

Just alter the original adventure as shown below and you're ready to ride, Marshal!
Conversion notes by John Billings.

CONVERTED ROLLS & MODIFIERS

Here are the *Savage Worlds* equivalents for the various rules and rolls found in the adventure.

CHAPTER ONE

- p. 189 Steal from baggage car: Lockpicking.
Inspect the crate: Notice (-2).
- p. 191 Check Alan's hands: Notice (-1).
Distract Harold from his kitchen:
Persuasion (Start at uncooperative) or
Test of Wills.
Climb over the carriage (between
cars): Climbing.
Climb over the carriage (out of
window): Climbing (-1).
Snake eyes on above climbing checks:
Damage 5d6.

CHAPTER TWO

- p. 192 Damage inside carriage: 2d6.
Damage on locomotive: 2d6+10.
Damage on coal tender: 3d6.
- p. 193 Try to jump out of train: Agility.
Success on above Agility: Damage
1d6.
Fail above Agility: Damage 2d6.
Snake eyes on above Agility check:
Damage 2d6 and one level Fatigue.
Train wreck cover: Heavy.
Clarkson's dynamite throw: Throwing
(-2), use *Savage Worlds* Deviation
rules.
- p. 194 Find tracks around baggage car:
Tracking (+2).
Find blood in baggage car: Notice.
Notice quantity of blood:
Knowledge (Medicine) (-1).
- p. 195 Baggage search revealing gun: Notice
(-1).
Looking at the crate: Notice (-1).
Searching the caboose: Notice.
Notice change in Laura's behavior:
Notice (-1).

CHAPTER THREE

- p. 196 Hear the husker fetching bodies:
Notice.
Find tracks in the morning: Tracking
(-2).
- p. 197 Picking up trail near trestle: Tracking
(-1).
Following drag marks near boxcar:
Tracking.
Notice disturbed ground: Notice (-1).
Surprise attack: Rules from *Savage
Worlds*.
Guts check for risen corpses: (-2).
- p. 198 Husker initial attack: Use The Drop
for first victim, Surprise for others:
rules from *Savage Worlds*.
Follow husker into forest: Tracking (-4,
-2 if light source available).

EXTRAS

For all Extras not mentioned here, use the
Townfolk stats in *Deadlands Reloaded*, and ad-
just as you feel appropriate.

For gear, refer to the original adventure un-
less noted below.

- p. 190 Denise Meritt: Use the Townfolk
stats in *Deadlands Reloaded*. Add the
Vow Hindrance (Report the truth).

Gregory Dawson: Use the Townfolk
stats in *Deadlands Reloaded*. Add
Gambling d8, Persuasion d10, and the
Snakeoil Salesman Edge.

Richard Chasen: Use the Soldier stats
in *Deadlands Reloaded*.

WILD CARDS

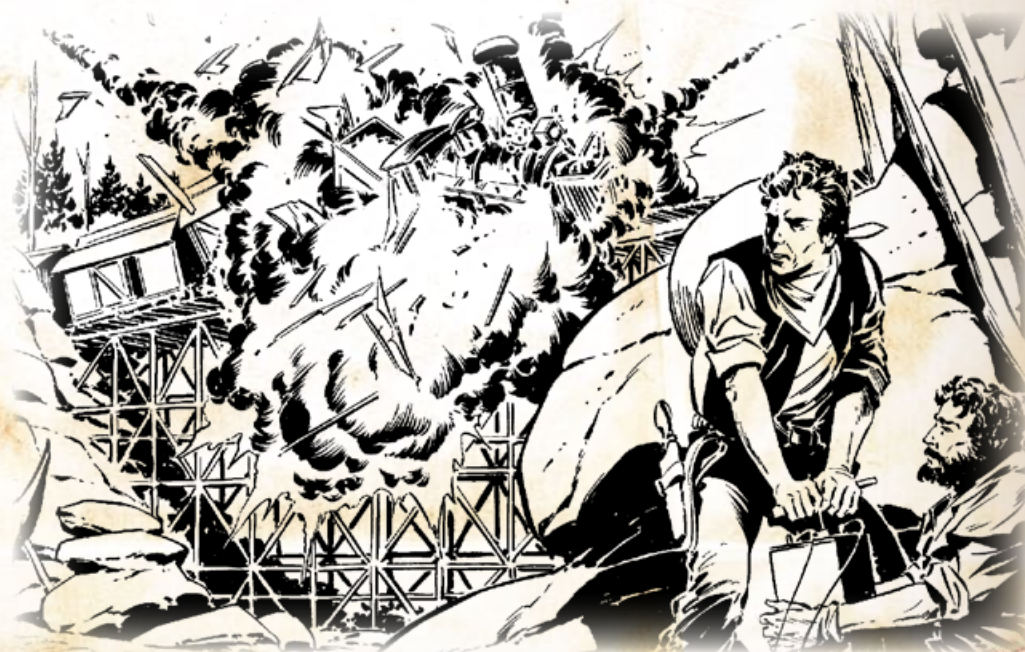
- p. 190 Laura Giles: Use the Agent stats in
Deadlands Reloaded. Replace Intimidation
with Persuasion, add the Attractive
Edge and Charisma +2.

Alan Seyberth: Use the Agent stats in
Deadlands Reloaded. Replace Intimidation
with Persuasion.

RASCALS & CRITTERS

- p. 193 Philip Clarkson: Use the Outlaw stats
in *Deadlands Reloaded*. Add Throwing
d8.

Bandits: Use the Outlaw stats in
Deadlands Reloaded.



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HATCHLING HUSKER

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

Skills: Climbing d8, Fighting d8, Notice d8, Shooting d8, Stealth d8, Tracking d8

Pace: 8; **Parry:** 6; **Toughness:** 5 (1)

Special Abilities:

- **Armor +1:** The corpse shell affords enough protection to grant Armor 1.
- **Bite:** Str+d6. This attack is only possible when the husker is outside its corpse shell.
- **Corpse Shell:** The hatchling husker is usually still encased in a cadaver when encountered. The body absorbs 1 wound before falling away like a ghoulish cloak.
- **Fear:** Huskers are alien and repulsive things that provoke an immediate Guts check.
- **Poison Spit:** 2/4/8; Special; ROF 1. Huskers spit poison at an opponent by making a Shooting roll (at +4 if they do not move). They always make a Called Shot to the head (-4). If the gob of poison hits, the target must make a Vigor roll or be blinded for 2d20 minutes.
- **Small:** Attackers subtract (-2) from attack rolls against a husker. This only applies when the thing is outside its corpse shell.
- **Size (-2):** An immature husker is only about as big as a house cat.

MATURE HUSKER

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d10, Notice d8, Shooting d10, Stealth d8, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** The mature husker's carapace affords enough protection to grant Armor 2.
- **Bite:** Str+d6.
- **Fear (-1):** Huskers are alien and repulsive things that provoke an immediate Guts check (-1).
- **Inject Egg:** When a husker successfully Grapples a victim, it injects an egg sac into the foe's guts (Str+d6 damage). In 1d6 hours the egg hatches, releasing a hatchling husker that does automatic damage with its bite each round until the host is dead. The egg can be cut out before it hatches with a successful application of the Healing skill.
- **Poison Spit:** 2/4/8; Special; ROF 1. Huskers spit poison at an opponent by making a Shooting roll (at +4 if they do not move). They always make a Called Shot to the Head (-4). If the gob of poison hits, the target must make a Vigor roll or be blinded for 2d20 minutes.

Want to get started right away? Well you can, pardner. All you have to do is get online and download some of the sample characters we've provided for you at:

www.deadlands.com

Want to check out the game before you drop your dinero on the book? No problem, amigo. Check out the Test Drive rules. With a One Sheet, the Test Drive rules, and a fist full o' characters, you can sample the flavor of the Weird West. We think you'll gain a hankerin' for it!

And keep checking back for more One Sheets for our Savage Worlds settings.

BACK WITH A VENGEANCE!



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