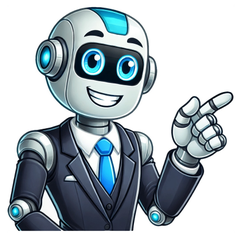
Continue



Home ROLE-PLAYING GAMES BOOKS OTHER Our products are now delivered by Our products are now delivered by This product is out of stock. We can, however, order it specially for you if you click on the button above. Please note that, depending on the product location, delays may vary and that the price may also slightly vary without notice according to our supplier's demands. Also be aware that the regular price always prevails over a discount with special orders, so if there is a price reduction indicated on an item that we order specially for you, that discount will not be applied. ™By Shane Lacy HensleyWritten & Designed by: Shane Lacy Hensley with John R. Hopler, Matt Forbeck, & Hal MangoldComin' 'Round the Mountain: John "Stephen Hawking" GoffAdditional Development by: Michelle Hensley, John Hopler, Matt Forbeck, Greg Gorden, Steve Long, Chris McGlothlin, Charles Ryan, Lester Smith, Tim Brown, Paul Beakley, Jay & Amy Kyle, Jason Nichols, Dave Wilson, Tim Link, & Tammie Webb Ryan.Revised Edition Developed by: Hal Mangold and Shane Lacy HensleyDeadlands Brand Manager (2016): Matthew CutterManaging Editor: Jodi BlackEditing: Matt Forbeck, Michelle Hensley, Jay Kyle, Jason Nichols & Hal MangoldLayout: Hal Mangold, Shane Lacy Hensley, Alida Saxon, Thomas ShookArt Direction: Aaron Acevedo, Alida SaxonCover Art: Aaron RileyInterior Art: Thomas Biondiolillo, Steve Bryant, Paul Daly, Kim DeMulder Tom Fowler, Don Hillsman, Ashe Marler, Allan Nunis, Andy Park, Jacob Rosen, Kevin Sharpe, Ron Spencer, Bryon Wackwitz, Loston Wallace, Brom, Charles Ryan, Hal Mangold, Matt Forbeck, Zeke Sparkes, Wayne Miller, Tamires Pedroso, Von Caberte, Greg Bobrowski, Unique Soparie, Donald Crank, Bruno Balixa, Alida Saxon, Sebastien Ecosse, Jorge Barrero, Tiago Silvério, German Ponce, Darnell Johnson, Ross Grams, Mike Wolmarans, Ángel Alonso Miguel, Jon Taylor, Jared Blando, Aaron RileySpecial Thanks to: All those artists, authors, editors, designers, and fans who kept Deadlands alive for twenty years! Deadlands created by Shane Lacy Hensley. Author's Dedication ('96): Michelle. My love. Author's Dedication (2016): Michelle, Caden, Ronan, Mom, Dad, and all the fantastic PEG staff through the years. Visit our web site for free updates! Deadlands: The Weird West, artwork, logos, and the Pinnacle logo are © 2016 Great White Games, LLC; DBA Pinnacle Entertainment Group. Savage Worlds, all associated characters, logos, and artwork are copyrights of Pinnacle Entertainment Group. The Studio 2 logo is a trademark of Studio 2 Publishing, Inc. Distributed by Studio 2. All rights reserved. Printed in China. Pinnacle Entertainment Group, Inc. www.peginc.comIt doesn't seem like twenty-two years ago that I first saw that Brom painting on the cover ofWhite Wolf Magazine #46. I remember the long drive through the night from GenCon 28, thinkingabout an undead cowboy bursting up out of the grave and what could be so important that he'dfight through Hell itself to return. The image quickly morphed in my mind from the original paleconfederate to something else, a sort of revenant marshal with a six-gun and a hole in his badge.His back was to the viewer and he wore a tattered blue vest. He looked more like the Rawhide Kidfrom Marvel comics than the vampire that originally sparked the idea. It was a year later before I decided to do something with the idea. I had already started Pinnacle todo a historical miniatures game called Fields of Honor, and this new game—Deadlands was the namethat came to mind—would be our first roleplaying game. I gathered up my friends in Blacksburg, VA,and we took the first steps into a world that would, more or less, come to define my career. I already talked about the first adventure in the Afterword, but another stands out in my mind aswell. It was about a phantom the locals called the Revenant, a former slave who'd come out West tofind a new life and run afoul of former slaveholders. They hung the unfortunate man, but his spiritreturned a year later to settle the score. It was a heavy tale of horror and racism told among closefriends who could handle such a dark theme. As predicted, the party had more sympathy for thespirit than the townsfolk he was hunting down. If memory serves, John Hopler, my wife Michelle,and the others stopped the spirit after he'd taken his vengeance. Frontier justice and all. Between this and a few other forays into the Weird West my friends seemed to enjoy, I decidedto make it real. I also decided to change the tone a bit. While we'd have dark adventures, we alsowanted a little "tongue in rotted cheek" camp to relieve the stress. It would be equal parts "IndianaJones" high adventure, Evil Dead horror, and Evil Dead II camp where it felt appropriate. A few months later, I asked Matt Forbeck and Greg Gorden to join me and help me launch Deadlands.They came down and added lots of great input, and soon after, Matt joined the company and movedto Blacksburg, Virginia, to help put it all together—the game, miniatures, adventures (including ourunique Dime Novels), and even a soundtrack. I learned PageMaker, stayed up all night for weeks,and got fat on chocolate donuts (I don't drink coffee—I'm a sugar and soda guy when it comes toall-nighters). We finished just in time to launch it at GenCon 1996. We took a ton of demo folks, most of whomhad no time at all to read the rules or the adventure we put together but did a stellar job anyway.Dozens if not hundreds of people ran through those games, stumbling over the rules but having agreat time doing bad Western accents and learning that the death of their character wasn't necessarilythe end of the trail. We sold out of everything we took but best of all, people told us how much they'd enjoyed justreading it. One of our friends at TSR got the book on Thursday and by Saturday morning told ushe'd read the whole thing and couldn't stop grinning from ear to ear. We'd done it. Deadlands was a runaway hit. We sold out of the initial print run in a month or soand three more would follow over the coming year. We published dozens of supplements, boxed sets,and miniatures, creating an incredible "wall of orange" (due to the bright orange trade dress) thatfolks still brag about to this day. (I wanted orange trade dress so it would stand out on store shelvesamong the overwhelming black trade dress of the time.) In 1997, we launched the Great Rail Wars miniatures game to similar success, and in 1998 we followedup Deadlands with what was—at the time—a well-kept secret...the good guys lost in a possible futuresequel called Hell on Earth. Lost Colony followed in 2000, which was essentially "Deadlands in space,"and then Deadlands Reloaded for our smash-hit Savage Worlds system in 2005. Matthew Cuttertook over as the line editor soon after, or "Big Bug" as he likes to call himself, and we did our firstKickstarter for the amazing Deadlands Noir by my long-time friend and fan-favorite John Goff in 2011. We've had numerous attempts at movies and television shows, comics, novels, computer games,and even a shot at a real Massively Multiplayer Online game before the economy tanked in 2008.Some of those have worked out, some haven't, and some are still on the way. Some of those storiesare loaded with heartbreak that would make a Harrowed weep, but most are just like our titularheroes—not dead yet. I can't imagine what the next 20 years will bring for Deadlands, but I thank each and every oneof you who has fanned the hammer or slung a hex-card for us. It's a privilege to watch your babystand the test of time, and there's a lotta trail left, amigos. —Shane Hensley October, 2016Table o' ContentsForeword................. 6 Chapter Three: Chapter Seven: Gear................................. 75 Mad Scientists........ 165Posse Territory.......7 El Cheapo Gear............................... 75 The Life ofThe Tombstone Horses.. 76 a Mad Scientist........................ 166 Epitaph's Newcomers Equipment Notes........................... 79 Guide to the Using the Archetypes..............82 Creating Weird Gizmos......... 167 Weird West....................7 The Archetypes.............................82 Weird Gizmos................................. 170A Word From Chapter Four: Chapter Eight: The Editor.....................8 Blowin' Things The Blessed.............175 All to Hell................. 115Welcome to the The Life of Weird West!..................9 Rounds.. 115 the Blessed.................................... 175 The Action Deck........................... 115 A Nation Sundered...................... 10 Actions.. 116 Invoking Miracles....................... 176 The Great Rail Wars................... 15 Jokers..117 Miracles...177 Go West, Young Man!.................17 Moving..118 Travel Times..17 Tests o' Wills..................................... 119 Chapter Nine: Money... 18 Shootin' Things............................120 Shamans.................... 181 Military Ranks............................... 19 The Art of The Duel...............126 Common Jail Times Reloading... 128 The Life of Throwin' Things........................... 128 a Shaman...181 & Fines.. 21 Innocent Bystanders................ 128 A Final Word...................................... 21 Fightin'... 129 Calling on the Spirits............. 182 Vamoosin'.. 131 Rituals... 184Chapter One: Hit Location.....................................132 Favors.. 187 The Basics.................23 Damage... 134 Armor... 134 Chapter Ten: Tools o' the Trade........................25 Bleedin' & Squealin'.................136 Beyond the Pale..... 193 Traits & Aptitudes.......................26 Wounds... 138 Trait Levels...26 Stun.. 139 The Harrowed...............................193 Mixing Aptitudes..........................26 Wind... 140 The Unlife of Aces... 27 More Pain & Sufferin'............. 141 Difficulty & Healin'.. 143 the Harrowed..............................195 Common Powers..........................195 Target Numbers......................... 27 Chapter Five: Counting Coup............................... 197 Unskilled Checks.............................28 Fate & Bounties..... 145 Harrowed Powers......................... 197 Goin' Bust...28 Fate... 145 Marshal'sChapter Two: Improvin'.............................. 148 Handbook......... 204 The Stuff Heroes Are Made Of..............31 No Man's Land..... 151 The Prospector's Tale........................... 205 One: Concept....................................... 31 Chapter Six: Two: Traits...36 Hucksters................. 153 Chapter Eleven:.........207 Three: Aptitudes............................40 Four: Hindrances........................... 51 The Life of The Order of Things..............207 Five: Edges..62 a Huckster....................................155 The Old Ones................................208 Six: Background............................ 70 The Great Spirit War.............208 Seven: Gear.. 70 Casting the Hex............................156 A Tale of Vengeance.............209 Spaghetti...With Meat!.............. 70 Hexes.. 156 Raven Reborn................................209 The Hunt...210 The Reckoners Awake............ 211 The World Today......................... 211Chapter Twelve: Hangin' Judge................................269 The Indian Territories...........342 Running the Jackalope.. 270 The Heart of the West.........350 Game.......................... 213 Los Diablos....................................... 271 Deadwood...350 Maze Dragon.................................272 Dodge City...364 Shortcuts... 213 Mojave Rattler...............................273 Tombstone... 376 Fear.. 217 Night Haunt....................................274 The Weird World.........................385 Guts Checks..................................220 Prairie Tick...275 Tale-Tellin'...222 Tumblebleed.. 276 The Adventure... 386 Awarding Fate Chips.............224 Walkin' Dead................................... 277 Adventures...225 Wall Crawler................................... 278 Comin' 'Round The Traveling the Wendigo.. 279 Mountain.................387 Werewolf..280 Weird West..................................226 Rogue's Gallery...........................282 The Story The Law...228 Black Magic......................................283 So Far..387 The Black Hats............................229 Running the Game....................231 The World........... 292 The Setup...388 Chapter One:Chapter Thirteen: Chapter Fifteen: Arcana..................... 235 The Weird West..... 293 Tickets Please!.........................388 Chapter Two: Mysterious Past...........................235 The War..293 Knacks..239 The Great Rail Wars...............296 This is a Stickup!.................392 Veterans o' the The Election of `76..................300 Chapter Three: Back East..302 Weird West...................................243 The North..303 Night on Cold Arcane Misfires..........................245 Agents & Rangers....................304 Mountain...396 The Harrowed..................................250 A Tour of the Weird West.. 311 The Clearing..................................397 Relics...254 The Great Northwest............... 311 The High Plains..........................314 Tables & Charts....... 400Chapter Fourteen: The Disputed Lands................319 Abominations........ 259 The Great Maze..........................326 Profile Sheets........... 404 Great Basin.......................................334 Critters & Abominations .260 The Wild Southwest...............337 Author's Desert Thing...................................265 Afterword........ 405 Devil Bat...266 Dust Devil.................................267 Index........................... 406 Gremlins...268 Character Sheets...... 411Foreword Most likely, right now you're standing in aisle three of Guy's Game World in Boot Lick, Indiana, trying to decide whether to fork over part of your paycheck from Blockbuster Video to buy this book. Take heart, dear reader, it's only money. Buy it fast, before a Game World clerk kicks you out of the store and bans you from, gasp, GAMING. In your darkest dreams, could you ever imagine that? A life away from Gaming? A life devoid of the indispensable information found in this revised edition of the Deadlands roleplaying game? I don't think so. Of course, at first you'd try and kick the gaming habit. You'd buy a fist-full of self-help tapes (at a cost far exceeding this book) and listen to New Age music while you feverishly tried to meditate your addiction away. But it won't do any good. Those weekend nights just wouldn't be the same, staying home and actually interacting with your family instead of spending 48 straight hours trying to become "Harrowed." The tremors will return, and the headaches will increase in frequency until youjust can't take it any more - you've just got to be Ronan Lynch ONE MORE TIME!!! If you don't know what I'm talking about, then you'd better cough up the moola and startreading, pardner. Let's face it, your family doesn't really miss you anyway, unless of course you're 35, stilllive at home and the grass hasn't been mowed in over a month. It really all depends on justhow badly you need that 10-dollar allowance. Speaking of which, maybe you'd better take aweekend hiatus, cut the grass and use Dad's cash to buy this book. Kind of a Catch-22, isn't it? I can hear you whining from here—"Is this game really worth it?" What am I, a mind reader?I didn't write the darned thing—buy it and find out for yourselves. There's obviously a goodreason why these fine people would harass me to write the foreword. Tell you what...I'll make you a deal. If you buy this book and learn to master the game (I'llknow when you're ready, because your personal hygiene will decline rapidly), I'll personallycome over to your house every other weekend (I do have a life, you know) and play the gamewith you. We'll go at it, battling Raven and Dr. Darius Hellstromme until the cows come home. If, after this marathon session is concluded, I win—you pay me my full hourly rate, includingfringes, per diem and bus fare to your small town. If you win (oh yeah, right), I'll be yourpersonal slave for a month, no questions asked. Just bear in mind that I don't do windows. Sound like a good deal? I thought so. Now, you're probably sitting in the parking lot of your local Strip Mall, tearing through thesepages, trying to find out how to rectify Raven's tragic mistake, aren't you? Come on, admit it,I won't tell anyone...just the whole world, that's all! Well, Gamehead (that's an affectionate term), I do hope Dad understands about the ratty-ass lawn you're neglecting. Deadlands might just be the one game worth getting the healthdepartment to condemn your house for. Best to all you Knuckleheads, Bruce Campbell April, 1999Posse TerritoryThe Tombstone Epitaph's Newcomers Guide to the Weird West Everything a Greenhorn needs to know about surviving the Horrors of the Weird West—Don't travel without it!The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢ A Word From The Editor Welcome, friends, to the Tombstone Epitaph's through the back alleys of Dodge City. Theylatest attempt to educate the masses and have not witnessed the awesome power, or theilluminate the truth in the Newcomer's Guide to frightening intelligence of the rattlers. Nor havethe Weird West. My name is Lacy O'Malley, your they heard the rustling grass of the High Plainserstwhile investigatorand humble reporter. as some feral creatureYou might remember stalks its prey.me from such It is to theseguidebooks as our newcomers—original Guide to the greenhorns theWeird West, the 1877 frontiersmen callUpdate, the Guide to them—that wethe City o' Gloom, the dedicate this issue.Guide to the Mighty In the pages of thisMississippi, or the guide we have takenBack East North and a step back from ourSouth guidebooks. wild proclamationsThese are available and dire warningsin finer mercantiles to ease a neweverywhere, or for generation into therush order from the truth man was notfine folks at Smith & meant to know.Robards. And for those foreign travelers Many scoff at who know little ofthe bizarre tales our shores, we havewe expound here briefly recounted thein the pages of the amazing history ofEpitaph—stories more our land—including"distinguished" papers the Great Quake ofrefuse to print. But '68, the discoveryexperienced travelers of ghost rock, theknow our reports are state of our war-tornamazingly accurate, homeland, and theparanormally rise of the Indianinsightful, and nations.uniquely designed to save the lives of thosewho venture into the often dangerous locales of It is our hope to provide you with the basicthe frontier. information you must know to survive here in the West, dear newcomer. Good luck in your But many are only learning the dark truths travels, and Godspeed. The Good Lord knowsabout our fair continent and the mysterious our cemeteries are full of those of you whothings that crawl upon it. They have yet to have come before. Perhaps some tidbit here willfeel sinister eyes upon them as they move save you from this dire fate. 8The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢ Welcome to the Weird West!We should begin our tale with the Great This new fundament burns a hundred timesQuake of '68, for the quake—and what was hotter and longer than coal. When burned, therevealed when it split the entire west coast of strange stuff gives off a ghostly-white vaporAmerica apart—has shaped our country, and and howls like the Devil Himself, so the firstindeed our world, more than any other single survivors of the quake who discovered it calledevent. it "ghost rock."California had long been a land of dreams. The name stuck.Gold was discovered there in '49 and the talesof those who had become millionaires overnightwere the stuff of legend. The Power of Ghost Rock The migration of hundreds of thousands of While you have no doubt seen inventionssettlers looking to partake in this miracle was powered by steam and ghost rock whereverwhat formed the early history of the "Old West." you're from, you must understand the impactThe dangers of the frontier, the Indians, outlaws, this amazing mineral has had on California andburning deserts, and freezing mountains, created the Maze.the legendary gunfighters, adventurers, andheroes that so many read about in the dime Immediately after its discovery, a greatnovels and penny dreadfuls. Men like Wyatt number of hopeful inventors headed to theEarp, Wild Bill Hickock, and Bill Pickett were Maze. In months, they had perfected devicesforged in this harsh land, drawn westward by powered by steam and fueled by ghost rock.the lure of gold or the notion they would bring Reports of horseless carriages, ghost-rocklaw and order to this wild, reckless land. powered ships, and even weapons capable of spewing a torrent of bullets or spewing great gouts of flame became common.The Great Quake of '68 Now imagine the power of a mineral twice The Battle of Washingtonas valuable and a thousand times more usefulthan gold. That's what happened in 1868 when Confederate President Jefferson Davis was theCalifornia fell into the sea. first to realize ghost rock's potential value to his war effort. Under his supervision, a number An earthquake the likes of which he world of incredible devices were developed in a secrethas never seen before or since shattered the base near Roswell, New Mexico (the basewest coast from Mexicali to Oregon. In its has since been destroyed by an unfortunatewake was left the "Maze," a labyrinth of jagged accident). These secret weapons were shippedmesas towering over the flooded sea-channels Back East and used in the South's biggestbelow. Magnificent new beasts such as the offensive ever.Maze dragon, were discovered in those troubledwaters, but more amazing was the discovery of In February of 1871, General Lee and his Armywhat some at first thought was simple coal. In of Northern Virginia attacked the Union linesfact, the sundered landscape had cracked open around Washington D.C. The attack, backed byto reveal a new mineral heretofore undiscovered. weird science, was devastatingly effective, so effective, in fact, that Lee's forces actually seized the Union's capital! 9The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢ The struggle to build a transcontinental rail-line has often been punctuated by the sound of gunfire!The Great Rail Wars A Nation Sundered The Yankees eventually took their city back As many of you know, the American Civilas the Rebels' devices began to malfunction War began in 1861. The textbooks carried byor run out of ghost rock, but the message was most schoolmarms claim our nation was splitclear—ghost rock powered weapons and devices in two, but that's not exactly true. In fact, whatwere the way of the future. used to be the United States of America is now six separate nations. Had it not been for the war, Though ghost rock had since been found all there is little doubt there would be no Siouxover the country, the greatest concentrations Nation, no Coyote Confederation, no Republic ofwere still in the Maze, and no single rail line Deseret, and certainly no City of Lost Angels.yet connected them to the battlefields of theEast. Once back in the White House, President The United States of AmericaGrant offered the exclusive government contractfor ghost rock to the first company to build President Ulysses S. Grant has ruled the northa transcontinental rail line. The Confederates since 1872. Many thought he would lose lastfollowed suit the next day. year's election, if he even ran. President Grant seems more suited to commanding the military While a host of railroads answered the on the battlefield than from the White House.government's call, the competition soon boileddown to just six. These six companies began a Grant's administration claims ownership ofbloody war that has sometimes rivaled the one the entire country and refuses to acknowledgeraging between the North and South themselves. the existence of any other nations. The truth however, is that Washington has no authority, I will return to the subject of the Rail Wars no control, and little or no presence in the otherand the bloodthirsty participants who race to nations I will describe presently.the coast later. For now, allow me to continuewith the incredible impact ghost rock had onour nation. 10The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢President Grant often well-equipped to deal with it, but do not be surprised if the price of their assistance is Many thought Grant would lose the election your silence.after his troubled term—if he even ran forreelection. But last year's "November Offensives" The Confederate States of America(so-called because each side stages a majormilitary campaign prior to any election to win Our young and hot-blooded nation was bornthe incumbent votes) convinced the Yankees in blood and seems forever cursed to remainthat the challenger, pro-peace candidate Samuel that way. Though the Civil War has had manyTilden, would cave in to the Rebels. When a lulls with no major battles, there has never beenBritish column took Detroit, Michigan by force, a day in this country's history in which it wasn'tseemingly in coordination with Confederate "at war." I am afraid it is a curse we shall notplans, the public was convinced "Unconditional soon lift, for Mexico seems ready to pounceSurrender" Grant was their man. upon us once again. Grant responded with his own campaign, President Davisbombing Richmond, Virginia with amazing aircarriages. Simultaneously, his old friend General The leader of our violent land is PresidentSherman marched the Army of the Ohio Jefferson Davis. He has ruled our nationthrough Kentucky, burning everything in his unchallenged since the war began. He waspath as he had done in Georgia over a decade reelected in the '67 campaign (after theago. mysterious death of his opponent, Senator Robert M.T. Hunter died mysteriously mere days But when the smoke of fall finally cleared, before the election), but ruled by martial lawthe Confederates had managed to defend until free elections were restored last year. Histhemselves and not an inch of ground was administration faltered more than once, and thegained. devastated economy and inability to make the North recognize Southern independence made Now the president broods in his capital, him the underdog.watching his beloved nation fall apart aroundhim. But though scattered, his military remains The Whig party nominated the belovedstrong, and the fight isn't over yet. Robert E. Lee to challenge Davis. The election in the Confederate States made the old generalThe Agency the winner, but highly suspect votes from the territories swung the race in favor of Davis. One of President Grant's most effective forcesis the Agency, a shadowy organization formed Our leader has had one recent bit of truein 1877. The US had formerly relied upon the success. During last fall's campaign, he seemsPinkerton Detective Agency for its intelligence to have convinced the British to finally entergathering, but it gradually became clear a the war in force. A column of troops marchedprivate company could not carry out all the on Detroit from Canada and took it in a day.actions a wartime government must perform. The rumor is our European allies are preparing an even larger forth up North and may invade The men and women of the Agency now after winter. They would not likely attempt toinfiltrate, attack, and sabotage all perceived "conquer" the Union, but would instead useenemies of the state. Though I said we would their incredible military to force peace andstay away from the most controversial topics in recognition of the Confederacy.this guide, I must also tell you that the Agency'sother function is to investigate bizarre and Unfortunately, recent news has come to mesupernatural events. Just like the Texas Rangers, that the US has increased its diplomatic tieswhich I'll discuss shortly, the Agents do not like with France (which currently control Mexico,people talking about these mysterious events. as well). It could well be that Grant hopes toThey have used bribes, blackmail, and even counter the British invasion with a Franco-personal threats to keep these stories fromappearing in the press. Should you find yourself Mexican invasion of the South.involved with the paranormal, the Agency is 11The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢ bright light of truth can only illuminate and strengthen. The Rangers do not agree, however, and use whatever means are necessary to keep their activities from the public. The Sioux Nations Perhaps the people who have benefitted most from the Civil War are the Sioux. Since the Union Army's attention has remained focused south, they have had little manpower to patrol and control their red neighbors in Dakota Territory. Texas Rangers: Southern sentinels or enemies of the Truth? Sitting Bull & CusterThe Texas Rangers The leader, or "hunkpapa wicasa" of the Sioux is Sitting Bull, a wily old Indian chief The Texas Rangers were first used as who is far more belligerent than the rest of thespies and scouts in the Mexican War of '46- wicasas (a council of elder chiefs, medicine'48. Afterwards, they protected Texas against men, and revered warriors).Mexican invasions, then later became the lawthroughout this wild young state. It was Sitting Bull who was responsible for defeating General George Armstrong Custer Early in the War, several detachments of recently at the Battle of the Little Big Horn.Texas cavalry were dispatched East. They fought Since then, the Union has given the Sioux ain many of the most important battles, including little more respectGettysburg. It was there that the Rangers firstbegan their new careers as monster hunters. Unfortunately, the headstrong Custer, who single-handedly survived his "last stand," has That's right, dear reader. This is not a typo. not forgiven the Sioux for his humiliating defeat.There are things out there you do not yet He has pieced together a mercenary army andunderstand. The Texas Rangers hunt down these is threatening to invade when his band of claimevils and destroy them. That is why they have jumpers, troublemakers, and freebooters isjurisdiction throughout the South these days. ready. Custer is acting without authority fromJust like their counterparts in the Agency, the Washington, but the Sioux don't see it that way.Rangers do not like news of the supernatural Since he wears the rank of a US Army officer,to get out. They feel it terrifies the public and to them, he is an officer.somehow makes the forces of darkness thatmuch stronger. As a journalist, I believe the Deadwood Since ghost rock was discovered in the sacred Black Hills of the Sioux Nations, thousands of white prospectors violated the Indian's borders in search of riches. This caused so much trouble that the wicasas finally allowed the whites to mine the Black Hills, but only if they would not stray from there, paid a fee to the Nations, and lived only in the treaty city of Deadwood. Those who strayed outside these boundaries were considered trespassers and subject to Sioux law for that charge—which is inevitably death. 12The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢ Unfortunately, Custer and the greedy miners leader, some of the braves carry on the age-oldof Deadwood constantly violate the treaty. It is tradition of raiding white settlements, a habitonly a matter of time before an incident sets of that brings them into frequent conflict witha war between the Sioux and any white man settlers in the Disputed Lands.who sets foot in Dakota Territory. Brothers in ArmsThe Old Ways The Coyotes rarely raid into the Confederacy, Outnumbered as they are, the isolated whites and truth be told, rarely venture into towns inof the area have one important advantage— the Disputed Lands that are sympathetic toor so they think. The wicasas claim things the Southern cause. This led many to believechanged a little over a decade ago, that evil the Confederation had a secret alliance withspirits had returned to the world to punish the Rebels. During the offensives of '76, thisthem for adopting some of the "polluted became very clear, and is now basically publicwhite man's evils," such as fire water and knowledge.guns. This philosophy eventually came tomean the "People" were not to use any sort of Presumably, the Indians believe wetechnological device. They were supposed to Southerners are an oppressed people, just asreturn to the "Old Ways," and the movement was they are, making us brothers-in-arms.born. The Republic of Deseret Many young braves feel this is foolish. Whyshould they attack Gatling guns and cannons No doubt most of you know the story of thewith arrows and tomahawks. The wicasas have Mormons. They practice a different version offorbid this kind of talk, but this only gave rise to Christianity that didn't seem to sit well witha secret rebellion calling itself the "Order of the their neighbors Back East. Eventually, thingsRaven." The wicasas feel this poisons the People got so bad the "Latter Day Saints," as theyin the eyes of their gods, and so put to death call themselves, trekked west. Far west—to aany young brave found with the distinctive and desolate parcel of earth called Utah. Therehidden tattoo that marks them as a Ravenite. their new leader and prophet, Brigham Young, founded Salt Lake City in 1847.The Coyote Confederation President Brigham Young Down south, in what used to be known asthe "Indian Territory," a coalition of Cherokee, Young was a clever man, and he orchestratedComanche, Creek, Seminole, Kiowa, Chickasaw, Utah's conversion to a territory rather quickly.and Choctaw Indians saw the success of The Mormons enjoyed isolation, anonymity, andthe Sioux and formed their own nation. The even their own laws until the Gold Rush of '49.Confederation's leader is a mysterious figure Though the Saints prospered financially as aknown only as "Coyote." I suspect that since waypoint for thousands of miners headed forthis leader remains cowled in a red cloak even California, the new "Gentiles" could not alwaysamong his own people, the tribe's true leaders, live by their laws. Once again, the MormonsQuanah Parker and Satanta, or one of their found themselves battling for their way of life,most trusted medicine men, act as Coyote. which included polygamy among other things—aThis would explain why Coyote has often been practice the rest of the country couldn't tolerate.reported hundreds of miles apart on the sameday. The Saints muddled along until 1866. By that time, with no end insight for the Civil War In either case, "Coyote" seems wiser than and several unfortunate conflicts with non-the sometimes hot-headed leader of the Sioux, Mormons (including the Union Army), Brighambut he does not take as active a hand in the Young declared that the Mormons would ruleConfederation's affairs, leaving each tribe to its themselves until such time as the governmentown devices. Because there is no single, strong 13The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢had the time and resources to properly address natural diseases. Starvation is a very real threatthe Saints concerns and complaints. The new in the Maze. Or it would be if not for Reverendnation is called "Deseret," and encompasses all Grimme.of Utah. Every Sunday, following his sermon, those who attended may join the congregation in a great feast. Fruit, vegetables, and especially meatThe City of Gloom (which is scarce and expensive but GrimmeSalt Lake City is often called the "City of never seems to have any trouble finding) are all free for the taking.Gloom." This is not some satirical comment Even in a normal city, Grimme's free feastson the Mormon's lives. The city is called suchbecause of its incredible factories. would make him a popular man. In the Maze, where a loaf of bread sometimes costs as muchThese factories build ghost-rock powered as a man makes in a week, Grimme seems butdevices of steam and steel. The constant cloudof ghost-rock soot that hangs in the air and one step lower than the Almighty Himself. And that's just what Grimme seems to believe.permeates certain sections of the city give it itsless than cheerful moniker. If you want more information on Deseret,see the Tombstone Epitaph's Guide to the City o' The EdictGloom for a more complete story. Reverend Grimme believes a transcontinental railroad will only graft and corruption into his city. At least that's what he tells hisThe City of Lost Angels congregation. Most believe he is merely afraid that the rail lines would make food more Our last stop on this tour takes us back to available and spoil the source of his power.the Maze. He preached against the coming of the After the Great Quake of '68, one band of railroads for years, but finally the iron horsessurvivors who made it to shore from the deadly must have come too close. In late 1877, GrimmeMaze was led by the Reverend Ezekiah Grimme. took control of the city and declared it aHe provided a large band of survivors with both sovereign state. I guess he figured if the Vaticanfood and water during their arduous escape, and could do it, so could he.eventually came to call his followers his "LostAngels." The group founded a city where they In his famous "Edict of '77," he proclaimedcame ashore and Grimme named it after his that only true believers in the Church of Lostbeloved flock—the City of Lost Angels. Angels could live in the city (though thousands of hopefuls live in the "tent cities" outside). Those who do not recognize the Church'sReverend Grimme sovereignty are not only exiled, but considered enemies of the state as well.Since then, Reverend Grimme has becomea bit more stern. He had the city's co-foundersbuild its streets in a circular pattern with the Grimme's Crusade"Church of Lost Angel's" cathedral at the center.He claims he was inspired by a divine dream Needless to say, no one liked seeing one manthat told him to create the "Celestial City" that control the world's largest supply of ghost rock.way. The USA, CSA, Deseret, and a host of other nations condemned the move and called Grime It wasn't long before the city became a despot. Even the zealous Grimme knows hecenter of the ghost rock trade between the cannot defeat the entire world. To convinceisolated boomtowns of the maze and the rest people the Church of Lost Angels is acting inof the World. Grimme maintained his leadership everyone's best interests, he has sent smallfor one simple reason. Food is incredibly scarce bands of missionaries out across the West toin the city. The high desert on the landward proselytize and recruit new followers.side of Lost Angels is arid and poorly suited forcrops, and the few herds someone has tried Of course, the railroads he keeps fromto raise there are ravaged by a variety of fulfilling their dreams do not take kindly to 14The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢these believers, and their armed gangs attackthem almost on sight. The Lost Angels haveresponded by arming their own faithful. Thisnew war, between Grimme's missionaries andthe railroads, threatens to eventually turn into abattle smaller but far more bloody and viciousthan the Great Rail Wars. The Great Rail Wars Black River's Wichita Witches are the scourge of the other railroads! Though the race in both the North and Perhaps because Union Blue also has athe South were open to everyone, only six right-of-way through Dodge, Mina is rumoredcompanies have managed to survive until the to have seduced the line's president, Joshuapresent. With so much at stake, the competition Chamberlain. This reporter knows the "hero ofproved fierce and violent. Just like the rail wars Gettysburg" personally, however, and can vouchof the mid-60's, the railroads hired gangs to for his fidelity with his wife."protect" their rolling stock and rail crews. Onemight ask "protect from whom?" The answer, of Denver-Pacificcourse, is each other. The Denver-Pacific Railroad isn't really Grimme's edict brought the lines, but not capable of building a trans-continental line, butthe war, to a grinding halt. The camps of their its owners are in a perfect position to sell theirrailheads now lie empty in the plains and tracks between Denver and Salt Lake City todeserts of the West. The rail barons gambled another. This could provide another of the Raileverything on their race, and some of them now Barons with a quick, but likely very expensive,lose hundreds of thousands of dollars a day due jump to the coast should the City of Lostto the lull. How this chapter of the Great Rail Angels somehow be reopened to outside trade.Wars will end is anyone's guess. The DP's owners are none other than Jacob Here is a little information on each of the Smith and Clifton Robards, of the famous Smithrailroads that remain in the race and their so- & Robard's catalog service. Their incrediblecalled Rail Barons. devices are another factor in their favor, and have already helped them thwart violentBayou Vermillion takeovers of their rail lines. Owned by the mysterious "Baron SimoneLaCroix," (a man, despite his first name), thisNew Orleans-based company runs due souththrough Texas and Arizona. It is here that therail head stalled, both because of Grimme'sEdict and the constant attack of Apaches, whotake a particular hatred to his rail crews forsome reason.Black River Owned by the beautiful and utterly ruthlessMina Devlin, Black River is headquartered inMemphis, Tennessee. Its line runs straightthrough heart of the Disputed Lands, with anespecially notable station in Dodge City, Kansas. 15The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢Dixie Rails Most amazingly, Kang somehow convinced the Sioux to let him run his line smack through Though a private company, Dixie Rails is the Dakotas. This is a clear violation of the Oldheavily funded by the Confederate government Ways movement and no one is quite sure howvia its exclusive contracts to ship men and he did it. It gave him a great advantage, however,materiel from east to west. This provides the for all the good routes south of the Nationsowner, Fitzhugh Lee, with a very important were already taken when Kang entered the race.advantage. Perhaps an even greater advantage is Now Iron Dragon is one of the most prosperousthe occasional leadership of his uncle, General players in the Rail Wars.Robert E. Lee. Union Blue Dixie Rails has often called upon Rebeltroops stationed out West and even Texas Perhaps the most noble of the Rail BaronsRangers in its constant fights against the other is General Joshua Chamberlain. His spectacularrail barons. performance at Gettysburg with 20th Maine won this former schoolteacher a spot on Grant'sIron Dragon command staff, then later command of the Union Blue railroad. Like Dixie Rails in the The most curious player in the Great Rail South, Union Blue is a private company in nameWars is Iron Dragon, owned by a Chinese only. The Army of the West gives Chamberlain"warlord" of the maze named Kang. By all all of its business, and its solid protection ofaccounts, a pirate, opium lord, and thief, Kang passengers and cargoes—the best record of thehas managed to enter the race and stay in it, railroads by far—means it gets the lion's sharemost likely due to the respect he gives the of private business in the north as well.thousands of Chinese workers who flock to hisrail heads. WastachUnion Blue forces sometimes use actual Union Army troops! The Wasatch railroad is the property of the notorious Dr. Darius Hellstromme. His rail gangs dominated the early phases of the Rail Wars with his amazing "automatons," clockwork men made of thick metal and wielding Gatling guns. They and other such devices prove that Hellstromme is the world's leading "mad scientist." But though his genius is without equal, he is also a ruthless man who uses violence and terror to secure right-of-ways when bribes and extortion fail. Hellstromme's most significant obstacle is the Denver-Pacific. Smith & Robards are the professor's arch-enemies, and will not likely sell him their line at any price. Unfortunately for Hellstromme, the Wasatch line was planned to run through his home town—Salt Lake City—but the DP lines have secured most of the passes through the Rockies. There has been talk that Hellstromme has another way through the Rockies. An incredible digging machine vanished beneath the mountains some time ago and hasn't been seen since. 16The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢ Go West, Young Man! bounce. Concords, by far the most popular model, fit nine in the passenger compartment Now you're up on current events. But what and as many as can hold on up top. Six horsesyou really need to survive the frontier is are typical, but stages used for shorter routespractical information. You have to know the best might only use four.way to go west and how to pay for things onceyou get there. By Rail Forget the latter, and you'll need to know how Taking a locomotive west is, in my opinion,to avoid getting in trouble with the law. Forget the only sane choice a traveler can make, andthat, and you'll need to know how to wire home even this is fraught with dangers.for Momma. Bandits are common along the train routes.Getting Around Most are two-bit thugs who are easily handled by the train's guards. A few are a little more If you've decided to head on out into the devious. The Wichita Witches, for example, haveWeird West regardless of the dangers, you'd best even been known to dynamite trestles, sendingknow how to get here. For that, you need to entire trainloads of honest folks to their doomspick a method of locomotion. just for a safe full of gold. Remember that the civilized world ends just All the big companies keep armed guards onwest of the Mississippi. After that, you head into board these days to deal with trouble. Trainsthe Disputed Lands, the Sioux Nations, or the carrying payroll or gold shipments usuallyCoyote Confederation. Tread cautiously, and keep have a contingent of soldiers, Pinkertons, ora six-shooter handy in case local disputes reach hired gunmen. Passenger trains are more likelythe monthly bloodletting stage while you're to have "troubleshooters" dressed in ordinarypassing through. clothes on board. Scared yet? Perhaps by the end of this guide. But bandits aren't your greatest threat whenWe don't need any more victims out here. But if you ride the rails west. That dubious distinctionyour heart's still set on making the journey, you belongs to the companies themselves.can get here by hoof or by rail. Regardless of which rail company you choose to carry you west, remember you're going to beHoofing It riding right into the middle of the Great Rail Wars. Whether you ride in your own saddlealongside your compadres or in a spiffy new You need to be able to budget how far youConcord stagecoach, hoofing it across the West can get in a day to properly plan a trip. Here areis basically a bad idea. The ride is long and some rough figures for you.uncomfortable, and you're very likely to bechased by angry Indians, road agents, or critters Travel Timesyou don't believe in even when your bones arecoming out their kiesters. Average Method Miles/Day For long distances, stagecoaches are faster Horse 40than riding alone. The drivers stick to well- Stage 70known routes (often likely places for ambush, Rail 250by the way), and they change horses about The above numbers are based on travelingevery 15 miles to keep up a steady pace. In fact, about eight hours a day. A stage makes bettermost reputable lines average about 100 miles a time than a horse, by the way, because itsday. animals are changed every 15 miles. If a lone rider somehow has the luxury of changing Stagecoaches are more comfortable than horses often (like a Pony Express rider), he canriding your own animal. The coaches hang average about 80 miles a day.by leather straps to take away some of the 17The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢Dinero Communication Now on to more pleasant topics. Let's talk There are basically two ways oneabout money. Most merchants out West don't communicates out West—via telegraph, US mail,like paper money. They aren't sure whether or Pony Express.the North or South will win the war, so they'reunderstandably nervous about getting stuck Telegraphwith a wad of useless currency. If a shop-ownerdoes take paper, he'll probably charge you an The telegraph is an amazing invention. As a"exchange tax" of 10–20%. reporter for the Epitaph, I could hardly survive without it. Who'd have ever guessed the miracles Metal is always a safe bet. I'd advise you to of modern technology would allow a man toconvert your Union greenbacks or Confederate write an article in Denver and have a decentscrip to metal coins before heading out West. chance of it reaching Tombstone the same day?Here's a list of coins in case you need areminder or you're foreign to our country. The only trouble, of course, is actually receiving the darn things. Telegraph offices Money Value in both the North and South are forbidden $10 by law to transmit messages over the border. Coin $5 You can still get it done by wiring someone in Gold Eagle the Disputed Lands, but these "black market" Half Eagle $2.50 telegraphers charge triple the normal cost. Quarter Eagle $1 Silver Dollar 50¢ When you do send a telegram, ask for a Half Dollar 10¢ confirmation from the other end. Messages are Dime 5¢ frequently garbled, misinterpreted, or just plain Half Dime 1¢ wrong—often with disastrous consequences. I Copper Cent have my own pet theory as to why—gremlins— but I promised my editor not to scare off all youOther Currency greenhorns in this particular guide. There are a couple other types of "money" The US Mailfloating around the Weird Western economy. Neither rain, nor sleet, nor gloom of night Most Indian tribes prefer barter, but some keep the mailmen from their appointedaccept coins or paper at about a quarter rounds. It's usually the highwaymen, or moreits printed value. Indians of the Coyote specifically, their bullets that keep the mail fromConfederation honor Confederate scrip at half going through. Mail robbery is on the rise. Youits value. may only send a letter to Aunt Minnie, but the bandits who sort through the mail bag don't Deseret also mints its own money, called tend to return the mail once they've pulled out"bank notes." Long ago, there were some any currency.problems with so-called "Mormon money"and a lot of people lost their shirts (and pants The Pony Expressand shoes). The problem seems to have beenresolved since Deseret was formed, however. Much more reliable than the US Mail is the Pony Express. Its riders—all orphans or single Grimme hasn't done anything about money men and women—are paid better and seem moreyet. Merchants in Lost Angels continue to take suited to fighting off highwaymen.paper or coins just like everyone else. Out inthe maze itself, ghost rock is a popular form It's more expensive, of course, but valuableof currency, a practice started in a little place documents and bank notes should not be sentcalled Gomorra. any other way. 18The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢The Military Let's take a quick look at the regular armyunits you're likely to run into out here. Most ofthe units out here are cavalry forces, thoughthere are a few infantry regiments stationed atkey points along the borders. Both the Northand the South use the same organizationand ranks, as shown on the chart below. I'velisted the order of things all the way up to theCommander-in-Chief, though you'll rarely findmore than a brigade out West. Military Ranks Private Non-Commissioned Officers (NCOs): Military forces sometimes end up facing more than just gunfire! Corporal Sergeant Three or four Regiments make up a Brigade, usually under the command of a Brigadier 1st Sergeant General. Union brigades are designated by Ordnance-Sergeant number within their Division (1st, 2nd, etc.); Quartermaster-Sergeant Confederate, by their commander's surname (Garnett's Brigade, for instance). Sergeant Major Three or four Brigades make up a Division, Commissioned Officers: usually under the command of a Major General. 2nd Lieutenant Union Divisions are designated by number 1st Lieutenant within their Corps (1st, 2nd, etc.); Confederate, by Captain, Major their commander's surname (Pickett's Division, for example). Lieutenant Colonel Colonel Three or four Divisions make up a Corps , usually under the command of a Lieutenant Brigadier General General. Union Corps are designated by number Major General within their Army (1st, 2nd, etc.); Confederate, by their commander's surname. Lieutenant General General Three or four Corps made up an Army, usually under the command of a full General. Commander-in-Chief Union Armies are named after major rivers in their area of operation (the Army of the Confederate and Yankee ranks and Potomac); Confederates, after the state they wereorganization are virtually identical. based in (the Army of Northern Virginia). The basic rank is Private: your ordinary,ground-pounding grunts. 95 privates (plus NCOsand officers) made a Company (though veryrarely does any Company achieve full strength),under command of a Captain. Ten Companies (designated A-J, usually) makea Regiment, usually under the command of a Lt.Colonel. Regiments on both sides are designatedby a number and and their state of origin, forexample: 18th Virginia Infantry Regiment. 19The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢The Law self-defense after a fatal shooting, however, so abusive lawmen are eventually dismissed by Hopefully most of you readers out there the state or territorial government. Assumingshould have little reason to come into day-to- there is no graft or corruption involved, which isday contact with the lawmen out West. We like unfortunately the case in too many counties.to think of our readership as fine, law-abidingfolks. US Marshals & Texas Rangers There are three tiers of the law in the West. Now things get a little trickier depending onKnow them and respect these brave men and which side of the border you happen to be on.women. They're the only thing that keeps thelawless frontier from becoming even worse. In Union states and territories, US Marshals have ultimate authority over the law. They canTown Marshal hire Deputy US Marshals, authorize posses, cross state and territorial lines, and even call on At the lowest level is a "town marshal." Most county sheriffs and town marshals if need be.large towns have such a person, as do a fewsmaller ones with delusions of grandeur or lots US Marshals are usually based in the largestof local problems. They are usually elected by cities of the state or territory they happen tothe people, though many towns allow the mayor be stationed in, although some work out of aor a town council to appoint them as well. few district offices scattered in important areas elsewhere. When they leave their offices, it's Town marshals and their deputies have usually because they've been called on by ajurisdiction within town limits, though most smaller town or they're on the trail of somecounty courts uphold their right to chase vicious desperado.fleeing criminals short distances beyond theusual boundaries. Though they can call on these resources, most US Marshals work alone. Don't ask me The problem is most local troublemakers why; I'm just a journalist. If I was chasing downknow just how little authority a town marshal the most violent desperadoes in the country, I'dhas outside his jurisdiction. They commit a surround myself with an army of deputies.crime in town and then head for the hills wherehe has no official reach. Most town marshals I imagine most US Marshals just aren't theignore this technicality if they are in "hot trusting sort. They need to move quietly in thepursuit," however. wilderness and slip into towns without alerting their quarry. Inexperienced deputies withSheriff loud feet and loose lips probably cause them more harm than good, and in a US Marshal's A step above the town marshal is a county occupation, that kind of harm often adds up tosheriff and any deputies he's appointed. These an unmarked grave in Boot Hill.men and women have authority over everyonewho lives within the county. The Confederacy relies on the military or territorial rangers to do its interstate policing in I would like to tell you that most county the West. Regiments scattered throughout Rebelofficers work in conjunction with the town states and territories always have jurisdictionmarshals within their jurisdiction, but the over local town marshals and county sheriffs.opposite is all too frequently the truth.Lawmen, by their very nature, are a tough and Then there are the South's elite, the Texasindependent breed, so they often butt heads Rangers. These surly fellows fought as regularswhen jurisdictions collide. in the early years of the war, but they were later detached from the regular military to serve Sheriffs are always elected by the people. the Confederacy as mounted police officers.Famous gunmen often hold such an office They continue to fulfill that function todayjust to justify any killing they might have to do throughout the South (in the east and west).in and around town. Sheriffs must still prove They also track down any strange creatures reported in their domain and shoot them dead. 20The Epitaph's Newcomers Guide to the Weird West1877 Edition "Believe it or Else!" Only 10¢ There's an old saying that goes, "one riot, one judge gets bushwhacked while he's making hisRanger." This is true when they're dealing with rounds, you'll find yourself waiting until theoutlaws or lynch mobs. When they're chasing state appoints a replacement.something less natural, the wily Rangers travelin packs, much like wolves but twice as mean. Some judges are a little too quick to hang a man. In the West, these men and women areThe "Fourth" Level called "hanging judges." Most have more bark There is a secret fourth level of the law in than bite, but there are some who'll hang youboth the North and South that operates under for swearing on a Sunday. I highly advise youits own authority and agenda. I have already to avoid trouble in these areas, regardless oftold you of the Agency and the Rangers. I have whether or not you started it.also mentioned that both believe spreadingthe strange tales one finds in the pages of the Common Jail Times & FinesTombstone Epitaph or that circulate along thefrontier only serves to make things worse. Offense Sentence Horse Thieving Hanging Should you witness a strange occurrence, be Rustling Hangingcareful where you repeat your tale. Both groups Murder Hangingcare nothing for civil rights, and they even have Rape Hangingauthority over any town marshals, sheriffs, US Attempted Murder 20 years or moreMarshals, and even judges and local politicians. Bank Robbing 20 years or moreThey will do as they please in the interests of Train Robbing 20 years or more"national security," including incarceration of Stealing money 20 years or moreinnocents, blackmail, and perhaps even murder. from a widow Robbing someone 5 years or more Rather than repeating your tales to a possibly of authority under-appreciative audience, it's far better Grand Larceny 5 years or moreto contact a your dedicated reporters of the (stealing $300 orTombstone Epitaph than to risk the wrath of the more in goods orAgents or Rangers. Let us shoulder the burden currency, besidesfor you. We reach a wider audience, and if you horses or beeves) defeat whatever evil besets you, we can spread Stealing less 1 week to 1 yearthe tales of your daring deeds throughout the than $300 nation. And of course we'll sell a few papers in Drunk in public Overnight, $10 finethe process. Disorderly $10 fine Carrying a weapon Confiscation, $10Judges and Courts in a no-weapons fine zone Judges work the same in western states as A Final Wordthey do Back East. Every county has its ownjudge, and the state usually has some sort of Well, there you have some of the basics of"superior" court for appeals or matters of state this big Weird West of ours. From the Highjurisdiction. Plains, to the shattered coast of the Great Maze, it's the most interesting place on God's Green In the territories, the men who interpret—or Earth, of that I'm sure.invent, some would say—the law of the West arethe circuit judges. They're called "circuit" judges We here at the Tombstone Epitaph hope tobecause they make a circuit throughout the see you out here on the wild frontier soon, myscattered towns of a territory. friends. In the meantime, we shall continue our publishing efforts, bringing you the one thing There just aren't enough judges—or people— that shines out like a beacon in this dark worldto maintain permanent courts. This meansyou might wait anywhere from 2 to 10 weeks of fear—the TRUTH!for your "fair and speedy" trial. And if the 21PosseChapter One:The Basics Welcome to the Weird West, amigo! In all of these games, most of youThis is one part of a long story told take on the roles of "player characters"—through three different roleplaying the heroes and heroines of the story.games. It all begins here, in the Weird Collectively, you are the "posse." Each ofWest, where some say strange creatures you tries to accomplish your character'scalled the Reckoners have begun goals, defeat nefarious villains, decipher"terrorforming" the world in fear. the many mysteries of Deadlands, and avoid becoming lunch for some unsavory The tale continues in Deadlands: Hell critter.on Earth, a possible future where the badguys have won. The villains' efforts and One of your group becomes the gamethe devastation of a supernatural nuclear master, or as we say in Deadlands, thewar have turned the earth into a ravaged "Marshal." He sets up the adventure andwasteland populated with horrible plays the parts of all the "extras" (calledmonsters and rugged survivors. non-player characters in other games). Deadlands: Lost Colony explores the This book you hold in your hands isouter space colonies left behind by the the player's guide for the Weird West.pre-holocaust humans of Hell on Earth. It contains as much background asIsolated in the desolate and savage the common cowpoke knows, plus allFaraway system, the colonists must the rules you need to make your owncontend with other desperate survivors characters and play the game. Theand an incredible invasion of beings bent Marshal's Handbook contains moreon their destruction. detailed world information as well as special rules intended for his eyes only. All of these games are completely Both books are required to play.compatible, and should be availablewherever you found this book (Deadlands: Lost Colony debuts in August 2000).The Marshal is your best friend How to Use This Book and your worst enemy. He knows the secrets of Deadlands, and sometimes he The first section of this book (which might use them to put your character you probably already read) is an through Hell—or worse. Survive, and he introduction to the world of Deadlands: can be your best friend, rewarding your the Weird West. Your character is character with wealth, fame, and power. assumed to know most everything we Die, and well...we'll get to that later. told you. The next section, this chapter and the next two, teaches you the basic If this is all entirely new to you, think rules of the game and shows you how of a roleplaying game as something like to blow chunks out of creepy crawlers. a play or a movie. The characters you Every player, including the Marshal, and your friends roleplay are the stars of should read through this part the show. The Marshal is the director, and Read through this book the extras he controls are all the other until you see a big page characters in the film. marked No Man's Land. This section features Of course, the main differences material that only certain between a roleplaying game and a movie players need (or should) is that in a game there is no script, know about. When you and the heroes don't always win. The read about something posse and random chance (that's where Chapter covered in No Man's the dice and cards come in) determine whether you can manage to come up Land, the totem symbol with any sort of a happy ending or not. points you to the chapter it's covered in. If you're a player, you With a little imagination and luck, shouldn't read any part of No Man's Land your posse's adventures will become the without your Marshal's permission. newest legends of the Weird West. When you see a badge, that means there's some secret tidbit or table And that's what it's all about, partner. hidden in The Marshal's Handbook that relates to whatever24 Posse you're reading about. The number underneath tells the Marshal what page to look at in his section of the book! PageTools o' The Basics 25 the Trade Extra Decks: Certain special Besides some pencils, paper, and an character types (like hucksters or madoveractive imagination, there are three scientists) need their own decks, so ifthings you need to play Deadlands: dice, you're playing one of these, make surecards, and poker chips. you've got an extra deck or two handy.Dice The decks used by hucksters and mad scientists are not Action Decks, by the Because Deadlands is a game, we need way. They're kind of their own animal.some way of randomizing certain actionssuch as determining whether or not your Chipsgunslinger hears the varmint creeping upbehind him. We pull off this neat little Deadlands uses standard poker chipstrick with dice. to represent how a hero might control his own fate. The Marshal gets to use Deadlands uses 4-, 6-, 8-, 10-, 12- and them for his extras as well. We'll get intosometimes 20-sided dice. These are how this works in Chapter Four.abbreviated as d4, d6, d8, d10, d12 and d20.If there's a number in front of the type All you need to know for now is thatof die, such as 2d6, it means you should your group needs 50 white chips, 25 redroll that many dice. If you see "5d8," for chips, and 10 blue chips to play. Put all ofexample, you should roll five eight-sided these into a big cup or "Fate Pot" so youdice. can draw them out of the pot without looking at them. Once you've set up the Sometimes there's a number added to posse's Fate Pot, put unused chips away.or taken away from the roll, like "2d12+2." Only under special circumstances do youYou always apply the modifier after you ever add new chips to the pot.roll the dice. Whenever you spend a chip (again, D10's: A d10's a bit special. It's got a "0" more later), toss it back into the Fate Pot.in the 10s place, so if you roll a "0," besure to read that as a "10." No Chips: We know some of you can't find poker chips out there, If you need dice, you should be able to especially you "ferners." If this is the caseget them where you got this book or in your part o' the world, we recommendany good game store. gaming stones or any other small tokens of different colors. It doesn't really matter.Cards Poker chips capture the flavor of the game best, but any kind of tokens work Deadlands also uses a standard deck just as well.of playing cards with the Jokers leftin (54 cards total). If your deck comes Optional Accessorieswith identical Jokers, you need tocome up with some way to distinguish They're not strictly necessary, butbetween them. Official Deadlands card miniatures representing the charactersdecks should be available wherever you and the villains are very handy. Usingpurchased this book, but if you're using miniatures and a good sketch map ofother cards, make sure you designate one any fights that take place gives yourJoker red and the other black. The easiest players a better idea of what's going onway to do this is to simply mark one of and encourages them to make use ofthe Jokers with a red marker. That way, their character's surroundings.you can never forget which is which. Pinnacle has a huge line of Deadlands In combat, the cards are used as miniatures available for just this purpose."Action Decks." You need one deck forthe posse and one for the Marshal. We'lltell you how these work in Chapter Four.The Big Round Down Trait Levels There's one universal rule in Deadlands. When you are asked to make a testofWhenever you're told to round something, round one of your character's basic Traits, youdown. roll a number of that Trait's dice equal to its Trait Level, just like with Aptitudes. That's all there is to it. Remember this, andyou'll go far in the Weird West. Trait tests are usually called for when the Marshal wants to test your For instance, if you're told you do a wound for character's raw abilities, such as hisevery 6 points of damage your character causes, Strength or Smarts. Quickness is anothera roll of 13 causes 2 wounds, not three. Trait that you'll use often, especially in combat. Got it? Good. That was easy. For instance, Ronan Lynch, a legendary Deadlands gunslinger Traits & and the star of our nifty Dime Aptitudes Novels, has a Deftness of d10 with a Trait Level of 4, so he rolls 4d10 Characters, varmints, and other to make a Deftness test. critters are mostly made up of Traits and Aptitudes. Traits are things like Strength, Mixing Aptitudes Quickness and Smarts. These are always written in Capitalized Italics and are Aptitudes are normally associated with expressed as a type of die. A really strong a particular Trait (and that's how we list critter might have a d12 Strength, while them on the character sheet). The big an elderly schoolmarm probably has a d6 secret of our nifty system is that they or even a d4. don't have to be. Aptitudes are skills, talents, or trades When the Marshal asks for an learned during life (or sometimes unlife!) Aptitude test, such as a climbin' roll, just These are rated from 1 to 5 initially and use the Trait that climbin' is listed under. tell you how many Trait dice to roll when But sometimes she might ask you for a using that Aptitude. Their names are climbin'/Knowledge roll. This means she always written in lowercase italics. wants to see how much your character knows about climbin', not how well he Deadlands uses fairly broad Aptitude can actually scale a sheer cliff. descriptions, so you often need to choose a "concentration." The fightin' Aptitude Learnin' to read by itself, for example, is useless. You the Bones need to choose a concentration such as brawlin', knives, or swords. The same is A character's Trait tells you what kind true for an Aptitude like science—you of dice to roll, and the Aptitude or Trait need to specialize in biology, chemistry, or Level tells you how many dice to roll in engineering. any given check. Your result is the highest number you get when you roll all your dice together— don't add them. If you roll 3d6 and get 2, 3, and 5, your result is a 5. If there are any modifiers, they are applied after the dice are rolled. Negative modifiers are penalties of some sort, and positive modifiers are bonuses.26 Posse Aces The Basics 27 Trait and Aptitude rolls are open- Difficulty &ended. This means if you roll the Target Numbersmaximum number on any of your dice,you can roll that die again and add the Okay, you've got your result. Hownext roll to that die's current total. The do you know exactly how well yourmaximum number on a die is called the hero's done? Just look on the standard"Ace." You can keep rolling the die and Difficulty Table below.adding it to the running total as long asyou keep getting Aces. The "difficulty" is a rough estimation of how hard a particular task might be If you should get Aces on several for someone to actually accomplish. Theof your individual dice, you need to "TN," or Target Number, is the numberkeep track of each series of dice rolls you need to meet or beat on your diceseparately. When you're done, the series roll to succeed at that task. It's up to thethat got the highest total is the number Marshal to figure the difficulty of anyyou

should give to the Marshal. given task. Ronan has been hired to find Difficulty out what happened to a bunch of Texas cowboys who Difficulty Target Number disappeared on a trail drive. He's Foolproof 3 hot on their trail when his horse Fair 5 stumbles into a sandpit. Onerous 7 The Marshal asks for a horse Hard 9 ridin' roll. Ronan's skill is 2d8. He Incredible 11 gets lucky and rolls two 8s—both Aces! He rolls both d8s again and gets a 7 and another 8. These dice are hot! Ronan rolls the last d8 again and gets a 3 for a grand total of (8+8+3=) 19. The former cavalry officer avoids the deadly pit with ease.Summary Related Skills: If your character has a skill that is very similar to the one he The Trait tells you what kind of dice doesn't have, he can roll that other skill to roll. instead, but he must still subtract the unskilled modifier of –4. The Aptitude or Trait level tells you how many of those dice to roll. Concentrations within an Aptitude are usually related—such as shootin': pistols, The total is the highest die that you shotguns, and rifles. Search and trackin' rolled, plus or minus any modifiers. are good examples of Aptitudes that are usually related, as are persuasion and An Ace lets you roll that die again bluff, assuming a few little white lies are and add it to the current total. involved. Easy Checks Other Aptitudes may be related depending on the situation. You and your Part of being a good Marshal is Marshal have to figure out if an Aptitude knowing when an Aptitude check is truly might be used in place of another. appropriate. Characters don't need to Traits are never considered "related" to make Aptitude rolls for every little thing Aptitudes. they do. Climbing down a ladder isn't all that hard (and shouldn't require a roll) Note that concentrations of the unless something in the hayloft above is professional and trade Aptitudes are chasing your cowpoke down. almost never considered related (see the next chapter). The very fact that a hero has an Aptitude at all denotes a certain amount Goin' Bust of skill or knowledge. The Marshal will call for Aptitude checks whenever Of course, there's a bad side to all she wants, but remember, the standard this dice-rolling business. If the majority difficulty numbers assume there is some of your dice come up "1s", you've "gone level of stress or unknown difficulty bust." This means a setback of some sort involved in the task. It's hardly heroic to has occurred. break your neck crossing the street. The Marshal determines how bad the Unskilled Checks catastrophe is based on the situation (so be nice to him). Going bust while trying Sometimes you have to make an to eat in polite society might just mean Aptitude check, when lo and behold, all those beans on the trail finally caught you discover you don't actually have the up with your hero. If he goes bust while Aptitude. In these cases, you get to roll trying to snuff out a dynamite fuse, well, one die just as if your character had 1 things might be even messier. level in that skill. The downside is that he has to subtract –4, the unskilled Raising the Pot penalty, from his final result Every time you beat your Target28 Posse Number by 5 points, you get an extra success level. This is called a "raise." Raises are sometimes used to show your character has done exceedingly well at whatever it was she was trying to accomplish. Opposed Rolls Occasionally, someone your character is bamboozling, wrestling, or staring down might have the audacity to try to resist. If this is the case, both characters roll against a Fair (5) difficulty. The character who beats the TN and his opponent wins.Raises are always used in opposed The Deadlands Lexiconrolls, though they are counted from theopponent's total. Ace: The maximum number on any particular type of die, such as the "6" on a d6, or the This is a very important mechanic "0" on a d10. Whenever you get an Ace, youand you'll see it a lot, so pay attention. can roll the die again and add it to theOpposed rolls are very common and previous roll.characters often come into conflictwith each other. Opposed rolls are used Aptitudes: Skills, talents, or trades afor things like wrestling, tests of wills, character has learned or developed. Thisand simply trying to persuade some includes skills like persuasion, shootin', andsodbuster to do what your character sneak.wants him to. Bust: You go bust when you roll more "1s" The table below shows you just than anything else. This means yourhow much a success or raise should character failed catastrophically.accomplish. Keep in mind that theMarshal's still the boss, however. She may Concentrations: Specializations within aknow something you don't that changes broader Aptitude category. Each majorthe reaction of a bad guy your hero just type of firearm (pistol, rifle, shotgun), forbeat the snot out of with half-a-dozen instance, is a concentration of the shootin'raises. A villain who knows a train is Aptitude.about to plunge off a trestle, for instance,won't stop struggling to break your Extras: These are the non-player charactershombre's grip no matter how tight he's who populate the world of Deadlands.got him. Extras include everything from loyal sidekicks to dastardly villains and strange Raises critters. The Marshal plays the roles of the extras. Result Effect Success You barely achieved the Marshal: The game master, or the guy or gal One Raise desired effect. If this responsible for setting up the adventure and Two Raises is an opposed roll, the guiding the posse through it. opponent continues to resist normally and you Opposed Roll: A contest between two both should roll again characters, such as a staredown (overawe) next round. or wrestling match (fightin': wraslin'). You manage to accomplish your goal Posse: The player characters and any with a little room to sidekicks, allies, or other extras who spare. If this is an happen to be tagging along. opposed roll, your opponent loses or Raise: When you make a Trait or Aptitude surrenders, at least until check, every 5 points over the TN is an he can find another way extra success level: a raise. to recover his loss. You make it look easy. Successes: Sometimes we say this to mean a If this is an opposed success and any raises. roll, your opponent surrenders and does Target Number (TN): The difficulty of a not resist or attempt to particular task. If your dice roll is greater recover without a major than or equal to the Target Number, your change in the situation. character succeeds at whatever she was attempting. Traits: Raw physical and mental attributes such as Strength or Smarts. Trait Level: The number of Trait Dice you roll when making a pure Trait check, such as a Strength or Quickness roll.Chapter Two: The StuffHeroes Are Made Of Making a character in Deadlands is To create your own hero, follow theseeasy. Just copy the character sheet found seven basic steps:at the back of this book and followalong as we explain how to fill it in. 1. Concept 2. Traits If you're in a hurry or want to try 3. Aptitudesthe game out before making your own 4. Hindrancescharacter from scratch, there are 22 5. Edgesarchetypes on pages 83-104. If you want 6. Backgroundto use one of these, you need to give 7. Gearthem a proper name, but other than that,these heroes are ready to hop off of the One: Conceptpages and into the world of Deadlands. The first step in making your hero is One more thing. You might have to have some kind of idea who you wantguessed from our little prologue that your character to be. There are hundredsdeath isn't necessarily the end of your of basic types of heroes available in thecharacter. That's true—but you've got to world of Deadlands, from gunslingers tobe careful because it isn't all that easy to explorers to saloon girls to hucksters. Letcome back from the other side. your imagination run wild. And even when you do, unlife isn't If you don't have a good idea for theexactly a bed of roses. For now, let's go type of hero you'd like to play, lookahead and make a living, breathing hero at the character sketches on the following pages. of the Weird West.You can even mix them together if you Character want. There's no reason you can't be a Sketches former cavalry officer turned marshal or a saloon girl who occasionally turns in Bounty Hunters chase down outlaws her customers for bounty. and turn them in for the reward. This is a dangerous job, so your character At the end of each character sketch needs some decent combat skills like you'll see listed a few Aptitudes, Traits, or shootin' and fightin'. A good trackin' skill Edges these character types usually have. is almost mandatory. Watch out, though. These categories and terms are explained The hunter sometimes becomes the in their appropriate steps (later on in the hunted if the prey gets wind someone's book), so you can come back and check on his trail. your character sketch's recommendations again once you've read through the rest Buffalo Hunters saw a strange of the creation process. development in their trade in the last few years. The Sioux Nations herded most Finally, remember that these sketches of the larger buffalo herds into their are broad generalizations—you can alter a borders. This means buffalo meat and sketch to fit your own ideas any way you hides—once fairly cheap because they choose. Not all United States Marshals were so common—are now bringing in are brave and honorable, and there's no good prices at the few surviving and very reason an Indian brave can't make his secret skinning camps. The Sioux have living as a gambler. warned off buffalo hunters on several occasions, but now they shoot on sight.32 Posse Buffalo hunters need to be sneaky sorts with few scruples and steady hands for firing their Sharp's Big Fifty rifles. Cattle Kings spend most of their time on their ranches raising hundreds of head of steers. Once a year, they have to drive the herd to a market of some sort, usually a railhead or stockyard. If you play a cattle king, your character needs some area knowledge of the land and trail routes. He'll also need the dinero or belongin's Edge for his herd, unless he's recently lost it to rustlers or some kind of critter—natural or supernatural. Cavalrymen serve both the USA and CSA. They act as scouts, Indian fighters, and occasionally raiders. Officers need skills such as leadership and overawe, a high Mien to keep their troops in line, and some skill with a saber or pistol. Soldiers need good horse ridin' skills, a high Vigor to survive long marches, and a decent aim with a rifle or carbine. Cowpokes spend most of their days out in the open range, tending to steers owned by cattle kings. They need to have good shootin': rifles and horse ridin' skills, and knowing how to use a lariat can come in just as handy for roping monsters as it does cattle. Of course, long horns are rarely known to rip a fellow's head off after they're roped. Agood Vigor also helps a cowpoke tough Makin' Heroes 33out those long weeks on drives throughthe open plains. wish to play one of these Weird West wizards, the first thing you'll need to buy Deserters have left their posts for your hero is the arcanevarious reasons. Some leave out of background: huckster Edge,cowardice, some because their officers as well as the academia:were insane, and others because they've occult and hexslingin'seen their fair share of death and Aptitudes.misery and just can't be a party to it any Ask your Marshal tomore. Either way, deserters are branded let you see Chapter sixcowards and traitors by the military Chapter 6 if you'd like to play abranch they've left behind. In both theUnion and Confederate armies, deserters huckster.are usually executed. Your character's Indian Braves have won new respectskills should fit the branch of service he in the West. The long Civil War betweendeserted from, and the sneak and bluff the States means neither the USA norAptitudes might also serve him well. the CSA has been able to gather the manpower to subjugate the new Sioux Explorers know there is no longer a Nations or the Coyote Confederation.true frontier, but many areas have yet to Most braves are fiercely loyal to theirbe fully explored. (Maybe there's a reasonfor that.) They need a good Knowledge Other BooksTrait and several different area knowledgeconcentrations as well as a way to We've been doing this Weird West thing for adefend themselves when they're hundreds while now, and there are a few other books youof miles from civilization. The sense o' might want to pick up once you've played a fewdirection Edge might also come in handy. times and decided you like what you see. Here's a quick list of the most important. Greenhorns come West to see ifall the wild stories they've heard Back Fire & Brimstone: A guide for the blessed,East are true. As one of these pampered with tons of new miracles and an entire new"dudes," your character wouldn't dream section on divine intervention.of touring the West in anything less thanthe comfort of 1st class. He has to figure Ghost Dancers: Lots more on the Indianout how he's going to make his way movement and their incredible rituals. Alsothrough any trouble. Most do it by fast- includes new rules for guardian spirits.talking the "yokels." Hucksters & Hexes: Tons of new hexes and Gunslingers are feared killers and new types of spells called tricks.revered desperadoes. Some are tinhorndandies with fancy New York target Law Dogs: The gunfighter's handbook detailspistols; others are Texas outlaws looking some fancy gun-maneuvers, has tons of newto escape some past misdeed. A few firearms, and details some of the most famousare noble souls struggling to protect gunslingers of the West.the weak; others work for crooked railbarons, terrorizing towns and ranches Smith & Robards: This book is for the madthat won't sell them the right-of-way. scientists in the group, with a passel o' newRegardless, these characters must have a devices and things to go wrong with them!high Quickness, a good Deftness, and becrack shots with a six-shooter. Hucksters are mysterious soulswho have learned the secrets of Hoyle'sBook of Games. Some say that withinthis cryptic text are hidden messagesdetailing ancient incantations andrituals of the black arts. Others say theyare fakes and frauds, but some say ahuckster's hexes are just as deadly asa gunslinger's bullets—or worse. If youThe Fairer Sex Mad Scientists are inventors and engineers who use ghost rock to create In the world of Deadlands, the Civil War infernal devices of steam and steel. has dragged on for more than 16 years—from These often deranged individuals need 1860 to the present date of 1877. Manpower in high Knowledge and Smarts Traits as both the North and the South is at an all-time well as skill in one or more scientific low. This is good news for women because fields and the tinkerin' and mad science now many of them are able to fill roles they could only dream about before. Aptitudes. The arcane background: mad scientist Women in Deadlands can play Marshals, Edge is also a must. gunslingers, gamblers, sheriffs, bank robbers, Indian medicine women and warriors, Ask your Marshal if explorers, politicians (at local levels), and just you can read Chapter 7 about any other position you can imagine. if you think you might Chapter 7 want to play one of these tribes and spend their time providing for demented tinkerers. them or patrolling their borders. Marshals chase hardened criminals all over the West. Though they have Even so, a few lone braves now the authority to assemble posses on wander outside their homelands to learn occasion, they usually have to work the ways of the white man. Others use alone. Marshals need a decent trackin' their knowledge of the spirit world to Aptitude as well as good combat skills. seek out and defeat the evils awakened The friends in high places Edge should by the Reckoning. Indian braves need also help them keep track of fleeing high sneak and guts Aptitudes, as well bandits and outlaws. as some way to handle themselves in Muckrakers are journalists who combat with horrors beyond imagining. believe in reporting the truth above all else—no matter who it offends. Yellow Indian Shamans are often tragic journalism is their stock and trade. These figures. Their communion with strange fellows are curious beyond belief, and spirits costs them dearly, isolating it amazes them that common folk can't them from the rest of their tribe, and see what's going on right before their sometimes requiring painful ordeals and very eyes. The only paper willing to sacrifices. It is not an easy life. publish their wild stories is the notorious Tombstone Epitaph. The "truth" often Yet they know it is their duty to use needs some embellishment to appeal to their knowledge of the true nature of the skeptical masses. Muckrakers need things to protect humanity and the earth the professional: journalism and tale-tellin' itself from the ravages of the Reckoning. Aptitude to get their messages across. Shamans need high Spirit Traits to deal Many of them have extensive networks of friends in high places as well. with the nature spirits that Photographers are rare and often grant them favors, as well in great demand in the Weird West. as the ritual Aptitude and Traditional cameras of the day are too the arcane background: slow to capture action, but they can shaman Edge. Tell your certainly record the aftermath of a Marshal you want to play gunfight or an encounter with a strange a shaman and he'll let you critter. Of course, most people think the Chapter 9 read Chapter 9. latter pictures are staged phonies, but at least the Tombstone Epitaph usually buys34 Posse fly, however, and knowing a fake beard from a hairpiece might keep you from looking too silly. When a character in disguise is spotted by someone who might catch on, the character makes an opposed disguise roll vs. the observer's scrutinize Aptitude. One success on the part of the observer might make him suspicious, but a success with at least one raise is required to see through the disguise. Dodge Associated Trait: Nimbleness No, we aren't talking about the town in Kansas (as in "get the Hell out of…"). We're talking about the ability to use cover and be where the bullets aren't. The dodge skill is used as an "active" defense when your character is about to get drilled. We'll tell you more about it in Chapter Four, under Vamoosin'. Drivin' Steam Boat, Ornithopter, Steam Wagon, Others Associated Trait: Nimbleness There's a lot of strange gizmos in the Weird West. Horseless carriages and flying gadgets powered by steam require a new set of skills. This is the skill a character needs to drive a steam wagon, pilot an ornithopter, or steer a steam-powered boat. Driving a wagon pulled by animals uses the teamster Aptitude.Faith Makin' Heroes 43Associated Trait: Spirit For a single hand, the gamblers Faith is strange. Most folks have more first decide on the stakes. Then each character involved makes a Fair (5)of it when some nasty critter is about to gamblin' skill. Every success and raisestuff them in its pie-hole. Then they're lets a gambler draw a card from a cardfull of praise and promises. deck. When everyone has their cards, each player flips over her highest. The In the Weird West, faith players with the lowest cards put their can often have a real stake in the pot, and the winner gets the effect on creatures of the pot. A Red Joker is the highest card and Reckoning. See Chapter a Black Joker is the lowest. Eight for more info if your character is one of the To sum up a longer period of Chapter 8 flock. gambling, use this method instead. The gamblers first decide on the averageFightin' stakes. One to five bucks per hand is common for serious gambling. ThenBrawlin', Knife, Lariat, Sword, Whip, everyone makes a gamblin' Aptitude Wrasslin' check. The lowest total pays the highest total the difference times the stakes. TheAssociated Trait: Nimbleness next lowest pays the second highest, and Sometimes you don't have enough so on. If there's an odd man left in the middle, he breaks even.bullets in your pistol to get the job done.If you find yourself in one of these For instance, "Velvet" Van Helter,situations, it's time to whip out your a suave huckster and cardsharptrusty Bowie knife and start carving. from New Orleans, "One Eye"Some skill with the thing might help. Ketchum, and Ronan Lynch play $5 poker for an hour. Velvet gets a 15 on A character uses this Aptitude to his gamblin' Aptitude check, One Eyemake hand-to-hand attacks. We'll tell you gets a 10, and Ronan gets a 2. Ronanall about it in Chapter Four. pays Velvet ((15–2=) 13 x $5=) $65. One Eye breaks even.Filchin' GutsAssociated Trait: Deftness When most people think of Western Associated Trait: Spirit There's a lot of strange stuff inoutlaws, they picture bank-robbing the Weird West. When your characterdesperadoes. Light-fingered scoundrels stumbles upon a slavering abominationare actually more common. This is the or a gruesome scene, you need to makeskill they use to practice their trade. sure he's got guts. It's hard to fill a charging critter full of lead when you're Thieves can make an opposed filchin' wetting your pants or losing your lunch.roll versus a target's Cognition to lift Failing a guts check canobjects from pockets, purses, or holsters. have serious consequences.Modify either character's roll based on Don't worry about it rightthe size of the object lifted, the situation, now. The Marshal's got alland whether or not the thief has the information she needsmanaged to distract his prey first. to inflict sheer terror on your hapless character.Gamblin' 220Associated Trait: Smarts Most folks in the Weird West can holdtheir own in poker and other games ofchance. Professional gamblers roam theboomtowns and can turn a few bucksinto a small fortune. There are two ways to handlegambling in Deadlands. The first is for asingle hand; the second is a quick way tosum up an hour's worth of gambling.Hexslingin' Leadership Associated Trait: Special Associated Trait: Mien If you've decided to make a huckster, In the military, careers are often made then this Aptitude is your best friend. We can't tell on whether or not an officer can get his you much more than that men to do as he tells them. Lawmen also here, hombre. Get your use this skill to stare down mobs and Marshal's permission and lead their posses into hostile territory. turn to Chapter Six in No Chapter 6 Man's Land to learn more. Besides using leadership to control lackeys, this Aptitude has two important Horse Ridin' specific uses. Associated Trait: Nimbleness A leadership roll can keep people from No self-respecting cowpoke admits he being surprised. Whenever a friendly hero fails a surprise roll (explained more can't ride a horse. It's an essential skill in Chapter Four), you can attempt to in the West. A tinhorn who can't tell one make the roll for her as long as your end of a bit of horseflesh from another character is not surprised as well. This often finds his companions leaving counts as an action for your character. him in the dust. The quality of the Every success and raise you get on your animal may also add or subtract from a leadership check allows the leader to character's skill roll. See page 76 for more affect one other person. If you succeed, information about horses. they may act normally for that round (meaning they get cards now, too, but Languages must discard any that have already been called). Apache, French, Gaelic, German, Latin, Sign Language (Indian), Sioux, Spanish, You can also use your leadership Others Aptitude to actually trade Action Cards (used to determine when your hero Associated Trait: Knowledge acts) between friendly characters during Knowledge in foreign languages can combat. When it's your turn to take an action, make a Fair (5) leadership roll. often mean the difference between life For every success and raise you get, you and death in the Weird West. If you're can help any two players (possibly even exploring an old Spanish gold mine including yourself) trade a single Action called Casa del Diablo, you'd better know Card in their hands to each other. The it means "House of the Devil." only catch is that in each trade, both players must agree to make the trade All characters are assumed to be able first. to speak and read fluently in their native language, whatever that may be. Hank "One Eye" Ketchum joins Ronan Lynch in looking for a A character with 1 point in another band of missing cowboys. The language can speak and communicate pair are following the trail when common verbs and nouns with little they're jumped by a band of difficulty. At skill level 2 and higher, desperadoes. On Hank's turn, he the character can read and write the uses his leadership to trade some language and has a larger vocabulary. of his high Action Cards for Ronan's lower ones, since Ronan's Indian "sign language" is a very useful got some dynamite. Hank yells for concentration. Nearly all tribes can Ronan to throw the bundle and communicate with this common system. rolls his leadership for a 13, giving Explorers and scouts working for the him a success and a raise. He can Army should consider this Aptitude a trade up to two cards with Ronan, must. as long as Ronan agrees. Ronan does, and the bad guys go boom44 Posse in a big way.Lockpickin'Associated Trait: Deftness Good locks are hard to come by inthe West, so if you find one, it's probablyprotecting something worth getting at. A character with this skill and a setof lockpicks can try to open any door,chest, boudoir, chastity belt, or othervaluable compartment protected by alock. A character can attempt a failedlockpickin' roll multiple times, but eachtry after the first incurs a cumulative–2 penalty, up to –8. After that, she'sstumped by that particular lock until sheearns another lockpickin' level. The difficulty of the task depends onthe lock itself. This skill works on safestoo.Lock Difficulty Type of Lock TN such as lancing boils or digging out a Interior household door 3 shallow bullet. This concentration lets a Desk drawer 5 character heal up to heavy wounds. He Front household door 7 can do nothing for serious and critical Padlock 9 wounds and maimed limbs other than Safe 11 stop bleeding. Improvised lockpicks –2 A doc with the surgery concentrationMad Science has had formal training in cutting people open. He must have the generalAssociated Trait: Knowledge concentration first to reflect his training. When it comes to creating a flying Surgeons can stop internal bleeding,machine or a death ray, regular old perform operations, and dig bullets outscience Aptitude just won't cut it. of the deepest wounds. It's a messy job, but somebody's got to do it. As you might guess from its name, this Aptitude is Vets take care of wounds and ailments essential if you've set your in animals. If pressed, a vet can treat sights on your hero being a human as if he had the general one of the Weird West's concentration. Since this is a related crazed tinkerers. Get your skill, he has to subtract –4 from the roll. Marshal's permission and see Regular doctors can also treat animals,Chapter 7 Chapter Seven for more info. but the wide variety of critters increases the usual penalty for a related skill to –6.Medicine For the actual nitty-gritty on healingGeneral, Surgery, Veterinary wounds, see Chapter Four.Associated Trait: Knowledge A good "sawbones" knows when to cutyour leg off and when to let it be. A general concentration in medicinemeans the doc can use herbs and makepoultices, stop bleeding, set brokenbones, and perform simple surgeryOverawe Persuasion Associated Trait: Mien Associated Trait: Mien The most successful gunmen can back Fast-talking snake-oil salesmen, sultry down their opponents before anyone saloon girls, and nosy muckrakers often slaps leather. An overawe attack might depend on their powers of persuasion. come in the form of a surly stare, a Talking someone into providing aid or deadly threat, or the feel of cold iron in information in times of need can be as someone's back. crucial as skill with a six-shooter. An overawe attack is an opposed roll Persuasion attempts are opposed rolls versus a character's guts. See Chapter versus the target's scrutinize Aptitude. Four for information on tests of will. Professional Performin' Journalism, Law, Military, Photography, Acting, Singing Politics, Theology, Others Associated Trait: Mien Associated Trait: Knowledge There isn't a lot of entertainment in Gunslingers might rule the streets, but the West, so most people appreciate a good actor or a sexy singer. Frontier it's the politicians who hire them, the crowds are rough on the acts they don't journalists who make their reputations, like, but they treat a good performer like and the lawyers who keep them from the gold. gallows. A good performance against a Fair The professional Aptitude is a catchall (5) TN can net the character $2d6 plus category for "social sciences" that require $1d6 for every raise. Better wages can be formal education of some sort, such as earned with some planning, of course, law, journalism, or theology. A character but this rate works for impromptu can use this Aptitude whenever he needs performances and average-sized crowds. to recount a law or battle, write a news story, or compose a sermon on the evils46 Posse of strong drink. Actually performing any of these tasks usually falls under another Trait. A minister who needs to deliver a sermon, for instance, would make a professional: theology / Mien roll.Due to the grab-bag nature of Makin' Heroes 47this Aptitude, concentrations inthe professional Aptitude are never can now make incredible devices ofconsidered related, and they must be steam and steel they could barely dreampurchased as separate Aptitudes. of before. Even those who don't use the strange new mineral benefit fromQuick Draw its research and the inventions it has spawned.Knife, Pistol, Rifle, Shotgun, Sword, OthersAssociated Trait: Quickness This Aptitude covers book learning, experience, and skill in all sorts of When one Peacemaker won't get the scientific pursuits, except mad science.job done, you might have to whip out That's its own Aptitude.another. You'd better be able to do it fast. If your character is a mad scientist, It usually takes an action to draw a you must take at least 5 levels in at leastnew weapon. If you've got this Aptitude, any one scientific concentration.you can draw a new weapon and useit in the same action. The TN is usually Most science concentrations aren'tFair (5). If you fail, you draw the weapon related to each other. It's the Marshal'snormally and can't use it that action. If call as to whether or not a particularyou botch, you've dropped it. If you botch type of science concentration is relatedand you've got bad luck, you might blast to the one required.or cut off your favorite body part. ScrutinizeRidicule Associated Trait: CognitionAssociated Trait: Smarts Any gambler worth his salt can tell There's a fine art to making fun of when an opponent is lying through hissomeone in the Weird West where trigger teeth. Scrutinizing someone might notfingers are itchier than saddle sores. tell you everything about her, but itKnowing when and just how far to push could tell you when the buffalo chips areyour opponent is the real skill. starting to get thick. Using the ridiculе Aptitude is an Scrutinize is the ability to judgeopposed roll versus an opponent's another's character, penetrate disguises,ridicule. If the target doesn't have ridicule, or detect lies. A character with thisshe'll have to default to her Smarts. skill is also good at resisting bluffSomeone with a good sense of humor and persuasion attempts from othercan take a joke better than someone characters.without. How to use tests of will incombat is covered in Chapter Four. SearchRitual Associated Trait: Cognition Any fool can find an arrow stickingChapter 9 Associated Trait: Special Indian Shamans who straight out of his backside, but a character with a good eye can find the want to talk to the spirits proverbial needle in a haystack. had better have this Aptitude—at least if they This skill covers a hero whenever she's want the spirits to listen. specifically looking for items, clues, or See Chapter Nine for more evidence. Search is also used to detect information. hidden movement or creeping enemies. The latter is an opposed roll versus theScience opponent's sneak Aptitude.Biology, Chemistry, Engineering, Physics, Search rolls can be used to find Others obvious footprints, but to actually read a trail and follow it requires the trackin'Associated Trait: Knowledge Aptitude. The discovery of ghost rock changedthe face of the world forever. ScientistsScroungin' The automatics concentration is used with machines like Gatling guns. WeirdAssociated Trait: Smarts devices (like flamethrowers) are their own Scroungin' is the ability to find individual concentrations.common items in a hurry. Sometimes Sleight of Handthis means settling for less than what isneeded, but a good scrounger can usually Associated Trait: Deftnesscome up with something that gets the Cheating at cards can get you pluggedjob done. in the Weird West—if you're dumb enough The Marshal sets the difficulty of to get caught. If you're going to do it,finding a particular object depending you'd better make sure you're good at it,on the item and the amount of time or at least a heap faster than the peopleavailable. you're playing with.Shootin' Sleight of hand allows a character to draw small items out of his sleeve orAutomatics, Flamethrower, Pistol, Rifle, pockets quickly and without notice. Shotgun Sleight of hand can be used like theAssociated Trait: Deftness quick draw Aptitude on Derringers, small There's an old saying about there knives, or any other weapons smaller than a pistol. Treat this as a related skill.being only two types of gunslingers: thequick and the dead. In Deadlands, some Sneakcharacters are quick and dead. Associated Trait: Nimbleness Shootin' is the ability to fire guns Sometimes charging into the face ofquickly and accurately in stressfulsituations—such as when someone's death is a little more foolish than heroic.shooting back. Occasionally more subtle tactics are called for. When your character wants to sneak past someone, make an opposed sneak roll against the search Aptitude of anyone who might detect her. The Marshal should dole out modifiers depending on the situation. It's a lot easier to skulk about by the light of the moon than to avoid a murderous outlaw stalking you at high noon. Speed-Load Pistol, Rifle, Shotgun Associated Trait: Deftness Speed-loading a gun helps serious gunslingers get those empty hoglegs smoking again. Reloading a single bullet in a pistol, rifle, or shotgun usually takes an entire action. A successful speed-load check allows a character to slam up to 3 rounds into a weapon during a single action. Check the weapon's maximum number of shots to make sure you don't load more rounds than it can hold. If a pistol has a speed-loading cylinder (a spare cylinder already loaded with bullets), a Fair (5) speed-load roll slapsthe entire thing in place in a single Makin' Heroes 49action. Otherwise, it takes two actions.Gunslingers that actually care for living See your local watering hole orusually carry a couple spare cylinders Chapter Four to find out about drowning.ready to load. A character's Pace while swimming is his swimmin' level, up to a maximum Pace If you fail at a regular speed-load roll, of 5.your hero still gets one bullet into thegun. If you fail with a speed-load cylinder,though, your cowpoke doesn't get thecylinder in at all. Try again.Speed-Load Tale-Tellin' Rounds Loaded TN Associated Trait: Mien 2 rounds 9 Tale-tellin' is the talent of capturing 3 rounds 11 an audience's attention with a ripping yarn or an exciting story. It's a rare but valuable ability, the need for whichStreetwise come up a lot more often than you might think. Preachers use the skill toAssociated Trait: Smarts deliver their fiery Sunday sermons, and A streetwise character knows how politicians use it all the time to get themselves reelected.to work the streets and get information Spreading the word of your posse'sfrom the seedier elements of towns and deeds is very importantcities. to becoming a legend of the Weird West. You can This Aptitude is most often used to find out why telling yourget illegal items or restricted information. tales are vital once you'veThe difficulty depends on the prize andthe steps the character takes to secure it.Survival adventured a while and your Marshal feels you're up toDesert, Mountain, Other 223 handling the awful truth.Associated Trait: Smarts Teamster A frontiersman can survive withminimal tools and supplies in hostile Associated Trait: Nimblenessenvironments. This might mean eating This skill lets your character drivethe stringy meat of prairie dogs while onthe high plains, but it beats starving. wagons, stagecoaches, buggies, and carts and control the ornery animals that pull A successful survival roll feeds a them.person for one day. Every raise providesthe bare necessities for one other person. The basic movement rate for a wagonThe difficulty of the roll depends on is that of the horse minus its load. Seethe environment. An area with plentiful horses in the gear list and loads ingame and water has a difficulty of Chapter Four.Foolproof (3), while it's an Incredible (11)task to find vittles in the Mojave desert. Throwin'You can only normally make one survivalroll per day. Balanced, Unbalanced Associated Trait: DeftnessSwimmin' If a cowpoke's relying on throwingAssociated Trait: Nimbleness things at people, he's probably already Few frontiersman can swim. Those won the fight and just having a little fun.who can't, usually sink like stones just Balanced weapons are things liketrying to take their annual baths. knives and hatchets. Unbalanced missiles are rocks, dynamite, and some magical spells. Description Edit | History From publisher blurb: This is the best version of Deadlands Classic, including both the original Player's Guide and Marshal's Handbook, with FULL COLOR art lovingly re-colored by Pinnacle's top artists! (If you already have the original Deadlands Classic Player's Guide and Marshal's Handbooks, this book does notpresent new material. It is a re-release of the original with a little cleanup and all the art re-rendered in gorgeous full-color.) Deadlands Classic was originally released in 1996. This is the 20th Anniversary Edition, republished in full color in 2016. Deadlands Classic was a surprise hit when it was originally released at GenCon '96. The setting, the character types, the art, and even the poker-inspired mechanics combined to make an experience that won every major award the industry had to offer...and then some! Here are a few reminders about the Classic Deadlands rules: A standard deck of playing cards with the Jokers left in is used for initiative, as well as for hucksters to "deal with the devil" or the Marshal to determine the outcome of your character's transition to Harrowed. You even use a deck of cards to build your character! Beware the Jokers! A set of poker chips in white, red, and blue mixed in a "Fate Pot" are drawn blind by players and Marshal alike, and when spent, they go back into the pot. You gotta work for those Legend chips, pardner! Dice? Deadlands Classic uses ALL of them. And lots of them. It's not uncommon to need five or six sets of dice from d4 to d20. And yes, they Ace! When you roll more "1s" than anything else, you go "bust" and your character fails catastrophically. Rolling the bones is not always a metaphor in this game… Part of the character build process is to figure out what scares your sodbuster the most. Your Worst Nightmare can most certainly come true! "Wind" is a derived statistic used rather like hit points. Wounds knock you down a few pegs… The Game Master is called the Marshal, and the characters the posse. Some things have stayed the same! Deadlands Classic also uses Traits, Edges, and Hindrances! One book has all the information needed to play. Players and Marshals read the front and the Marshal reads the last half to figure out what makes the West so Weird.