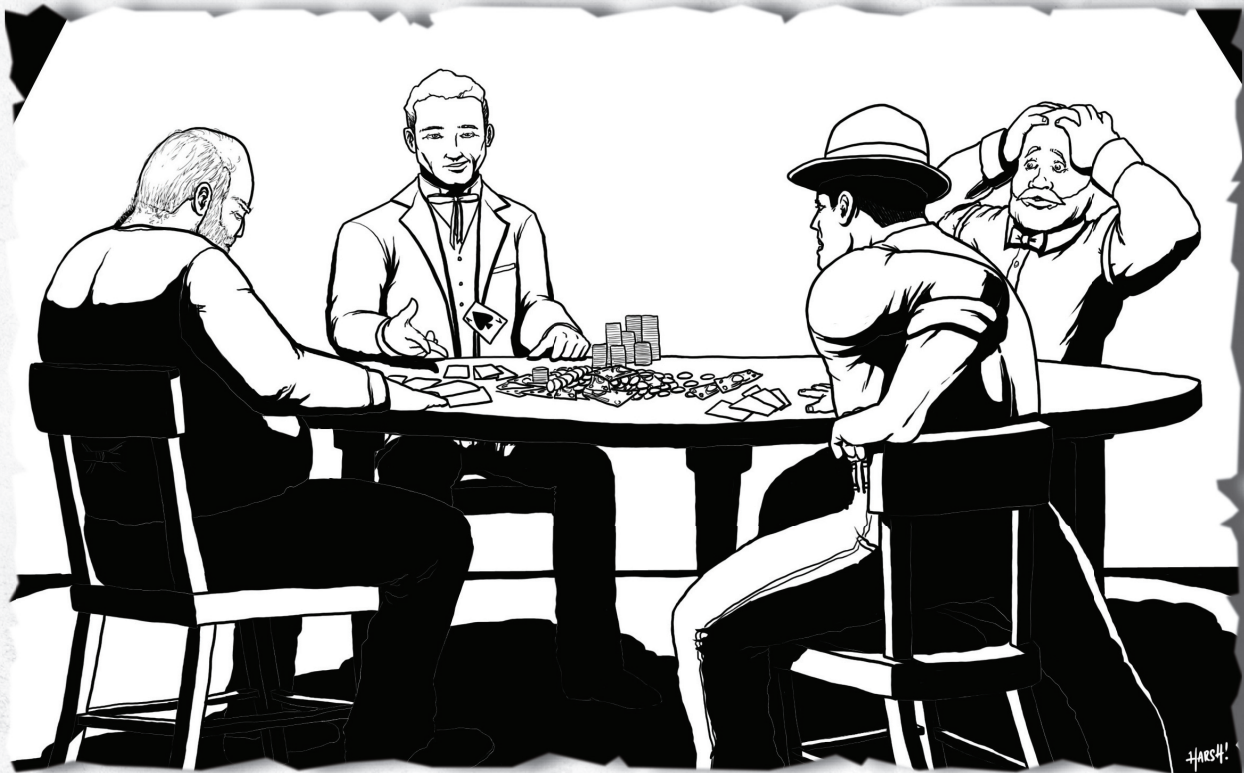
will represent Mr. Logan's) each a hand of poker cards. Give the PCs a number of chips equal to the amount that they have won from Mr. Logan (they can dip into their own funds later if they like). Do not spend time explaining what is going on, unless the players demand it. Simply go into character as Mr. Logan, who has just dealt out the cards to a bunch of cowboys he met in a saloon. Ask them, as Mr. Logan, to "ante up".

The PCs have been beating the ill-tempered Mr. Logan for several hands and he is getting annoyed. In fact, they are about to beat him again (even if you have to cheat to let on of the PCs win the hand). Play out the hand of poker until it is finished and the winning PC has collected the pot.

As the winning PC celebrates, Logan throws his cards down and waves over his "boys" (there are 2 of them for each PC). They move around the table and behind the PCs. When they are in position, Logan says the following:

"This has been fun, gentlemen, but I believe I've been cheated. I'll take my money back now, thank you!"

Let the PC's try anything they want, but Logan is



pissed and arrogant. He may banter a while, but won't settle for anything less than his money back.

If he becomes impatient, he signals for his men to take the money. This will most likely break out into a fist fight (since all guns but Stingy Pistols have been collected, and are under the bar). When this happens, he will step back and let the boys handle it.

If the fight starts to go bad, he will draw his hidden Derringer pistol, take a shot at the nearest PC, then run for it. Logan will not stick around and will not try to get the law. Once on the street, Logan does his best to disappear as soon as possible.

Mr. Logan

Mr. Logan is an extremely neat and clean man. He wears fancy clothes and cologne. His mustache is meticulously trimmed, as are his hair and fingernails. He is a thin man of average height and he always has a look of arrogance on his face.

Mr. Logan (BA)

Moral Attitude: Selfish
Personality: Arrogant

AG	BR	PH	PR	A	D	G	UD
4	6	5	6	5	5	4	+2

Special Abilities: Loyalty -- Logan's men are loyal, and will not run away in battle or abandon their boss unless he is dead.

Equipment: 24 dollars, *Stingy Pistol* (WDM +5; Range 6; Shots 2; Reload ☐☐)

Logan's Boys

Moral Attitude: Opportunist
Personality: Aggressive

AG	BR	PH	PR	A	D	G	UD
5	5	5	5	6	5	5	+2

Special Abilities: None

Equipment: 1d6 dollars

Job Offer

After the fight is over, there is a moment of silence and then the piano player starts in again. The other 2 patrons pick up the tables and chairs and get back to their drinking, gambling and socializing. Logan and any of his men that may be unconscious or dead are hauled out into the

back alley and dumped there.

A few moments later, the saloonkeeper approaches the PCs with 4 shot glasses and a bottle of the bar's finest whisky (usually hidden under the bar). He pours them each a shot and says:

"Complements of Mr. Grainger, the proprietor of this fine establishment. He'd like to see you upstairs when you are finished."

He points over his shoulder to the stair that leads up to a door with a sign on it saying "OFFICE".

The office upstairs is finely furnished. Behind a large mahogany desk sits a short, balding, fat man dressed all in white who motions you to take a seat. He is sweating profusely and wipes the drops from his brow with a white handkerchief. After you take a seat, he extends his hand to each of you and shakes it, chuckling all the while, and says:

"I never did like that asshole Logan, it's about time someone put him in his place. I'm Bailey Grainger, owner of this here fine saloon. I was impressed with your handiwork down there and was wondering if you'd be interested in a job? It's really quite simple, I have a package, a present, which I need delivered to my Brother Wyatt, in a little town south of Odessa."

The PCs can ask any questions they like.

The job will pay \$30 in advance, and \$50 by his brother upon delivery. This is a generous fee and there will be no negotiation. If the PCs refuse to take the job, this adventure is over.

The PCs will travel by train, with the package in the Express car, to Odessa (train tickets will be provided by Bailey Grainger), and from there will have to acquire a wagon or coach to get them south some 20 miles to the village of Privilegio (pronounced exactly as it's spelled).

Bailey will telegraph ahead and Wyatt will meet the PCs in the center of the village 3 days hence, at high noon.

The package to be delivered is a crate about 5 ft. long 3 ft. wide and 3 ft. deep. It weighs about 300 lbs and is locked with a good quality padlock (TN9 for an Outlaw PC to open).

Bailey Grainger is very adamant about the fact that the crate is not to be tampered with. He tells them that it contains some very sophisticated mining equipment and that his brother is a silver miner.

The Crate

The crate actually contains the latest incarnation of a Gatling Gun and 500 rounds of .45 ammo. This is the Gun only, not a carriage or mount to shoot it from. This version of the Gatling Gun has 10 barrels, but otherwise functions exactly as the one listed on pages 41 and 42.

PART TWO: 12:10 TO ODESSA

Assuming the PCs take Mr. Grainger up on his job opportunity, they will leave the following day at 12:10 PM. They will board the train to Odessa via the Southern Pacific Railroad Line. The crate has already been loaded into the Express car before their arrival. The PCs are allowed by the Express Car Guard to double check the location and security of the crate if they like.

The train will be traveling about 30-35 mph on the straightway and drop down to 20-25 on curves and turns with no stopovers. The entire trip will take about 9 hours.

The ride is uneventful except for the Robbery detailed a bit later. Give the PCs a chance to walk the train and become accustomed to the layout. Allow them to meet and mingle with some of the train's passengers if it makes for some interesting role playing. Otherwise, fast forward to *The Robbery*.

The Crew & Passengers

There are 16 people on the train other than the PCs. Below is a list including each NPC's name, job (if he is a member of the train crew), and some notes on his/her personality for role playing purposes.

Only the 4 Guards have a stat block provided,

as they are the only ones that will be involved in any fighting. When the Robbery takes place, give each PC 1 guard to control as a Hired Gun.

Crew

Greasy Joe Higgins: Greasy Joe is the gruff engineer of the train. He has little to say and will only talk about how the train operates and gripe about how they are running 10 minutes late. Greasy Joe has whisky on his breath.

John Smith (Smitty): Smitty is the naïve young brake/switchman. Before doing this, he was working on the rail building tracks. This job is much easier and he loves it. He tends to tell stories that have no real point.

Dirty Pete: Pete is the simple fireman (keeps the firebox on the steam engine stoked). He seldom talks to anyone besides Greasy Joe and when he *does*, he doesn't have much to say besides "yup" and "nope".

William Twain (Smiley): Smiley is the happy-go-lucky conductor of the train. He loves to ride the rail and talk to the passengers, especially kids. He is very knowledgeable of the lay of the land and loves to ring the bell and toot the whistle more often than he should.

Passengers

Sir Arthur Charles: Sir Charles is a snotty British businessman. He finds the West barbaric, and probably the PCs too. He plans on opening a high class saloon and smoke parlor in Odessa.

Petunia Krump: Mrs. Krump is a mother hen school teacher. She is constantly scolding other people's behavior, especially Zeke's, and finding things offensive. She has been offered a teaching job in Odessa and is taking it for the higher pay and to hopefully find herself a man in a new city.

Zeke: Zeke is an annoying, bratty little boy. He has a wooden toy gun and runs up and down the passenger car, making lots of noise. He is fairly disrespectful to everyone, including the PCs. Zeke is traveling alone to live with his aunt after the murder of his mother and father at the hands of stagecoach bandits.

Ellie Waters & Her Baby: Ellie is young and not unattractive. She stares out the whole window and is shy, and politely asks the PCs to

"please go away" or to "please mind your own business" while looking down if they approach her. She rocks a baby girl (Sarah) who mercifully sleeps the entire trip. She is on the run from an abusive husband and is hoping to find a new life in Odessa.

3 Unremarkable Men: There are 3 men (not sitting together) who look rough, unshaven, and like they haven't bathed in a while (and they smell like it too). They are simply cowboys looking for work, but they don't talk, and seem to be giving the PCs dirty looks every now and then.

Guards

The train line has hired 4 guards (Hank, Frank, Dan, and Ringo) to protect the train. Along with the cargo, mail, and the PCs' Crate, the train is also carrying a bank transfer of \$100,000, locked and stowed in a large safe in the Express car.

4 Express Car Guards

Moral Attitude: Gallant
Personality: Suspicious

AG	BR	PH	PR	A	D	G	UD
5	5	5	5	6	6	6	+2

Special Abilities: *Steady Hand* -- The Express Car Guard can shoot from a train without suffering the penalty for shooting from an unsteady surface.

Equipment: Rifle (WDM +6; Range 48; Shots 10)

Guard #1: Reload ☐☐☐☐☐☐☐☐☐☐

Guard #2: Reload ☐☐☐☐☐☐☐☐☐☐

Guard #3: Reload ☐☐☐☐☐☐☐☐☐☐

Guard #4: Reload ☐☐☐☐☐☐☐☐☐☐

Moving About the Train

The PCs are allowed to move about the train freely as they wish (other than the Express car). When moving in or between cars in a normal fashion, a PC suffers no adverse effects.

Moving on the outside of the train cars or on top requires an Agility Attribute roll (or Climbing Skill roll, whichever is better) at a TN5 per car (A PC who is able to take his sweet time benefits from a +2 bonus to his Attribute or Skill roll). It takes 2 extra rounds to navigate between cars. If this roll is failed, the unfortunate Character falls from the train.

Jumping From Car To Car

If the PCs end up on top of the train, they may want to jump from one car to another (to avoid the 2 round penalty for navigating between cars). The gap is roughly 5 feet and requires an Agility Attribute roll versus a TN5 to perform the jump and land properly.

If the first roll is failed, the PC must make another Agility Attribute roll versus a TN5 with a success on the second roll meaning they have fallen prone on top of the car, and a failure meaning they have fallen from the train. A result of Snake Eyes on either roll indicates an automatic fall from the train.

Falling from the Train

If a PC falls from the train, he must make a Grit Skill roll. If the Grit Skill roll beats a TN7, the PC takes no damage. If the roll only beats a TN5 the PC takes 1 Hit of damage. If the roll only beats a TN3 the PC takes 2 Hits of Damage. If the PC fails a TN3 with his Grit Skill roll, then he takes 3 Hits of damage as he bounces to a halt.

The train will stop to pick up any fallen passengers (except during *the Robbery*), but if this happens the Character will be restricted to the passenger car for the remainder of the trip.

Shooting on the Train

Shooting while in the train at a target that is also in the train is unmodified. All other shots (in the train to a target outside the train, or from on or outside the train) make the shooter unstable, meaning they suffer the usual -1 to their Shooting Skill.

Cover

The train offers Hard Cover (+2 to the Defense Skill) to anyone firing from a window. The seats in the passenger car offer Light Cover (-1 to the Defense Skill) when hiding behind them. Anyone lying on the floor has Total Cover from anyone firing from outside the train (this is what the passengers do during the robbery). Other cover must be determined depending on the situation.

The Train Map Key

Car 1) Engine: This is the steam engine that powers the train. It also has the firebox that

keeps the engine running. This is where Greasy Joe and Dirty Pete will be found doing their jobs.

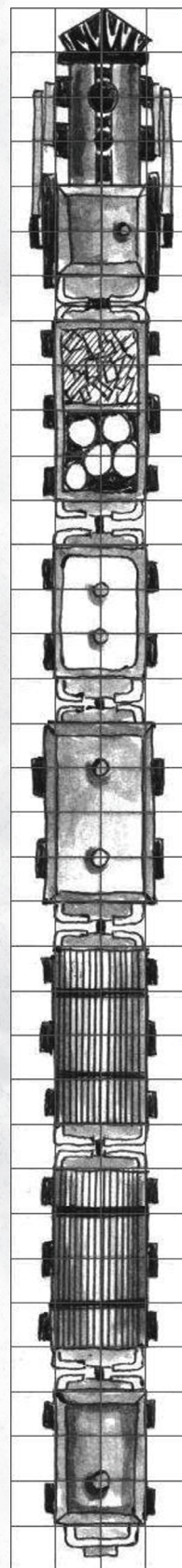
Car 2) Tender: The tender car is loaded with wood and water, the fuel used to keep the steam engine powered.

Car 3) Express Car: This car is where the valuables are stored. It currently has the mail for Odessa, the PCs' crate, the safe with the \$100,000, some boxes of legal papers, and several barrels of coffee (it smells real good in the car as a result). There are 2 Express Car Guards on duty here. They will not let anyone enter the car while the train is in transition. There is a window in the door that they will use to answer any inquiries the PCs might have, and 4 windows they can see outside and fire through.

Car 4) Passenger Car: The Passenger car has 2 rows of backed seats, wooden with padding. This is where all the passengers and 1 Express Car Guards can be found. During the upcoming robbery, most of the passengers will hide behind the seats. Mrs. Krump, Zeke and Sir Arthur will move about making themselves annoying in their own special ways.

Car 5 & 6) Freight: There are two freight cars loaded with cut and treated boards. These are for a delivery to a construction company in Odessa.

Car 7) Caboose: This is where the Railroad workers ride and monitor the track condition. Smitty, Smiley, and 1 of the Express Car Guards can be found here most of the time.



The Robbery

About half way through the trip, there is a robbery attempt on the train. The infamous outlaw, One Eyed Bobby, his Indian sidekick Sparrow Hawk, and his band of outlaws are waiting in ambush to steal the Bank Transfer. The outlaws actually have no interest in the crate the PCs are transporting, but PCs don't know that.

The first thing to do (as GM) is determine where the PCs are at the time you want to run the robbery. If they have been doing a lot of role playing and moving about, you should already know. If you are unsure, simply ask them what they are doing at the moment to determine where they are, and then spring the robbery on them.

Next, assign each PC 1 of the Express Car Guards to run and give them a copy of their game statistics. The Express Car Guards are now considered Hired Guns under the control of the PCs. This will make the robbery easier to run for you as GM and also make it more dramatic for the PCs.

To get the combat started, read or paraphrase the following:

Suddenly, you hear a shot fired, quickly followed by several more. The Passengers begin to scream and duck for cover under the seats while the Express Car Guards run to the windows and level their rifles.

"It's a robbery! One Eyed Bobby! Shit, its One Eyed Bobby!", shouts one of the Guards as he lets lead fly at the outlaws that have ridden up alongside the train.

Windows shatter as bullets fly and ricochet around the car you are in. Passengers are screaming and crying while the outlaws fire repeatedly, yelling, "YEEEEHAW!"

After the ambush is sprung, One Eyed Bobby, Sparrow Hawk and 2 outlaws ride up and board the train by the Express car. They break in and attempt to kill or incapacitate the Express Car

Guards (and any PCs that might be there).

One Eyed Bobby and his crew then grab the loot! Unfortunately, they mistake the crate carrying the PCs' cargo as the bank transfer. After this, they plan on making their way through the train to the caboose and detach it from the rest of the train and rolling away with the goods. Carrying the crate requires two people, and the crate must be set down to perform any other actions (such as shooting).

The other 6 outlaws will ride alongside the train, shooting at anyone inside who raises a gun or tries to stop their boss. They are generally trying to keep the train crew, passengers, and Express Car Guard busy while One Eyed Bobby grabs the payload.

The Engineer has orders to keep the train running at full speed at all times no matter what. Unfortunately, this is a rough part of the track, so he can only muster about 25 mph. To keep things simple, the outlaws have no problems keeping pace with the train. Keep the encounter moving fast to increase the tension.

One Eyed Bobby

One Eyed Bobby wears an eye patch over his right eye. He is an imposing figure at over 6 feet tall. He dresses in very plain and functional trail clothes and wears a bandana over his face when pulling a job.

One Eyed Bobby (BA)

Moral Attitude: Despicable
Personality: Arrogant

AG	BR	PH	PR	A	D	G	UD
6	6	5	7	7	6	6	+2

Special Abilities: *Intimidating* -- One Eyed Bobby is an imposing figure who strikes terror into those he faces. Anyone facing him must make a Fear Skill roll verses a TN7 or suffer a -1 to all attack Skills when targeting him.

Equipment: Long Barreled Pistol (WDM +6; Range 24; Shots 6; Reload □□□□□□)

Sparrow Hawk

Sparrow Hawk is a dark-skinned Indian of Navajo descent. He wears the clothes of a white man and is particularly fond of bowler hats. He often wears feathers from his hat brim as the only indication of his heritage.

Sparrow Hawk

Moral Attitude: Chaotic
Personality: Aggressive

AG	BR	PH	PR	A	D	G	UD
7	5	6	6	6	5	6	+3

Special Abilities: Knife Fighter -- Sparrow Hawk carries a rifle, but when in close quarters he uses a knife. All his Fighting and Throwing Skill rolls with a Knife are at a Rank of 8.

Equipment: 4 x Knife (WDM +2; Range 6), Rifle (WDM +6; Range 48; Shots 10; Reload □□□□□□□□□□)

Outlaws (8)

Outlaw Gang Member

Moral Attitude: Selfish
Personality: Rash

AG	BR	PH	PR	A	D	G	UD
5	4	5	5	6	6	5	+2

Special Abilities: Disorganized -- The Outlaw Boss is what binds the Outlaw Gang Members together. If the Boss dies, each of the Outlaw Gang Members must roll a 4 or better on a 1D6 or immediately flee the scene to try and reorganize under a new boss.

Equipment: Long Barreled Pistol (WDM +6; Range 24; Shots 6)

Gang Member

1: Reload □□□□□□
2: Reload □□□□□□
3: Reload □□□□□□
4: Reload □□□□□□
5: Reload □□□□□□
6: Reload □□□□□□
7: Reload □□□□□□
8: Reload □□□□□□

Horse

Horse

I	S	A	D	G	NWDM
5	10	5	4	8	+5

Special Abilities: Mount -- Horses can be used as reliable mounts. Domesticated -- Horses don't generally fight in battle unless wild or in close quarters and being attacked themselves. In this case they use their hoofs as weapons.

Arriving in Odessa

Assuming the PCs survived the robbery attempt, the rest of the trip to Odessa is quiet and uneventful. Needless to say, the passengers and crew are on edge the rest of the journey, especially when it gets dark out.

You can read or paraphrase the flowing after the train stops at the Odessa rail station:

It is about 9:00 pm when you arrive, exhausted, in Odessa. The other passengers quickly depart the train, shattered glass crunching under their feet as they go. The crew takes care of the dead and wounded while Dirty Pete runs to get the sheriff and undertaker.

Tomorrow, you should head out to Privilegio, but tonight, you take in the town of Odessa from the rail stations porch. Across from the dusty street is the Saloon. On either side of it are the Hotel and a stable.

The Saloon: This is a well kept saloon. There is an armed bouncer manning the door (Use the Express Car Guard stats from Part 2 for the bouncer if needed). The PCs won't find any trouble here unless they start it. No one here (or anywhere in Odessa) knows anything important about Privilegio.

The Hotel: This hotel is run by Mr. White, and his mom, Mammy White. Mammy White is a wiry little old lady, but doesn't stand for any trouble making. Even the toughest roughnecks treat her like their grandma. Rooms are \$1 per night and include a hearty supper of stew, bread and a cup of coffee.

The Stable: The PCs won't have to look far to find transportation to Privilegio. At the stable, they can buy two horses and a wagon (for the standard prices) or simply rent them from the owner for \$10 a day (the PCs will need it for at least 2 days). Stealing the wagon and two horses is a hanging offense and a posse will be hot on their heels if the PCs choose this route.

PART THREE: PRIVILEGIO

This part of the adventure most likely ends in the climax of the story. The PCs should arrive in the small village of Privilegio and find out that it is being oppressed by Wyatt Grainger. They must decide whether to deliver their package, collect their money, and leave... or help liberate the village and the surrounding countryside from this tyrant.

The Trip to Privilegio

The trip to Privilegio is uneventful. It takes about 4 hours to ride the dusty and bumpy 20 miles there. The dirt path to the village runs through dry desert filled with sagebrush and small cacti.

The exact time they arrive depends, of course, on when they left Odessa, but most likely, they will get there around mid day. They are scheduled to meet Wyatt Grainger in the center of the village at high noon on the following day. They have approximately 24 hours to relax, explore, and make the big decision.

Privilegio

As the PCs arrive in Privilegio, you can read or paraphrase the following passage:

Through the heat waves, you see a small village to the south. As you approach, you hear the bells of a small adobe church begin to ring. Just outside town, you see emaciated cattle trying to feed on the dry grasses of the desert while ahead of you a few chickens scatter. In the distance, you see a mother rushing her two children indoors as she steals fearful glances in your direction.

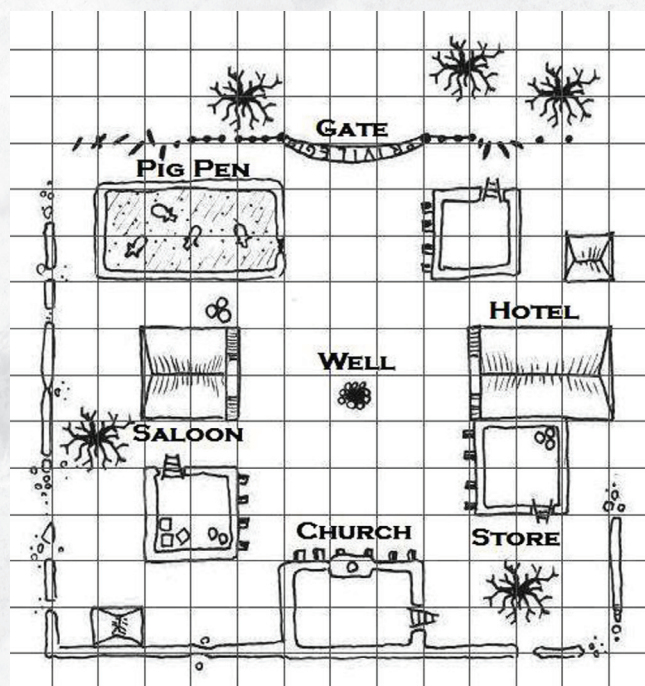
You pass through a rickety gate, where a sign swings gently in the wind, declaring the village as Privilegio, which is Spanish for "Privilege".

Straight ahead, you can see the small church, its bells now silent and in front of it, a crumbling well. To the right, you see a stone wall fencing in some pigs. Among several empty buildings,

you see the saloon. To the left, you see the General Store and a hotel. Surrounding these buildings are several dilapidated adobe and wood buildings.

Fear-filled faces peer nervously out of windows, before quickly disappearing when you look at them. If not for this, you would swear you were entering a ghost town.

Map of Privilegio



Each square on the map equals 2 Units. Just outside the village, and off the map, are a few fenced off areas holding cattle, some shacks, and a few more adobe hovels. Scattered farms and ranches can be found even further outside the village, some of these have been burned to the ground.

The Villagers

There are 12 men, 15 women, and 10 children currently living in the Village. Most of them are of Mexican descent and most do not speak English well, if at all (roll a D6 for any villager they manage to talk to. On a roll of a 6, they speak some fragmented English).

The villagers assume the PCs are Wyatt's men come to cause more trouble, so they try to stay

out of the way, and wait for the PCs to leave (the sooner, the better).

The store, saloon, and hotel owners will be obliging enough, hoping the PCs leave with a minimum amount of trouble if pacified.

The Store & Hotel

The Store is scantily supplied with farming and mining goods. Since Wyatt relies on supplies from this store, it is one of the few places in town that his men actually pay, although only the wholesale price. The owner, a grizzled old man, speaks a little broken English, but is gruff and to the point. He also owns the Hotel. Rooms are \$.50 a night and a poor meal can be purchased for another \$.50.

The Church

The church is operated by Father Montgomery, a missionary from the east. Father Montgomery is a tall slender elderly man with pure white hair and a scruffy beard. Wyatt's men seldom come to the church so he will be surprised if the PCs come around. He will, however, demand that they leave their weapons outside. Father Montgomery is a reasonable man, but he is an extreme pacifist, having faith that God will set things right on his own.

A Little Trouble in the Saloon

The PCs may hit the saloon while attempting to pass some time till noon the next day, or if trying to gather information. The interior is a filthy affair void of any furniture but a single table and several worn stools. The bar itself is a board set atop several barrels.

When the PCs approach the bar or sit at the table, the owner quickly pours them rotgut whisky (the only alcohol he has) and never asks for any payment. He simply nods while looking at the floor and quickly moves back behind the bar. If the PCs *do* leave payment, he will look confused at first and then delighted as he nods up and down laughing (he doesn't speak any English).

After a few drinks read or paraphrase the following passage:

As you sit at the bar, the swinging doors are suddenly kicked inward. By the door, a boy of no more than 12, with bandoliers hanging loosely about his shoulders, levels a rusty shotgun at you. He is obviously scared, but speaks boldly with a heavy Spanish accent.

"Everyone may be afraid of you, but I'm not! I'm not going to let you take any more from us or hurt anyone else!"

As he sights down the barrel of the shotgun, it is quickly ripped out of his grasp by a man with a long black mustache and oversized sombrero who yells something in Spanish at the boy as he cuffs him upside the head a few times. The boy runs off crying and holding his ear. The old man sets the shotgun against the wall and comes up to you with his head bowed and his hat in his hands.

"Please don't hurt my son, he is only a boy. He doesn't know any better. You know we never give you or your boss any trouble".

The man's name is Eduardo and the PCs now have the chance to ask someone some questions if they like. When Eduardo finds out the PCs aren't part of Wyatt Grainger's motley crew, he will be more than willing to talk. Read or Paraphrase the following:

"Things were good before Wyatt Grainger came. He claimed most of the grazing land, dammed the river and put up fences around this land, most of which he had no legal right to. Those of us who cut the fences and tried to herd our cattle to water were shot and our cattle stolen.

Many farmers and ranchers have been murdered and many of the villagers simply left. Some of the troublemakers even joined his men. The rest of us have nowhere to go, so we stay and pray for a miracle.

Now Wyatt and his banditos come and go and take what they please -- our money, our food, and sometimes our women. Anyone who stands up to him is shot dead in cold blood! But, what can we do? He is too powerful with too many men and guns."

The Gatling Decision

Now the PCs must decide what they are going to do. There are really only two choices. First, they do nothing. The PCs wait till the following day and meet Wyatt Grainger in the center of town at high noon. Second, they decide to help the villagers and make a stand against Wyatt.

If the PCs want to convince the villagers to fight with them, this will take some smooth talking to get them to agree. The villagers aren't really skilled fighters and would rather stay out of the battle altogether.

If the PCs get frustrated or disgusted with the villagers, remind them that they are simple farmers, the majority of them are women and children, and several of the men are elderly. The villagers might add a little firepower to the PCs' arsenal, but they are generally unskilled. Let the PCs know that they will probably have some blood on their hands if any of the villagers do stick around to help.

If the PCs insist on trying to get the villagers to help, they can convince some of them if they try hard enough. Let the PCs role play and use this to add or subtract any modifiers to a Leadership or Intimidation Skill roll, depending on what technique they use. If the PCs beat a TN7, six men will help them. If this is the case, the villagers become Hired Hands run by the PCs.

If the PCs decide to help the villagers make a stand, let them come up with any fiendish plots they want. There are enough rifles to arm 3 of the men who are willing to help (if the PCs won them over). Shooting from building windows, behind the pig pen walls, or shooting from a rooftop with a sign provides Hard Cover. The PCs should consider where the women and children should go to avoid any stray bullets.

Don't forget about the Gatling Gun! There is a good chance that the PCs haven't even thought to open up the crate, but if they have, they surely realize that they have a very potent weapon. Not only will this even the odds, but it will tip the scale in their favor. There are sawhorses or

crates that they can use to create a makeshift mount and many tactical places for them to position the weapon.

Male Villagers (6)

Male Villagers

Moral Attitude: Law-Abiding

Personality: Friendly

AG	BR	PH	PR	A	D	G	UD
4	4	4	3	3	3	4	+1

Special Abilities: None

Equipment: 3 of the men who volunteer to fight will have rifles; the other 3 will have farm tools. Farm Tool (WDM + 3), Rifle (WDM +6; Range 48; Shots 10)

Villager #1: Reload ☐☐☐☐☐☐☐☐☐☐

Villager #2: Reload ☐☐☐☐☐☐☐☐☐☐

Villager #3: Reload ☐☐☐☐☐☐☐☐☐☐

High Noon

At high noon the following day, Wyatt Grainger and 10 of his men will come riding into the village in a pyramid formation with Wyatt at the head.

If left alone, they will ride straight into the center of the village stopping when Wyatt gets to the well. If no one is there to meet him, he will be particularly irritated and start yelling, "Where the hell is my gol durn crate!?" If he doesn't get any response, he will send his boys out to start checking the surrounding buildings and drag anyone they find before him. If he doesn't get the answers he wants, he will start to shoot people without any remorse.

Wyatt plans on collecting his Gatling Gun, dealing with the PCs and showing the villagers just what the gun can do by slaughtering the pigs in the pig pen. He figures this will squash any chance of them ever revolting against him.

Wyatt has no intentions of paying the PCs if they choose to deal with him. He will collect his gun and give them a chance to leave. If they persist, he will have his men gun them down.

If the PCs have organized the villagers or planned an attack of their own, let them spring the trap any time and way they like. The Player Characters and the villagers most likely have a surprise round, as Wyatt has never gotten any resistance before.

Wyatt Grainger

Wyatt is a good looking man in his early 40's. He dresses better than the average rancher and always wears a clean white shirt and white hat with a crisp tie or bandana. He is balding on top, but sports a thick black mustache.

Wyatt Grainger (BA)

Moral Attitude: Selfish
Personality: Aggressive

AG	BR	PH	PR	A	D	G	UD
4	7	5	7	6	6	5	+2

Special Abilities: Loyalty -- Wyatt's men are loyal, and will not run away in battle or abandon their boss unless he is dead.

Equipment: 55 dollars, Long Barreled Pistol (WDM +6; Range 24; Shots 6; Reload □□□□□□)

Wyatt's Men (10)

Wyatt's Men

Moral Attitude: Opportunist
Personality: Aggressive

AG	BR	PH	PR	A	D	G	UD
5	5	5	5	6	5	5	+2

Special Abilities: None

Equipment: 1D6 dollars, Long Barreled Pistol (WDM +6; Range 24; Shots 6)

1: Reload □□□□□□
2: Reload □□□□□□
3: Reload □□□□□□
4: Reload □□□□□□
5: Reload □□□□□□
6: Reload □□□□□□
7: Reload □□□□□□
8: Reload □□□□□□
9: Reload □□□□□□
10: Reload □□□□□□

Horse

Horse

I	S	A	D	G	NWDM
5	10	5	4	8	+5

Special Abilities: Mount -- Horses can be used as reliable mounts. Domesticated -- Horses don't generally fight in battle unless wild or in close quarters and being attacked themselves. In this case they use their hoofs as weapons.

PART FOUR: GRAINGER S RANCH

This part of the adventure is more of an appendix than part of the adventure. There is a chance that the PCs will decide not to wait for Wyatt to arrive the next day, and instead, try to attack him at his own ranch. Alternately, the PCs might be interested in going to his ranch after the adventure is over to make sure any loose ends are tied up. Details of the ranch are supplied just in case you need them, so you don't have to scramble if the PCs go there.

Getting to the Ranch

Most of the villagers can point out the way to Wyatt Grainger's ranch 7 miles to the northwest. There is a trail leading directly to the ranch (this takes about 3 hours), or the PCs can follow the dry river bed of the *el río exuberante* to the dam and lake on Wyatt's property (this takes about 4 hours).

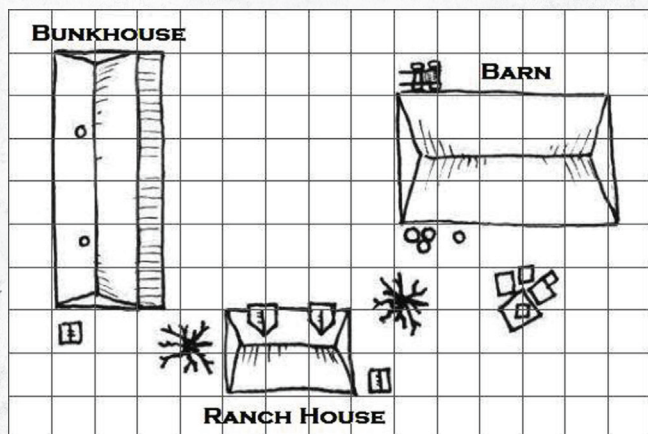
Ranch Personnel

The Ranch Personnel consists of 20 cowboys, a Mexican woman, Lupe (who cooks for all the men, cleans Wyatt's ranch house and provides him with "entertainment"), and Wyatt himself.

Needless to say, the number of people at the ranch at any given time will depend on what happened before the PCs get there. If the PCs have already taken care of Wyatt and his men in Privilegio there will only be the Mexican woman and 10 hired hands. Otherwise, the full compliment of Ranch Personnel will be present.

Wyatt and his men's statistics were provided in the previous part of the adventure. Use the same stats if you need them here. The additional 10 men have identical stats. Lupe will not fight, but will cower and hide if confronted.

Map of the Ranch



Each square on the map equals 2 Units. The lake's edge lies about a half mile to the east and the ranch proper is surrounded by grazing land and crisscrossed with well worn paths. The grazing land is dotted with small patches of squat trees and rock and boulder outcroppings. Prairie grass, both long and short, is plentiful.

The Lake

The lake is little more than a flooded chunk of land to the east of the ranch. The shore is muddy and surrounded by tall weeds. The dam is a very sturdy rock and log affair (but it can be blown apart with 5 sticks of dynamite or more). There are always 2 of Wyatt's men guarding and dam and patrolling around the lake. Any shots fired (or other loud noises) will alert the rest of the men from the ranch who will arrive, guns blazing, about 5 minutes later.

The Bunkhouse

The bunkhouse houses the 20 men who work for Wyatt Grainger. The building is made of wood and sits on short stilts about 2 feet off the ground (to keep rattlers, scorpions, and the like out). There is a door in the front along a long porch and another door in the back. The building is lined with 3 windows on each side. The bunkhouse is filled with stinky cots and a few tables for cleaning guns and playing cards. There are very few personal items and not much of worth.

At night, all the men not on guard duty will be here (usually 16), and during the day the 4 men who were on guard duty the night before are here either sleeping or playing cards.

The wood is old and can be set on fire fairly easily. This will kill a quarter of the men inside before the rest can get out.

Dynamite can be placed underneath the building if the PCs think of it. 20 sticks strategically located will blow apart the building and kill everyone inside. 10 sticks will kill half the men inside, 5 sticks will kill $\frac{1}{4}$ of the men inside. Less than 5 sticks will just scare the crap out of anyone inside and cause a lot of damage.

If the PCs want to use dynamite, they will have to crawl underneath the building to do so. If they attempt this roll 1D6; on a roll of 6, there is a rattlesnake underneath the building. The snakes rattle will warn the PCs, and they can back away without any trouble; but if they want to place the dynamite for maximum effect, they will have to kill the snake first... and any shots will warn the men inside that they are under attack.

Rattlesnake

I	S	A	D	G	NWDM
8	6	8	3	2	Poison

Special Abilities: Poison -- When a rattlesnake successfully attacks in combat it doesn't cause damage, but rather, it injects a deadly poison. Any PC bitten by the rattlesnakes attack (despite the margin of success) must immediately make a Constitution Skill roll. If the roll beats a TN8 the victim takes no damage. If the roll beats a TN7, the victim takes 1 Hits of damage. If the roll beats a TN6 the victim takes 2 Hits of damage. If the roll doesn't beat a TN6 the victim takes 3 hits of damage, and must make a Death Roll.

The Barn

The barn houses a few chickens and 2 dairy cows, but otherwise is used mainly as a stable for the horses. There is one horse here for every man present on the ranch, as well as 4 extras. Many farm and ranch tools line the walls at random locations and several coiled ropes hang from pegs. A large loft contains hay and feed. During the day, 4 men will be here tending to the horses.

The Ranch House

This is a fairly modest 2 story ranch house. Lupe is here all the time and Wyatt is here at night,

and possibly during the day (the GM can decide if Wyatt is here at any given time). Otherwise, he is at some random location on the ranch, tending to business.

The Grazing Lands

The Grazing lands surround the ranch and are very expansive. There are 700+ head of cattle spread out over many miles of land. At night, there are 2 guards roaming this area. During the day, all available men will be here (that's 12 on a normal day, but only 2 if the PCs have taken care of Wyatt's men in Privilegio).

CONCLUDING THE ADVENTURE

If the Player Characters Lose

Well, that sucks! Remind the players who paid for the soda and chips they drank and ate all night and get them psyched up for the next *Wild West Cinema* adventure! Life is cheap in the Wild West and maybe next time, they'll value theirs more.

Discuss what went wrong and what they might have done differently. Note the things your players enjoyed about the session and what they didn't, and try to incorporate more elements of the things they did like into the next adventure you run.

If the Player Characters Win

The villagers let the PCs keep the \$55 that Wyatt had on his person. They ask to keep the Gatling Gun to defend their village, but let the PC's take it if they demand it.

After burying and mourning for the dead, the villagers throw a modest fiesta in honor of the PCs. They are invited to stay in Privilegio as long as they like.

Award Experience Points now, as described on page 65.

Further Adventures

Before the session ends for the night, ask your players if there is anything that they would like their Characters to do next. They might have some exciting ideas of their own that you can develop into their next adventure.

Perhaps they want to go back to Sweetwater and get revenge on Bailey Grainger for setting them up. Maybe One Eye Bobby got away and the PCs want to go back to where the train robbery took place and search for him, possibly to collect the \$200 bounty on his head.

If the PCs don't have anything specific they would like to do, your next adventure can be anything you like. Going back to Odessa would be a great way to start the PCs' next adventure. Once there, perhaps they get a job offer from one of the train passengers who recognize them and remember their quick thinking, and shooting, during the robbery.

Maybe Sir Arthur Charles, who came to Odessa to open up a high class saloon, is having trouble when the saloon owner across the street doesn't like the competition. There have been all kinds of problems, including murdered employees and stolen alcohol shipments. Sir Charles wants to hire the PCs as protection, and to find evidence of the competing saloon owner's dirty deeds so he can take the proof to the law.

Maybe Zeke went to live with his aunt, but is sure that one of her farm workers (who is sweet on his Aunt) is one of the stagecoach robbers who killed his parents. His aunt did inherit a fair sum of money when Zeke's parents died, along with the rights to a played out silver mine... or is it?

Whatever your next *Wild West Cinema* adventure is, keep your six-shooter handy, and ride off into the sunset when it's over. Happy trails!

The End

"And that was the way it was in the old days before the country grew up and men put their guns away."

—Louis L'Amour (To Tame a Land, 1965)

WILD WEST Cinema

Character Name: _____

Player: _____

Ht.: _____ Wt.: _____ Age: _____ Gender: _____

Description & Background: _____

Motivation: _____

Moral Attitude: _____

Personality Trait: _____

Damage Track

☐ Grazed

☐ Wounded

☐ Down

Archetype: _____

Special Abilities: _____

Attributes and Skills

☐

Agility

____ Defense
____ Initiative
____ Riding
____ Shooting
____ Sleight of Hand
____ Speed
____ Stealth
____ Wagoneering

☐

Physique

____ Climbing
____ Constitution
____ Drinking
____ Fighting
____ Grit
____ Stamina
____ Swimming
____ Throwing

☐

Brains

____ Disguise
____ Frontier Knowledge
____ Gambling
____ Hiding
____ Perception
____ Repair
____ Survival
____ Tracking

☐

Presence

____ Barter
____ Charm
____ Fear
____ Intimidation
____ Leadership
____ Lie
____ Size-'Em-Up
____ Willpower

Story Points

☐ ☐ ☐ ☐ ☐

Experience Points: _____

Ammo () Ammo ()

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0000000000	0000000000
0000000000	0000000000
0000000000	0000000000
0000000000	0000000000
0000000000	0000000000
0000000000	0000000000
0000000000	0000000000
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0000000000	0000000000
0000000000	0000000000

Weapon:	WDM:	Range:	Shots:	Reload:
				0000000000
				0000000000
				0000000000
				0000000000

Equipment:

COMBAT SUMMARY SHEET

POSSIBLE ACTIONS ON YOUR INITIATIVE TURN

- Do Nothing
- Hold Initiative
- Move
- Draw a Weapon
- Make a Fighting Skill Attack
- Make a Shooting Skill Attack
- Make a Throwing Skill Attack
- Attempt an Attribute or Skill Roll
- Reload a Gun
- Un-jam a Gun
- Aim
- Attempt a Miscellaneous Action
- Perform a Free Action

MOVEMENT

Running: Full Speed Rank/+1 to his Defense Skill.

Charge: $\frac{1}{2}$ of movement rounded down/-1 Fighting Skill

Fighting Withdrawal: $\frac{1}{2}$ of your Speed Rank rounded down.

Run Away!: free attack at +2 bonus to his Fighting Skill

FIGHTING ATTACKS

Brawling WDM = $\frac{1}{2}$ the Physique Attribute rounded down +2 for fists.

Brawling Down Opponent: Knocked out for 1D6 x 10

Drawing a Weapon: It takes one round to pull out or to ready a melee weapon.

Unarmed opponent: -1 modifier to opponents Defense Skill

Advantageous Position: +1 bonus to his Fighting Skill and to his Defense Skill.

Ganging Up: +1 to Fighting Skill for each additional attacker beyond the first, maximum +3

Using Two Weapons: -1 for the first weapon/-3 for the second (off hand) weapon)

Defensive Fighting: +3 modifier to his Defense Skill

Blind Fighting: -4 modifier to your Fighting Skill

SHOOTING ATTACKS

Drawing a Gun: takes one combat round

Reload: takes one combat round

Gun Jams: On Snake Eyes, No ammunition expended / No shot fired, Un-jam takes a round and requires a successful Repair Skill roll at a TN5

Careful Aim: +2 to Shooting Skill

Called Shot: -3 to Shooting Skill, margin of success +5

Range: Long range -2 to Shooting Skill

Cover: Soft cover +1 to Defense Skill, Hard +2 to Defense Skill

Combined Fire: Primary attacker +1 to Shooting Skill for each additional shooter

Defensive Dodging: +3 to Defense Skill

Shooter is unstable: -1 to Shooting Skill

Shooter on the Run: $\frac{1}{2}$ Speed Skill Rank rounded down, -2 to Shooting Skill

Shooting 2 Guns: -1 to the first shot/-3 to the second (off hand) shot

Multiple Shots: 2 shots, -2 to Shooting Skill each

Blind Fighting: -4 to Shooting Skill.

THROWN ATTACKS

Dynamite

Step One: Pulling the Dynamite out

Step Two: Lighting the fuse.

Step Three: Throwing the Stick! Target takes full damage, anyone within 3 Units make a Grit Skill roll to avoid damage against $\frac{1}{2}$ the TN of the main target

DAMAGE

TN of Grit Skill roll = Margin of Attack Success (MoS) + Weapons WDM

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