

DEAD LANDS



Smith & Robards



Smith & Robards

CREDITS

Written and Designed by: John Hopler

Editing & Layout: Barry Doyle & Matt Forbeck

Cover Art: Paul Daly

Logo: Ron Spencer

Interior Art: Paul Daly, Geoff Hassing, Ashe Marler, Allen Nunis, Andy Park,
Kevin Sharpe & Loston Wallace

Maps: Jeff Lahren

Cover Design: Hal Mangold

Special Thanks To:

Christy and the guys & gals at Pinnacle

Playtesting and Advice: Roger Arnette, John & Joyce Goff, Michelle Hensley, Christy Hopler

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Dedicated To:

Christy. Thanks for the patience.

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POSSE TERRITORY



THE STORY





CHAPTER ONE:

THE SMITH & ROBARDS STORY



Esteemed Reader,

My name is Dr. Erastus T. Gould. I am a close friend of both Messrs. Smith and Robards. When it came to my attention that they intended to publish a catalog enumerating their many wondrous inventions, I immediately importuned them for the opportunity to preface the tome with a recitation of the circumstances that led to the formation of their enterprise. I felt this necessary because there is a common misperception held by the public, and I might add, often propagated by negligent journalists, that those who engage in such innovative endeavors are, to use the vernacular, "mad."

This is assuredly not the case. Some of my scientific brethren may, with some justification, be considered eccentric, but actual cases of mental aberration are rare. I feel this fallacious perception is due to the fact that many of the contrivances developed by this "new" science are beyond the understanding of the average layperson. As has been so throughout history, the masses fear what they cannot understand.

ROSWELL

But I digress. The Smith & Robards story begins in the year 1869 when Jacob Smith was approached by a member of the Texas constabulary and offered a position at a government research facility. He was in serious financial straits at the time and the offers of

unlimited funding and resources were a heady ambrosia. Smith accepted the proposition and journeyed to the Confederate laboratory in Roswell, New Mexico.

It was in Roswell that I made his acquaintance. I too, had been lured there with promises of lucre and free creative license. Nothing could have been further from the truth.

The living conditions were wretched. We were often without sufficient water to drink, much less perform proper personal hygiene. Our quarters were little more than ramshackle hovels which kept the sun off. I can't recall the number of times I awoke to discover members of the local fauna sharing my accommodations.

As for our work, it was explained to us that we could proceed with any form of research we desired, *after* we had discharged our obligation to the Confederacy. It was made pointedly clear that no one would be permitted to depart from the facility until they had fulfilled every clause in those accursed Faustian contracts.

We toiled long hours in furnace-hot workshops to create a wide spectrum of weaponry. Some grumbled about the conditions, but not very loudly, for the brutish troglodytes who were responsible for the camp's security would seize upon any excuse to torment us. Occasionally, we would hear shots late at night. The guards insisted they were "shootin' ky-yoats," but our numbers were often one fewer the day after one of these incidents.



THE STORY



It was during this time that Jacob Smith began to turn away from instruments of destruction and speak of his dream of scientists working together for the betterment of mankind. His vision struck a chord with many of our fellows and he became the defacto leader of our band.

AN INFERNAL PLAN!

In the autumn of 1870, circumstances changed. Our collection of deadly devices was shipped East for the assault on Washington, and the pace of work in the laboratories slowed. Those of us who had resolved to leave looked for an opportunity to escape. It was not long in coming.

There was a problem with the system which removed the ghost rock vapor from the storage bunkers. We were tasked with repairing the system—instead, we sabotaged it! Smith rerouted the system to discharge all of the vapor into an unused bunker. A few days later he fabricated a pretext to check the system again and planted a small, timed charge in one of the vent shafts.

The explosion which ripped through the camp that night must have shaken the foundations of Hell. Massive ghost-rock fires lit the sky, and the Lords of Chaos danced over our infernal camp. Smith and I, accompanied by some compatriots, made our exit in the confusion.

THE MAZE OR BUST!

We struck out west, toward California's Great Maze. We had hoped to find others of science who shared our vision of scientific utopia.

What we found was a seething cesspool of cutthroats, ruffians, and greed-crazed miners—all obsessed with making a fortune from the Maze's massive ghost rock deposits. Unfortunately, the substance was integral to our research. We determined to make the best of the situation and laid claim to a small plateau in the Maze.

We spent the next two months attempting to give free reign to our muses. I say attempting, because the majority of our existence was devoted to defending our wretched piece of real estate from claim-jumpers, and little work was accomplished. It was during this time, however, that Sir Clifton Robards joined our motley band.

ENTER ROBARDS

Robards is a landed gentlemen from England. The wealth of his vast estates allowed him to live a life of leisure and he devoted much of his time in the pursuit of scientific knowledge. When news of the amazing powers of ghost rock reached England, Robards immediately booked passage for North America.

Smith and Robards quickly became close friends and made plans to combine Robards' financial resources with Smith's incredible genius. Unfortunately, before their plans could come to fruition, Fate intervened.

The Texas Rangers had finished sorting through the muddle at Roswell and realized they were short a few scientific corpses. A band set out on our trail and eventually located us in the Maze. A timely warning allowed us to vacate the premises before the lawmen arrived.

AN ENCOUNTER WITH DR. HELLSTROMME

This time we journeyed east. We had heard rumors of Dr. Hellstromme and the amazing work he was doing in Salt Lake City. Smith and Robards both hoped to work with the doctor and explore starting a business with him.

They were doomed to be disappointed again. I'm not cognizant of all the facts, but I do know Smith returned from his first meeting with Hellstromme in a rage. He swore he would never work with him under any circumstances. Robards was less adamant and felt they should continue their dialogue with the doctor, but

Smith would not hear of it.

Smith ultimately prevailed, refusing to be a part of any enterprise which included Dr. Hellstromme. Robards relented and provided the capital to start our workshop.

THE EARLY YEARS



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The first few years of our endeavors were the most difficult. We purchased a small barn on the outskirts of Salt Lake City to serve as both our workshop and living quarters. It was little better than our wretched dwellings in New Mexico—but it was ours.

We labored long hours in those early days, for we had many obstacles to overcome. Two were especially troublesome: the scarcity of ghost rock and the competition of Dr. Hellstromme and numerous independent scientists.

We had grown accustomed to having a plentiful supply of ghost rock on hand for our work whilst we lived in the Great Maze. This was not to be the case in Utah. There is ghost rock to be had in the Wasatch Mountains, but one has to look harder and work longer to acquire it. We spent many arduous days in the hills procuring the rather modest amount we needed.

GHOST ROCK

Having broached the subject, I feel I must take this opportunity to dispel some of the myths surrounding ghost rock—a horrendous misnomer in my opinion.

Ghost rock is an amazing substance with many practical applications, but there are those who have ascribed to it unfounded mystical properties. This is due to the infernal wailing noise it makes when burned and the rock's appearance—dark black, streaked through with white aggregates which some claim are trapped souls.

I can assure you, having worked many hours with the material, that these white deposits are not, in fact, the souls of the damned, but are naturally occurring mineral impurities. As to the noise, ghost rock is a somewhat porous rock, shot through with numerous small chambers of trapped air. When burned, this air heats and expands until it fractures the chamber and escapes through one of the many small fissures in the rock. This produces a high-pitched wail in



much the same manner as a church organ plays music by pushing air through its mighty steel pipes.


Ghost rock has so many useful properties, there seems little need to create such fanciful stories. It has important applications in metallurgy, chemistry, and—most simply—as a fuel. Many of the inventions of the new science would not be possible were it not for this remarkable mineral.

Even when ghost rock is not directly used in a new device, it is often used its *manufacture*. For instance, ghost rock can be used in place of coke to refine steel. This steel is much lighter and stronger than that manufactured by conventional fuels. It also has a much higher melting point than normal steel.

“Ghost steel,” as this new metal has become known, has made it possible to build devices which are much lighter and more durable than before. Ghost steel's greater strength and higher melting point is necessary to the construction of high-temperature boilers which can withstand the heat of burning ghost rock.

Ghost rock also has many uses in the field of chemistry. It can serve as both a catalyst and a reagent. When used in small quantities, powdered ghost rock can be a stimulant to the human body. Taken in large doses, it is invariably fatal.

As a fuel, ghost rock is unequaled. It burns



THE STORY

slow but hot. In a properly ventilated firebox, it can reach temperatures which melt normal steel and iron. It is this ability to generate such tremendous heat which makes it so valuable. A boiler fueled with this substance can reach normal operating temperatures in a fraction of the time needed by conventional fuels.

This wonder mineral is not without its shortcomings, however. As I mentioned above, it can be toxic if ingested in large doses. It also gives off a highly volatile vapor which has been the cause of many an inadvertent explosion and, if breathed, can cause madness and even death. Now, let me continue my story.

THE COMPETITION

In addition to gathering our own ghost rock supply, we were forced to contend with competitors who seemed unbound by moral constraints. A number of attempts were made to raze our workshop, but fortunately we were able to foil them all. Indeed, many of our early inventions were built for our own protection!

Despite these tribulations, we made steady progress and soon had a number of satisfied customers. Word of our work spread and Fortune soon smiled upon us. We had built a custom pistol for one of our clients, a Pinkerton agent from Denver named Emerson Caldwell. He used

this pistol to foil a bank robbery singlehandedly and made front-page news in many of the larger newspapers across the continent. Shortly thereafter, orders for a pistol like Agent Caldwell's began to pour in from across the country. The Pinkerton Agency contacted our firm in the hopes of procuring 200 of these "Gatling" pistols for their field agents.

THE COMPOUND

There was no way our small band could fill the volume of orders we had received. Remember, devices such as these must be hand-crafted by skilled scientists, and even then, the failure rate in any given device is extremely high.

What we needed was more of our fellows, as we had been blessed with at Roswell. The decision was made to expand our operation. A few letters brought to us a number of like-minded inventors of whom we had made acquaintances in California. The remainder of our workforce was filled out by the enthusiastic and hard-working people of Salt Lake City.

With so much depending on the successful completion of these orders, we were concerned about the possibility of sabotage. After much discussion, it was decided that our new facility would be built outside the city. During our numerous sojourns into the Wasatch Mountains in search of ghost rock we happened upon a broad, sheer-sided plateau. This seemed the ideal place to build our new workshop. Even Robards was convinced that the site's security more than outweighed the additional construction costs it was bound to incur. An added convenience of the location was that we would have a supply of ghost rock practically at our doorstep.

DISASTER STRIKES!

It took two months for our new facility to be completed, but only two weeks before a saboteur had infiltrated our ranks and attempted to destroy it.

This scurrilous individual nearly succeeded. He was working on one of our steel forges and changed the contents of one of the iron ore hoppers to ghost rock. Needless to say, a tremendous explosion resulted when the deadly cargo reached the forge.

Ten workers and Dr. Dowdy, a friend from our California days, perished in that hellish blast. Dr. Smith was badly injured. Much of the eastern portion of the factory was leveled. Only with the valiant efforts of the surviving staff were we





THE STORY

able to prevent the fire from consuming the remainder of the facility.

I am not normally a vengeful individual, but I am happy to report that the saboteur also perished in the blast. Since this time, Smith and Robards insist on interviewing each potential new employee personally and employ stringent screening measures to ensure that such events do not repeat themselves.

We did not allow this tragedy to deter us. Instead we redoubled our efforts, working night and day to fill our quota. The effort, though Herculean, was worth it, and we were able to fill the Pinkerton order on time. We received other



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EXPANSION & THE GREAT RAIL WARS

The company's clientele continued to expand as 1873 began, as did its financial wherewithal.

The chaos of what has become popularly known as "The Great Rail Wars" was in full force, and Robards looked upon it as a grand opportunity. If Smith & Robards could link with the oncoming railroads, the firm could supply them with improved rolling stock, locomotives, and so on. The connection would also allow us to better serve our customers by giving us the capacity to ship items by rail. Up to this point our clients had been forced to inconvenience themselves by coming to our factory in Utah to get their order or work out their own shipping arrangements. Postal service in this war-torn portion of the continent is erratic at best.

With this in mind, Robards acquired the Denver Pacific, a small railroad based out of Denver. He immediately ordered an ambitious program of expansion. The first link was to our facility in Salt Lake City. Once this was accomplished, rails were laid both east and west.

In the West, DP rails reach as far as Virginia City, Nevada. Construction there has halted for the moment. The political climate in California is rather tumultuous, and the firm is reluctant to commit the resources needed to build through the Sierra Nevadas until events there have run their course.

In the East, the Denver Pacific crews ran

headlong into the railroads headed west. DP now has rail connections with three of these companies: Black River, Wasatch, and Union Blue.

This link has greatly benefited the company. The railroads involved in the race west have become major clients, ordering rolling stock, locomotives, weapons, and many other devices. It has also expanded even further our ever-growing clientele by providing us with rail access to nearly every major city in North America.

As many of you are aware, the competition between the railroads is often deadly. Denver Pacific trains are among the safest in the nation thanks to the many innovations Smith & Robards has made in the field of railroad science. Our trains are well-armed and armored to discourage attacks, and they are equipped with a multitude of devices designed to increase both your safety and comfort.

THE CATALOG



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You now hold the fruits of Smith & Robards' incredible growth in your hands. From the beginning, Jacob Smith had envisioned building the company into a tremendous mail-order house rivaling those in Chicago and elsewhere. The company now has the resources to deliver its wares to

any location in North America. Those that are not accessible by rail can be reached by one of our fleet of delivery vehicles which were specially built for the sole purpose of providing you, our customer, with the finest service available.

In the past few years we have become the leading developer and manufacturer of "new science" inventions in the world. As this century draws to a close, Smith & Robards is leading the way to a world made better through science.

Your Humble Servant,



Erastus T. Gould

MAD SCIENCE





CHAPTER TWO: MAD SCIENCE



The *Deadlands* rulebook contained all the information you needed to create and run a deranged inventor. This chapter clarifies some of that information and adds a few new wrinkles to the invention process.

STARTING EQUIPMENT

Now that there are a lot more gizmos to choose from, it would be silly to limit a starting character to the five devices described in the main rulebook.

The power of a new scientist's initial device is determined by his proficiency in the physical sciences. Each gizmo in this book has listed the hand required to develop a blueprint for it.

To determine the power level of a beginning inventor's device, look at the Gizmo Construction Table in the *Deadlands* rulebook, and starting with Jacks, count down the table a number of hands equal to the mad scientist's highest *science* Aptitude. The highest hand reached is the maximum level of device the character can start the game with.

The mad scientist archetype in the rulebook, for instance, has *science: engineering* at level 5. Counting down five hands on the table puts us at a Flush. This means the character can begin play with any one device which requires a Flush or less to invent.

If your Marshal allows it, your character may begin with a device more powerful than

warranted by her skill. The Marshal should require you to buy the *belongin's* or *dinero* edge (or a combination) to explain how you came by such a powerful gizmo.

Unless your character background dictates otherwise, it's assumed your starting gizmo was developed by your character. This means your scientist has a blueprint for the device and can build more if needed.

You need to determine the quality of the blueprint. Make a roll with the appropriate Aptitude against a Fair (5) TN, just as if you were devising a blueprint, but don't draw any cards (since you've already got the device, we assume you succeeded). Every raise adds +2 to the blueprint's base Reliability of 10. Record this Reliability somewhere on your character sheet or on one of the handy-dandy gizmo sheets provided at the end of the next chapter. All gizmos your inventor builds from this blueprint use this number as their base Reliability.

BLUEPRINTS

Remember, as long as your mad scientist has a copy of a blueprint he has devised, he can build additional gizmos. Each copy of the device has a Reliability equal to the blueprint's base, plus 2 for every raise on the construction roll. No mad scientist gizmo ever functions perfectly; if the Reliability would be 20 or more, set it at 19.





MAD SCIENCE




It's possible for an inventor to build a device from another scientist's blueprint, but it requires some extra effort. Most mad scientists have trouble deciphering their own scribbles, let alone the scrawl of another demented mind.

Before a scientist can use another inventor's blueprint, he must spend a period of time studying it equal to the device's construction TN in hours and then make a roll using his most appropriate *science* Aptitude against that number. If successful, the hero has puzzled his way through the cryptic references and may use

the document to build gizmos. If the roll has failed, the character must spend another period of time in study and can try again. If the scientist goes bust, it means the other inventor's line of reasoning is beyond comprehension, and the character may as well take the blueprint on one of his trips to the outhouse.

A scientist in a hurry can build a device from another's blueprint without really understanding it, but the base TN of the construction roll is raised by +5. A tinkerer can avoid the risk of never understanding a device this way (by going bust as described above), but the TN remains at +5 until he takes the time to study the design.

LABORATORIES, LIBRARIES, & SUCH

Mad scientists need a laboratory and research materials to do their work. Inventors don't usually fabricate their blueprints out of mid-air, they must have some foundation to work from. The supernatural guidance received by mad scientists allows them to make enormous leaps of logic and use intuition to fill in the gaps.

The amount of equipment and materials available to a scientist can have an effect on his ability to create. A good inventor can whip up simple devices from memory, but more sophisticated inventions usually require some research and experiments—and that means a lab!

Whenever a mad scientist tries to devise a blueprint for a new gizmo, look at the table and determine the effect his resources have on the attempt. The more research material and testing devices the inventor has available to him, the better his chances of developing a workable design.

LABS

Laboratory/Research Materials	Effect	Space	Cost
None	Discard one random card	None	\$0
Basic materials (a few important reference works, slide rule, some beakers, etc.)	None	Large carpet bag	\$100
Small lab (work bench, small reference library, chemistry set, assorted calipers, measuring devices, bunsen burners, etc.)	+3 to blueprint roll	Small wagon	\$500
Large lab (extensive reference library, state-of-the-art equipment, etc.)	+5 to blueprint roll	Barn Loft	\$2000



Of course, building a fancy lab does increase the chances of drawing a Joker. There's no place a gremlin would rather hang out than near a scientist's lab.

If a scientist has no materials and ends up with less than five cards, it is not possible to create a poker hand requiring five cards—there is no such thing as a four card flush or straight (nice try, amigo).

Space is the amount of room the listed equipment requires, and the cost is the amount of money your inventor needs to shell out for the gear. Unless your character has taken the *poverty* Hindrance, assume he has acquired basic research materials during his earlier studies.

GROUP RESEARCH & ASSISTANTS

So, your mad scientist has a satchel full of blueprints, the latest edition of *Smith & Robards Collected Writings from Antiquity* on the shelf, and an impressive array of sparking, buzzing lab equipment. What else could he need? An equally mad assistant, of course!

Multiple scientists can work together ("together" being used in its loosest sense, mind you) to devise a single blueprint. One of the scientists in the group must be designated the leader. This is usually, but not always, the inventor with the highest skill.

The leader starts by making a normal *science* theory roll. If the roll fails, the entire group's line of research is faulty, and they must spend a day reassessing their approach. If the roll is successful, the leader draws five cards plus one per raise, as normal, and the assisting scientists may also roll their *science* Aptitude against a Fair (5) TN. Every success and raise by an assistant allows an additional draw for the leader. Each failed roll means one of the cards drawn must be discarded at random.

Once all of the rolls have been made, and all necessary cards drawn or discarded, compare the cards to the hand needed. If the hand equals or exceeds the difficulty the blueprint is completed. Jokers may be used as wild cards, as usual. If a Joker appears as one of the five basic cards, it means the scientists suffer from some sort of group dementia. If a Joker appears as one of the cards drawn by the assistants, only the assistant who drew it suffers the result.

All individuals who assist in devising a blueprint must have the *arcane background: mad scientist* Edge.

GROUP CONSTRUCTION

Scientists may also have some assistance in assembling their gizmos. Unlike blueprint assistants, those helping put the device together don't need to have *arcane background*, just a good *tinkerin'* Aptitude. The assembly team must be led by a character with *arcane background*—somebody has to understand the blueprint.

The leader must roll her *tinkerin'* against the device's construction TN. Each assistant rolls *tinkerin'* against a TN of 5. This is raised by +2 for every five assistants involved. Six assistants, for example, would all roll against TN 7.

Each helper who rolls successfully adds +1 per success and raise to the leader's total. Failed rolls add nothing. If a helper goes bust, he adds nothing to the leader's total and subtracts one from the gizmo's final Reliability. As long as the modified total equals or exceeds the TN the device is assembled correctly.

The Marshal has final say on the number of assistants that can help on a project. Having ten helpers while working on a submersible boat is not unreasonable but would be a bit much if you're assembling a Gatling pistol.



Dr. Gould is building a steam wagon.

The vehicle's blueprint has a base Reliability of 16 and a construction TN of 13. The good doctor rolls a 15. His three assistants roll against TN 5 and get 10, 7, and a bust: two successes and a raise, adding +3 to the doctor's total, making it 18. This is 5 more than the TN, so the device's Reliability increases to 18. Unfortunately, the helper who went bust lowers the final Reliability to 17.

DEMENTIAS, FLAWS, & SUCH

Sometimes the spirits' meddling with a scientist's thoughts can have consequences other than loosening his grip on reality. Occasionally, the inventor's madness manifests itself in his design and warps it in a way which can be manipulated by the denizens of the spirit world.

The results of drawing a Joker are now a little different. Your Marshal has complete details on the new Hell your hero must suffer for his art. You'll find out all about them soon enough.



ALCHEMIST

TRAITS AND APTITUDES

Deftness 1d8
 Throwin': Elixir 3
 Shootin': Pistol 2
 Nimbleness 2d6
 Climbin' 1
 Dodge 3
 Strength 2d6
 Quickness 3d6
 Vigor 2d10
 Cognition 4d8
 Search 1
 Knowledge 4d12
 Science: Alchemy 5
 Science: Chemistry 3
 Medicine: General 3
 Demolition 2
 Language: Latin 1
 Mien 1d6
 Persuasion 3
 Smarts 3d10
 Scrougin': 2
 Spirit 2d6
 Guts 3
 Wind 16
 Edges:
 Arcane background:
 Mad scientist 3
 Luck o' the Irish 3
 Hindrances:
 Curious -3
 Yearnin':
 Transmutation of
 lead to gold -2
 Tinhorn -2
 Gear: Rupertus
 pepperbox, box
 of 50 shells, 5
 formulas, 11
 ounces of
 philosopher's stone,
 basic lab equipment,
 large carpetbag, \$242

PERSONALITY

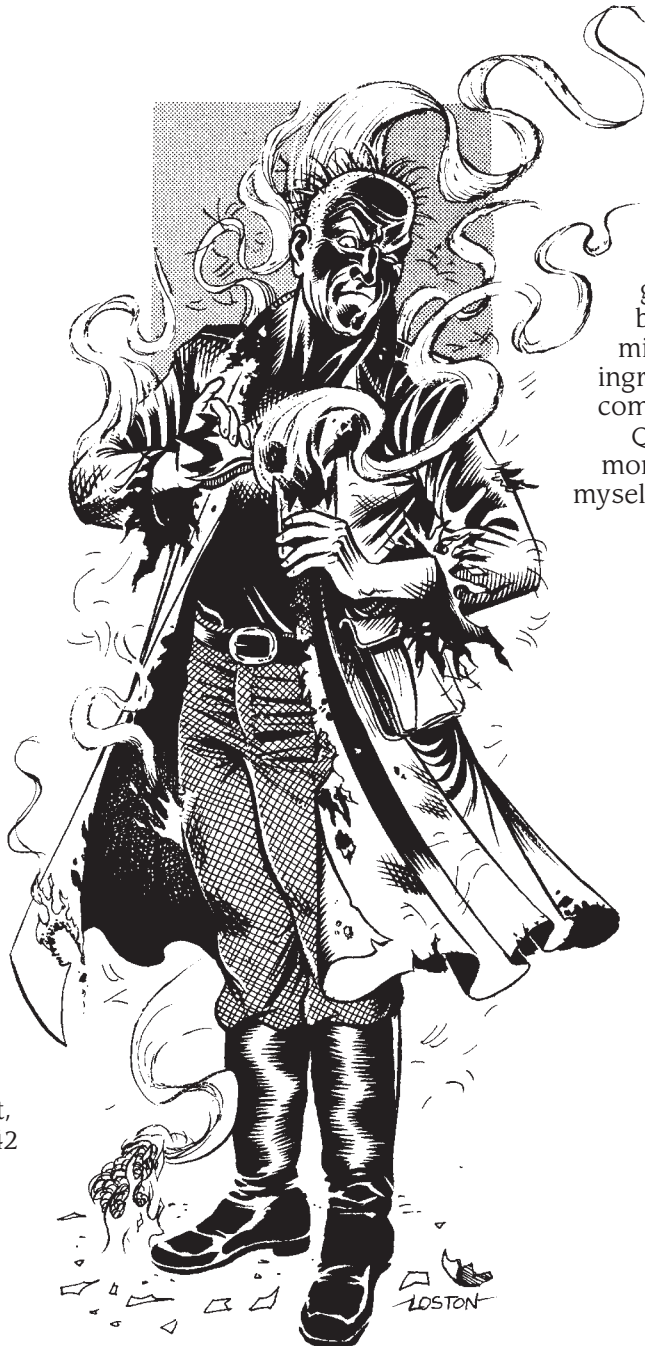
You might consider saving those bullets of yours, they could be worth a small fortune in the right hands.

What I'm talking about is transmutation.

No, not transportation, transmutation. Turning lead into gold. Ah, I see I've got your attention.

Now put down that gun, and we can talk business. You see, I'm missing only a few vital ingredients needed for the complete reaction...

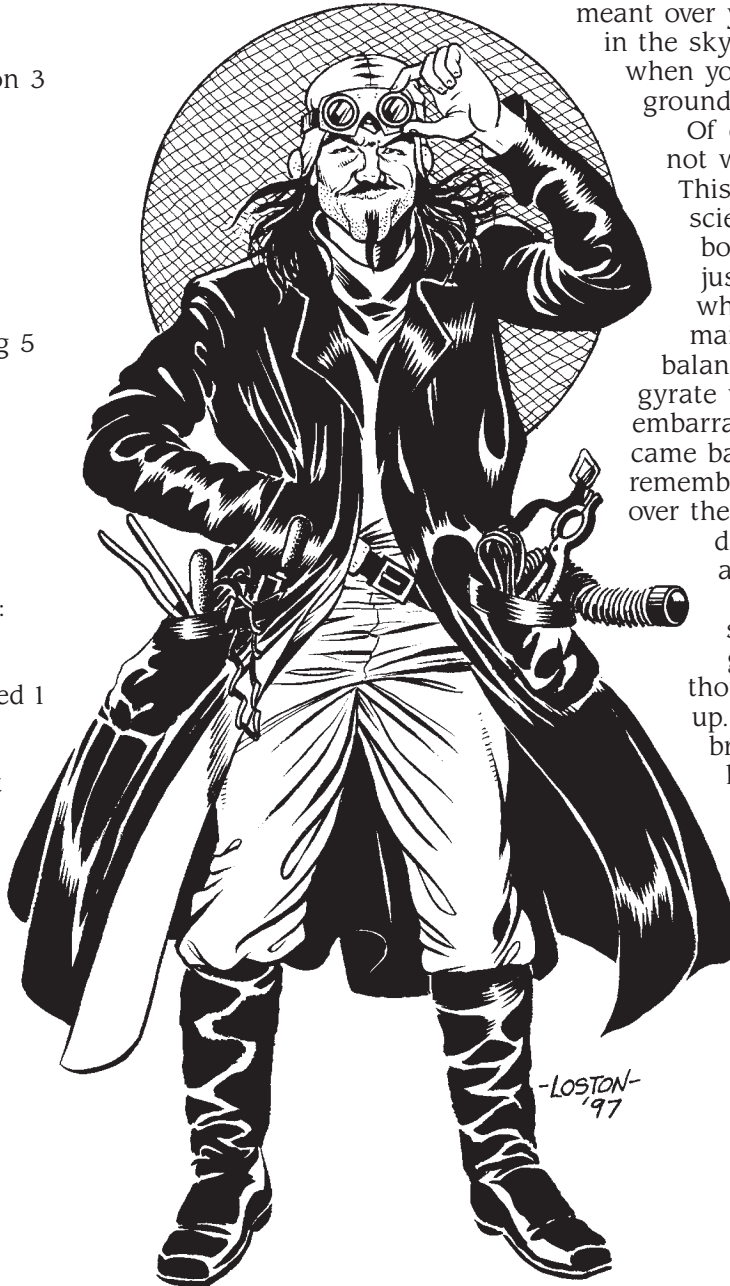
Quote: "Excuse me a moment while I extinguish myself."



AIRMAN

TRAITS AND APTITUDES

Deftness 2d6
 Shootin': Pistol 3
 Nimbleness 2d8
 Climbin' 1
 Drivin': Autogyro 4
 Drivin': Steam wagon 3
 Fightin': Brawlin' 2
 Strength 2d6
 Quickness 2d6
 Vigor 4d6
 Cognition 2d10
 Artillery 3
 Search 2
 Knowledge 3d10
 Science: Engineering 5
 Mien 2d6
 Smarts 3d12
 Scrougin' 3
 Tinkerin' 4
 Spirit 1d8
 Guts 2
 Wind 14
 Edges:
 Arcane Background:
 Mad scientist 3
 Eagle eyes 1
 Mechanically inclined 1
 Hindrances:
 Scrawny -5
 Gear: Autogyro, Lemat
 pistol, box of 50
 pistol shells, box
 of 50 shotgun
 shells, goggles,
 tool kit, battered
 copy of *New
 Science* with
 article on air
 vehicles, \$194



PERSONALITY

The future of travel is over your head.

My apologies, I didn't mean to imply that you couldn't understand it, I meant over your head as in, "up in the sky." Why walk or ride when you can soar above the ground like a bird?

Of course, air travel is not without its problems. This is a relatively new science, and mishaps are bound to happen. Why just the other day I was whizzing along when my main lift fan went out of balance. My ship began to gyrate wildly, and I'm embarrassed to say my lunch came back up. I'll have to remember not to fly directly over the crowds I'm giving demonstrations for anymore.

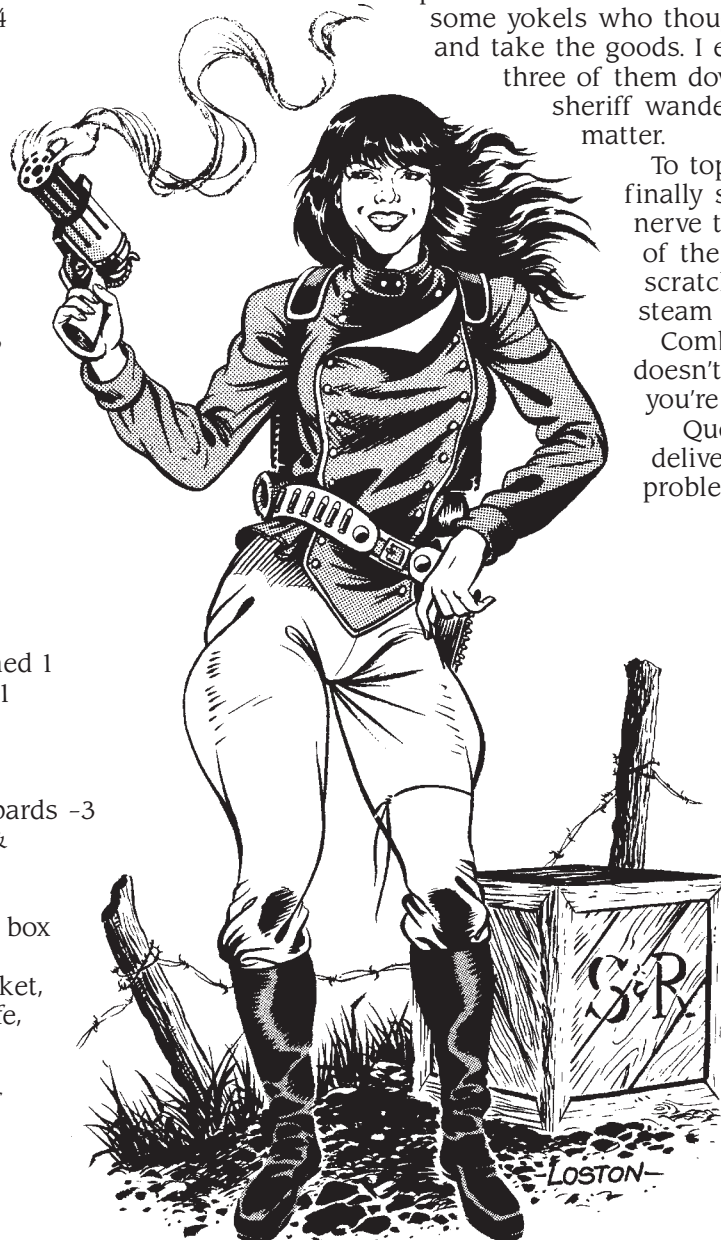
Anyway, as I was saying, it began to gyrate wildly and I thought my number was up. Fortunately, I had brought along my tool kit, so I quickly...

Quote: "No need to be alarmed. We missed that peak by a good two feet or so."

S&R COURIER

TRAITS AND APTITUDES

Deftness 2d10
 Shootin': Automatics 3
 Nimbleness 2d12
 Climbin' 1
 Drivin': Auto-gyro 4
 Drivin': Steam wagon 3
 Fightin': Knife 2
 Strength 3d6
 Quickness 3d8
 Quick draw 2
 Vigor 4d6
 Cognition 4d10
 Search 2
 Knowledge 1d6
 Trade: Navigation 3
 Mien 2d6
 Overawe 2
 Smarts 1d8
 Tinkerin' 3
 Survival: Plains 2
 Spirit 2d6
 Guts 2
 Wind 16
 Edges:
 Brave 2
 Mechanically inclined 1
 Sense of direction 1
 Tough as nails 2
 Hindrances:
 Big britches -3
 Loyal: Smith & Robards -3
 Obligation: Smith & Robards -2
 Gear: Company issue Gatling pistol with box of 50 rounds, air catcher, leather jacket, goggles, Bowie knife, tool kit, map case with maps of the Western US, box of cigars, \$150



PERSONALITY

Tell me where you want it, and I'll be there. Just make sure you're on time. My client showed up late on the last delivery. I spent three hours pinned down in some rocks, trading shots with some yokels who thought they could rush me and take the goods. I ended up having to put three of them down before the local sheriff wandered in and settled the matter.

To top it off, when the client finally showed up, he had the nerve to complain that some of the stray rounds had scratched the paint on his steam wagon.

Combat pay is nice but, it doesn't do much good if you're not around to spend it.

Quote: "They want it delivered where? When? No problem."

MECHANIC

TRAITS AND APTITUDES

Deftness 2d8
 Shootin': shotgun 2
 Nimbleness 2d6
 Climbin' 1
 Drivin': steam wagon 3
 Fightin': brawlin' 4
 Teamster 2
 Strength 4d12
 Quickness 3d6
 Vigor 4d10
 Cognition 2d6
 Search 1
 Knowledge 1d8
 Science: engineering 1
 Mien 1d6
 Overawe 2
 Smarts 3d10
 Bluff 2
 Scroungin' 3
 Tinkerin' 5
 Spirit 2d6
 Guts 2
 Wind 16
 Edges:
 Mechanically inclined 1
 Brawny 3
 Hindrances:
 Big britches -3
 Doubting thomas -3
 Gear: Tool kit, large wrench,
 double-barrel shotgun, box of 50
 shells, 2 mule team, saddle bags,
 \$88

PERSONALITY

Yeah, me and my team can get you hauled out of there, but it'll take some doin'.

Looks like you bent your axle on that rock. I'll have to pull it and hammer it back into shape. If it's too badly stressed, it'll have to be replaced.

You really need to be careful. This whole place is lousy with rocks. If you don't take it slow, it's real easy to throw an axle or drive chain.

Huh? Oh, that's my workshop right over there. Lucky for you that ya broke down so close.

Quote: "I can fix it all right, but it's gonna cost ya."



ALCHEMY





CHAPTER THREE: ALCHEMY



Although most mad scientists work with steam and steel, there are some who dabble in a weird science of a different sort: alchemy. This science combines rare and exotic ingredients according to esoteric formulas and creates magic in a bottle (no, not like whiskey).

After the Reckoning, many of those who studied the insane scribblings of the medieval alchemists gained new insight into their formulas. Copies of Roger Bacon's, Albertus Magnus', and Paracelsus' writings became much sought-after treasures. Those who studied them found they could concoct amazing elixirs—if they had the right ingredients and a measure of the fabled philosopher's stone.

ELIXIRS

The most common elixir is the potion; a liquid that is consumed to gain its power. Such concoctions can be used in other ways, however. Some activate when their containers shatter, and others are poured over the person or object they affect. Some aren't even liquid and may come in the form of creams, powders, or pills.

USING ELIXIRS

Liquid elixirs and pills require one action to swallow a single dose. Creams and ointments take 1d4 actions to cover the needed area. Potions like Greek Fire and nitroglycerin, which

are thrown, have a speed of 1 if the user has the bottle ready in his hand.

All elixirs have four characteristics:

Duration lists the time the potion's effect lasts.

Reliability works just like it does for gizmos—a failed Reliability check means the elixir doesn't work exactly as it should.

Speed is how quickly its effects are felt.

Effect describes what happens when the elixir is used.

SIDE EFFECTS

An elixir's Reliability rating works just like a gizmo's. Roll 1d20 whenever a potion is used. If the roll exceeds the elixir's Reliability, it has an unexpected side effect.

Each elixir has its own particular kind of side effects (as you might suspect). See Pharmacist's Information in the S&R Catalog for these.

MULTIPLE DOSES & MIXING ELIXIRS

Taking multiple doses of a single elixir or drinking a few different elixirs all at once is not a good idea. The formula for each elixir was developed for use in a body unpolluted by other ingredients. Increasing the dosage or mixing formulas can have unpredictable results.

When a character takes an elixir while another is still active in her body, she must roll





Reliability for *all* of the active elixirs. Each elixir's Reliability is reduced by 1 for every potion currently active.

For instance, if a gunslinger took a Greased Lightning Pill and then a dose of Sure Shot Elixir, she would roll Reliability for the pill, then roll for the elixir and for the pill again.

Because she has two potions active, the roll for the elixir and the second roll for the pill would be made at -2. If she gets shot before the first two elixirs wear off and takes a Restoration Elixir, she must check Reliability for all three potions at -3.

ELIXIRS AND THE HARROWED

Most elixirs are designed to affect a living person with a normal body. Harrowed characters have neither of these, so these potions will have no effect on them. Potions not taken internally will affect all undead characters normally.

It is possible to make elixirs which will affect the Harrowed normally, but these require special formulas. An alchemist must specify beforehand that the formula he is working on is intended to be used on the undead. Potions of this type require twice the normal amount of philosopher's stone in the formula (see below) and have their Reliability reduced by 5 when

used on living people.

ALCHEMIST CHARACTERS

Playing an alchemist can be a real blast (sometimes literally). You can devise anything from a miracle tonic that actually has some medicinal value, to the alchemist's Holy Grail—a potion that transforms lead to gold.

To perform alchemy, a character must have the *arcane background* edge and the *science: alchemy* Aptitude. A starting character begins play knowing one formula for every level in his *science: alchemy* Aptitude and possesses 1d20 ounces of philosopher's stone.

PHILOSOPHER'S STONE

The philosopher's stone is what makes true alchemy possible. It has been ascribed many characteristics by philosophers over the ages (hence the name), but in the Weird West, it's the main ingredient in every concoction an alchemist cooks up.

Many philosophers believed philosopher's stone was merely a catalyst which could be recovered after each potion was finished. That just goes to show what a bunch of *philosophers* know. Real alchemists know philosopher's stone is consumed in chemical reactions.

The medieval church claimed alchemists consorted with dark powers—and they may have been right. Like mad scientists' gizmos, the power of the philosopher's stone seems inexorably linked to the supernatural energies of the Hunting Grounds. Perhaps that is why alchemists must spill their own blood to manufacture philosopher's stone.

CREATING

PHILOSOPHER'S STONE

Creating philosopher's stone is a lengthy and taxing process. The alchemist needs some ghost rock, a crucible, a mortar and pestle, a knife, and a hot fire. The first step is to crush a small amount of ghost rock into powder with the mortar and pestle. One ounce of ghost rock is needed for every ounce of philosopher's stone.

Next, the powder must be poured into the crucible and heated. The scientist must be careful not to let it touch the open flame! This takes about 10 minutes.

The heated powder is then mixed with the alchemist's blood. Again, the formula is simple:

ALCHEMY

one ounce of blood is required for each ounce of ghost rock used.

The crucible should now be heated for one hour per ounce of stone to be created. During this time, the blood and powder hardens into a blood red stone.

Overheating the stone ruins the process, so the alchemist must make a Hard (9) *science: alchemy* roll to get the temperature and intensity of the fire just right. Success means the alchemist has transformed the ghost rock into an equal weight of philosopher's stone. Failure means the stone "melts" into a useless syrup.

The alchemist takes one point of Wind damage for each ounce of blood used in the process. Unlike normal Wind damage these points are only regained at the rate of one a day.

CREATING AN ELIXIR

Creating an elixir is much like designing a weird gizmo. There are three steps:

1. Devise a formula.
2. Determine the ingredients.
3. Brew the elixir.

WHAT ABOUT THE THEORY?

You may have noticed that unlike weird gizmos, the alchemist does not have to come up with a theory for how the elixir works. Why? Because unless you (the player) happen to be well-versed in alchemy and biochemistry, coming up with even a half-baked theory can be difficult. Plus the mystical properties of the philosopher's stone account for a lot of the more fantastic effects possible.

This doesn't mean elixirs can do anything! They must work within the following restriction: an elixir may only alter or affect the person or object upon which it is used.

It's not possible to create an elixir that allows a person to throw fireballs from his fingertips, because the fireballs would be affecting something other than the person who drank the elixir. It is possible to make an elixir which could be thrown at someone and bursts into a ball of flame when the bottle shatters. In this case the potion is affecting the target directly.

If you have some idea of how your concoction might work, go ahead and write it down. It will help define the elixir's powers and may spark ideas for side effects.

As you might expect, the Marshal has the final



say on what is and what isn't possible with elixirs in his game. You can work with him on this, but his word is law.

DEVISE A FORMULA

This is the part where the alchemist putters around throwing random things into a pot until he blows his eyebrows off and shouts, "Eureka!" It is a lengthy process requiring hours poring over treatises and mixing test potions.

At this point, the player should describe exactly what effects he wishes the potion to have and the Marshal should determine where the potion falls on the difficulty chart.

The alchemist must then make a Fair (5) *science: alchemy* roll. If the roll is failed, the inventor spends half of the listed research time working before he realizes he must take a different approach to the problem. If the roll is successful, the alchemist should draw 5 cards plus 1 for every success and raise.

Compare the alchemist's hand to the required hand for an elixir of the difficulty being attempted. If the hand drawn meets or exceeds the listed hand, the inventor has been successful and devised a workable formula. If the alchemist's hand is lower, half of the listed research time is spent on the failed attempt and the inventor must start production again.

ALCHEMY



Once a formula has been concocted you can move on to the next step, but make sure to hold onto the cards you used in making this formula.

RELIABILITY

Like gizmos, elixirs have a Reliability rating. Every raise on the formula roll adds +2 to the elixir's base Reliability of 10. All batches of elixir made from this formula receive this bonus.

MANITOUS

As with other mad scientists, alchemists unknowingly (or sometimes knowingly!) tap into spiritual energies for inspiration for their concoctions. Such contact can sometimes warp their already eccentric minds.

Whenever a Joker is drawn it can be used as a wild card, but the inventor must roll on the Dementia table.

Jokers also have other effects depending on their color. A Black Joker means the alchemist's madness has affected the formula. Any potions made from this formula always have a major side effect when used.

A Red Joker indicates the mad scientist got a stroke of inspiration along with his new dementia. Elixirs made from the formula are

unusually potent, they have increased effects, longer duration, etc.—whatever the Marshal deems appropriate.

INGREDIENTS

In most cases, the ingredients of an elixir are an assortment of strange and hard-to-find chemicals and metals. Rather than give you a long boring list of alchemical materials, we've divided them up into four simple and easy-to-use categories: common, uncommon, rare, and exotic.

Common ingredients are things which can easily be found in any well-stocked general store: baking soda, salt, alcohol, etc. You can normally get common ingredients for about 5 cents per ounce.

Uncommon ingredients are those things which you would get from a druggist, doctor, or chemical supply house. Laudanum, silver nitrate, cyanide, and the like are good examples. Uncommon ingredients usually cost around \$1 per ounce.

Rare ingredients must usually be special-ordered from a supply house or are just particularly expensive, like gold, silver, cinnabar, or ghost rock. Rare ingredients cost an average of \$10 per ounce.

Exotic ingredients are only required when a Joker is used to complete the formula. Draw another card and use its suit to determine the number of ounces needed. These ingredients are extremely expensive (\$100-\$1000 an ounce) and/or difficult to obtain. The alchemist will often have to collect the material herself. Examples include things like cranial fluid from the walkin' dead, the heart of a rock fever victim, water from Old Faithful, or some similar ingredient bound to start your posses off on an adventure.

To find out what your elixir requires, look at the cards you used to make the formula and compare them to the Ingredients Table.

Use only the five cards you will use for your final poker hand. The suit of each card determines how many ounces of the ingredient are needed. (Just like when you created your character, spades call for 4 ounces, hearts for 3, diamonds for 2, and clubs for 1.)

INGREDIENTS

Cards	Ingredient
2-7	Common



8-Queen
King, Ace
Joker

Uncommon
Rare
Exotic



corresponds to the elixir you're making and roll the die listed under Brew Time. The result is how long it takes you each time you whip up a batch of your home brew with this formula.

USING THE STONE

All elixirs need some philosopher's stone. Look at the line on the Elixirs Table which corresponds to the formula and roll the die listed there under "Philosopher's stone. The result is the number of ounces of stone required.

FINISHING THE FORMULA

Total up the ingredients and write them down. This is your formula for that elixir. You don't have to name the ingredients (although you can). Just record the categories and the amounts. When you want to whip up a dose of the elixir you must have these ingredients on hand.

Each elixir also takes a set amount of time to brew. Look at the line on the Elixirs Table which

Nate needs Two Pairs to research his formula and that's what he gets.

His hand is a 3 of Spades, a 3 of Clubs, an Ace of Hearts, an Ace of Diamonds, and a 10 of Spades.

This translates to 5 ounces of common ingredients (spades: 4 + clubs: 1), 4 ounces of uncommon ingredients (spades: 4), and 5 ounces of rare ingredients (hearts: 3 + diamonds: 2).

Looking on the Two Pairs line of the table, he sees that his potion requires 1d4 ounces of philosopher's stone. He rolls and gets a 2. Each dose costs \$54.25 to make (5 oz. common x 5¢ each) + (4 oz.



Hand	Example	Research Time	Brew TN	Brew Time	Philosopher's Stone
Royal Flush	Heals all damage, kills instantly, restores life to the recently deceased. Transmutation of elements.	1-20 years	21	1d8 days	1d12 ounces
Straight Flush	Raises or lowers an Attribute by 3 die types. Restores missing body parts. Cures blindness. Makes walkin' dead.	1-4 years	19	1d6 days	1d10 ounces
4 of a Kind	Heals severe (dynamite) damage. Cures one particular disease.	1-12 months	17	1d4 days	1d10 ounces
Full House	Raises or lowers an Attribute by 2 die types.	1-6 months	15	1d20 hours	1d8 ounces
Flush	Heals/causes major (rifle) damage. Grants + 4 modifier to Attribute. Grants major power, like <i>soul sight</i> .	1-4 weeks	13	1d12 hours	1d8 ounces
Straight	Raises or lowers an Attribute by a die type.	2-12 days	11	1d10 hours	1d6 ounces
3 of a Kind	Heals/causes minor (pistol) damage. Minor power such as <i>night vision</i> .	1-4 days	9	1d8 hours	1d6 ounces
2 Pairs	Minor physical effect: heals/drains a large amount of Wind, gives + 2 modifier to Attribute, causes instant sleep	1-10 hours	7	1d6 hours	1d4 ounces
Pair or better	Minor physical effect: heals/causes a few Wind, gives + 1 modifier to Attribute.	10-60 minutes	5	1d4 hours	1d4 ounces





uncommon x \$1 each) + (5 oz. rare x \$10 each)) plus 2 ounces of philosopher's stone.

He also rolls 1d6 for the brew time and gets a 3. It takes him three hours to brew this particular formula.

BREW THE ELIXIR

Once the alchemist has a formula and all the necessary ingredients, he can finally try to brew up a batch of his new wonder tonic.

It's time for the big *science: alchemy* roll. The TN depends on the power of the potion. Look on the Elixirs Table to find the TN.

If the roll is successful, the alchemist has a new dose of his concoction. Each raise on this roll adds 2 to the elixir's Reliability. If the roll failed, something went wrong during the preparation, the brewing time and all the ingredients are wasted.

The numbers listed on the table are for making a single dose of the elixir. It's possible to brew multiple doses at once, simply multiply the needed ingredients by the number of doses and add +1 to the TN of the brewing roll for each additional dose.

IF AT FIRST YOU DON'T SUCCEED

It may happen that your alchemist successfully researched an elixir but is unhappy with the result; it may be too costly, take too long to brew, or have a nasty side effect. It's possible to research the same type of elixir multiple times. Just use the same procedure as before, but the alchemist may add +1 to his *science: alchemy* roll for each successful formula he has previously created of the same type. (Hopefully he's learning something each time, right?)

This means an alchemist may have a number of different formulas for accomplishing the same thing, which differ in ingredients, brew time, and cost.

OTHER PEOPLE'S FORMULAS

An alchemist may brew elixirs from formulas she has bought, found, or stolen. Before she can do this however, she must study the formula and make sure she understands the exact reactions and processes outlined in it.

This requires a period of study equal to the elixir's brew time and a *science: alchemy* roll

against its brew TN. A successful roll means the

DR. CARLILSE'S POTION

Nate decides he'd like to have his alchemist invent an elixir of *soul sight*. Looking on the chart, he sees he needs a Flush to make a potion of that power. He makes his *science: alchemy* roll and gets a 15—two raises! That means he gets seven cards and the Reliability is increased by 4.

Nate draws and gets the Queen of Spades, the Queen of Hearts, the Queen of Clubs, the 7 of Clubs, 4 of Spades, the King of spades, and the Red Joker. He uses the Red Joker as a 7, giving him a Full House. He draws a card to determine its suit and gets a heart. Formula in hand, Nate moves on to determining the ingredients:

Queen of spades: 4 uncommon

Queen of hearts: 3 uncommon

Queen of clubs: 1 uncommon

7 of clubs: 1 common

Joker (hearts): 3 exotic

Looking on the Flush line of the Elixirs Table, Nate sees the brew time is 1d12 hours and the formula requires 1d8 ounces of philosopher's stone. He rolls both dice and determines his elixir takes 4 hours to brew and requires 5 ounces of philosopher's stone. His base Reliability is 14, but that can be improved with raises during the brewing.

Nate confers with his Marshal, and they decide a fitting exotic ingredient for a soul sight potion would be powdered eyeballs from an undead. Nate gets into the spirit of things and decides to name the other ingredients. His final formula looks like this:

Dr. Carlilse's Soul Sight Potion: 4 oz.

Laudanum, 3 oz. Mercury, 1 oz. Sulfur, 1 oz.

Salt, 3 oz. Powdered eyeball, 5 oz.

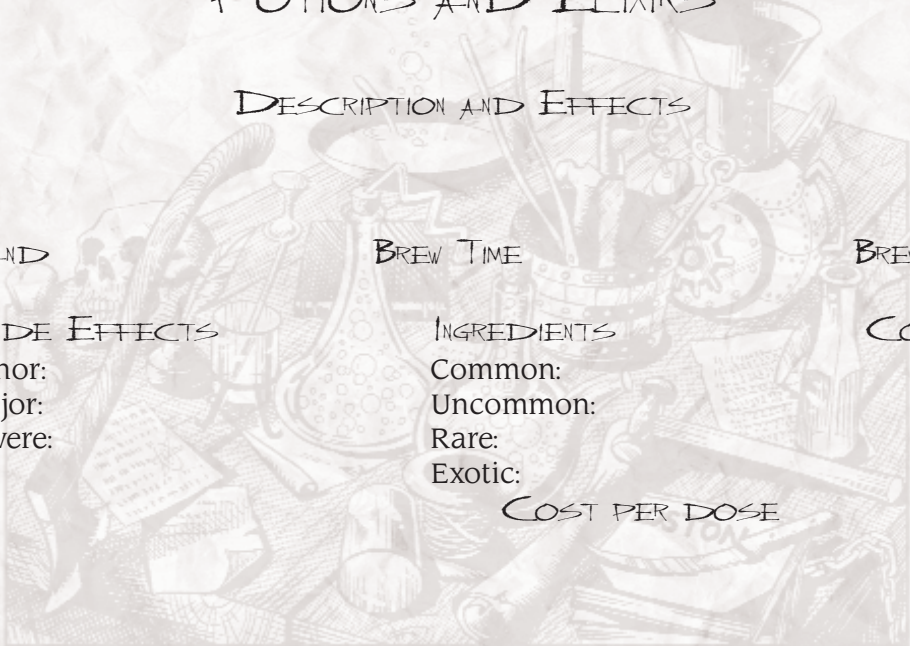
Philosopher's stone

Nate had simply wanted to duplicate the effects of the existing *soul sight* elixir, but the Red Joker he drew means his formula is unusually potent. The Marshal decides that in addition to the elixir's normal abilities, it allows the person who imbibed it to see an aura around people who will die within the next week.



POTIONS AND ELIXIRS


DESCRIPTION AND EFFECTS



<p>HAND</p> <p>SIDE EFFECTS</p> <p>Minor:</p> <p>Major:</p> <p>Severe:</p>	<p>BREW TIME</p> <p>INGREDIENTS</p> <p>Common:</p> <p>Uncommon:</p> <p>Rare:</p> <p>Exotic:</p> <p style="text-align: center;">COST PER DOSE</p>	<p>BREW TN</p> <p>COST</p>
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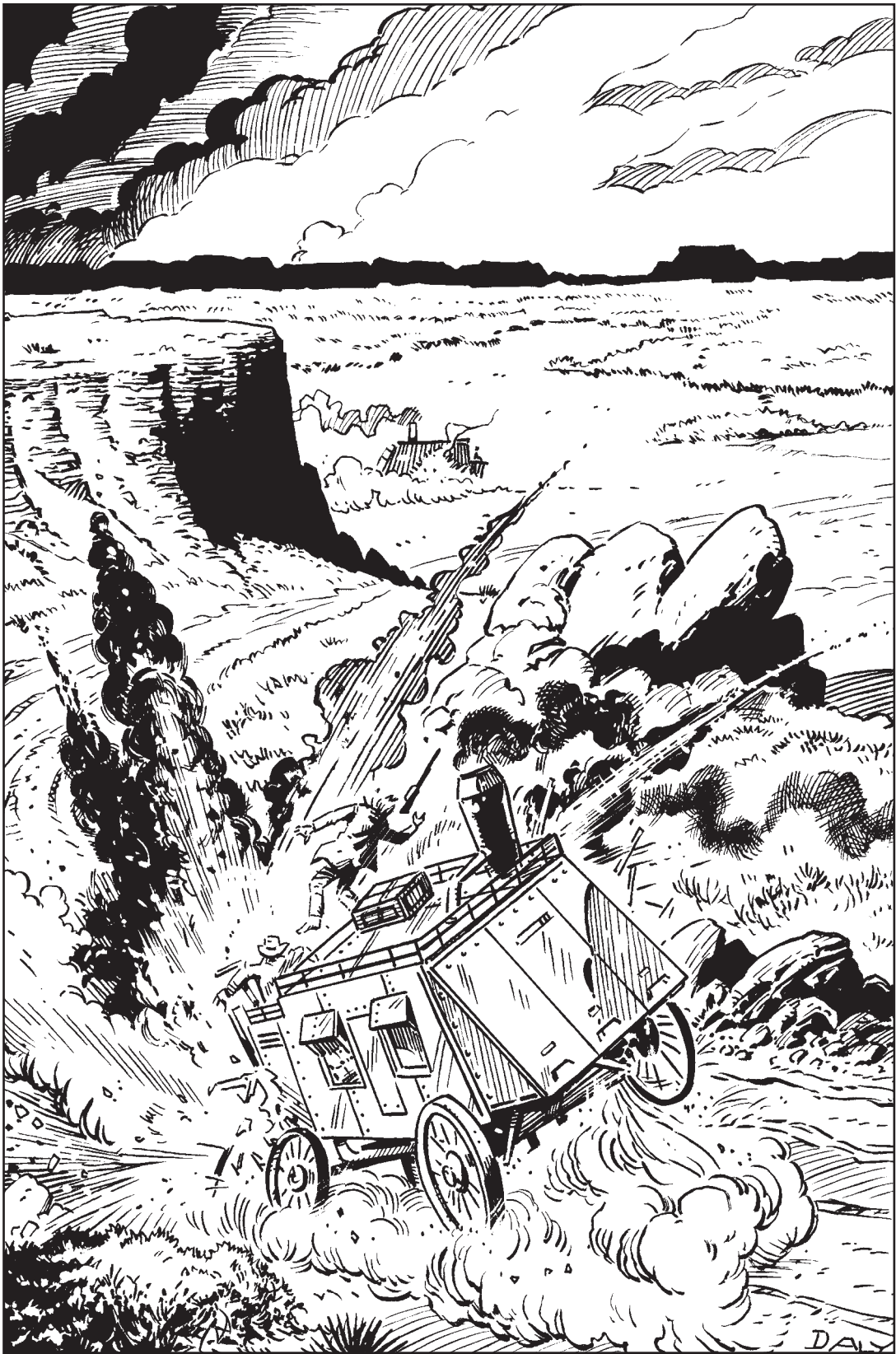
GIZMOS

DESCRIPTION (NAME AND TYPE)



<p>HAND</p> <p>MALFUNCTIONS</p> <p>Minor:</p> <p>Major:</p> <p>Catastrophe</p>	<p>RELIABILITY</p> <p>COMPONENTS</p>	<p>TINKERIN TN</p> <p>COST</p>
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DRIVIN





CHAPTER FOUR: DRIVIN' LESSONS



There are two big things you need to know before you go gallivanting about the Weird West in your new gizmo—how it moves and how it blows up.

That's what this chapter is all about.

LOCOMOTION

A vehicle moves on the Action Cards of the character driving it. Use the same procedure as for character movement: divide the vehicle's total Pace as evenly as possible between the cards.

To avoid arguments later and also so you know how fast a vehicle is going if it crashes, make sure all drivers declare how fast their vehicles are moving at the beginning of the round (before anyone resolves their actions).

The vehicle's actual Pace may change during the round as the driver reacts to events, but declaring a speed lets the Marshal have some idea of what to do if the driver is incapacitated, the vehicle is rammed before it takes its first action, or something swoops down out of the sky and eats the driver. Hey, it happens.

The Pace listed for each vehicle is its normal operating speed—the maximum speed at which it can be driven with a minimum of effort. Under suitable conditions, all vehicles can move at up to twice this rate without a problem. The Marshal should only require *drivin'* rolls to move at this speed if there is a significant chance of a mishap.

TURNIN

Unless you're whizzing across the Bonneville Salt Flats, you're eventually going to have to turn.

Unlike someone who's hoofing it, vehicles can't turn on a dime. All vehicles can make one turn per round of up to 45° on any of their actions. Unless the gizmo has a special mode of locomotion (like the maze runner which can spin in place), a vehicle must move at least 1 yard (forwards or backwards) to change facing.

It's possible to turn a vehicle harder and more often, but this requires a *drivin'* roll. A driver may attempt to turn his vehicle on each of his actions but must make a roll for every turn made in addition to the one allowed turn per round. He must also roll if he tries to make a turn greater than 45°.

No vehicle can turn more than 90° in a single action. The base TN for the roll is the Turn Number listed in the vehicles' description. This number is modified as follows:

TURNIN MODIFIERS	
Condition	Modifier
Vehicle moving at half Pace or less	-2
Vehicle moving at full Pace or less	0
Vehicle moving over normal Pace	+2
Turn is more than 45°	+2
Each additional turn in a round	+2





If the *drivin'* roll is successful, the vehicle makes the turn. If the roll is failed, the contraption continues forward without turning, but skids/slips half of its Pace for that action in the direction opposite the turn. If the driver goes bust, the vehicle moves completely out of control.

It's not necessary to worry about turn numbers in non-stress situations. If the posse has an hour to park their steam tank inside the barn, they'll eventually wedge it in there. If they are trying to flip the tank in there while being chased by a horde of devil bats, a roll is probably in order.

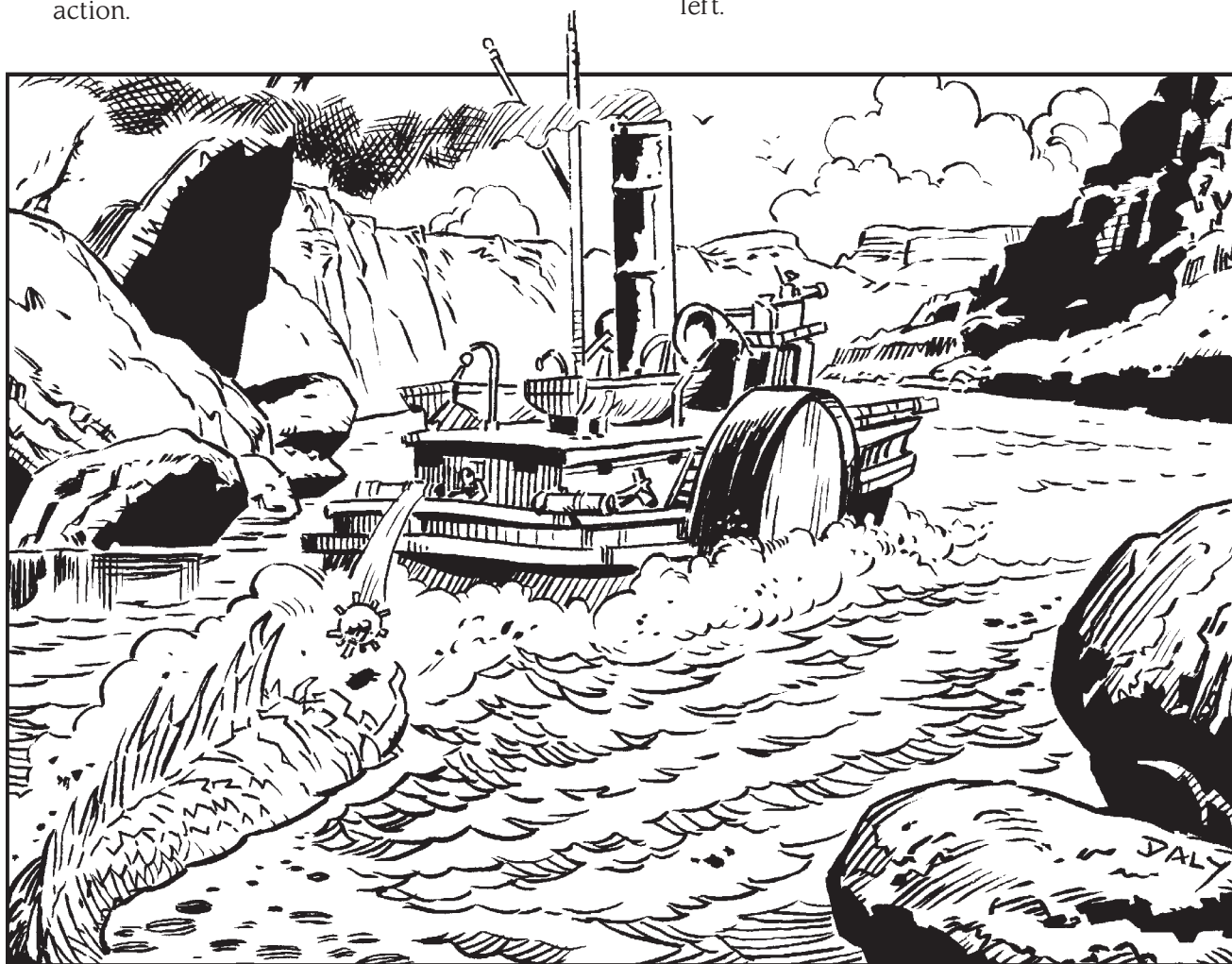


Michelle is driving her steam wagon in combat. She declares at the beginning of the round that her vehicle is moving at a Pace of 40, double its normal Pace. She gets two action cards this round, so her steam wagon moves 20 yards per action.

On her first action she swerves 45° to avoid running down another posse member and drives out into the main street. There she spies an armored steam wagon belonging to the enemy, with its cannon pointed right at her! She acts again before the enemy wagon can fire. She decides to turn right, into an alley between the stable and the blacksmith's, and get out of sight.

This is her second turn of the round, and it's going to be a 90° turn—either reason calls for a *drivin'* roll. Her base TN is 5, the steam wagon's turn number. She has to add 6 to that (+2 for moving over normal Pace, +2 for turning over 45°, and +2 for it being her second turn of the round) for a TN of 11. She rolls a 9. Not good enough!

Michelle's steam wagon moves 20 yards forward and skids 10 yards to the left.





SPEEDIN

Ground	Air	Water	TN
Flat & Straight (Kansas)	Calm	Horse latitudes, clear water	3
Slightly Rolling	Breezy	Slightly choppy	5
Rolling with occasional obstacles	Strong winds	Occasional swells, occasional obstacles	7
Winding route	Strong, gusty winds	Windy, large swells, rocky waters	9
Extremely rough (Badlands)	Stormy	Stormy, high waves, narrow channel	11

SPEEDIN

A vehicle's "running" Pace is not its absolute top speed. A good driver can usually coax some extra performance out of his vehicle. The ease with which this can be accomplished depends on the driving conditions. It's much easier to run a steam wagon flat out across the desert than through a narrow winding pass in the Rockies.

Getting the maximum out of your vehicle requires a *drivin'* roll. The TN depends on the conditions, see the Speedin' Table. Each success and raise increases the vehicle's top speed for the round by 50% of its normal Pace.

A failed roll indicates the driver placed too much stress on the vehicle—it takes 1d4 damage. All speedin' rolls are made at the beginning of the round before anyone moves.

Any gizmo which moves at over four times its basic Pace automatically takes 1d4 damage.

STOPPIN AND STARTIN

Most vehicles are a bit heavier than your average cowpoke, and this means it takes 'em a while to get up to speed. It also means they can't just come to a dead stop whenever they please (at least not without hitting one of those fabled immovable objects).

Vehicles may not increase their Pace by more than their running Pace in a single round. In other words, an air carriage with a Pace of 30 could not increase its Pace by more than 60 yards per round.

Gizmos may not normally decrease their Pace by more than this amount either. This means a vehicle with a Pace of 30 which moved 90 yards in one round would have to move at least 30 yards in the following round.

All changes in Pace must be announced at the beginning of the round.

WHOA!

Now we're gonna break that last rule.

There are going to be times when a hero decides part way through a round that her current speed is a tad too fast. It's possible to do some emergency braking, but it requires a roll.

A vehicle's driver may declare she is braking on any of her action cards. Make a *drivin'* roll vs. a TN of 5 plus 1 for every 20 yards of Pace the vehicle is traveling. The contraption's Pace can be immediately reduced by up to 25% for each success and raise (the driver doesn't have to slow the maximum allowed by the roll).

If emergency braking reduces the vehicle's Pace by more than its running Pace, the gizmo takes 1d4 damage. A Reliability roll is required whenever emergency braking is attempted.



Michelle is whizzing down the road out of town at a Pace of 60. She has two action cards.

On her first card she moves 30 yards and makes her *drivin'* roll to get around the hairpin turn. The bad news is that she notices the bridge ahead of her is out. The Marshal informs her the edge of the river is roughly 15 yards away.

On her next card, Michelle announces that she is going to hit the brakes. The TN of her *drivin'* roll is 8 (5 + 3 for her Pace). She rolls, spends a chip, and comes up with a 14. This is a success and a raise, so her Pace is reduced by 50%. Instead of moving 30 yards, she travels only 15 and her wagon skids to a stop with only inches to spare.

The steam wagon's Pace was not reduced by more than its running Pace of 40, so it takes no damage from the sudden stop.





FLYIN

Some gizmos can leave the ground voluntarily (others leave involuntarily, and we'll be covering these spectacular, somewhat life threatening crashes later). These vehicles have a climb rating which determines how quickly the flying machine can change altitude.

CHANGING ALTITUDE

The rate at which a flying contraption can change altitude may be fixed or may have a ratio. Machines with a fixed rating can climb this number of yards, regardless of its forward motion. They can lose altitude at twice this rate.

Other flying machines, like the auto-gyro, have a rating expressed as a ratio. These vehicles must trade speed for height. The ratio is the amount of Pace the vehicle must sacrifice to gain 1 yard of altitude. The auto-gyro, for instance, has a 1-to-1 climb ratio, which means it can gain 1 yard of altitude for every yard of Pace sacrificed. Unless noted otherwise in the vehicle description, no flying gizmo can sacrifice more than half its Pace to climb.

Contraptions with a climb ratio can also pick up their Pace by sacrificing altitude. Interpret the ratio as the number of yards of height the vehicle must sacrifice to gain one yard of Pace.



The ornithopter, for example, has a 2-to-1 climb ratio. When diving, the ornithopter must sacrifice 2 yards to gain 1 yard of Pace. No vehicle can pick up more than half its normal Pace in this way.

Some whirligigs have a minimum Pace they must maintain to stay in the air. The exact effects of dropping below this Pace are described in the catalog under each individual vehicles description.



The auto-gyro has a Pace of 40. If the driver was zooming along at a double Pace of 80, he could move 40 yards forward and gain 40 yards of altitude.

CRASHIN

Every once in a while (and more often than you might hope), a gizmo whacks into something it shouldn't have. We're going to cover it here because crashing only results when something is in motion.

The first time you read this though, skip through this section and read the sections below on damage. Then come back and read about the decidedly detrimental effects that ramming trees and other obstacles has on your fancy new contraption.

In a crash, divide the vehicle's Pace by 10. The result is the number of d6s the Marshal rolls for damage.

If the collision is between two moving vehicles, use their relative speed to figure the damage. For instance, if two steam wagons, both moving at a Pace of 20, collide head-on, their relative speed is 40, and the damage would be 4d6. If a wagon moving at a Pace of 20 rams a wagon in front of it moving at 15, then the relative speed is 5.

There may be times when you don't know a particular vehicle's Pace in a collision. This often happens if an accident occurs in a non-combat situation.

To find the gizmo's Pace, just figure out approximately how fast you think the vehicle is moving in miles per hour and then divide this number by 5. Multiplying this number by 12 should give you a rough approximation of the contraption's Pace.

Those of you using the metric system can divide the machine's estimated speed in kilometers per hour by 8 and then multiply that by 12 to get a final Pace.





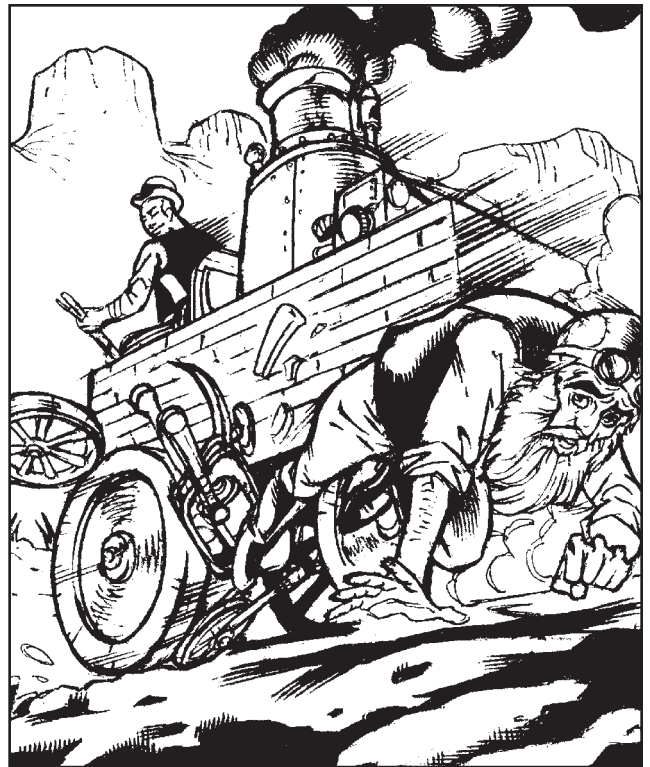
ARMOR IN A COLLISION

Armor works differently in collisions. Instead of reducing the die *type*, it reduces the number of dice—1d6 is subtracted for each level of armor. The difference in armor between the two objects involved in the collision also modifies the damage. The damage is modified by 1d6 for each difference in armor level between two objects. The object with the higher armor level subtracts this amount and the object with the lower armor level adds this amount.

The fate of the vehicle's occupants depends on whether or not they are prepared for the crash. If the passengers are strapped in or take an action to brace themselves for impact (this can be done like a vamoose as long as the character has an action card left, no roll is required) they can reduce the amount of damage taken by three dice, otherwise they take damage equal to that suffered by their vehicle.


Collision damage is applied like falling damage. Determine the number of wounds caused and then distribute them to random hit locations.

Heroes traveling in open vehicles like the auto-gyro or velocipede get no protection from their vehicle in a collision—the driver gets smashed as flat as the rest of his ride. In these cases, being strapped in just ensures your buddies won't have to look far from the wreckage for your corpse. Passengers in these type vehicles always take full damage from collisions. Where appropriate, the Marshal may allow heroes in this situation to vamoose and jump clear before impact with an Onerous (7) *Nimbleness* roll.



open-topped version (Armor 1), both the wagon and the velocipede would take 4d6 damage (5d6 for speed, minus 1d6 for armor). The steam wagon passengers take 4d6 damage (1d6 if braced), and the velocipede rider takes the full 5d6.

(Can't you just hear your good old mother advising you to buy that safe, family steam wagon instead of that crazy velocipede contraption?)

 An armored steam wagon collides with a velocipede. The speed of the crash is Pace 50. The base damage to both vehicles is 5d6.

The difference in armor level is 4 (5 for the steam wagon minus 1 for the velocipede). This means the steam wagon can subtract 9d6 from the damage, 5d6 for armor and 4d6 for the difference in armor levels.

The velocipede, on the other hand takes 8d6 damage (5d6 for speed, minus 1d6 for armor, plus 4d6 for the armor level difference). The velocipede is most likely scrap metal, while the steam wagon just rolls along unharmed. That's what armor can do for you.

If the steam wagon was an unarmored,

RAMMIN

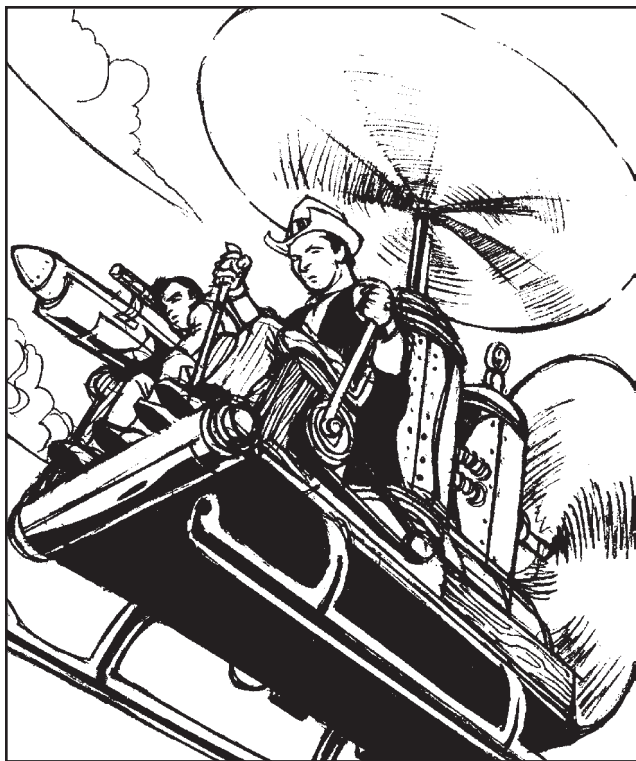
Sometimes a character wants his vehicle to run into things. It won't do any good for your new steam wagon's paint job, but sometimes the only way to beat a particularly nasty critter is to turn it into roadkill.

Against immobile objects this happens automatically. Trying to hit someone or something which might try to get out of the way is a little more difficult.

The ramming driver must make a *drivin'* roll against a Fair (5) TN plus *drivin'* Aptitude level for drivers, *dodge* for pedestrians, and *ridin'* for mounted targets (just like *fightin'*).

If the target has any actions remaining it may vamoose in the usual fashion.





VEHICULAR MAYHEM

Shootin' gizmos isn't much different from plugging away at critters. You pull your favorite shooting iron, draw a bead on the target, squeeze the trigger, and wait for the boom.

Okay, maybe there's a little more to it than that. Especially in the "wait for the boom" step. Read on, partner, and all will soon become clearer than the air was over the Great Salt Lake—before Wasatch moved in.

SIZE MODIFIERS

Since vehicles are often much larger than cowpokes, it's sometimes a little easier to hit them with your trusty Peacemaker, even if they are moving pretty darn fast.

All vehicles have a size modifier listed for them. This modifier applies when shooting at the vehicle as a whole. Add or subtract this modifier to the standard TN figured from the range and other conditions.

When a shot hits, roll randomly on the vehicle's hit location table. It's possible to target specific parts of a vehicle, but the attacker must then use the modifier listed on the hit location table for that particular component.

RANGE AND ALTITUDE

When shooting at (or from) flying vehicles, add half of the vehicle's altitude to the effective range.

DAMAGE

Once a shot hits, you'll want to know what happens. Unless you're inside the contraption.

Damage to vehicles works a little differently than it does on soft-skinned cowpokes. Read on and we'll show you how.

ARMOR

Armor works much like it does on folks. Every point of armor lowers the damage die type by one step. The only difference is that whenever an attack's die type exactly equals the armor level, the shot still does a minimum of 1d4 damage. There's always a few fiddly bits that can be shot off.

DURABILITY

Instead of wounds, vehicles take damage directly to their "Durability." When Durability reaches zero, it's history.

Damage is subtracted directly from the Durability. If you cause 10 points of damage, subtract 10 points of Durability from the target.

Small arms fire (pistols, rifles, and shotguns) is handled differently than damage from larger weapons. Unlike a person's body, most vehicles have a lot of empty space in them and a bullet can pass through without causing damage to anything. A single bullet hole in the side of a stagecoach really isn't going to affect it much. Use a Gatling gun to put thirty or forty holes in it, and it's a different story.

To reflect this, whenever a small arms round hits a vehicle (or wall or other object it's important to keep track of damage for) adjust for armor, roll damage, then divide the damage by 10 and round down, as usual. This result is the amount of Durability the target loses. It's possible for a shot to cause no Durability loss—it simply didn't hit anything vital.

RELIABILITY

A device may conk out before its Durability is reduced to zero. Every gizmo's Durability is listed as two numbers divided by a slash. The first number is its total Durability. The second number (which is usually found by dividing the




total Durability by five) is its "Reliability threshold."

A gizmo must make a Reliability check once accumulated damage equals or exceeds this number and at every multiple thereafter. Each forced check after the first adds +1 to the Reliability roll.

Just like any other gizmo, if the device fails its Reliability roll it malfunctions. Roll on the Malfunction Table to see if there is a Minor, Major, or Catastrophic malfunction.

Even ordinary conveyances such as wagons and stagecoaches can "malfunction" if they've taken damage.

 The submersible boat's Durability is 50/10. It must make Reliability checks when damage reaches 10,20,30, and 40 points. The checks at 20, 30, and 40 are at +1, +2, and +3 to the die roll respectively. At 50 points of damage it becomes permanently submerged.

HIT LOCATIONS

All vehicles have a Hit Location Table. Roll on this to determine where a shot hits. The result of the roll indicates the portion of the vehicle which was hit. Use the armor for the damaged location when determining damage. Entries on sub-tables only list armor if the location's armor is different from the rest.

Apply all damage to the vehicle's Durability. Don't track damage to individual components. If new damage forces a Reliability check and it fails, roll on the Malfunction Table, then consult the malfunction listing for the last component damaged.

PASSENGERS

Some tables list passengers as hit locations. For vehicles like the auto-gyro or velocipede where the passengers ride outside of the vehicle, simply select a passenger at random.

For enclosed vehicles like the submersible boat, passenger hits represent the chance of a shot penetrating the vehicle and injuring someone inside. Figure damage for the vehicle normally, then, if the shot was powerful enough to penetrate the armor, apply damage to a randomly selected passenger. If it was an explosion that penetrated the vehicle, all passengers in the affected section take damage.

MORE ON COMBAT

Lots of questions can come up when running vehicle combat. What happens if your ornithopter pilot wants to drop a bomb on a Maze runner far below? If the bomb hits but doesn't destroy the boat, does it start flooding?

Hang on, amigo. We'll tell you. Below are some assorted rules on the strange things that can occur when hombres in vehicles start plugging one another.

BOMBS AWAY!

It didn't take long after the Montgolfiers first flew in a balloon before someone decided it might be fun to drop something on someone else's head.

There are two ways heroes can go about doing this in the Weird West. The first is to simply lob something by hand. This is handled just like a normal *throwin'* attempt, except since gravity is giving a helpin' hand, the range increment is increased to 10.

The second way appeals to those with a more technical nature. Anyone with some knowledge of artillery knows how to adjust for long ranges, wind, and such. These individuals can use the *artillery: bombin'* Aptitude to calculate the precise moment to drop their load (so to speak).

Bombing in this manner increases the range increment to 100 yards and uses the standard artillery rules to determine where the bombs land.

DYNAMITE FISHER

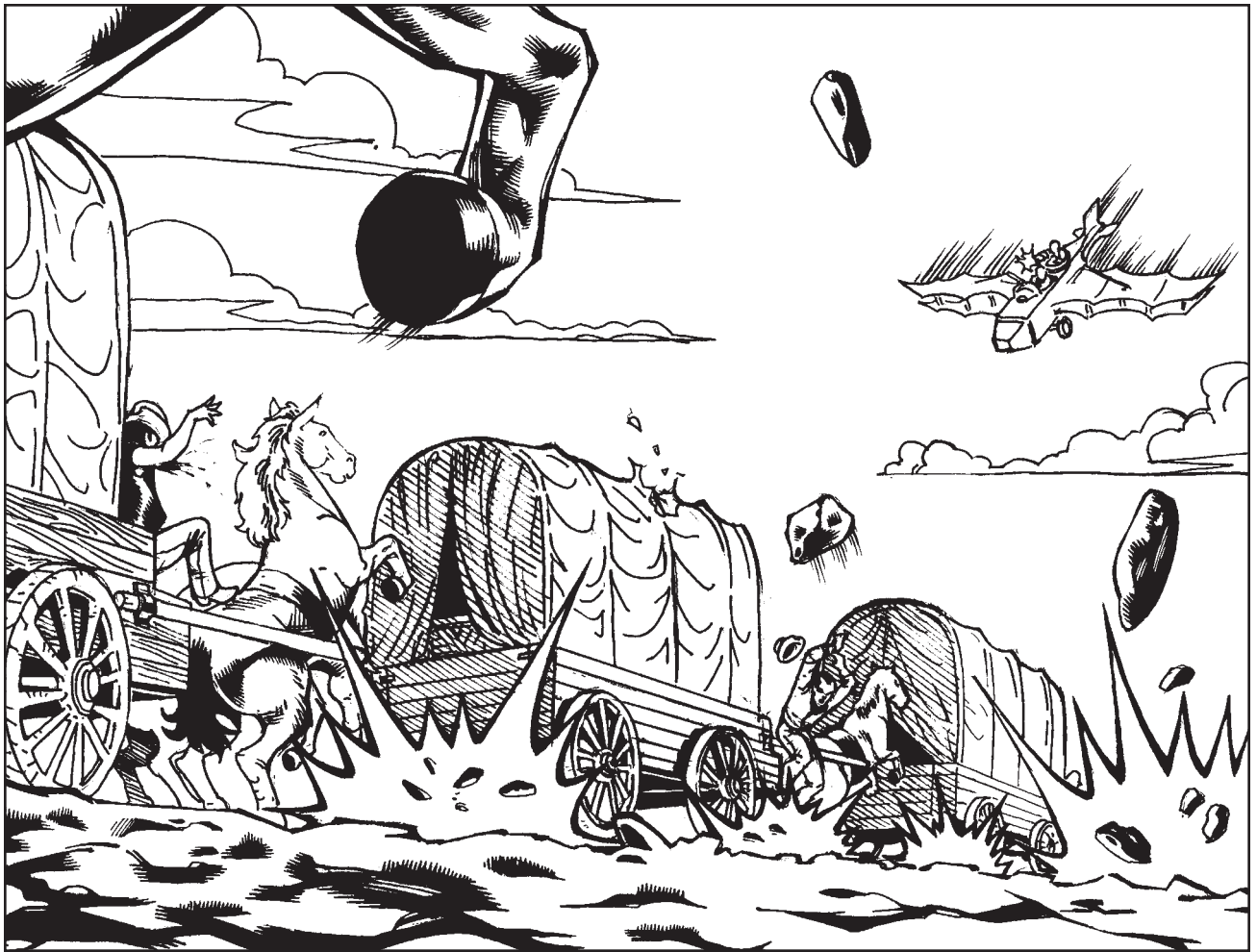
Water doesn't compress anywhere near as well as air does, and this means underwater explosions are pretty nasty. Whenever an explosive goes off in the water, double its burst increment against targets in the water. Dynamite for example, would lose a die of damage every 20 yards, rather than every 10.

SINKIN

Boats and other waterborne vehicles face an additional danger when they take damage: sinking to the bottom.

Once damage exceeds the first Reliability threshold, the vehicle takes flooding damage. Flooding damage starts at 1d4 per round. Each time damage passes another threshold, the flooding die increases by a type. Re-roll aces for flooding damage as normal.





Flooding damage is treated just like other damage and can cause Reliability checks. If flooding damage plus regular damage equals or exceeds the boat's Durability, abandon ship.

Flooding damage should be kept track of separately from other damage, because flooding damage can be repaired in combat. Most larger boats are equipped with some sort of pumps that can remove a certain amount of flooding damage per round.

Standard pumps must be manually operated to do any good, but some vehicles like the Maze runner have automatic pumps. Even without pumps, anyone with a bucket, large hat, etc., can bail 1d4 points of flooding damage per round. If the amount of flooding damage removed in a round exceeds the damage that came in, subtract the difference from any remaining flood damage.

Flooding can be stopped with a *tinkerin'* roll. The TN starts at 5 for 1d4 and increases by 2 with each die type.

FIXIN THINGS

With all the ways a gizmo can get beat up, you might be wondering what you can do to remedy the situation.

Many of the rules mention that a *tinkerin'* roll can fix the problem. When time is not a factor, the hero making repairs can simply keep trying until he succeeds or botches. When time is a factor, such as in combat, each *tinkerin'* attempt takes a full round. On a round in which a character is going to attempt repairs, he must begin them on his first available action. The actual roll is not made until his first action of the following round. If the tinkerer is interrupted or does anything other than make repairs, he must start over again.

Repairs performed in combat are jerry-rigged patches. Once the shooting stops, it's time to make more permanent repairs.

Any damage a device takes in combat remains



REPAIRS

Device Has:	TN	Repair Time	Cost
Lost 25% Durability or less	Construction TN-6	TN x 10 minutes	\$1/point
Lost 26-50% of Durability	Construction TN-4	TN x 1 hour	\$5/point
Lost 51-75% of Durability	Construction TN-2	TN x 2 hours	\$10/point
Lost 75% of Durability or more	Construction TN	TN x 1 day	\$20/point

until it's fixed—gizmos don't heal. Repairing damage requires a *tinkerin'* roll. The TN of the roll depends on the device and how badly damaged it is.

When a hero is working on something, check the repair chart. The construction TN is the TN originally needed to build the device (see page 138 of the *Deadlands* rulebook). The TN needed to make repairs can never be less than 3.

Every raise on the *tinkerin'* roll reduces the time needed to make the repairs by one time increment, i.e. if the repairs take TN x 10 minutes to complete, each raise reduces the repair time by 10 minutes. The repair time can never be reduced to less than 1 x the time increment.

TRAVELIN

The vehicles listed in the catalog have two other stats of interest: travel speed and fuel.

Travel speed is the average speed the contraption can maintain for an extended period of time. When traveling, multiply the number of hours spent on the trail by the vehicle's travel speed to see how much ground you've covered. This speed is for good driving conditions. The Marshal may adjust it to account for bad weather, rutted roads, mountainous terrain, and so on.

Fuel is listed for vehicles and other gizmos which use ghost rock in their boilers. This rating is the number of pounds of ghost rock needed to travel 100 miles of distance. This isn't an absolute, the Marshal may adjust this upwards if a vehicle has many steam-powered accessories in use, is left running for long periods, travels through extremely rugged terrain, etc.

For non-vehicles, the fuel rating is the number of hours the device can run on a single pound of ghost rock.

These numbers assume the device is using one of Smith & Robards' specially made, ghost-rock cylinders for fuel. Raw, unprocessed ghost

rock in nugget form can be used, but this doubles the gizmo's fuel rating.

Coal, or even wood, can be used in an emergency, but this reduces the boiler's efficiency even further. When using coal, multiply the device's fuel rating by 50. Multiply by 100 when using wood.

ARTILLERY

The *artillery* Aptitude appeared in the *Deadlands* rulebook, but there hasn't been much to do with it—until now.

Firing artillery uses the same procedure as shooting smaller weapons. The only difference is the base TN for artillery shots is 11. This may seem high, but remember that the types of targets you normally fire artillery at usually have a hefty +4 to +6 size modifier attached to them. Cannons are meant to break up fortifications and large troop formations, not take off a single gunslinger's head at 1,000 yards.

All artillery pieces have a speed like other weapons. This is the amount of time it takes to sight a loaded cannon and fire.

Since everyone can help elevate the gun and wheel it into position, each member of the crew can contribute actions toward firing. When actions equal to the gun's Speed have been performed, it fires.

It's possible to take a hasty shot, reducing the speed by 1, but this suffers a -2 penalty to the attack roll. The actual attack roll is made by the crew leader because he is the one who sights the gun in.

RELOADING

Artillery pieces take a while to reload. Muzzle loading cannons take a minimum of four full rounds to reload. Breech-loaders take a minimum of two full rounds.

At the beginning of the round following the





ARTILLERY PIECES

Weapon	Type	Speed	Crew	Range	Rounds	Damage	Cost
6-pounder	Breechloader	3	2	100	Solid	5d12	\$3000
					Fused	2d20 (exp)	\$2
					Canister	3d10/hit	\$10
12-pounder	Muzzleloader	4	4	200	Canister	3d10/hit	\$5
					Solid	4d20	\$5000
					Fused	4d20 (exp)	\$5
10-pound rifled parrot	Muzzleloader	4	4	300	Canister	3d12/hit	\$20
					Solid	5d20	\$7
					Fused	3d20	\$8000
					Canister	3d12/hit	\$4
							\$15
							\$6

minimum reload time, the gun crew leader must make a Fair (5) *artillery* roll. The TN for this roll is increased by two for each missing crewman. If it's successful, the gun is ready to fire that round. If failed, the crew continues to prep the gun and may roll again at the beginning of each round.

ADJUSTING FIRE

Artillery fire can be adjusted by seeing where the gun's shot lands. When firing at a stationary target, each shot after the first receives a cumulative +1 bonus to hit, to a maximum bonus of +6. If the gun switches targets or moves, all accumulated bonuses are lost.

DEVIATION

When artillery misses, assume the shot missed by 10 yards times the number of points by which the attack missed. If you needed a 15 to hit and rolled an 11, you missed by 4 points, and the shot would be off by 40 yards.

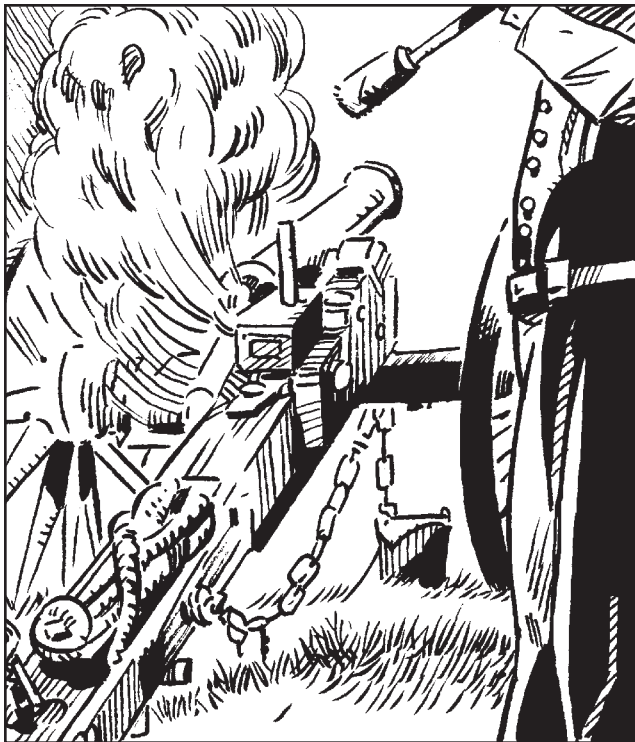
You can never deviate by more than half of the intended range. If you're firing at a target 100 yards away, the most you can miss by is 50.

To determine the shot's direction, roll a d12 and read the result as a clock facing with 12 directly away from the firer. This method can also be used for thrown weapons like dynamite.

CANISTER

Most cannons can fire special loads called canister rounds, basically a giant shotgun shell filled with bullet-sized pellets. It's used at close range to mow down close-packed infantry.

When fired, a canister round's shot extends from the cannon in a cone shape. This area is half as wide as it is long, i.e. at 100 yards it's 50 yards wide, and extends out to 200 yards. Everyone within this area is attacked.





Skill doesn't count for much with canister, so don't use the firer's *artillery* Aptitude to determine who got hit. Instead, roll the dice shown on the table below for every individual within each range bracket. Treat each die separately, and every roll of 5 or better hits. If the target is prone or behind cover, every roll of 8 or better hits. As usual, reroll Aces on the attack if needed.

Every attack die that hits causes damage. The damage per hit depends on the cannon.

ATTACK DICE

Attack Dice	Range Bracket
3d20	1-10 yards
3d12	11-30 yards
3d10	31-60 yards
3d8	61-90 yards
3d6	91-150 yards
3d4	151-200 yards

WALLS AND SUCH

It's usually not necessary to keep track of damage to the cover an hombre is hiding his carcass behind, but once somebody starts chucking cannonballs around you had best not hide behind the outhouse for long!

Listed below are the armor values and Durabilities of some common types of cover. Treat this just like Durabilities for vehicles. Any building which loses two walls collapses.

For hits by solid shot and small arms fire, assume that each time the cover takes its Durability in damage, a 2' x 2' hole is blasted in it—any excess damage is lost. Small arms damage is divided by 10 before subtracting from the cover's Durability. Fire or explosives remove a 2' by 2' section of the cover for every multiple of the Durability they do.

If the posse and their foes are plinking at each other with pistols, the chance of doing any real damage to cover is minimal and the extra bookkeeping is not worth the effort.

COVER

Cover	Armor	Durability
Shack or outhouse wall	1	5
Thick log wall	2	5
Brick wall	3	5
Heavy stone wall	4	10

THE STUFFED ENCHILADA

Got all that? To help you see how all these rules come together, let's run through a quick combat situation.

The posse's Maze runner is being chased through a narrow canyon in the Great Maze by pirates in another Maze runner and an auto-gyro. As combat starts, the pursuers are about 200 yards behind them. The auto-gyro is at an altitude of 40 yards.

On the first round of combat, the auto-gyro pilot acts first. The Marshal decides he'll try to close the range and take a shot with his steam Gatling. To reduce the range, the pilot sacrifices 20 yards of altitude for some extra speed. The auto-gyro has a 1-to-1 climb rating, so this means it picks up 1 yard of Pace for every yard of altitude it sacrifices. At double Pace, the auto-gyro can move 100 yards this round ((40x2) + 20). The pilot has only one action card, so the auto-gyro moves it's full Pace on this action.

As it zooms up behind the boat, the pilot triggers the steam Gatling. It makes its Reliability check and the pilot aims both bursts at Ronan, who is manning a regular Gatling gun on the Maze runner's stern. The TN is 10 (5 base, +5 for range). He rolls a 7 and 9, both misses. The Marshal describes a line of bullets peppering the water just short of the speeding boat's stern.

Ronan acts next and returns fire at the auto-gyro. Because he is not aiming at any specific part of the vehicle, his TN is only 7 (5 base + 5 for range - 3 target size). He rolls well and gets a 14—a success and a raise! This means two bullets from the burst connect. Ronan's player rolls hit location twice and gets a 3 (passenger) and a 17 (lift fan). Because this auto-gyro does not have an enclosed cabin, the passenger hit does not do any damage to the gizmo and the vehicle's armor does not protect the pilot at all. The hit location roll against the pilot is a 15, upper guts, and he takes three wounds. The Marshal rolls a *Vigor* check for the pilot which he fails.

The lift fan hit is reduced by the location's





STUFFED, CONT.

Armor of 1 from 3d8 damage to 3d6 damage. The damage is 12, divided by 10 (it's small arms fire). The craft loses 1 point of Durability.

Next the crew manning the 6-pounder on the bow of the enemy Maze runner needs a 9 to hit the posse's boat (base TN for artillery of 11, +2 for range, -4 for target size). They get a 10 to hit, and a 7 (amidships) for hit location. The Marshal rolls on the Amidships Table and gets a 1. The solid shot slams into the boat just above the waterline. The shot's 5d12 damage is reduced to 5d8 because of the hull's Armor of 2. The Marshal rolls, gets a couple of aces, and gets 20 damage. This is not small arms fire, so the Maze runner loses 20 Durability.

This is over double the vehicle's Reliability threshold of 8, so it must make two Reliability checks (the second at +1 to the roll) It passes both, but it begins to take flooding damage at the rate of 1d6 points per round.

Dr. Gould is driving the posse's Maze runner. He continues straight at double Pace (80 yards) and flips on the boat's bilge pumps.

The pirate boat's pilot pushes his craft to close the range. The Marshal rules the waters contain occasional obstacles, so the driver needs a 7 to squeeze some extra speed out. He gets a 9. This gives him an extra 50% of the maze runner's normal Pace of 40, or 20 yards. The gap between the boats drops to 180 yards.

On round two, the auto-gyro pilot fails his recovery check and continues at his last course and speed. The cannon crew reloads its gun. Ronan tries to hose them down with the Gatling gun but misses. The posse's boat takes 3 points of flood damage, but this is handled by the pumps. The pirate boat pushes again, and the range drops to 160 yards.

On round three, the heroes approach Wilkin's

Bend, a 90° turn in the canyon. The cannon crew spends another round reloading the cannon. Ronan fires at them again with no result. On his last action, Dr. Gould must make a *drivin'* roll to throw the boat through the curve. He needs a 7 (base 3, +2 for going over normal Pace, +2 for a 90° turn), and gets it. The pirate's boat holds steady this round, and the auto-gyro pilot is still stunned.

Round four. The cannon crew rolls to see if it can fire, and it can. The cannon is ready, but the target is around the bend. The auto-gyro fails another recovery check, doesn't make the turn, and slams into the cliff. He was moving at Pace 80; the auto-gyro takes 8d6 damage. It comes up 30, and the auto-gyro is no more. As it speeds away, the posse's boat drops a mine (and the Marshal secretly rolls Reliability for the mine—it makes it). The pumps handle the flooding damage again.

Round five. The pirate's boat approaches the bend as the posse's moves farther away.

Round six. The pirate's boat takes the corner easily. The Marshal makes *Cognition* rolls for the driver and crew to see if they spot the mine. They don't and slam into it. Dr. Gould rolls for hit location and gets a 19 (boiler). The mine's 4d20 damage is reduced to 4d8 (Armor 3), but 18 points of damage causes two Reliability checks. The first fails! The Marshal rolls 2d6 on the Malfunction Table and gets a Catastrophic Malfunction. The boiler explodes for 6d20 damage. Everyone on deck takes full damage; the boat takes 6d12 after considering its armor. The Marshal rolls 36 damage. Added to the 18 the boat has already taken, this far exceeds the maze runner's Durability. It breaks apart and sinks.





EVERYDAY VEHICLES

Not everyone can own their own steam wagon or auto-gyro. Listed below are the game statistics for a number of ordinary vehicles found in the Weird West. You won't find these sorts of things in Smith & Robard's fantastic catalog, so we've included them here.

Most normal contraptions have a Reliability of

20. High-quality items may have a Reliability rating in excess of 20. This means they won't malfunction until badly damaged.

Once damage drops their Reliability below 20, they must make Reliability checks. Malfunctions for mundane items tend to be less spectacular than those created through mad science.



WAGON

Durability	Passengers	Pace	Turn	Travel	Reliability	Modifier
25/5	10	20	7	6 mph	20	+4
	d20 Roll	Hit Location		Armor	Modifier	
	1-6	Wheels		1	-1	
	7-14	Body (Passengers)		1	+3	
	15-18	Horses		0	+1	
	19-20	Driver		0	+0	

STAGECOACH

Durability	Passengers	Pace	Turn	Travel	Reliability	Modifier
30/6 10	20	7	10 mph	20	+4	
	d20 Roll	Hit Location		Armor	Modifier	
	1-5	Wheels		0	-1	
	6-15	Cabin (Passengers)		1	+3	
	16-19	Horses		0	+1	
	20	Driver		0	+0	

LOCOMOTIVE

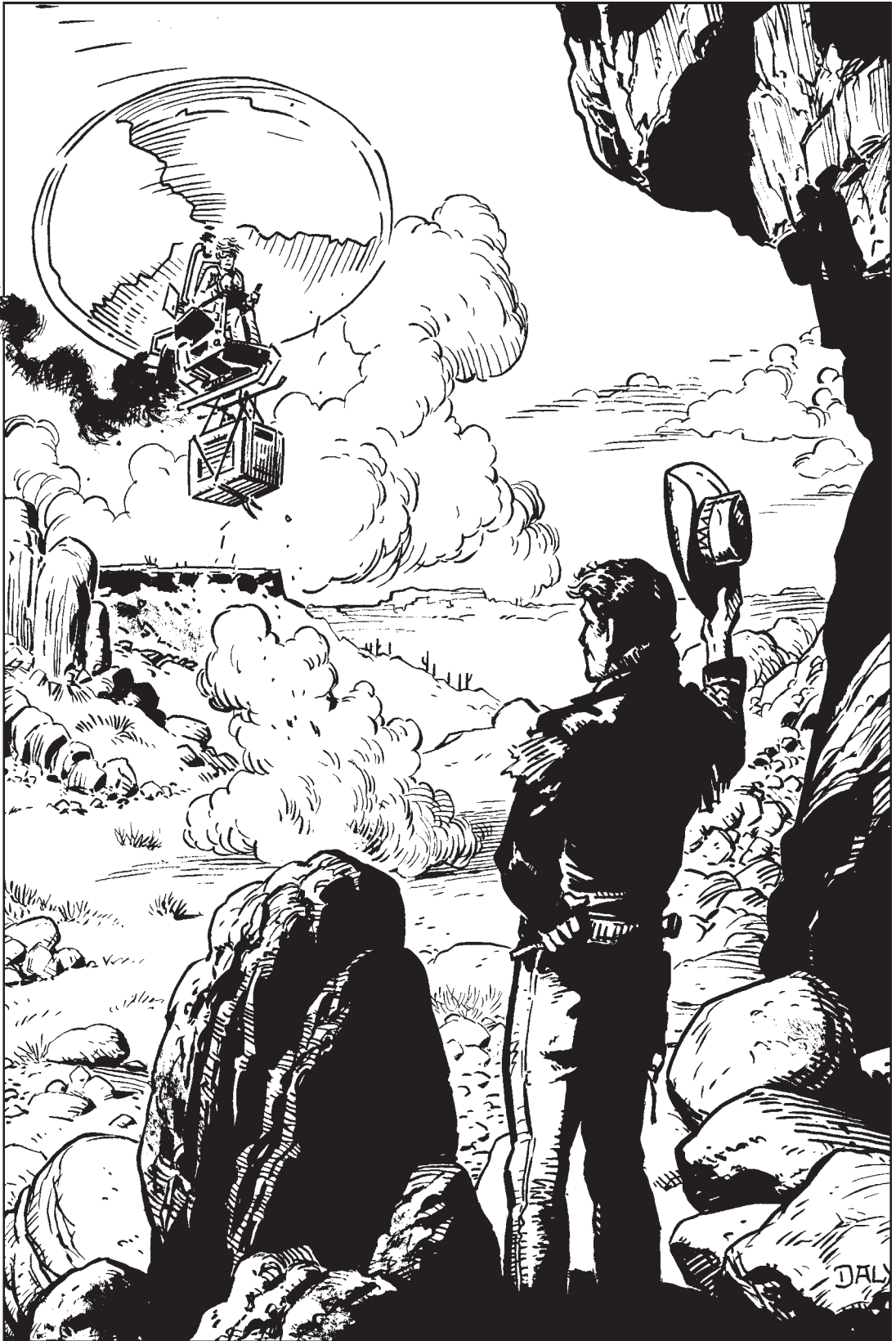
Durability	Passengers	Pace	Turn	Travel	Fuel	Reliability	Modifier
50/10	3	30	-	40 mph	100	20	+5
	d20 Roll	Hit Location		Armor	Modifier		
	1-8	Wheels		3	+2		
	9-15	Boiler		2	+3		
	16-20	Cab (Crew)		2	+2		

TRAIN CAR

Durability	Passengers	Pace	Turn	Reliability	Modifier
40/8	30	30	-	20	+4
	d20 Roll	Hit Location		Armor	Modifier
	1-5	Wheels		3	-1
	16-20	Cabin (Passengers)		2	+3



ORDERING





CHAPTER FIVE: USING THE CATALOG



USING THE CATALOG

You've got a copy of the latest Smith & Robards catalog (see later in this book), and you're itching to get your hands on some shiny new toys. How do you go about getting them? Well, Smith & Robards has only one factory, so that means you've gotta go pick up your order, or have it delivered—and delivery in the Weird West ain't cheap!

BUYIN STUFF

Many of the items listed in the catalog are available from smaller firms or individual inventors, but speed and quality are variable. If you want only the best, you need to talk to Smith & Robards.

Smith & Robards maintains a large office in Salt Lake City. This has a large showroom which normally has at least one of each smaller catalog item on display. Heroes making their purchases here can buy the showroom model.

It takes some time to replace expensive items like submersible boats or air carriages and there are occasional runs on smaller items (Gatling weapons tend to become real scarce whenever a railroad starts laying a new line), so it's necessary to check if an item is in stock. Draw a card for each item your hombre wishes to buy. As long as you draw anything other than a deuce or a Joker, you're in luck. If you buy more

than one of a single item, draw a card for each one. Once a Deuce or Joker comes up, the supply of that item has been exhausted. All devices bought from the showroom are standard versions of the catalog item. If a particular item is out of stock, you'll have to order it.

Smith & Robards also maintains shipping offices in Denver, Dodge, and Virginia City to which it ships orders daily. Besides shipping, these offices sell unclaimed items. To see if a particular item is available, draw a card. If it's an Ace, they have what you're looking for. Otherwise, you're out of luck there.

PLACING AN ORDER

If you can't get to a Smith & Robards office, or they don't have what you're after, you have to place an order with the factory.

There are a number of ways to place an order. You can go to Salt Lake City and place the order in person (the most reliable method), place the order at a shipping locations (fairly reliable), mail them a form (less reliable), or wire the order in (who knows what they'll send you).

PAYMENT

Smith & Robards requires payment in advance, either in gold or an equivalent value of ghost rock (Smith would be more than happy to accept C.O.D. orders—one of the many reasons Robards



ORDERING



handles the finances). Full payment must be made at one of the Smith & Robards offices or a bank. If made at a bank, a bank officer must send a wire to S&R confirming the deposit before the order will be processed.

It's possible to establish a credit line with S&R by depositing gold or ghost rock with them ahead of time. This allows you to order from almost anywhere. The cost of your order is deducted from your current balance. Smith & Robards is not a bank and does not pay interest on deposits (although it's rumored the company makes a nice return by storing the deposits in the Wells Fargo bank in Denver).

All sales of S&R merchandise are final, unless it arrives damaged or with a defect.

FILLING YOUR ORDER

The procedures and equipment used by Smith & Robards' shipping department were designed by staff members. For this reason, the S&R shipping department has a Reliability just like all other gizmos. The exact Reliability depends on the method by which your order was placed. Each time an order is placed consult the table below and make a Reliability roll. If a malfunction results, roll severity and check the Shipping Malfunction table. The screw-ups listed there are only the beginning. Marshals should feel free to have fun with this.

SHIPPING RELIABILITY

Method	Reliability
Order at Salt Lake City office	19
Order at shipping office	18
Order by mail	17
Order by telegram	15

SHIPPING MALFUNCTION

Minor Malfunction: Order is temporarily lost. Add 2d6 days to shipping time.

Major Malfunction: The customer is shipped something other than what he ordered. This should be something of equal or slightly greater value.

Catastrophe: The customer is shipped an item of much lower value than what he ordered.

DOODADS

It's possible to have stock items customized to your specifications, but this costs time and money (see below). These customizations are only cosmetic in nature. They do not affect the performance of the gizmo in any way. If you want to alter the function or performance of an

CUSTOMIZATION

	Cost	Customization Time
Change		
Custom paint job	+10% of base cost	+1d4 days delivery
Engraved weapon	+20% of base cost	+1d6 days delivery
Item tailored to user's dimensions (+1/-1 to rolls)	+30% of base cost	+1d8 days delivery
Mundane accessories: bookshelves, carpet, etc.	+40% of base cost	+1d10 days delivery
Silver plated gun, leather upholstered vehicle	+50% of base cost	+1d12 days delivery



item listed in the catalog, you'll have to do it yourself or have the gadget custom-built at the factory.

CUSTOM GIZMOS

Got a piece of gear you'd like but you're not a mad scientist? Found a blueprint and don't know what to do with it? Don't have time to assemble your latest invention yourself? You're in luck, because Smith & Robards can custom build almost any device you desire—for a price.

To have your one-of-a-kind gizmo built by the Smith & Robards staff, simply send them a description of the item (a blueprint is even better). A panel of scientists will review your request, decide whether your project is feasible, and set a price if they decide it is.

Determining whether a project is feasible or not is entirely up to the Marshal, as is setting the price. When deciding if a device is possible or not, use the same guidelines as you would for a mad scientist creating a gizmo (this includes having the player come up with a theory as to how the thing works—no theory, no gadget).

Use the items listed in this book as a price guide. As a general rule, custom built gadgets cost two to three times more than a catalog item of roughly the same power or utility. If the hero provided a blueprint to work from, the price should be double. If the S&R staff have to whip up a blueprint, triple the cost.

The time it takes for the factory to turn out a custom item depends on how much research is required. If the staff has to create a blueprint, the Marshal determines the amount of time required to do the research based on the guidelines in the main rulebook. Once a blueprint is available, the time needed to construct the gadget is equal to double the normal construction time for a gizmo of that difficulty (as figured above) plus 1d20 days because many of the parts will be custom made.

VARIABLE RELIABILITY

Unfortunately, not all gizmos are created equal. The Reliability listed in each gadget's description is the Reliability most items of that type have. The gizmo ordered by your posse may or may not perform as well.

Whenever one of your heroes gets his paws on a new plaything, draw a card from the deck, compare it to the table below, and adjust the Reliability accordingly.



Card	Effect
Deuce	Subtract suit value from Reliability (spades=4, hearts=3, etc.).
3-King	Gizmo has standard Reliability.
Ace	Add suit value to Reliability (max. 19).
Joker	The gadget is flawed (see below).

FLAWS

The very nature of mad science means a flawed gizmo occasionally slips past Smith & Robard's inspectors. Your Marshal has a nifty table that describes your gizmo's flaw.



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A defect in a factory-fresh piece of equipment is usually not readily apparent. Most gizmos perform as advertised before showing its true colors. An object's flaw does not take effect until the object has malfunctioned at least once.

DELIVERY TIME

Once you've ordered your gizmo, you must wait while your order is processed, assembled, and (hopefully) delivered.

Smith & Robards keeps a large stock of parts and partially assembled components on hand. This allows their people to assemble even large devices quickly. Once your order is received, it takes a number of days equal to the gizmo's construction TN, plus or minus 1d6, for the factory to fill your order. (Roll 1d4 and 1d6. If the d4 comes up odd, subtract the d6 roll from the TN, otherwise, add it.)

At this point, if your hombre happens to be near Salt Lake City, he can just mosey on down to the Smith & Robards office and pick up his new toy. If he doesn't live nearby, he has to have it shipped to him. The quickest and cheapest way to do this is to have the order sent to one of S&R's designated shipping points in Denver, Dodge, or Virginia City. Since these orders are shipped on Denver Pacific trains, Smith & Robards guarantees to deliver the item in usable condition or your money back.

An order sent to one of these places is held for a month before it's assumed that its owner isn't going to show. After a month the gizmo(s) is put up for sale. If another month passes and the item hasn't been sold or claimed by its rightful owner, it's shipped back to the factory and used to stock the Salt Lake City showroom.



ORDERING

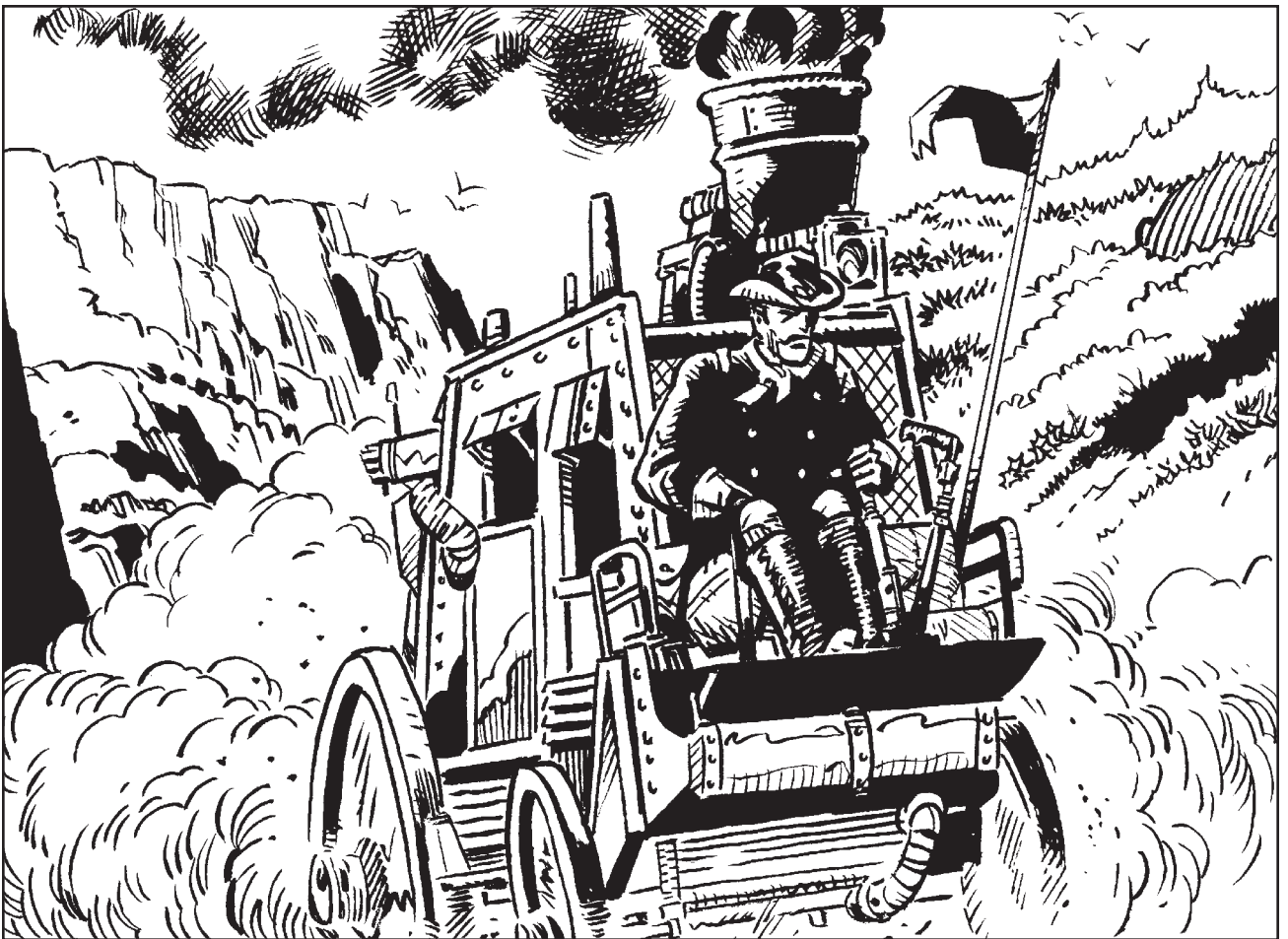
You can also have your order shipped anywhere with a rail connection for the right price. Smith & Robards' delivery guarantee does not apply to these shipments because they must be transferred to the trains of other railroads. The Great Rail Wars are raging, and many shipments never arrive at their destination. Check out the table below for details.

If you can't get to a rail station for whatever reason, you can have your goodies delivered right to your doorstep. This is sometimes faster than rail delivery, but you pay through the nose for this service. Smith & Robards maintains a small fleet of auto-gyros and specially equipped air carriages for just this purpose. Their highly trained and motivated (some say crazy) pilots deliver most anywhere—even into the middle of a raging gunfight (although there is a significant surcharge for combat deliveries). S&R delivery vehicles are always well-armed. Auto-gyros and air carriages usually bristle with steam Gatlings and other high-powered weapons.

Direct delivery costs \$3 per mile for items small enough to be transported by auto-gyro, and \$5 per mile for items needing an air carriage. Smith & Robards has special heavy-lift air carriages capable of transporting things as large as submersible boats. If ordering a vehicle capable of reaching your location, checking the self-transport box on the order form instructs S&R to drive it to you. This costs \$2 per mile.

To determine how long a direct shipment takes, multiply the travel speed of the transport vehicle by 8 hours of travel a day, then divide the distance by that number. The result is the number of days it takes for the driver to reach you. Rush delivery halves the travel time (two drivers) and doubles the shipping costs.

The delivery driver will only wait two days at the delivery point. If you don't show up on time, the driver returns to the factory with the order. You may pick it up, or contact the factory to make other arrangements. Either way, you're still charged for the delivery attempt.





MISHAPS

As you're probably aware, the Weird West is a dangerous place. Between the outlaws, abominations, and feuding rail gangs, it's a wonder shipments ever reach their destination. The only reason they do is because freight trains carry even bigger guns than the hombres looking to rob them. Still, a train occasionally goes missing or creaks into the station with some large holes blown in it.

Whenever you have an item shipped to you, draw a card when it arrives. If the card is equal to or better than the card listed under Mishap for the destination in question, something has gone wrong with the shipment. Roll on the Mishap Table to find out what.

Smith & Robards' delivery guarantee means that any item which arrives at one of their shipping locations in an unusable condition will be replaced free of charge.



- Roll Mishap
- 2 Here's Your Package (crash, tinkle, tinkle). Your order (or whatever might happen to be left of it) has been completely demolished in transit. It's now just a big hunk o' useless, and all the king's horses, and all the king's men...
 - 3 This Side Up. It looks like all the pieces are there. The item is in pieces and may be reassembled by making a tinkerin' roll equal to the item's construction TN. The device's Reliability is permanently lowered by -2.
 - 4 Handled with Care. The item looks like it's been to Hell and back (who knows, maybe it has). Vehicles and other items with a Durability rating have taken damage equal to 50% of their total Durability. All items have their Reliability permanently lowered by -2.
 - 5 Frah-jee-lay. The train crew obviously doesn't speak Italian. Your package had the ride of its life. Vehicles and the like have taken damage equal to 25% of their Durability. All items have their Reliability reduced by -1.
 - 6 Bounced Around. A rough ride has knocked some parts out of whack. The item's Reliability is reduced by -1 until an Onerous (7) tinkerin' roll is made.

- 7 Scratched & Dinged. The package is mangled, but aside from a few scratches and dents, the contents are intact.
- 8 Some Assembly Required. The items in your package arrived in multiple pieces. It takes 1d6 hours and a Hard (9) tinkerin' roll to figure out what goes where.
- 9 Where Are the Instructions? Your item has come completely unassembled and a few of the parts have been mangled. It takes 1d20 hours and an Incredible (11) tinkerin' roll to reassemble. The item's Reliability is reduced by -1.
- 10 Pilfered. Someone has taken a look in your package. If the order contained a number of small items, a few of them have disappeared. If one large item, a vital component has been taken—the item won't function without it.
- 11 Spare Parts. Your new toy looks like a turkey after Thanksgiving dinner. A number of vital pieces are missing, worth roughly 25% of the item's value.
- 12 Package, What Package? Your order has been lost in shipping.

CONTRIBUTING TO S&R

Most of Smith & Robards gizmos are developed by their staff, but they do look at blueprints submitted by outside inventors.

No blueprint with a base Reliability of less than 16 will be accepted. Period. This is a stiff requirement, but it allows the mechanics and scientists in the factory to turn out fairly reliable gadgets in a reasonable amount of time.

If the blueprint passes the Reliability test, it must still impress both owners.

The scientist who has submitted the blueprint must make a *science: engineering* or *science: alchemy* roll (whichever is most appropriate) to see how impressive his invention appears. Smith loves to look at new inventions, and the roll must equal or exceed a TN of 15 to impress him.

Impressing Robards is a bit harder, since he is tight with the company's purse strings. Hopefully the invention doesn't resemble anything being developed by the in-house Smith & Robards' R&D teams (some rejected inventors claim that the R&D teams get most of their ideas from declined blueprints).

Each submission must include a report on the gizmo's selling points. To figure how the report



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goes over, the inventor makes a *persuasion*/ *Knowledge* roll against Robards' reluctance to part with his company's money.

To determine how stingy Robards is on the day he reviews the submission, draw a card. If it's a number card, the roll must beat a

TN of 11. If it's a face card it must beat a TN of 15. Jokers have special effects known only to the Marshal.

If an invention is bought by S&R, it's up to the Marshal to determine how much they'll pay for the device. The easiest way to do this is to determine the catalog price of the item, using similar devices as a guide. Smith & Robards standard payment is a one-time payment equal to 5 times the catalog price plus 1% royalties. These numbers are doubled if the scientist takes payment in company credit rather than cash. The gadget will be available once the next catalog is published in January or July.

Once the gizmo is marketed, the inventor receives a monthly royalty equal to: $1d20 \times \text{gizmo price} \times 1\%$. Reroll any aces. The Marshal should feel free to change the type and number of dice rolled for royalties if she feels the gadget in question is particularly popular (or unpopular).

NEW SCIENCE MAGAZINE

In addition to their already extremely popular catalog, Smith & Robards publishes a well-respected (in certain circles, at least) quarterly magazine entitled, *New Science*. Each issue is packed full of articles and essays of interest to inventors, and few serious mad scientists ignore it.

Although some of the magazine's authors have obviously been working with ghost rock in a poorly-ventilated lab, most issues have a few articles with valuable insights in them. Most inventors consider *New Science* indispensable reading and maintain a regular subscription.

Every issue has an article that contains useful information which can actually aid an inventor in creating a new gizmo. Each time an inventor acquires a new issue, roll on the table below to see what the subject of the useful article happens to be.

When working on a new gadget, a scientist can use an issue of *New Science* containing a related article for a one-time +2 bonus to his *science* roll. As always, the Marshal has final say as to whether an article applies to a gizmo or not.

New issues are available each January, April, July, and October. They sell for \$5 an issue.

NEW SCIENCE SUBJECT

Roll	Subject
1	Ground vehicles
2	Water vehicles
3	Air vehicles
4	Armor
5	Labor savers
6	Guns
7	Artillery
8	Melee weapons
9	Elixirs
10	Optics
11	Sound
12	Metallurgy
13	Ghost Rock
14	Explosives
15	Steam Engines
16	Clockwork Mechanisms
17	Medicine
18	Player's choice
19	Marshal's choice
20	Roll twice more, rerolling this result.

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CATALOG
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Smith & Robards

The Catalog of Wondrous Inventions

*A Better
World... Through
Scientific Discovery!*

Worlds Largest
SCIENTIFIC
Supply House

Highest Quality
GHOST ROCK
Mail Order

FALL
1876
WINTER

Smith & Robards, Salt Lake City, Utah

Listed in the following pages are some of the most amazing inventions known to man. What's even more amazing is the fact that you can own them!

Conveyances

Leave the dangers of rail travel behind! Smith & Robards manufactures a complete line of fast, reliable vehicles to transport you safely to your destination. Now you can avoid the hassles of switching trains, or long delays because someone blew up the track, and last but not least, no more robberies! If you have your own vehicle you can go where you want, when you want!

Air Carriage

Tired of long, bumpy and bone-jarring stagecoach rides? Do you spend less time out of the saddle than travelling due to painful saddle sores? Well, my friends, Dr. Smith's Incredible Lighter-Than-Air Carriage lets you avoid all that by riding high above the rutted byways of the Western frontier.

The air carriage is an amazing device that floats in mid-air much like a ship floats in water. This is accomplished by filling the

balloons attached to the roof of the cabin with hot air vented from the carriage's ghost rock boiler. Once the balloons are fully inflated the entire vehicle soars gracefully into the sky. The air carriage can carry eight passengers high above the countryside in its well-appointed cabin. See the West like you've never seen it before!

The carriage's high-efficiency ghost rock boiler serves a number of functions. In addition to providing the hot air needed for flight, it also powers the twin air-screws that propel the vehicle through the air and provides heated water for hot beverages. Ideal when observing the beautiful snow covered landscapes on those frosty winter mornings!

To allow you to make the most of your travel experience on the air carriage, a number of options are available to suit your tastes and budget. Smith and Robards can also customize the air carriage to specific designs. Please inquire with a Smith and Robards salesperson before submitting design requests.

No. AC100 Basic Air Carriage. \$10,000

The basic air carriage includes an air bag, standard cabin with bench seats, external oil lamps for night flying, a swivel-mounted driver's seat, powerful air screws for forward thrust and maneuvering, and a high-efficiency ghost rock boiler.

Cabins: The only real difference between the cabins is the level of comfort provided. The basic cabin is not heated—in cold weather or at high altitudes passengers will need their union suits.

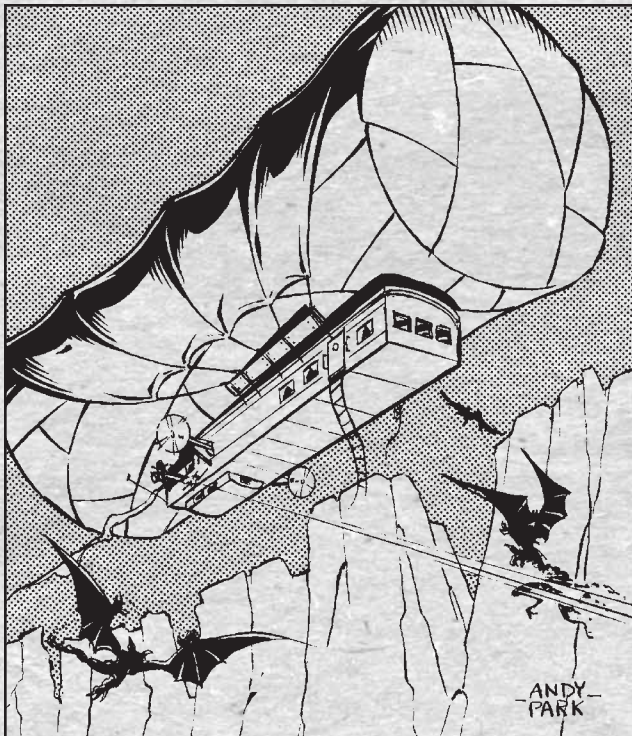
No. AC101 Luxury Cabin. \$5,000

The luxury cabin has all the amenities of home! Passengers ride on cushioned sofas, ghost rock vapor lamps provide light during the twilight hours, and hot water from the oversized boiler is piped into the main compartment to provide heat in colder climes and altitudes. It even includes a private water-closet that will certainly make those long trips pass a little more comfortably!

No. AC102 Emergency Air Catchers. \$2,000

Safety should be the first rule of thumb when flying, and in the unlikely event that the main air bag should fail the Emergency Air Catchers ensure that the cabin descends at a safe speed and is deposited lightly upon the ground. Just the thing if you have reason to take your craft into the dangerous areas of the West!

Emergency Air Catchers: The emergency air catchers are



essentially parachutes which can be deployed in the event that the air bag fails. Roll Reliability when the air catchers are activated. If they deploy successfully, the cabin descends to the ground at the rate of 25 yards per round.

Note that this may mean someone will have to climb outside, however. This can be especially difficult if the vehicle's still moving, but them's the breaks. Be careful out there!

No. AC103 Observation Bubble \$1,000

The Observation Bubble replaces the walls of the driver's area with glass panels, greatly increasing the operator's field of vision. This makes for greater ease of operation during landing and takeoff and allows you to better enjoy the panoramic vistas of the West!

Forward Observation Bubble: The expanded field of vision provided by the observation bubble grants a +2 bonus to all *drivin'* rolls for takeoff, landing, and maneuvering in confined spaces.

No. AC104 Gatling Mount \$50

If you feel the need for some protective firepower while flying, the air carriage has sufficient room to mount a number of Gatling guns at various points around the cabin. Gatlings sold separately.

Gatling Mounts: The air carriage can carry two Gatlings per side and one on the stern.

No. AC105 Steam Gatling Mount \$150

If you need serious firepower, replace those old crank-guns with steam Gatlings. Steam Gatlings sold separately.

Operation

Operating the air carriage requires the *drivin': air carriage* Aptitude. Under normal conditions, an Aptitude roll (and a Reliability check) is required for takeoff, landing, and at the mid-point of the flight. This roll is made against a TN of 3 (the Marshal may adjust this to reflect conditions). If a malfunction occurs during normal operation, roll hit location to see what part of the air carriage is affected.

A failed roll indicates the pilot's action placed unnecessary stress on his vehicle. The carriage takes 1d4 damage to the vehicle's Durability. If the pilot should go bust, he has had a major accident and the vehicle takes 2d6 damage.

Most of the malfunctions described below can be fixed.

Malfunctions

Air Bag

Minor Malfunction: A slow leak makes it impossible to further fill the air bag. The air carriage may not increase its altitude until the bag has been patched. This requires a Fair (5) *tinkerin'* roll (best done while the vehicle is on the ground).

Major Malfunction: A major leak is emptying the air bag. The carriage descends at 5 yards/round. It may not fly again until the air bag is patched with a Fair (5) *tinkerin'* roll.

Catastrophe: The air bag collapses. Unless equipped with air catchers, the air carriage is about to become part of the landscape. The air carriage and everyone inside takes appropriate falling damage.

Cabin

Minor Malfunction: The controls jam. The air carriage may not change course or altitude until the driver makes a Fair (5) *tinkerin'* roll.

Major Malfunction: The controls are broken. Treat this as above, but it requires a Hard (9) *tinkerin'* roll to repair the damage.

Catastrophe: The air carriage experiences total structural failure. A portion of the cabin floor gives way, giving passengers a panoramic view of the countryside below. Everyone in the vehicle must make an Onerous (7) *Deftness* roll or be dropped from the craft.

Air Screws/Boiler

Minor Malfunction: The boiler is losing pressure. Reduce the air carriage's Pace by half. An Onerous(7) *tinkerin'* roll fixes the problem.

Major Malfunction: Air screws shattered. The air carriage may not maneuver, it drifts with the wind. Air screws must be replaced.

Catastrophe: The boiler has ruptured. The boiler explodes, doing 5d20 damage to the air carriage and all occupants.

Air Carriage

Durability	Passengers	Pace	Climb	Turn	Travel	Fuel	Reliability	Modifier	Hand
50/10	10	30	10+2 to 1	7	20 mph	2	19	+6	Flush
	Roll		Hit Location		Armor		Modifier		
	1-12		Air Bag		0		+5		
	13-15		Cabin(passengers)		2		+4		
	16-18		Cabin		2		+4		
	19-20		Air Screws		3		+1		

Auto-Gyro

For those who are more interested in speed of travel than comfort, we present another of our incredible flying machines: the one of a kind auto-gyro. You will certainly be the talk of the community as you swoop in and out of town with your auto-gyro!

This amazing device is propelled by a steam-powered air screw. As the auto-gyro moves forward, the air washing over it spins the blades of the upper lift fan and elevates the vehicle off the ground.

The auto-gyro can transport two people quickly over any type of terrain and deposit them safely at their destination. The auto-gyro is not only a practical vehicle, but it is useful in almost any scenario from rescue operations to transporting light cargo. This contraption's amazing speed and incredible aerial agility have made it popular with many military and civilian groups as a scouting vehicle.

The versatility of the auto-gyro allows for it to be equipped with a number of different options. If there is something not listed that you are interested in, simply state your request, and we will do our utmost to oblige! Smith and Robards is dedicated to service!



No. GC100 Basic Auto-gyro \$8,000
The basic vehicle is equipped with two open-air passenger seats.

No. GC101 Enclosed Seats \$250
If you don't wish to be exposed to the elements, a small compartment can be attached to the frame to keep the rain off. For an extra \$50 you can add a collapsible leather top to the cabin and enjoy the wind in your hair on pleasant days.

Enclosed Seats: Adding this option puts a small open cockpit around the passenger area. This gives both occupants armor level 1 from the gizzards down.

No. GC102 Gatling Swivel Mount \$50
As with most of Smith and Robards vehicles, you can add that extra level of safety from the dangers of the West. This is a reinforced post mounted next to the passenger's seat. It holds most models of Gatling gun, which must be purchased separately.

Gatling Swivel Mount: This option allows you to attach a standard Gatling gun on a pintle mount next to the passenger's seat. This may be fired in a 180° arc to the front of the vehicle.

No. GC103 Steam Gatling Mount \$100
Still don't feel safe enough? Then it's time to add the confidence of a steam Gatling. This feature adds mounting brackets and the piping needed to attach a steam-Gatling gun underneath the auto-gyro. The gun draws power from the auto-gyro's boiler. Steam Gatlings sold separately.

Steam-Gatling Mount: It's possible to mount a steam-Gatling along the auto-gyro's centerline. Because the gun is in a fixed mount, it's necessary to line up the vehicle with the target. The driver uses her *drivin': auto-gyro* to hit the target instead of *shootin': automatics*.

No. GC104 Tether Cable \$25
Many railroads employ auto-gyros as observation platforms above their trains. The addition of a tether cable makes it possible to tow the auto-gyro behind a train, ship or other vehicle. This is an easy way to scout the surrounding countryside and conserve fuel at the same time. The cable includes a quick-release catch, just in case you need to make a quick exit from a tight spot.

Tether Cable: This option allows the auto-gyro to be towed behind another vehicle. As long as the towing vehicle is moving it's not necessary for the auto-gyro's air screw to be running. This reduces fuel consumption to zero. It takes a single action to release the cable.

Smith & Robards

Volume 1, Issue 1

The Catalog of Wondrous Inventions

Fall/Winter 1876

No. GCI05 Cargo Racks. \$300

Increase your cargo capacity with these useful side-mounted cargo racks. This feature adds a rectangular cargo rack of sturdy steel construction to each side of your vehicle, each of which can support up to 300 pounds of equipment or cargo. For an extra \$50, the racks can be equipped with a quick-release mechanism which can be used to jettison cargo in an emergency.

Cargo Racks: The racks reduce the autogyro's handling. When loaded with 300 pounds or less of cargo (combined), the vehicle's Turn Number is increased by 2. Increase the Turn Number by 4 if the racks hold more than 300 pounds. Loaded cargo needs to be divided as evenly as possible between the racks. Unbalanced loads should impose a -2 penalty (or greater at the Marshal's discretion) to all *drivin'*: *autogyro* rolls. Activating the quick-release catch requires an action by the pilot.

Operation

Operating the auto-gyro requires the Aptitude *drivin'*: *auto-gyro*. Under normal conditions, an Aptitude roll (and its accompanying Reliability check) is required for takeoff, landing, and at the mid-point of the flight. This roll is made against a TN of 3 and may be modified by difficult circumstances as the Marshal sees fit. If a malfunction occurs during normal operation, roll on the Hit Location Table to see what part of the auto-gyro is affected.

A failed roll indicates the pilot had an accident of some sort. The auto-gyro takes 1d4 damage. If the pilot goes bust, the vehicle suffers a major accident and takes 1d6 damage.

The auto-gyro is not like a modern helicopter—it cannot hover. The contraption's forward motion is what turns the lift fan and keeps it in the air. If the vehicle moves less than 5 yards in a round, it automatically loses 5 yards of altitude.

It's possible to land the auto-gyro vertically, but it needs a short take-off run of about 100 yards to get airborne. If the vehicle launches from a moving platform, a rail flatcar for instance, it may take-off vertically. The launching vehicle must be moving with a Pace of at least 10.

Malfunctions

Air Screw

Minor Malfunction: The air screw's blades are damaged. Reduce auto-gyro's Pace by half. Requires an Onerous (7) *tinkerin'* roll to fix (can't be done while flying—unless you want to lose some fingers).

Major Malfunction: The auto-gyro's air screw stops spinning. The auto-gyro's Pace is equal to the amount it moved during the previous round. The Pace drops by 5 every round. Increase the crippled vehicle's Turn Number by 2.

Catastrophe: The air screw shatters, throwing splinters in all directions. Treat this as a 3d10 explosion. If the auto-gyro is still in one piece after resolving damage, treat as a major malfunction.

Boiler

Minor Malfunction: The boiler loses pressure to a minor steam leak. Reduce auto-gyro's Pace by half. An Onerous(7) *tinkerin'* roll plugs the leak.

Major Malfunction: The boiler is spewing steam. Hot steam sprays the passenger area, scalding anyone there and doing 3d6 damage to all passengers each round. Reduce auto-gyro's Pace by half. A Hard (9) *tinkerin'* roll turns off the sauna.

Catastrophe: Kablooy! The boiler explodes doing 3d20 explosive damage and scattering pieces of the auto-gyro over the surrounding countryside..

Lift Fan

Minor Malfunction: The control linkage is damaged. All *drivin'*: *auto-gyro* rolls suffer a -4 modifier. A Fair (5) *tinkerin'* repairs the damage once the machine has returned to Mother Earth.

Major Malfunction: The lift fan blades are damaged and begin vibrating badly. The Marshal should secretly roll 2d6. The auto-gyro has this many rounds to land or the unbalanced fan shatters. If this happens, see below.

Catastrophe: The lift fan has shattered. The auto-gyro now flies in much the same manner as most large sea mammals. Time to hit the silk!

Auto-Gyro

Durability	Passengers	Pace	Climb	Turn	Travel	Fuel	Reliability	Modifier	Hand
20/4	2	40	1 to 1	3	30 mph	2	17	+3	Full House
Roll	Hit Location	Armor	Modifier	Notes					
1-4	Passenger	0/1	0	Armor only applies if the vehicle has enclosed seats.					
5	Passenger (Gatling)	0/1(3)	0(-1)	Use numbers in parentheses only if Gatling gun is mounted.					
6-10	Air Screw	1	+1						
11-15	Boiler	3	0						
16-20	Lift Fan	1	+2						

Maze Runner

The Great Maze is not a hospitable place. It's swiftly changing currents, narrow canyons and menacing creatures are a challenge for the most intrepid adventurers. If you should venture there, reliable transportation is a must! Smith and Robards Maze Runner, with it's twin paddle wheels is reliable, fast and highly maneuverable—very desirable traits in such a dangerous place!

No. MR100 Maze Runner \$15,000

The standard boat is equipped with the basic hull, twin paddlewheels, and a high-efficiency ghost rock boiler.

No. MR101 Armored Hull \$3,000

If operating in rocky areas or in harm's way, please consider armoring your hull. This reduces your top speed, but keeps you afloat longer!

Armored Hull: This adds armor plates and reinforcements to the hull and paddlewheels. The hull has armor level 4, but Pace drops to 30.

No. MR102 Bow Cannon Mount \$1,000

This option provides the necessary equipment to mount a 6-pounder on the bow of the boat. It includes a 12 round armored ammo bin.

Cannon Mount: The cannon has a 180° arc of fire.

No. MR103 Gatling Mount \$50

Up to four Gatling guns may be mounted around the boat.

Gatling Mount: Gatling guns can be mounted on the bow (if there is no cannon mounted there), on either side of the pilot house, and at the stern.

No. MR104 Steam Gatling Mount \$100

If you desire some extra firepower, steam Gatlings may be the answer.

Steam Gatling Mount: Steam Gatlings may be mounted in lieu of standard guns in the same positions.

No. MR105 Mine Racks \$500

It's often necessary to deal with threats lurking beneath the surface. Up to two racks may be installed on the rear deck of the boat, each capable of holding three clockwork mines.

Mine Rack: See page 68 for how to use mines.

No. MR106 Screws \$2,000

It's possible to add a set of screws to the boat as a second means of propulsion. When used in conjunction with the paddles, the screws actually increase the Maze Runner's top speed.

Screws: May be used with paddlewheels or all by themselves. When they are used with the paddlewheels, the boat's Pace is increased by 10. When used alone, the boat moves at normal Pace, but its turn number changes to 5.

No. MR107 Torpedo Tubes \$1,500

Up to two torpedo tubes can be mounted in the Maze Runner's bow, making this craft versatile enough to handle most combat situations.

Torpedo Tubes: See page 65 for how to use torpedoes.

Note: Roll on the Hit Location Table to see which area of the ship was hit, and then roll on the table to determine exactly what was hit. If the item lists an Armor level, use this rather than the hull's rating to determine damage. If the table indicates a passenger has been hit, apply damage to the hull and a randomly selected passenger (don't forget to reduce damage for the hull's Armor in both cases). Other structures determine which malfunction table to consult if a Reliability check is called for and has failed.

Operation

Operating the Maze Runner requires the Aptitude *drivin'*: *steamboat*. A Reliability check is required whenever the boat is fired up and whenever the driver is required to make a *drivin'* roll. Of course, heroes being who they are, you're bound to have to make your Reliability checks a bit more often than that.

The boat's basic mechanical bilge pumps automatically remove 4 points of flooding damage each and every round that they're needed.

Malfunctions

Hull

Minor Malfunction: Joints leaking. The boat develops a slow leak doing 1d4 points of flooding damage a round in addition to any other flooding. A Fair (5) *tinkerin'* roll plugs the hole.

Major Malfunction: Seam opens. The boat has a severe leak that does 1d8 flooding damage each round in addition to any other flooding. The water streaming in through the hole makes it hard to work—a Hard (9) *tinkerin'* roll is needed to plug the gap.

Catastrophe: The boat sinks in 1d10 rounds.

Torpedo Tubes

Minor Malfunction: Firing mechanism jammed. The tube will not fire until fixed with a Fair (5) *tinkerin'* roll.

Major Malfunction: Tube damaged. Leaking water causes 1d6 flooding damage a round until stopped with a Hard (9) *tinkerin'* roll.

Catastrophe: Tube bursts. Leaking water causes 1d8 flooding damage a round until stopped with a Hard (9) *tinkerin'* roll. If the tube is loaded, roll Reliability for the torpedo.

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Boiler

Minor Malfunction: Loss of pressure. The boat moves at half Pace. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: Steam leak. Reduce the boat's Pace by 2 each round. Anyone trying to work on the boiler before Pace drops to zero must make a Fair (5) *Nimbleness* roll at the beginning of each round to avoid taking 3d8 damage from spraying steam. This does not require an action. A Hard (9) *tinkerin'* roll patches the hole.

Catastrophe: The boiler explodes, doing 6d20 damage.

Screws

Minor Malfunction: Screws warped. All *drivin'* rolls made while screws are in use suffer a -2 penalty until repaired.

Major Malfunction: Drive shaft warped. Boat's Pace with screws is halved. Water is entering the engine compartment, doing 1d6 flooding damage a round. Roll a Hard(9) *tinkerin'* roll to fix.

Catastrophe: Screws are shattered and may not be used. Worse, water is coming into the engine compartment (1d8

flooding damage per round). A Hard (9) *tinkerin'* roll stops the flooding.

Paddlewheels (check individually)

Minor Malfunction: Wheel damaged. All *drivin'* rolls made while wheels in use are at -2.

Major Malfunction: Wheel slipping. The boat's Pace is halved and all *drivin'* rolls are at -2. May ignore if boat has operational screws.

Catastrophe: Wheel falls off. The boat's Pace is quartered and all *drivin'* rolls suffer a -4 penalty. May ignore problem if boat has operational screws.

Mine Rack (check individually)

Minor Malfunction: Rack jammed. Mines may not be dropped until a Fair (5) *tinkerin'* roll is made.

Major Malfunction: Rack broken. No mines may be dropped until a Hard(9) *tinkerin'* roll is made. Roll Reliability checks for all mines in the rack.

Catastrophe: Mines triggered. All mines in the rack explode doing full damage.

Maze Runner

Durability	Passengers	Pace	Turn	Travel	Fuel	Reliability	Modifier	Hand
40/8	8	40	3	30 mph	2	18	+4	Flush
	D20 Roll	Hit Location	Armor	Modifier	Notes			
	1-6	Bow	2(4)	+2				
	7-12	Amidships	2(4)	+2				
	13-18	Stern	2(4)	+2				
	19-20	Boiler	2(4)	+1				

Bow

Roll	Item	Notes
1-3	Hull	
4	Gun mount	Armor 3, Modifier -1. If mount takes 10+ points of damage, it's destroyed (reroll then).
5	Torpedo Tubes	Modifier -1
6	Hull (Passengers)	Roll randomly among passengers in this area of the ship.

Amidships

Roll	Item	Notes
1	Hull	
2-4	Paddlewheel	Armor 3 with armored hull, Modifier +2
5	Hull (Passengers)	Roll randomly among passengers in this area of the ship.
6	Boiler	Armor 3

Stern

Roll	Item	Notes
1	Hull	
2-3	Mine rack	Armor 1, Modifier 0. If rack takes 10+ points of damage, consider it destroyed and re-roll hits to this location. Roll Reliability for mines each time the rack is hit.
4-5	Hull (Passengers)	
6	Rudder/Screws	

Ornithopter

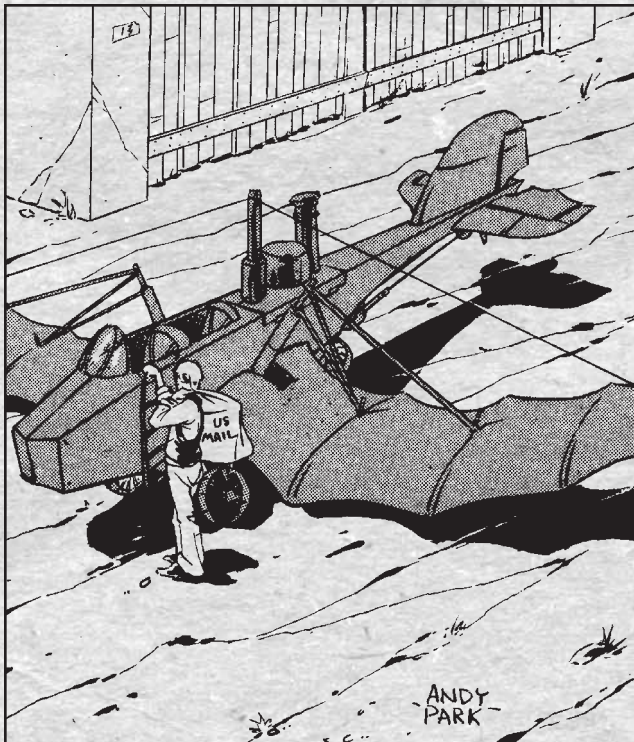
Last in our line of flying vehicles is the highly heralded ornithopter (first conceived of by Leonardo da Vinci himself!). It doesn't have the speed of the auto-gyro, or the capacity of the air carriage, but it has a singular grace unmatched by either.

This lightweight vehicle soars high above the earth on gossamer wings, gliding like a bird of prey. In the proper hands, it can be just as deadly to unsuspecting prey.

The ornithopter achieves flight in the same way as our avian friends: by flapping its flexible wings. Once aloft, a skilled pilot can remain flying for hours by catching upward-moving air currents. Watching the ornithopter fly is breathtaking, and to fly it is to escape upon the wind.

Of course, there are times when the wind is not headed your way. When this occurs, the driver can simply engage the precision clockwork mechanism and continue on his way. With or without the wind, the ornithopter is not the only way to fly, but it certainly is one of the most enjoyable!

The ornithopter may be equipped with a number of Smith and Robards quality optional components.



No. OR100 Basic Ornithopter \$5,000
The basic vehicle includes the body, wings, clockwork mechanism, and winding crank.

No. OR101 Wind Gauges \$300
These high-quality instruments include a number of wind vanes and thermometers. With them you can better judge the direction and lifting capability of the air currents around your vehicle. Flying the ornithopter is a breeze with the wind gauges!

Wind Gauges: The gauges give a +2 bonus to all *drivin': ornithopter* rolls made to hover, extend range, or maneuver without power.

No. OR102 Oversized Wings \$500
These are just the things for those who plan to take lengthy trips in their ornithopter. The oversized wings increase the vehicle's ability to catch rising air currents, thereby increasing the ornithopter's range with only a minor sacrifice in tight handling. The oversized wings also add a greater amount of stability to the aircraft, increasing its safety value!

Oversized Wings: These wings increase the ornithopter's gliding ability and give a +2 bonus to all range rolls. They decrease the vehicle's maneuverability, however, increasing its turn number to 7.

No. OR103 Heavy Duty Spring \$200
The heavy duty spring won't keep you from winding the spring, but it will keep you from winding it as often! This high-quality tempered steel spring increases the length of time between windings.

Heavy Duty Spring: The spring grants a +2 bonus to all *drivin': ornithopter* rolls made to extend the vehicle's range.

No. OR104 Gatling Mount \$150
This vehicle can't carry armor, but you can still protect your investment with the addition of a little judiciously applied firepower. This feature allows you to mount a Gatling gun at either the passenger or (front-firing only) pilot position. It is possible to mount guns for each person in the aircraft, but the added weight may seriously reduce the ornithopter's normally fine handling and range.

Gatling Mount: Gatling guns mounted at the passenger position are on a pintle mount which allows a full 360° arc of fire. The gun mount for the pilot fires directly forward. The pilot must line the craft up with her target to hit, so use *drivin': ornithopter* to hit instead of *shootin': automatics*. Mounting more than a single gun increases the ornithopter's Turn Number by 2 and subtracts 2 from all range rolls.

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No. ORI05 Heavy Duty Canvas \$300

If you plan to take your ornithopter in harm's way, this feature is a must. This specially woven canvas is highly resistant to tearing. It can be punctured numerous times without significant loss of structural durability or increased risk of tearing. Your vehicle may resemble Swiss cheese, but you'll still be in the air while your opponent is headed for the ground. As a special bonus, our factory mechanics will paint your vehicle with any color scheme you desire for only an extra \$50.

Heavy Duty Canvas: Ornithopters equipped with heavy duty canvas have their durability increased to 25/5. The extra weight of the canvas subtracts 2 from all range rolls and adds two to the vehicle's Turn Number.

Operation

Operating the ornithopter requires the Aptitude *drivin': ornithopter*. An Aptitude roll (and its accompanying Reliability check) is required for takeoff, landing, and at the mid-point of the flight under normal conditions. This roll is made against a TN of 3, and may be modified by damage, stress, or other circumstances. If a malfunction occurs during normal operation, roll hit location to see what part of the ornithopter is affected.

Failing any of these rolls means some sort of overdue stress was placed on the gizmo and it takes 1d4 damage to a random location. If the pilot goes bust on his roll, he has had a major accident and the vehicle takes 2d6 damage.

The roll made at the midpoint of the trip determines the ornithopter's range. This represents the pilot's attempts to find and ride updrafts and thermals. The Marshal may give positive modifiers to this roll when flying in areas where these are common, near mountains, over deserts, etc. The vehicle may stay airborne one hour for every success and raise on this roll. At the end of this period, the pilot must land and wind the clockwork mechanism. If the pilot is only making a short hop (15 miles or less) don't worry about the range. This rule is intended only for long trips.

The ornithopter needs only a few yards to takeoff or land. It can be made to hover by quickly shifting its weight fore and aft, but it takes an extremely skilled pilot to pull this trick off. Each round the vehicle hovers, the pilot's first action must be to make a Hard (9) *drivin': ornithopter* roll (the Marshal

may adjust this for high winds, nearby obstacles, etc.). If failed, the ornithopter drifts 1 yard in a random direction for every point by which the roll was missed. Roll 1d12 and read the result as a clock facing to determine the direction of drift. If the roll is successful, the ornithopter may rotate up to 45° on each of the pilot's actions.

Malfunctions

Clockwork

Minor Malfunction: The main spring is permanently weakened, all *drivin': ornithopter* rolls for range, takeoff, and landing suffer a -2 modifier until the whole shebang is replaced.

Major Malfunction: The main timing gear slips. The ornithopter's wings begin to flap uncontrollably. All *drivin': ornithopter* rolls suffer a -4 penalty. The vehicle must roll Reliability every round it is in the air.

Catastrophe: The clockwork mechanism shatters. Pieces of spring and gears fly everywhere. Treat as an explosion doing 3d8 damage.

Body

Minor Malfunction: Structural members are weakened. All *drivin': ornithopter* rolls suffer a -2 penalty. Until repairs are made, each time the vehicle performs any maneuvers with a Target Number of 9 or more, it takes an additional 1d4 damage.

Major Malfunction: Control wires damaged. All *drivin': ornithopter* rolls suffer a -4 penalty.

Catastrophe: The aircraft's frame collapses. The ornithopter becomes a prime example of Newton's law of gravity.

Wings

Minor Malfunction: The canvas covering is torn and the wings begin to shudder. All *drivin': ornithopter* rolls suffer a -2 penalty. Until repairs are made, the vehicle suffers 1d4 damage each time the pilot attempts to speed.

Major Malfunction: The wings have frozen and the ornithopter is now a glider. The pilot must make an Incredible (11) *drivin': ornithopter* roll each round. If failed, the vehicle loses one yard of altitude for every point by which the roll is missed.

Catastrophe: What wings? The wings fold back, are torn away and you plummet toward Mother Earth.

Ornithopter

Durability	Passengers	Pace	Climb	Turn	Travel	Fuel	Reliability	Modifier	Hand
20/4	2	20	2 to 1	5 (7)*	15 mph	None	17	+4	Full House
Roll	Hit Location	Armor	Target	Modifier	Notes				
1-2	Body(Passengers)	0		+0					
3-8	Body	0		+3					
9-11	Clockwork	2		0					
11-20	Wings	0		+2 (+3)*	* Use this modifier with oversized wings.				

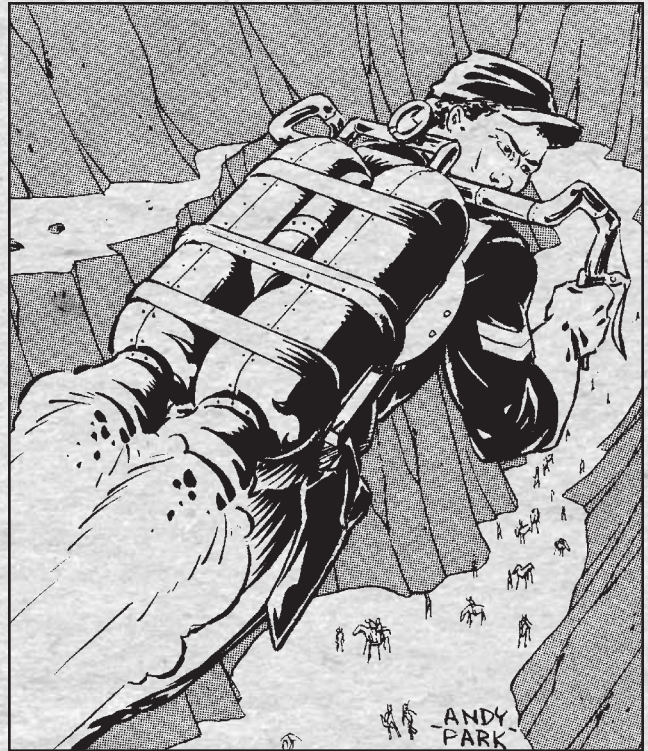
Rocket Pack

Another of our personal transportation devices, the wondrous rocket pack has been made famous by the Flying Buffaloes of Fort 51, Nevada. Smith & Robards takes great pride in the fact that these brave soldiers use our very own model!

Since their commander, Captain Kyle, first ordered our early model, suggestions from the troops have led to a steady stream of refinements. The rocket packs we now offer you, our valued customers, have been rigorously field tested under some of the most extreme conditions imaginable.

The current model uses burning ghost rock vapor to propel the wearer high into the sky. The flight controls have been improved—gone is the fishing-rod style control of the original model. The new controls feature dual hand-grips that serve to both regulate and direct thrust from the main boiler.

No. RPI00 Rocket Pack.....
 \$2500
 Price includes a pair of asbestos-lined pants.



Operation

Operating the rocket pack requires the Aptitude *flight: rocket pack*. Under normal conditions, an Aptitude roll (and its accompanying Reliability check) is required for takeoff, landing, and at the mid-point of the flight. This roll is made against a TN of 3, but the Marshal may add modifiers for difficult circumstances.

A failed roll indicates the pilot placed unnecessary stress on the rocket pack—it takes 1d4 damage. If the pilot should go bust, he has had a major accident. The pack takes 1d6 damage.

The rocket pack may travel straight up. This means that it can trade more than half of its Pace for altitude. It may also move sideways or backward at half pace.

The rocket nozzles project a stream of superheated air and ghost rock vapor 10 yards long from the base of the pack. Anyone caught in this stream suffers 3d10 damage. A character operating the pack without proper leg protection suffers 1d6 damage to his legs location each round.

Malfunctions

Minor Malfunction: A momentary fuel stoppage causes the rocket pack to stutter. The pack and its wearer loses 1d10 x 5 yards of altitude immediately. If this brings the character in contact with the ground, he takes normal falling damage.

Major Malfunction: The rocket nozzles fire unpredictably, moving the wearer in completely random directions. Roll 1d20 and 1d12. If the result of the d20 roll is odd, the rocket pack gains altitude equal to 5 yards times the roll. If the result is even, it loses altitude by a like amount. Read the d12 roll as a clock facing, the hapless rocketeer moves a number of yards equal to 3 times the d20 roll in this direction. If this would cause the rocket rider to collide with something (like the ground, for one painful example), figure damage normally.

Catastrophe: The vapor collector overheats, causing the ghost rock vapor tank to detonate. The pack and its helpless victim rocket 1d20 x 5 yards into the air and then explode for 3d20 damage

Rocket Pack

Durability	Passengers	Pace	Climb	Turn	Travel	Fuel	Reliability	Modifier	Hand
10/2	1	20	2 to 1	3	15 mph	2	18	-1	Full House
Hit Location				Armor		Target Modifier			
Rocket Pack				2		-1			

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Steam Velocipede

This steam-powered bicycle is the vehicle of choice for those who want a quick means of transportation without the hassle of feeding and watering a horse. It's only for one person (with optional sidecar), but it moves like the wind!

No. SV100 Basic Velocipede \$800

The basic vehicle comes with two solid rubber tires, a high-efficiency ghost rock steam engine, and rugged off-road frame.

No. SV101 Sidecar \$100

Bring a friend along on your journeys! For an extra \$50, a ring mount capable of holding a Gatling gun can be fitted to the sidecar.

Sidecar: The sidecar can hold one full grown adult.

Operation

Operating the velocipede requires the Aptitude *drivin' velocipede*. A Reliability check is required whenever the velocipede is fired up and whenever the driver is required to make a *drivin'* roll. If a malfunction occurs during normal operation, roll hit location to see what part of the velocipede is affected.

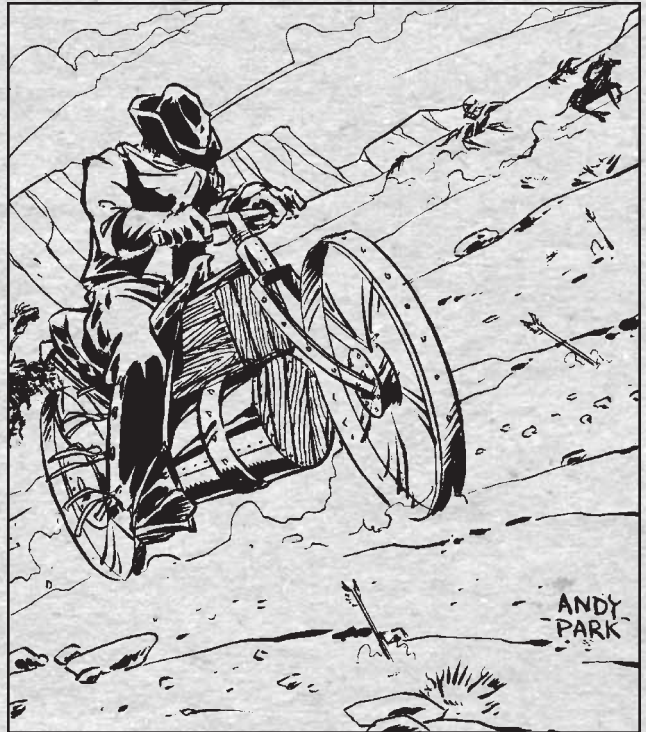
Malfunctions

Tires

Minor Malfunction: Chunk of tire falls off. All *drivin'* rolls are at -2 until the tire is replaced.

Major Malfunction: You're riding on the rims. All *drivin'* rolls are at -4 until the tire is replaced.

Catastrophe: Wheel collapses. Roll a d6 to determine whether the front or back wheel was affected. If the front tire is lost the bike and driver flip through the air, taking 1d6 damage for every 5 yards of Pace the vehicle was moving. If the rear wheel was lost, the driver may attempt an Incredible (11) *drivin'* roll or suffer the same.



Water Tank

Minor Malfunction: Sprung a leak. Roll 1d10 each round of operation. When a "1" comes up, see Catastrophe.

Major Malfunction: You took your yearly shower early. Treat as a Minor Malfunction but roll a d8 instead.

Catastrophe: You're empty, mister. Treat this as a Minor Malfunction but roll a d6. When the engine finally blows, it causes 3d20 explosive damage.

Steam Engine

Minor Malfunction: Power loss. The velocipede moves at half Pace. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: Pistons leaking. The driver (and passenger) take 2d6 damage each round from hot steam.

Catastrophe: You can fly! The pistons blow apart doing 3d20 damage.

Steam Velocipede

Durability	Passengers	Pace	Turn	Travel	Fuel	Reliability	Modifier	Hand
20/4	1 (2)	30	3	20 mph	150	18	+1	Flush

Roll	Hit Location	Armor	Modifier	Notes
1-4	Driver	0	0	
5-8	Front Tire	0	-1	Solid tires
9-12	Back Tire (Sidecar)	0 (1)	-1 (0)	Solid tires. Sidecar is hit instead of the tire if shot comes from the right side.
13-16	Water tank	1	-2	
17-20	Steam Engine	3	-1	

Steam Wagon

By far one of our most popular items, steam wagons come in a number of sizes and styles—too many to list here. If the styles and options listed here don't suit your needs, please write for our special steam wagon edition.

All Smith & Robards steam wagons are equipped with a high-efficiency steam engine, heavy-duty suspension, and quality controls. A wide variety of options are available for steam wagons, the most common are listed here.

No. SW100 Open Topped Wagon \$2,000

The open-topped wagon can be equipped with a folding canvas cover for an extra \$50.

No. SW101 Enclosed Wagon \$3,500

The enclosed body surrounds the driver and passengers in a sturdy wooden cabin.

No. SW102 Gatling Mount \$50

This is a reinforced post mounted next to a passenger's seat. It holds most models of Gatling gun, which must be purchased separately.

Gatling Mount: This option allows you to attach a standard Gatling gun on a pintle mount in the center of the vehicle. The gun normally has a 180° arc of fire.

If the wagon has an enclosed passenger compartment, the gun may be mounted on the roof or mounted to fire out the front or sides—the location of the boiler prevents shooting out the rear of the vehicle. A roof-mounted gun has a 360° arc of fire and may be fired by anyone on the roof or standing in the roof hatch.

Front and side-mounted guns protrude through the armor in small casemates that can fire up to 45° to either side. The gunner looks out through narrow vision slits which impose a -4 to Cognition checks to spot things outside the wagon. The up side is anyone attempting to target the gunner suffers a -10 modifier to hit (of course, if they do hit, they'll get you in the head).

No. SW103 Steam Gatling Mount \$100

This feature adds mounting brackets and the piping needed to attach a steam-Gatling to the steam wagon. The gun draws power from the wagon's boiler.

Steam Gatling Mount: This option allows steam Gatlings to be mounted in the same manner as above. Firing a steam Gatling generates a considerable amount of heat. When firing one inside an enclosed wagon, the gunner should only fire every other round to avoid heat build up in the cabin. If the gun is not allowed to cool (or there are multiple guns firing), each character inside the wagon must make a Fair (5) *Vigor* roll each round or take 1d4 Wind from the heat.

No. SW104 Cannon Mount \$500

This mount can hold any artillery piece up to a 12 lb. Napoleon, but the simple fact of its presence reduces the passenger capacity of the wagon by two.

Cannon Mount: This option allows an artillery piece to be mounted on the vehicle. The gun has a very limited arc of fire, only 30° to either side of the mount. The gun mount includes an armored storage bin which can hold twenty rounds of 6 pounder ammo or 15 rounds of 10 or 12 pounder ammo.

No. SW105 Armor Plating \$2,000

This option is only available for the enclosed wagon. Steel plates and reinforcing struts are bolted to the wagon's frame to strengthen it against attack.

Armor Plating: The vehicle's body and cabin have armor level 5.

No. SW106 Armored Wheels \$800

If you're traveling over rugged terrain or have reason to believe someone may take a shot at you, the standard wheels may not be up to the task. The armored wheels are specially reinforced by light metal plates to increase their Durability.

Armored Wheels: The wagon's wheels have armor level 3. All *drivin'* rolls suffer a -2 penalty.



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No SWI06 Rocket Boosters. \$1000

This new accessory is hot of the drawing board! In our field tests, it has shown itself to be indispensable in outrunning dangerous creatures such as the dreaded Mojave rattlers. Simply pull the lever to engage and leave your troubles behind! Two pairs of ghost rock vapor rockets propel your vehicle to heart-stopping speeds.

Rocket Boosters: This feature mounts a pair of high-powered rockets on each side of the steam wagon. It takes one action to activate them. On the round following the one on which they are fired, and for 1d6 rounds afterwards, the rockets propel the wagon along at a Pace of 100. While the rockets are active, the wagon's Turn Number is increased to 9. Rocket Boosters are a separate device and have their own Reliability of 18. Check reliability each time they are activated. The rockets operate off of ghost rock vapor tapped from the boiler, it takes a full hour of continuous boiler operation to recharge the rockets after use.

Operation

Operating the steam wagon requires the Aptitude *drivin': steam wagon*. Under normal conditions, a Reliability check is only required whenever the steam wagon is fired up and whenever the driver is required to make a *drivin'* roll. Of course, life isn't always that easy, as most heroes know.

If a malfunction occurs during normal operation, roll hit location to see which part of the steam wagon is affected.

Malfunctions

Wheels

Minor Malfunction: Wheel wobbly. All *drivin'* rolls at -2 until repaired. Cannot be fixed in combat.

Major Malfunction: Wheel is coming apart. All *drivin'* rolls are made at -2. If the wagon moves over its base Pace the driver must make a Hard (9) *drivin'* roll or the wheel comes off.

Catastrophe: The wheel comes off. The driver must immediately make a Hard (9) *drivin'* roll to keep the wagon up on three wheels. If he fails the wagon slides to a stop and can no longer move. This is automatic if more than one wheel is lost. A -4 modifier applies to all subsequent *drivin'* rolls.

Boiler

Minor Malfunction: The boiler is losing pressure. The steam wagon moves at up to half Pace, and steam Gatlings may only fire with a rate of fire of 3. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: Boiler spews steam. Wagon moves at one quarter Pace and steam Gatlings may not fire. If the wagon is enclosed, everyone inside must make an Onerous (7) *Vigor* roll each round or take 1d6 Wind. A Hard (9) *tinkerin'* roll stops the madness.

Catastrophe: The boiler explodes, doing 6d20 damage and opening the wagon like a spoiled can of beans.

Artillery Mount

Minor Malfunction: Mount loosened. All *artillery* rolls suffer a -2 penalty to hit.

Major Malfunction: Gun is knocked out of its mount. It may no longer fire.

Catastrophe: Magazine damaged. The gun's remaining ammo explodes doing its basic damage plus an additional die for each round.

Gatling Mount

Minor Malfunction: Mount loosened. All *shootin'* rolls suffer a -2 penalty to hit.

Major Malfunction: Mount jammed. The weapon may only fire straight ahead in the last direction it was pointed. The mount may be knocked loose with a Hard (9) *Strength* check.

Catastrophe: The gun is destroyed. If the weapon was a steam Gatling, the user is sprayed with steam doing 3d8 damage.

Booster Rockets

Minor Malfunction: There's a sputter or two, but other than that, nothing happens. You may try again on the next round.

Major Malfunction: Only one pair of rockets ignites. Roll a die. On an even result, it's the right pair. On an odd result, it's the left. The wagon accelerates to a Pace of 50 and may not turn in the direction of the firing rockets. As his first action of each turn, the driver must make a Hard (9) *drivin': steam wagon* roll to prevent the wagon from making a 90° turn in the direction opposite the firing rockets.

Catastrophe: The rockets propel the wagon to a Pace of 150 and then explode for 6d20 damage.

Steam Wagon

Durability	Passenger	Pace	Turn	Travel	Fuel	Reliability	Modifier	Hand
30/6	6	20	5	10 mph	2	18	+3	Flush
D20 Roll	Hit Location	Armor	Modifier	Notes				
1-5	Passengers	0(1/5)	0	Wagon wall (Cabin/Armored Cabin)				
6-7	Passengers (gun)	0(1/5)	0(-1)	Wagon wall (Cabin/Armored Cabin)				
8-13	Wheels	1(3)	0	Unarmored (Armored)				
14-20	Boiler	3(5)	0	Open (Enclosed)				

Submersible Boat

The submersible boat is a very popular item among our customers residing or working within the Great Maze. It provides reliable waterborne transportation, combined with the ability to move and operate unseen beneath the surface of the water. Just the thing for avoiding unfriendly travelers!

This incredible vehicle can travel on the surface like an ordinary boat, or it can slip beneath the waves and swim among the fishes and even larger creatures of the deep. This amazing feat is accomplished via a set of ballast tanks. When you wish to submerge, you simply open the tanks and flood them with water. To return to the surface, compressed air is used to force the water from the tanks.

While on the surface, the submersible is powered by a high-efficiency ghost rock boiler. This provides the steam needed to turn the boat's twin screws, work the pumps that compress the bottled air, and wind the clockwork mechanism that provides power while submerged.

Piloting the craft while underwater is simplicity itself! Every submersible boat comes equipped with a retractable periscope. This device allows you to peer around above the

water, while your boat remains safely below the surface of the waves.

A large number of accessories are available for the submersible boat.

No. SB100 Basic Submersible Boat. \$20,000

The basic boat includes a sturdy iron hull, boiler, clockwork mechanism, twin screws, air pumps and hose, and basic bilge pumps.

No. SB101 Auxiliary Air Tanks. \$200

Auxiliary tanks serve a number of useful functions. They can be used as a back up for the main ballast tank system or to provide fresh air for the passengers and crew while submerged.

Auxiliary Air Tanks: These tanks may be used to operate the ballast tanks if the main tanks fail, or they may provide an additional 20 man-hours of air for the crew.

No. SB102 Deck Gun Mount. \$500

This option provides a swivel mount for a Gatling gun, steam Gatling, 6-pound cannon, or the Harpoon Gun, as well as a watertight container for storing ammo on deck.

Deck Gun Mount: The gun mount can hold a harpoon gun, Gatling gun (regular or steam), or six-pound cannon (which must all be bought separately). The ammo storage compartment is set under a hatch in the deck and holds 30 harpoons, 500 Gatling rounds, or 20 cannon rounds. The mount can be swiveled 360°.

No. SB103 Harpoon Gun. \$500

The waters of the Maze are filled with an assortment of nasty creatures who may take exception to sharing their home with you. If you mount a harpoon gun on your vessel, you can let them know who's boss—even while submerged!

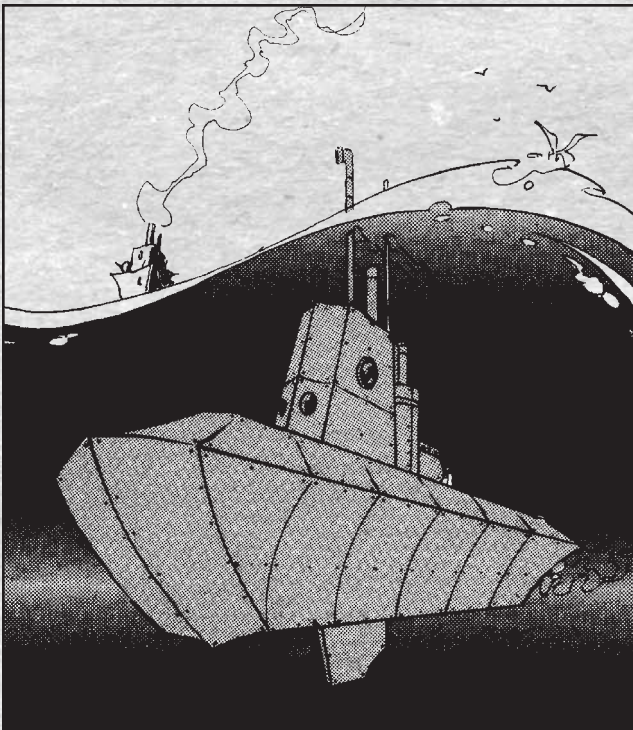
Harpoon Gun: The gun uses a powerful spring to propel the harpoon. It has a range increment of 20 and does 4d8 damage. The gun is equipped with a winch and cable that may be attached to the end of the harpoon. If the harpoon does at least a wound it has stuck in the target.

The harpoon gun may be fired by the driver while submerged. In this case, the driver makes a *drivin'*: *submersible roll* in place of *shootin'* roll.

No. SB104 Observation Bubble \$2000

Replace the bow of your submersible with an observation bubble and view the wonders of the underwater world! The bubble is constructed of Smith & Robards' special safety glass.

Observation Bubble: The observation bubble allows the crew to see where they're going while submerged. This grants a +2 modifier to any *drivin'* rolls made to maneuver through obstacles. It also makes it possible to see objects to be picked up with the claw arm.



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No. SB105 High-capacity Bilge Pumps \$500
The standard bilge pumps can handle the water that collects inside the hull during normal operation. Battle damage, however, may cause leaks that require higher capacity pumps.

High-Capacity Bilge Pumps: The standard pumps can handle 4 points of flooding damage a round. The high-capacity pumps can negate 6 points per round. Don't wander around the channels of the Maze without them. You'll regret it if you try.

No. SB106 Diver's Hatch \$150
This feature is the result of letters from our customers. Many of them use their submersibles to explore sunken wrecks and salvage objects from them. The diver's hatch is installed in the floor of the submersible and allows divers to enter and leave the boat while submerged.

Diver's Hatch: This allows divers to leave the submersible through a hatch in the floor. All other hatches must be sealed when the diver's hatch is opened or water pours in, doing 1d8 flooding damage each round the hatch is open.

No. SB107 Claw Arm \$300
This is also the result of customer suggestions. The claw arm can be used to grab objects outside of the boat and place them in a small collection box on the submersible's hull. It can also be used to place limpet mines.

Claw Arm: In addition to manipulating objects outside the sub, the arm can be used as a weapon against underwater nasties. The arm does the operator's Strength plus 1d8 when used as a club. The arm can also be used to place limpet mines.

No. SB108 Torpedo Tube \$2,000/each
A particularly troublesome pirate giving you headaches? Surprise him from beneath the waves with a clockwork torpedo!

Torpedo Tube: Submersibles equipped with tubes may fire clockwork torpedoes (see page 65) in combat. A maximum of four tubes may be mounted in the bow.

No. SB109 Air Float \$500
Need to stay underwater for extended periods? No problem! This accessory equips your submersible with an air hose attached to a flotation device. Deploying the hose allows your crew to breathe fresh air while 50 feet below the surface.

Air Float: While the air float is deployed the crew has an unlimited supply of air—but not enough to run the boiler while submerged. If the submersible goes below 15 yards in depth, a float valve closes the end of the hose and prevents water from leaking into the ship.

When driving in debris-filled water, care must be taken to keep from snagging the hose.

No. SB110 Aqua Ears \$2000
This incredible system allows you to keep track of what is going on around your submersible, even when you are too deep to use the periscope. A number of listening devices are placed around the hull. These are connected via tubes to a helmet. Anyone wearing this helmet can hear any activity in the water near the submersible as easily as if sitting on dry land.

Aqua Ears: Any character wearing the aqua ears helmet can hear activity in the water around the sub and may make *Cognition* rolls to identify the source and location of the noises. Loud noises—exploding mines and the like—require anyone hearing them through this system to make a Hard (9) *Vigor* roll or be deafened for 1d6 hours.

Operation

Operating the submersible requires the Aptitude *drivin': submersible*. Under normal conditions, an Aptitude roll (and its accompanying Reliability check) is required whenever the vessel submerges or surfaces. This roll is made against a TN of 5. If a malfunction occurs during normal operation, roll hit location to see what part of the submersible is affected.

A failed roll indicates the driver strained the submersible in some way. It takes 1d4 damage. If the driver goes bust, he has had a major accident and the sub takes 3d6 damage.

The boat's climb rating works in the same way as a flying vehicle's (except the sub can't climb out of the water, of course). It also can't dive to pick up speed.

The submersible's hull contains 20 man-hours of oxygen. Divide this number by the number of people on board to determine how long the submersible can stay submerged. For example, if the sub is carrying five people, it could stay underwater for about four hours before it needed to come to the surface for fresh air.

If the sub's air supply is exhausted, characters on board take 2d4 Wind each hour the vessel stays submerged. This Wind may only be recovered by gaining access to fresh air.

While surfaced, the sub uses steam power for propulsion. Once submerged, power is provided by a powerful clockwork mechanism. In an emergency, the boiler can be used underwater, but it consumes oxygen at the rate of 2 man-hours a round. Once the air supply runs out, the crew takes 1d4 Wind each round the boiler continues to operate.

The submersible can operate down to a depth of about 50 yards. Beneath this depth the water pressure begins to crush the hull. The boat takes 1d4 damage every round it spends below this depth. Maximum depth to use the periscope is 10 yards.

General Note: In combat, roll to see which area of the ship was hit, then roll on the appropriate subtable for specifics. If the item on the subtable lists an armor and hit modifier, use this rather than the hull's ratings when determining damage. If the table indicates a passenger has been hit, apply damage to both the hull and a randomly selected passenger (don't forget to reduce damage for the hull's armor). Other structures determine which Malfunction Table to consult if a Reliability check is called for and failed.

Malfunctions

Hull

Minor Malfunction: Rivets pop. The boat develops a slow leak doing 1d4 points of flooding damage a round in addition to any other flooding. A Fair (5) *tinkerin'* roll will plug the hole.

Major Malfunction: Seam opens. The submersible has a severe leak that does 1d8 flooding damage each round in addition to any other flooding. The water streaming in through the hole makes it hard to work—a Hard (9) *tinkerin'* roll is needed to plug the gap.

Catastrophe: The hull fails. Hope you can swim because the sub is going to the bottom. Fast.

Ballast Tanks

Minor Malfunction: A valve sticks, causing the boat to submerge or surface unexpectedly.

Major Malfunction: A valve sticks open, venting air into the water. The crew has 1d6 (2d6 if the boat has auxiliary air tanks) rounds to fix the valve with an Onerous (7) *tinkerin'* roll or the submersible is headed for the bottom.

Catastrophe: Tanks rupture. The boat is going to the bottom for a long time.

Torpedo Tubes

Minor Malfunction: The firing mechanism is jammed. The tube will not fire until fixed with a Fair (5) *tinkerin'* roll and a few hefty kicks.

Major Malfunction: The torpedo tube is damaged and leaking water. This seepage causes 1d6 flooding damage a round until stopped with a Hard(9) *tinkerin'* roll. If the tube is loaded, check Reliability for the torpedo inside.

Catastrophe: The torpedo tube bursts. Leaking water causes 1d8 flooding damage a round until stopped with a Hard (9) *tinkerin'* roll. If the tube is loaded, the torpedo detonates doing full damage to the ship's hull (ignores armor).

Boiler

Minor Malfunction: The boiler loses pressure. The boat moves at half Pace. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: The boiler develops a major steam leak. Reduce the boat's Pace by 2 each round. Anyone trying to work on the boiler before Pace drops to zero must make a Fair (5) *Nimbleness* roll each round to avoid taking 3d8 damage from spraying steam. A Hard (9) *tinkerin'* roll patches the hole.

Catastrophe: The boiler explodes, doing 6d20 damage. The posse is probably sleepin' with the fishes.

Clockworks

Minor Malfunction: The main spring is weakened. The submersible may not move any faster than its basic Pace until the spring is replaced.

Major Malfunction: The main timing gear slips. The boat moves at double Pace for 1d6 rounds and then stops dead in the water (literally). Unless you fire up the boiler, the boat

is not moving until the main spring is rewound. Doing this takes 1d20 minutes.

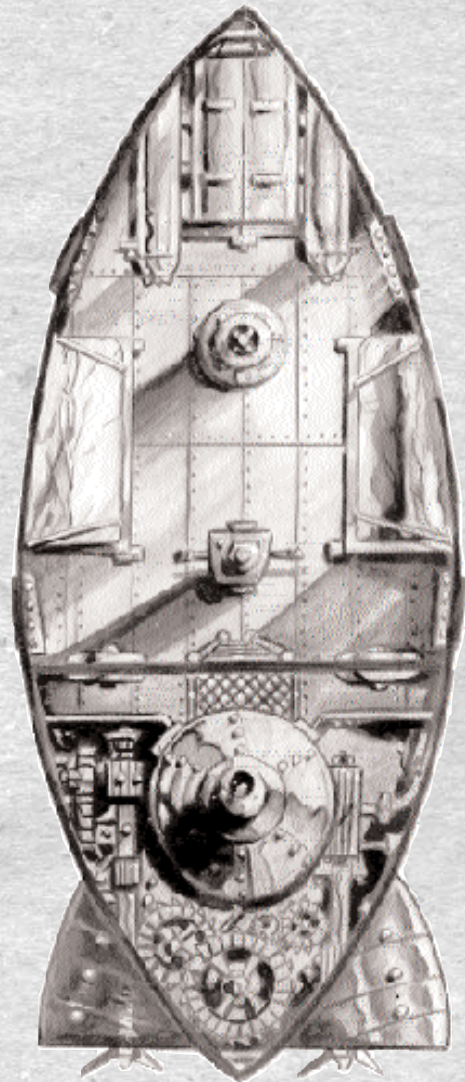
Catastrophe: The clockworks blow apart doing 4d8 damage.

Rudder/Screws

Minor Malfunction: The rudder is bent. All *drivin'* rolls suffer a -2 penalty until it is repaired.

Major Malfunction: Rudder is stuck. The submersible may not change direction until an Onerous (7) *tinkerin'* roll fixes the problem.

Catastrophe: Rudder and screws shatter. The boat may only drift with the current. Worse, water is coming into the engine room (1d6 flooding damage per round). An Onerous (7) *tinkerin'* roll stops the flooding.



Smith & Robards

Volume 1, Issue 1

The Catalog of Wondrous Inventions

Fall/Winter 1876

Submersible Boat

Durability	Passengers	Pace*	Climb	Max Depth	Turn	Travel*	Fuel	Reliability	Modifier	Hand
50/10	7	20/10	10	50 yards	5	16/8 mph	2	18	+5	Full House

* Surfaced/submerged

Roll	Hit Location	Armor	Modifier	Notes
1-5	Bow	4(2)	+2	Use lower number if equipped with observation bubble.
6-10	Amidships	4	+2	
11-15	Con. Tower	4	+2	
16-19	Stern	4	+2	
20	Screws/Rudder	4	+1	

Bow

Roll	Item	Notes
1-2	Hull	
3	Claw Arm	Armor 3, Modifier -1. If the claw arm takes more than 10 points of damage, consider it destroyed and re-roll any hits to this location.
4	Torpedo Tubes	
5	Gun Mount	Armor 3, Modifier -1. If the gun mount takes more than 10 points of damage, consider it destroyed and re-roll any hits to this location.
6	Hull(Passengers)	Roll randomly among passengers in this area of the ship.

Amidships

Roll	Item	Notes
1	Hull	
2-3	Hull (Passengers)	Roll randomly among passengers in this area of the ship.
4-5	Ballast Tanks	
6	Air Float	Armor 1, Modifier -4. If the float takes more than 10 points of damage, consider it destroyed and re-roll any future hits on it.

Conning Tower

d6 Roll	Item	Notes
1-2	Hull	
3-4	Periscope	Armor 2, Modifier -3. If the periscope takes more than 5 points of damage consider it destroyed and re-roll any hits to this location.
5-6	Hull (Driver)	

Stern

d6 Roll	Item	Notes
1	Hull	
2	Hull (Passengers)	Roll randomly among passengers in the engine room.
3-4	Boiler	
5-6	Clockwork	

Vehicle Accessories

We have a number of items that make useful additions to just about any vehicle.

Air Catcher

Despite the best precautions, it is occasionally necessary to abandon a damaged vehicle. That's hard to do when you are 500 feet in the air.

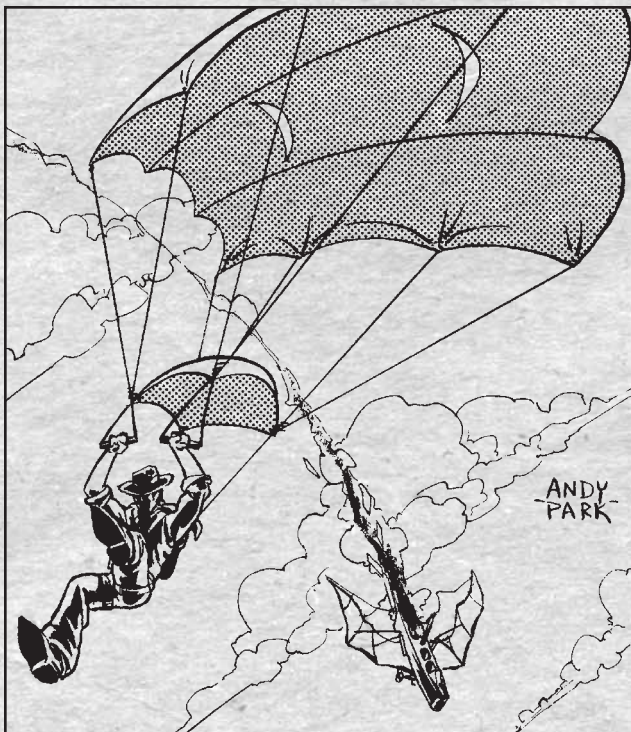
Until now, that is! Smith and Robards personal air catcher allows you to jump from high altitudes and survive. Once you've jumped, simply count to 10 and pull the cord to activate it. The air catcher deploys, trapping a cushion of air inside it. You'll float to the ground lighter than a feather!

No. PA100 Personal Air Catcher. \$200

<i>Armor</i>	<i>Dur</i>	<i>Rel</i>	<i>Mod</i>	<i>Hand</i>
0	10/2	19	+2	3 of a Kind

Operation

Roll Reliability when deployed. If successful, the character descends to the ground at the rate of 25 yards per round. While falling the character drifts with the wind. He may try to maneuver the air catcher up to 25 yards per round in any



direction by making a Fair (5) *flight: air catcher* roll, but he loses an extra yard of altitude for every yard of horizontal movement.

The hero must make a Fair (5) *Nimbleness* roll when he reaches the ground. Failure means he takes 1d6+5 falling damage. Damage is 2d6+10 if the character is maneuvering on the turn he lands.

Malfunctions

Minor Malfunction: The device's control lines are tangled. All *flight: air catcher* rolls are at -4.

Major Malfunction: The air catcher's canopy has partially collapsed. If the unfortunate character makes his *Nimbleness* roll on landing he takes 1d6+5 falling damage. If the roll is failed, he takes 3d6+15 damage.

Catastrophe: Canopy does not open. Enjoy the ride—it's your last.

Altitude Sight

As anyone who has tried it can tell you, dropping a weapon from aloft and hitting the target can be a difficult proposition. You must account for altitude, angle of descent, speed of descent, acceleration due to gravity, etc. Smith & Robards has developed a new sighting system which allows you to accurately adjust your aim and compensate for these numerous factors. Our deluxe sight factors in wind currents also.

No. AS100 Altitude Sight. \$200

No. AS101 Deluxe Altitude Sight \$4000

Reliability: 18 *Hand: Straight*

Operation

The basic altitude sight gives a +2 bonus to all bombing attempts which use the *artillery: bombing* Aptitude. The deluxe version gives a +4 bonus to all such attempts.

Malfunctions

Minor Malfunction: The sight's lenses are out of alignment. All bombing attacks made with the device suffer a -2 penalty until it is recalibrated with a Hard (9) *tinkerin'* roll.

Major Malfunction: The sight has been knocked way out of whack. All attacks made with it suffer a -4 penalty to hit the target.

Catastrophe: If there are any friendly forces in the vicinity of the intended target, the mad bomber drops his load on his friends. Otherwise, treat this a major malfunction and double all deviation distances.

Clockwork Torpedoes

There are times it doesn't pay to announce your presence, as many of our more judicious customers already know. Smith & Robard's clockwork torpedoes allow you to engage waterborne targets without betraying your position. Both our submersible boat and the Maze runner can employ these weapons when equipped with launching tubes.

The torpedo is a long cylinder packed with explosives and propelled through the water by a precision clockwork motor. The torpedo explodes on contact with the target, usually doing tremendous damage. When launched in groups, they can be devastating.

Be warned, however. A solid knowledge of geometry and physics is needed to employ these murderous weapons with any accuracy at longer ranges.

No. CT100 Clockwork Torpedo..... \$500

<i>Armor</i>	<i>Dur</i>	<i>Rel</i>	<i>Mod</i>	<i>Hand</i>
2	10/2	15	0	Two pairs

Operation

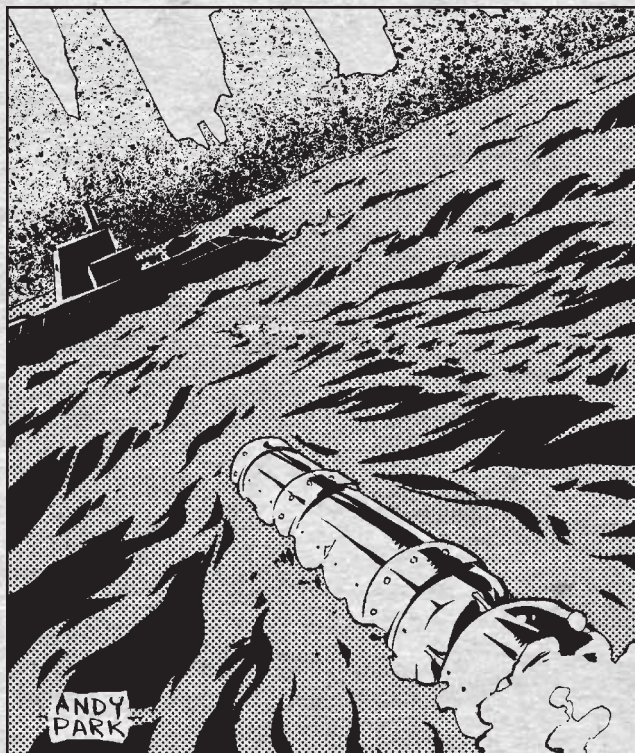
Using torpedoes requires the Aptitude *artillery: torpedo*. Firing torpedoes requires some modifications to the standard artillery rules because unlike normal weapons, torpedoes don't normally reach their target on the round they're fired.

The base TN for a torpedo shot is 11, plus modifiers for target size. Torpedoes have a range increment of 50 yards. Firing torpedoes requires 1 action. Torpedo tubes are reloaded using the standard artillery rules. Each tube requires a two man crew and is considered to be a breech-loader.

Torpedoes are fired in spreads. A spread contains from one to four torpedoes. Each torpedo after the first adds +2 to the firer's roll. Every raise achieved on the attack roll means that an additional torpedo hit the target. Any raises in excess of the number of torpedoes may be used to adjust the hit location as normal.

It takes time for the torpedoes to reach their target. Torpedoes have a Pace of 100 (this is their maximum Pace). Divide the range to the target by the torpedoes' Pace to determine how many rounds it takes for them to impact. If the target is moving away from the torpedoes, subtract the target's Pace from the torpedoes' before dividing. The clockwork motors in the torpedoes can only propel them at such high speeds for 10 rounds. If it would take longer than this for the torpedoes to impact, the target is out of range.

Each round the torpedoes are in transit, there is a chance they may be spotted. Individuals on the target vessel may make *Cognition* rolls each round. The TN for these rolls is



7 for those who are actively scanning the area, 11 for those who could possibly see them but are not actually looking for them. Add 1 to the TN for every 20 yards of range to the torpedoes.

If the torpedoes are spotted before they hit, the driver of the target vessel can try to avoid them. Roll *drivin'* against a Fair (5) TN. Each success and raise subtracts 1 from the attacker's roll. The driver can attempt to evade in this manner once per round until the torpedoes impact or the attacker's total is no longer sufficient to score a hit. On the turn the torpedoes hit, draw a card for each torpedo. Each torpedo impacts on its action card. If the driver is able to act before the torpedoes, he can make one last evasion attempt.

Malfunctions

Minor Malfunction: The torpedo has a defective motor. Roll 1d10 to determine the number of rounds it runs before running out of power. If it hits its target before then, the world may never know its time was about to expire.

Major Malfunction: The torpedo runs straight for a round and then veers out of control. Roll 1d12 and read the result as a clock facing. The torpedo continues in a straight line in this direction until it hits something or its motor stops. If fired as part of a spread, it may hit the other torpedoes. Roll 1d4-1. If the result is not zero, the torpedo hits and destroys this many other torpedoes fired as part of its spread.

Catastrophe: The torpedo detonates in its tube, doing full damage to the launching vehicle.



Mines

Smith & Robards manufactures three models of aquatic mine: limpet, anchored, and depth.

Limpet mines are designed to be attached to the hulls of enemy ships. When pressed against the hull, spring-loaded spikes stick into the ship, firmly anchoring the mine. A timer on the mine (set before placement) allows the attacker to leave the area before it detonates.

Anchored mines are used to create a barrier against enemy ships. The mines are attached to a heavy anchor and a length of chain. The length of the chain can be adjusted to set the mine at its desired depth. The mine activates one minute after it is placed in the water. Large rods extend from all sides of the mine. Anything which pushes on one of these rods with more than 5 pounds of force sets the mine off.

Depth mines are designed for use against underwater threats. They are equipped with a special detonator that is sensitive to water pressure. When dropped into the water, they sink to the desired depth and then explode.

No. AM100 Limpet Mine \$150

No. AM101 Anchored Mine \$100

No. AM102 Depth Mine \$200

Armor	Dur	Rel	Mod	Hand
2	10/2	16	-1	Two pairs

Operation

Limpet Mines: Limpet mines are large explosive charges which are fastened to the hull of an enemy ship. They are equipped with a timer that can be set to detonate anywhere between 1 second and 4 hours after activation. The timer must be set before the mine is placed.

These mines can be placed in a number of ways, the most common method is to drive the mine into the side of the enemy ship at the end of a boom. Placing a mine in this manner requires a successful ramming attempt. It's also possible to use a submersible's claw arm or a diver to place the charge, this requires a Fair (5) *Deftness* roll. If successful, the mine's spring-loaded spikes drive into the hull of the ship and anchor it there. Successful placement activates the timer.

Anchored Mine: This variety of mine is simply thrown into the water and left for some poor soul to (hopefully) run headlong into. The length of the chain attaching the mine to its anchor can be adjusted to set the depth at which the mine floats.

The mine becomes fully active one round after it's placed in the water. Once activated, the mine explodes if anything larger than a small fish bumps into one of its many trigger rods.

Spotting a mine floating just below the water's surface requires a Fair (5) *Cognition* roll. The TN is increased by 1 for every ten yards of range between the spotter and the mine. The Marshal may also adjust the TN for lighting, weather, murky water, etc.

Depth Mine: Depth mines are detonated by a pressure sensitive switch. The depth at which the mine explodes can be adjusted. This takes two actions in combat. Dropping a mine from a rack takes only a single action. Once dropped, the mine sinks 25 yards a round until it detonates (hopefully on someone's head).

Depth mines also have small trigger rods similar to those on the anchored mines. If the mine contacts anything as it sinks, it explodes.

All mines explode for 4d20 damage.

The Marshal should secretly make a Reliability roll for each mine at the time it is placed.

Malfunctions

Minor Malfunction: A dud. The mine does not detonate.

Major Malfunction: The timer or pressure detonator is set early(1-3) or late(4-6). Roll 1d20 x 5% to see how far it's off. An anchored mine doesn't explode the first time it's hit, but afterwards it has a hair trigger, anything other than normal wave action sets it off.

Catastrophe: The mine detonates immediately doing full damage to those placing it.

Rolling Stock Accessories

The current state of rail travel being what it is (dangerous enough to prevent most rational people from employing it), many railroads have approached us to construct special devices for their trains. A number of devices have proven to be popular and we now offer them as standard selections.

Armor Plating

Smith & Robards has developed armor plating that is 20% lighter than an equivalent thickness of more traditional armor. This is accomplished through a special tempering process.

No. RR100 Armor Plate \$2500

Adding armor plating to a standard railroad car increases the armor level from 2 to 5. It increases the weight of the car by two tons.

Armored Turret

This device is a fully armored turret placed atop a railroad car. There are two models of turret: a mechanical and a steam-powered model. Either may be equipped with a Gatling gun or 6 pounder cannon. The steam version may also be equipped with a steam Gatling.

The mechanical model is unpowered, and the turret is rotated via a mechanical crank. Mechanical turrets require a two man crew, one man to fire, the other to rotate the turret.

The steam model must have access to steam pressure—either from the locomotive’s boiler or a boiler in the car itself. The rotation of the steam turret can be operated by a single person via foot pedals hooked to the steam supply.

No. RR201 Mechanical Turret \$2000

No. RR202 Steam Turret \$3500

Mechanical Turret

<i>Armor</i>	<i>Dur</i>	<i>Rel</i>	<i>Mod</i>	<i>Hand</i>
5	10/2	19	+2	Two pairs

Operation

The weapon mounted in the turret can fire 45° to either side of the direction the turret faces. The turret itself can be rotated 45° in a single action by either the gunner or his assistant. If the gunner rotates the turret, he may not also fire on the same action.

Malfunctions

Minor Malfunction: Weapon mount comes loose. All fire from the turret suffers a -4 penalty.

Major Malfunction: Turret jams and may no longer rotate.

Catastrophe: Turret slips its ring. It may no longer rotate. Each round the train is in motion or the turret takes damage, roll a d6. On a 1 the turret falls off the car.

Steam Turret

<i>Armor</i>	<i>Dur</i>	<i>Rel</i>	<i>Mod</i>	<i>Hand</i>
5	10/2	17	+2	3 of a Kind

Operation

The weapon mounted in the turret can fire 45° to either side of the direction the turret faces. The turret itself can be rotated 45° in a single action by the gunner. The gunner may fire on the same action he rotates the turret, but suffers a -2 *hip-shootin'* penalty.

Malfunctions

Minor Malfunction: Weapon mount comes loose. All fire from the turret suffers a -4 penalty.

Major Malfunction: Steam system ruptures. The gunner is sprayed for 1d4 rounds, doing 3d10 damage per round.

Catastrophe: Steam system blows. The gunner must make an Incredible (11) *Nimbleness* roll or be blown from the train. Regardless of the roll, the gunner and anyone else in the car take 3d20 damage.



Armor & Clothing

Bulletproof Garments

Smith & Robards manufactures a complete line of personal armor. New steel production techniques, using ghost rock instead of coke in the refining process, allow the manufacture of stronger, lighter steel plates and make personal armor feasible again!

Smith & Robards offers two grades of armor protection. The light armor stops most normal pistol bullets and significantly slows rifle rounds. The heavier grade of armor stops all pistol bullets and most rifle rounds, but this protection comes at the expense of comfort and mobility.

No. BG100 Light Armored Hat (please specify style when ordering) \$500

No. BG101 Light Armored Vest \$1800

No. BG102 Light Armored Leggings..... \$1200

No. BG103 Heavy Armored Hat (please specify style when ordering) \$800

No. BG104 Heavy Armored Vest..... \$2800

No. BG105 Heavy Armored Leggings..... \$1900

No. BG106 Light Duster..... \$3500

No. BG107 Heavy Duster..... \$5500

Reliability: 19

Hand: 3 of a Kind

Item	Armor	Durability
Light Hat	2	5/1
Heavy Hat	3	10/2
Light Vest	2	20/4
Heavy Vest	3	30/6
Light Leg	2	10/2
Heavy Leg	3	15/3
Light Duster	2	25/5
Heavy Duster	3	35/7

Armored Hats: An armored hat consists of a steel skull cap fitted into a standard cowboy hat. It covers only the upper portion of the skull. Whenever a character wearing an armored hat is hit in the head, roll 1d6. On a 1-3 the hat is hit, on a 4-6 the bullet strikes the unprotected portion of the character's brain bucket. This is for shots coming from roughly the same level as the character. The Marshal may adjust these numbers to reflect the tactical situation. Shots coming from below have a greater chance of missing the armor, while shots from above have a better chance of hitting the armor.

Opponents can try to aim for the unarmored portion of the head, this imposes a -8 modifier to the shot.

Armored Vests: Vests provide protection to the gizzards and upper and lower guts. Characters wearing heavy vests suffer a -2 modifier to all *Quickness* rolls.

Armored Leggings: Leggings provide protection to the legs, but not the feet. Characters wearing heavy leggings have their *Nimbleness* reduced by one die type.

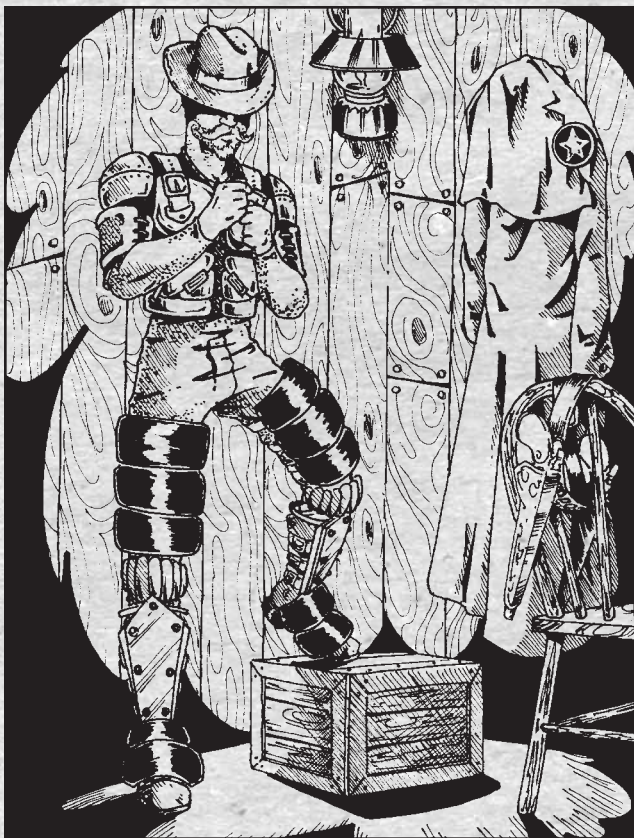
Dusters: These are normal leather dusters that have had heavy metal plates sown into them. They provide the best all around protection, covering all but the head, hands, and feet, but are extremely heavy and cumbersome. Light dusters impose a -2 to all *Quickness* and *Nimbleness* rolls. Heavy dusters subtract 4 from all *Quickness* rolls and reduce *Nimbleness* by a die type.

Malfunctions

Minor Malfunction: The shot hits a weak spot. The armor protects as one level less against this shot.

Major Malfunction: Armor is weakened. The armor level of the garment is reduced by one until it can be repaired.

Catastrophe: Subtract one from the armor level against the current shot and then the garment falls to pieces.



Diving Suit

Golden treasure awaits those brave enough to venture beneath the waves! For centuries the sea has jealously guarded the treasures lost in her depths, but now it's possible to retrieve some of these riches from her grasp.

How? With Smith & Robards' new diving suit! This amazing device provides a diver with fresh air while underwater and allows him to stay submerged for long periods of time. When using the diving suit with one of our durable air pumps, you can explore beneath the sea indefinitely.

No. DSI00 Diving Suit \$2000

This includes the suit, metal helmet, an assortment of ballast weights, and all the fittings necessary to attach air hoses and tanks.

No. DSI01 Air Tank \$250

A full tank provides approximately one hour of fresh air.

No. DSI02 Manual Air Pump \$300

Attaching the suit to a pump on the surface provides the diver with an unlimited air supply. The manual pump requires someone to periodically turn the crank and replenish the diver's air. Both pumps come with 150 feet of hose.

No. DSI03 Deluxe Steam Pump \$900

This pump is driven by a small steam piston and provides the diver with a constant stream of fresh air.

No. DSI04 Extra Air Hose (100 ft.) \$50

No. DSI05 Extra Ballast Weights \$10

Hand: 3 of a Kind

Item	Armor	Durability	Reliability
Diving suit	1	10/2	19
Air tank	1	10/2	19
Manual pump	2	15/3	19
Steam pump	2	10/2	18

Operation

Roll Reliability for the suit and any attached pump or air tank once each hour or portion thereof the diver remains in the water. A failed roll means a malfunction occurs in that time period—exactly when is up to the Marshal.

The suit can be used with an air tank or attached by hose to a pump. An air tank holds approximately one hours' supply of air.

A diver can normally change depth at the rate of 10 yards per round and can descend safely to about 250 feet. Below that depth a diver takes 1d6 Wind every minute. If a diver spends more than 15 minutes below 30 feet, he must ascend slowly—no more than 5 yards per round. If the diver ascends faster, he must make a Hard (9) *Vigor* roll to avoid the bends. A failed roll means the diver takes 3d6 damage to the head. If the diver takes a serious wound or worse, it means he has suffered brain damage—reduce *Smarts* and *Knowledge* by one die type.

If a diver's air supply runs out, he has two minutes (24 rounds) to reach the surface. After that time he must make a Hard (9) *Vigor* roll each round or take the difference in Wind.

When walking on the bottom, the diver moves at half Pace and cannot run.

Malfunctions

Diving Suit

Minor Malfunction: Helmet fogs up. All *Cognition* rolls suffer a -4 modifier.

Major Malfunction: Helmet is leaking. The diver has 1d6 rounds before it completely fills with water.

Catastrophe: The suit's helmet bursts. The diver must make an immediate *Vigor* roll against an Onerous (7) TN to avoid inhaling water. A failed roll means the diver takes 2d6 Wind and needs to get to the surface pronto!

Air Tank

Minor Malfunction: Slow leak. Reduce remaining air by 50%.

Major Malfunction: Fast leak. The tank has 1d4 minutes of air left.

Catastrophe: The tank bursts doing 3d12 damage.

Manual Pump

Minor Malfunction: Leaky hose. The diver isn't getting all the air he needs, he takes 1d4 Wind per minute.

Major Malfunction: Bad seal. The pump isn't pumping like it should. The diver takes 1d6 Wind per minute.

Catastrophe: Hose bursts. Treat this like a burst helmet.

Steam Pump

Minor Malfunction: Bad seal. The diver takes 1d6 Wind per minute.

Major Malfunction: Fumes from the steam piston are being pumped into the suit. The diver takes 1d6 Wind per round and feels lightheaded (all rolls against Mental traits suffer a -4 modifier until the diver gets some fresh air).

Catastrophe: Pump governor fails and it begins to run at high speed. If the pump is not stopped (requiring an Onerous (7) *tinkerin'* roll) in 1d6 rounds, the suit overinflates and explodes. Treat this as a burst helmet.

Hat Gun

As any gambler can tell you, you should always have an ace in the hole. The hat gun is the kind of ace no one ever expects, and it makes one heck of a hole.

The hat gun combines the cylinder and trigger mechanism of a double-action revolver with a shortened barrel and hides the entire assembly in the crown of a Stetson hat. Pulling down on your hat string opens a small panel in the front of the hat and fires the gun. All you have to do to aim is simply look at your target.

Of course, be sure to disarm the weapon when in less dangerous situations for fear of shooting someone you're tipping your hat to.

Guaranteed to take your opponent by surprise!

No. HG100 Hat Gun \$250
Armor *Durability*
 1 10/2

Operation

All shots from the hat gun suffer the *-2 hip shootin'* modifier. Targeting a hat gun requires a called shot with a *-6* modifier.



Malfunctions

Minor Malfunction: Recoil blows the hat from your head. It flies 1d6 feet behind you. Once you've recovered your hat it takes 1 action to put it back on.

Major Malfunction: Gun jams. A Fair (5) *tinkerin'* roll fixes the problem.

Catastrophe: Mechanism comes loose, firing the bullet into your head. Roll damage, amigo, and don't forget the extra 2 dice!

Hat Periscope

There are times when poking your head out from behind cover to have a look around can be bad for your health. If you buy one of our ingenious hat periscopes, you can reconnoiter dangerous situations with no risk to yourself.

Pulling down on your hat string opens a panel in the top of the hat and extends the periscope upwards. At the same time a small view piece extends downward in front of your right eye.

High-quality mirrors reflect the light gathered at the tip of the periscope down to the viewpiece, allowing you to look over and around obstacles without exposing any your precious anatomy. Better to lose a lens than an eye!

No. HP100 Hat Periscope \$200

Reliability: 19 *Hand:* Two Pairs

Armor *Durability*
 1 10/2

Operation

Due to its narrow field of view, all *Cognition* rolls made when looking through the hat periscope suffer a *-2* modifier. Anyone who uses the hat to shoot around a corner, drive a vehicle, or other complicated task suffers a *-4* modifier to the appropriate Aptitude.

It takes one action to raise the periscope in combat. Targeting the hat requires a called shot with a *-6* modifier, targeting the periscope itself imposes a *-10* modifier.

Malfunctions

Minor Malfunction: Periscope stuck. A Fair (5) *tinkerin'* roll solves the problem.

Major Malfunction: Mirrors out of alignment. All rolls using the hat are at *-4* until the problem is taken care of. This can be fixed with an Onerous (7) *tinkerin'* roll.

Catastrophe: The view piece pokes the wearer in the eye for 2d6 damage. If a wound results, the victim is blinded in that eye until the damage heals.

Smith & Robards

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The Catalog of Wondrous Inventions

Fall/Winter 1876

Mechanical Skeleton

This utilitarian device was originally devised by a doctor in New York City, to help patients suffering from partial paralysis get around. It was less than successful in that function, so he sold the basic design to Smith & Robards. Our ingenious staff improved the design, transforming it into a multi-purpose labor saver.

The mechanical skeleton is a large steel framework into which you strap yourself. The skeleton was painstakingly modeled after actual human anatomy; its bones are tempered steel beams and its muscles are steam pistons. The skeleton's heart is a small, but powerful ghost rock boiler. The incredible S&R mechanical skeleton enhances your own natural strength!

No. MS100 Mechanical Skeleton \$5000

As part of our premiere issue promotion, all mechanical skeletons come with a free copy of *New Science* magazine

No. MS101 Armored Torso \$1200

This option adds armored plates to the central portion of the skeleton, giving the operator some protection.

No. MS102 Chain Saw Mount \$100

This allows the addition of a Smith & Robards chain saw to one arm of the skeleton. The chain saw is mounted on a sliding rail that allows it to be retracted when not in use.

No. MS103 Steam Gatling Mount. \$200

The mount allows the attachment of a steam Gatling to the forearm portion of one arm.

Operation

Operating the mechanical skeleton requires the *drivin': mechanical skeleton* Aptitude. Under normal operating conditions, a Reliability roll is required each hour of operation or whenever an Aptitude roll is called for.

The skeleton increases the operator's *Strength* by two die types. It can lift objects weighing 50 times the user's *Strength* die. If the operator's enhanced *Strength* is greater than a d12, add the modifier to the die type to find the weight of objects that can be lifted.

The steam pistons take longer to react than normal sinew, inflicting a -6 penalty on the user's *Quickness* totals.

The skeleton's long legs increase the driver's *Pace* by 2.

If the driver tries to attack someone with the skeleton, he uses the lower of his *drivin': mechanical skeleton* or *fightin': brawlin'* Aptitudes. Firing a steam Gatling uses *shootin': automatics* as normal.

Malfunctions

Arms/Legs

Minor Malfunction: The steam routing system stutters. The operator must make a Fair (5) *drivin': mechanical skeleton* roll or the gizmo falls down. Getting back up requires an Onerous (7) *drivin'* roll.

Major Malfunction: The machine falls hard, doing 3d6 damage to the operator.

Catastrophe: The skeleton's controls go haywire. The machine thrashes about randomly for 1d6 rounds and then falls over. The operator takes 3d6 damage to a random location each round he is trapped in the machine.

Boiler

Minor Malfunction: Low pressure. The skeleton's *Pace* is halved, *Strength* enhancements are lost, and any steam Gatlings have ROF 3.

Major Malfunction: Pressure lost. Skeleton may not move or fire. It takes 1d6 rounds for pressure to build up again.

Catastrophe: The boiler explodes for 3d20 damage.

Mechanical Skeleton

Durability	Pace	Travel	Fuel	Reliability	Modifier	Hand
30/6	varies	4 mph	40 hours	17	+1	Full House
D20 Roll	Hit Location	Armor	Modifier	Notes		
1-5	Legs	2	-1	Shots from the front hit the operator. Shots from the rear hit the boiler. Roll 1d6 for shots from the side. On a 1-3 the shot hits the operator, on a 4-6 it hits the boiler.		
6-15	Operator/Boiler	0(3)/3*	0/0			
16-18	Arms	2	-1			
19-20	Arms(attachment)	2(?)	-3			
* Normal (Armored Torso) Boiler						

Rocket Boots

There are times when discretion is the better part of valor. Smith & Robards rocket boots allow you to make a hasty exit from nearly any outdoor situation. Simply click your heels together—and you're gone!

Attached to each boot is a powerful rocket charge. The charge is packed in a tube which runs down along the ankle. Striking the boot heels together sets off a percussion cap which ignites the rocket and propels you skyward. Experienced users report traveling distances of as much as 300 yards with few injuries!

Our deluxe boots have a double rocket charge on each boot. When the first charge burns out, the second charge ignites automatically. This allows you to stay aloft for double the time possible with the basic boot.

The air vane helmet is a large padded helmet topped with a large fin resembling a weather vane. It has a clear visor made of Smith & Robards special safety glass to protect your face from flying grit and insects.

Despite its bizarre appearance, the air vane helmet is an extremely useful bit of equipment if you're going to be using the rocket boots. It

serves two important purposes. First, it protects your cranium in the unlikely event of a mishap with your rocket boots (as always, train carefully before using such devices). Second, and more importantly, it channels the air flow past your body and gives a greater amount of control over your direction of flight.

- No. RB100 Rocket Boots \$750
- No. RB101 Deluxe Rocket Boots \$1250
- No. RB102 Rocket charge \$20/pair
- No. RB103 Air Vane Helmet \$400

Reliability: 18 Hand: Straight

Operation

Using rocket boots requires no skill, but actually landing where you want to requires the *flight: rocket boot* Aptitude.

Roll Reliability whenever the boots are activated. Once the rockets light, the character moves at a Pace of 100, with a turn number of 7, for three rounds (six rounds with the deluxe boots). The hero can trade forward motion for altitude at a one-to-one rate—it is possible to travel straight up.

Each round, the flying cowboy must make an Onerous (7) *flight: rocket boot* roll to stay under control. If the character goes out of control, roll 1d6. On a 1–3 the hero loses 1d20 x 5 yards of altitude, on 4–6 he gains this amount. Any remaining movement is spent flying in a random direction determined by a separate d12 roll—read the result as a clock facing with 12 o'clock being straight ahead. If the poor sod hits the ground, he takes the appropriate falling damage.

Roll Reliability whenever the boots take a hard blow, e.g. the character kicks someone or jumps from a height. If the roll is failed, the boots ignite on their own. Roll Reliability again to see if they function correctly.

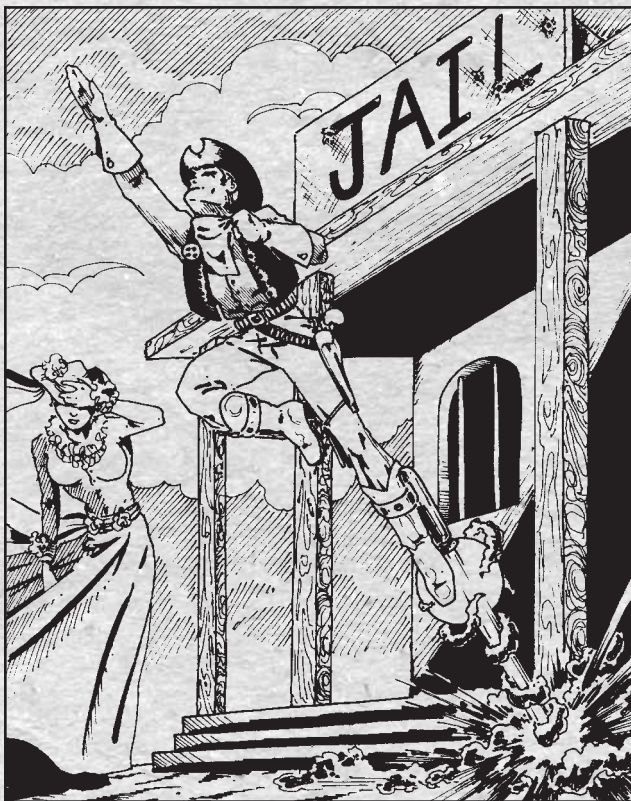
The air vane helmet grants a +2 bonus to all *flight: rocket boot* rolls. The helmet gives the wearer 2 levels of armor on his noggin and has a heavily padded interior—it protects normally against falling and collision damage.

Malfunctions

Minor Malfunction: The boots fail to ignite. Try again on your next action.

Major Malfunction: Your hero is in for a wild ride because only one of his fancy boots actually ignited. Your would-be rocket man's Pace is halved, the turn number becomes 9, and it takes an Incredible (11) *flight: rocket boots* roll to stay under control each turn.

Catastrophe: The boots explode doing 3d8 damage (4d8 if deluxe boots) to each leg.



Miscellaneous Devices

This section of the catalog contains a smattering of other devices which don't fall into any particular category, but are useful nonetheless. Many of these inventions were originally developed for a specific client, but proved so popular we decided to add them to our regular equipment line.

Be sure to check future catalogs for new and exciting offerings in this section. You never know what's going to crop up next!

Ghost Rock Detector

If you are thinking of heading to the Black Hills or the Great Maze to find your fortune in ghost rock, take along a Smith & Robards ghost rock detector. It's guaranteed to save you days of wasted prospecting time and inches of worn boot leather!

The detector works on the simple principle that ghost rock vapor is highly flammable. When you turn the device's crank it takes a sample of the air in the direction it is pointed, compresses it, and then ignites it. If there is a significant amount of ghost rock vapor in the area, a small explosion occurs in the detector's test chamber. As the burnt gas shoots from the chamber, it spins a small fan mounted near the exhaust port. In turn, the spinning fan rings a bell. The more rings you hear, the closer the ghost rock deposit is. To locate the deposit, simply take samples along a number of azimuths and proceed in the direction which produces the most bell rings.

The ghost rock detector's usefulness doesn't end once you've found the Mother Lode, though! It can be used as a safety device in operating ghost rock mines. Simply switch the detector from "find" to "monitor" (lowering the compression rate). If the bell rings when you turn the handle, vapor levels in your mine have reached unsafe levels.

No. GD100 Ghost Rock Detector \$3000

Reliability: 18 Hand: Straight

Operation

Finding a suitable place to use the detector (assuming there is any ghost rock in the area, this is completely up to the Marshal) requires an Incredible (11) *trade: prospectin'* or *science: geology* roll. A failed roll means the prospector



wastes 1d8 hours poking around in the wrong places.

A successful roll brings the prospector to within 100 yards of a likely deposit. The character can now begin using the detector by making *Cognition* rolls against an Onerous (7) TN. Each success and raise on the roll brings the would-be miner 10 yards closer to the ghost rock. Each failed roll takes the prospector 1d4 x 10 yards further away. Each roll, successful or not, represents about 30 minutes of detector work. The character can continue to roll until the ghost rock is found, the detector conks out, or she decides to call it a day.

Malfunctions

Minor Malfunction: The device gives a false reading which takes the prospector 1d8 x 10 yards away from the ghost rock deposit. If used as a monitor, it fails to ring even if vapor levels are dangerously high.

Major Malfunction: The ignition system fails. The detector blows a cloud of unburned ghost rock vapor in the prospector's face. He must make a Hard (9) *Vigor* roll or come down with rock fever.

Catastrophe: Too much compression, the detector explodes doing 3d8 damage to the person holding it. If this happens in a mine filled with ghost rock vapor, it could have disastrous consequences. We'll leave the gory details up to you, Marshal.

Owl Eye Goggles

If you need to move around at night but can't risk being seen, consider purchasing a set of our owl eye goggles. Simply strap on a pair and you can see normally in almost total darkness.

These amazing goggles use a pair of large magnifying lenses attached to parabolic reflectors to collect and amplify the available ambient light. A series of mirrors directs this light to the view piece before your eyes, allowing you to roam through the dark as if you were a creature of the night.

No. OG100 Owl Eye Goggles \$1000

No. OG101 Owl Eye Stalks \$250

This optional attachment mounts the light-gathering portion of the goggles on extendable stalks. These stalks may be extended to a length of 36 inches and allows you to peer over obstacles, around corners, etc.

Reliability: 18 *Hand: Straight*

Operation

Roll Reliability each hour the goggles are in use. When functioning correctly, the goggles negate all lighting penalties as long as there is some available light—they do not work in total darkness.

The goggles have a drawback: there is no way to control the light amplification. This means if the wearer looks at a bright light, it could blind him. Soft light from a candle or campfire is no problem, but the user must make an Onerous (7) *Vigor* roll whenever he looks at anything brighter, like a lantern or nearby muzzle flash. Failure means the hero is blinded for 1d6 rounds (going bust means he's permanently blinded).

The goggles also give the wearer tunnel vision. The hero is -4 to all *Cognition* rolls made to spot things at the edges of his vision.

Malfunctions

Minor Malfunction: The lenses are out of focus, all *Cognition* and shootin' rolls have a -2 modifier.

Major Malfunction: The mirrors have been knocked out of alignment. It's impossible to see anything through the goggles until they have been disassembled and the mirrors re-calibrated. This takes a couple of hours and an Onerous (7) *tinkerin'* roll.

Catastrophe: The lenses are too sharply focused. A hot beam of light burns the hero's eyes. Make a Hard (9) *Vigor* check or be permanently blinded.

Rattler Detector

Smith & Robards rattler detectors are indispensable pieces of equipment for anyone traveling in the Nevada area. These simple yet ingenious devices can be what makes the difference between a safe trip and becoming a meal for a Mojave rattler.

Each detector has a parabolic dish which is placed flat on the ground. The dish collects and amplifies the sound made by a rattler as it burrows through the ground. At the center of the dish is a tuning fork which is sensitive to the characteristic noise of a tunneling rattler. If one approaches within 100 yards, the tuning fork begins to vibrate violently and triggers a wind-up alarm bell.

All you have to do is place the detectors around your camp. You can then sleep well, knowing you will have advance warning of any attack by one of these subterranean terrors.

No. RD100 Rattler Detector \$100

No. RD101 Detector Headset \$100

This accessory is for the intrepid adventurers who hunt these mighty beasts. The headset plugs into a sound tube on the detector and allows the operator to hear what the detector hears. Skilled listeners can pick out the sound of a burrowing rattler long before it trips the alarm.

Reliability: 19 *Hand: Two pairs*

Operation

The Marshal should secretly roll Reliability for each detector when it is placed. If it functions correctly, it automatically detects any Mojave Rattler which moves within 100 yards of it. Detectors may also be triggered by things like a large group of horses (twenty or more), an earth tremor, etc.

The alarm bell is very loud, any sleeping characters can make *Cognition* rolls against a Fair (5) TN to wake up each round that it rings.

Malfunctions

Minor Malfunction: False alarm! One of the detectors goes off for no reason and must be reset.

Major Malfunction: The detector is not working.

Catastrophe: The detector goes off without cause. The tuning fork sends vibrations into the ground which actually attract any rattlers in the vicinity.

Sound Telegraph

Smith & Robards announces the latest breakthrough in the field of electronic and electromagnetic communications. It is now possible to speak to a friend over a mile away, without shouting, and without the need for connecting wires!

Our new sound telegraph uses a series of resonating membranes and sound chambers to amplify the sound of your voice and focus it into a narrow band. This stream of sound is fired at the listening dish of another sound telegraph. The listening dish collects the sound, re-amplifies it, and plays the message for the recipient.

Be one of the first to order this revolutionary new device! Remember this device has no cumbersome wires like the gadget Bell cooked up earlier this year.

No. ST100 Sound Telegraph \$2000

The basic model comes with a handy backpack style carrying case.

No. ST101 Relay Unit \$1500

Extend the range of the basic unit with a relay unit. It amplifies any signals it receives and sends them on to their destination. Positioning a relay unit between two sound telegraphs also allows them to send messages over intervening terrain.

No. ST102 Deluxe Relay Unit \$3000

The deluxe relay unit has four listening/speaking dishes, allowing an equal number of sound telegraphs to be linked to each other. If manned by an operator, the deluxe unit can route messages to individual sound telegraphs.

Reliability: 18 Hand: Flush

Operation

The sound telegraph can send and receive messages a distance of two miles, placing a relay unit between two telegraphs doubles the range. In order to communicate, the two telegraphs must have no intervening terrain or objects between their listening dishes and the dishes must be perfectly aligned with one another.

Aligning two dishes requires a Fair(5) *tinkerin'* roll and about thirty minutes of time. It also requires someone to operate each telegraph. If using a relay unit, one telegraph must be aligned with the relay, then the relay must be aligned with the second telegraph. The cranks used to

position the dish have mechanical counters linked to them which record the exact position of the dish. It is possible to align a telegraph with many other telegraphs and switch between them by cranking the dish to the recorded numbers. If a telegraph is moved, it must go through the lengthy realignment process again.

If the deluxe relay unit is not manned by an operator, it broadcasts its message to all of the telegraphs which are aligned to it (not the most secure means of communication).

The sound telegraph emits a highly-focused beam of sound. Anyone who walks through the beam immediately takes 2d6 Wind, roll hit location normally. If the victim is hit in the head, he must make a Hard (9) *Vigor* roll or be deafened for 1d6 days.

Malfunctions

Minor Malfunction: The dish has slipped out of alignment and the signal is very faint. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: The signal is garbled. Use the telegraph rules from *The Quick & the Dead* or just have fun with it.

Catastrophe: The signal is over-amplified. The telegraph blows apart and everyone within 10 yards takes 3d6 Wind and must make an Onerous (7) *Vigor* check to avoid being deafened for 1d6 hours by the blast of noise. Everyone within 100 yards hears the last message sent.



Spirit Camera

People may scoff at the purpose of this camera, but those who use them know better. Specially coated lenses and a secret chemical mixture in the photographic plates allow the ghost camera to photograph things which can't otherwise be seen.

Whether you believe in ghosts or not, you'll be amazed by pictures taken with this camera. Although mundane objects appear much as they would in a normal photograph, things associated with the spirit world appear in the pictures in vivid color.

The fantastic pictures produced by this camera are dismissed by most as the results of a flaw in the photographic plates. We assure you this is not the case! Of course, if you're ordering one, you probably don't need much convincing. We offer a 10% discount on this device to full-time employees of the *Tombstone Epitaph*!

Order a spirit camera today and discover the wonders of the spirit world around you!

Warning! The possession of a spirit camera is illegal in many states of the US and in all states of the Confederacy.

No. SC100 Spirit Camera \$2500

No. SC101 Spirit Plate \$15

No. SC102 Developing Solution \$20

Spirit plates cannot be developed with standard chemicals. This bottle contains sufficient special solution to develop 20 spirit plates.

Reliability: 16 Hand: Flush

Operation

Taking pictures with the camera requires the *professional: photography* Aptitude. The camera cannot use standard photographic plates. The camera can hold only one plate at a time and this must be removed and developed within an hour of the shot being taken or the picture is ruined.

When loaded with a spirit plate, the camera can photograph the unseen vistas of the spirit world—in color. The mundane objects in the picture appear as in ordinary black and white photos, but spiritual objects appear in brilliant color. Normal people glow with an aura matching their personalities; an angry person may blaze red, an evil character may have a deathly black aura, etc.

Locations associated with a particularly powerful event may also have an aura. The site of Custer's last stand at the Little Big Horn, for instance, has a swirled red and black aura from the death and anger released there. A Harrowed



individual's nature is obvious—his face takes on a death's head look in a spirit camera photo because the manitou is partially visible just beneath the skin. Other spirits and invisible creatures are also visible in the picture. The exact amount of information appearing in the photo should depend on the user's *photography* roll.

Taking a picture with the spirit camera requires a *professional: photography/Spirit* roll against a Hard (9) TN. If the roll is failed, the photographer takes an ordinary black and white picture. If the roll is successful, each raise increases the amount of spiritual energy captured and the accuracy of the information in the plate. The Marshal should make the Reliability rolls for the camera in secret, so the posse never knows whether the picture is accurate or not.

Pinkertons and Texas Rangers try to keep these devices out of civilian hands, and normally confiscate or destroy them on sight.

Malfunctions

Minor Malfunction: The camera takes an ordinary picture.

Major Malfunction: The picture is faulty. The spiritual information in the photo is incorrect, auras may be the wrong color, non-existent spirits appear, actual spirits don't appear, etc.

Catastrophe: The picture is faulty, as above, but with an added twist. Any spirits in the photo were aware of the "spirit photography" and deliberately warped the image to their own ends.

Labor Savers

The wave of new scientific breakthroughs and inventions sweeping the world means more than just faster travel and deadlier weapons, labor-saving devices developed from the new science mean more time to devote to leisure and learning. This can only benefit mankind in the future!

Chain Saw

Now one man can accomplish in seconds what it used to take two men minutes to do. Smith & Robards new revolving-chain saw can top or fell a large tree in seconds.

In place of a fixed blade this revolutionary device mounts individual saw teeth on the links of a chain. A powerful steam-powered rotor rotates the chain around a cutting arm at high speeds. This arrangement can cut through even the hardest wood in the blink of an eye.

No. CS100 Chain Saw \$800

The chain saw comes complete with a backpack sized steam power unit, the saw, and two replacement chains.

No. CS101 Spare Chain Blade \$20

Reliability: 18 Hand: Straight

Operation

The chain saw is connected to its boiler by 20 feet of flexible metal pipe. The backpack-sized boiler is normally setup on the ground for normal logging work. It is possible to run the saw while wearing the boiler, but the user must make a Fair (5) *Vigor* roll each round the saw is in operation or take 1d4 Wind from the intense heat.

The chain saw can be used for its intended purpose, cutting wood, or it can be used as a weapon with the *brawlin'*: *chain saw* Aptitude. The chain saw's slow speed is due to its considerable weight. The chain saw has a defensive bonus of 2.

Malfunctions

Minor Malfunction: The chain breaks but is caught by the saw's protective shield.

Major Malfunction: The chain breaks and flails wildly. The user must make an Incredible (11) *Nimbleness* roll to avoid taking 2d10 damage.

Catastrophe: Steam pack explodes for 3d10 damage.

Flapjack Machine

With the Smith and Robards flapjack machine you can prepare breakfast for a small army, and still have time for a nap before lunch!

Simply light a fire in the base and pour your batter in the top. The machine automatically dispenses the batter onto a rotating griddle. The precision timing device attached to the griddle ensures the flapjacks are cooked perfectly. When they're finished, a mechanical arm deposits up to 30 flapjacks a minute right on your plate!

No. FM100 Flapjack Machine \$1000

Reliability: 18 Hand: Two Pairs

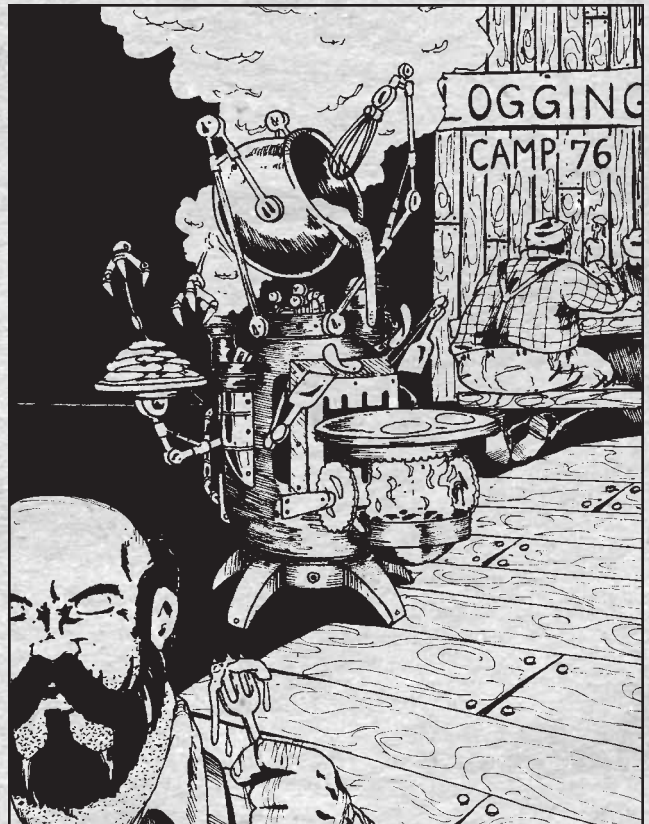
Roll Reliability each time the machine is used.

Malfunctions

Minor Malfunction: Flapjacks are leathery but edible.

Major Malfunction: Have fun scraping the uncooked batter off the walls.

Catastrophe: The machine flings flapjacks off in random directions for 1d6 rounds and then blows apart. This does 2d8 damage to everyone within 10 yards.



Mechanical Mule

Tired of cursing at your pack mule? Replace him with a reliable Smith & Robards mechanical mule!

Our mechanical mules have robust spring-powered motors that can propel them at a steady 4 miles an hour all day long. No more tugging the bridle of a stubborn animal, simply grab the handle on the steering lever and begin walking. The mule follows you immediately!

The mules have built in waterproof cargo containers, as well as a number of convenient steel eyelets for securing external cargo.

Each mule is guaranteed to carry 1000 pounds of cargo. Each mule also has a special rear hitching post so that the reins of another animal can be tied to the mule or the steering lever of another mechanical mule can be attached there. It is possible for one person to lead a string of up to ten mechanical mules in this manner.

No. MM100 Mechanical Mule \$1500

No. MM101 Padded Seat..... \$50

Why walk? This accessory adds a padded seat to the mule's back and reconfigures the controls so the mule can be operated from that position.

Location	Armor	Durability	Mod
Body	2	20/4	0
Legs	2	8	-2

Reliability: 18 *Hand:* Three of a Kind

Operation

Roll Reliability at the start of each trip and whenever an Aptitude roll is called for. Controlling one of these devices requires the *drivin': mechanical mule* Aptitude. If a character has a string of mules, all *drivin'* rolls suffer a -1 penalty for each mule after the first. A mule can travel 8 hours before it must be rewound, this takes 30 minutes.

Mules have a Pace of 10 and cannot run.

Malfunctions

Minor Malfunction: The mule won't budge. Getting it started requires a Fair (5) *tinkerin'* roll.

Major Malfunction: The mule's legs collapse under it. It's not going anywhere without 1d4 hours work and an Onerous (7) *tinkerin'* roll.

Catastrophe: The main spring snaps. Everyone within 5 yards is pelted with pieces of mule and cargo doing 2d6 damage.

Trail Stove

After a long day on a hot and dusty trail the last thing you want to do is spend hours over a hot cooking fire. If you own a Smith & Robards' ghost-rock trail stove you won't have to.

Our stove heats up to cooking temperatures in mere minutes and can accommodate up to three medium pots on its surface. The dial, which controls the vent fans, allows you to regulate the stoves temperature and ensure even cooking.

The trail stove has no visible flame, so it is ideal for those who want a hot meal but don't want the unwanted visitors that come with a visible campfire.

No. TS100 Trail Stove..... \$500

Reliability: 19 *Hand:* Jacks

The stove requires an ounce of ghost rock for fuel each time it is used.

Malfunctions

Minor Malfunction: Dinner is burnt but edible.

Major Malfunction: Dinner resembles charcoal.

Catastrophe: Ghost rock vapors get into food. Everyone eating it must make an Onerous (7) *Vigor* roll or come down with rock fever.



Smith & Robards

Volume 1, Issue 1

The Catalog of Wondrous Inventions

Fall/Winter 1876

Elixirs & Tonics

One of the fields most affected by the new science is chemistry. Great strides have been made in the area of medicines and other tonics. We here at Smith & Robards are committed to bringing our customers the best money can buy. We won't rest until we've tried every conceivable way to make a tonic more potent, safe, and reliable.

This section contains a handy list of all our incredible elixirs, described for the lay person. See the Pharmacist's Info section for information on proper dosage

Choking Gas

Some outlaws will stop at nothing to avoid capture, including using innocent bystanders as shields. Our revolutionary Choking Gas can disable these despicable cowards without causing any permanent harm to their victims.

No. CG100 Choking Gas \$90/dose

Cohesion Coating

This wonder liquid can be used to make objects more resistant to damage. The Cohesion Coating sinks into whatever material it is on and fills in any flaws or cracks in the object, strengthening it and making it harder to break. Use with care though, for the effect is temporary

No. CCI00 Cohesion Coating \$80/dose

Enfeebling Powder

This wonder powder is guaranteed to keep prisoners docile and well-behaved. When mixed with a liquid, the powder makes a libation which robs any who drink it of energy and strength.

No. EPI00 Enfeebling Powder \$20/dose

Greased Lightning Pills

Gunslingers, need an edge in a coming fight? These amazing pills greatly stimulate the nervous system allowing nerve impulses to move at greater than usual speeds. Your gun will be in your hand faster than you can whistle Dixie!

No. GLI00 Greased Lightning Pill \$30/pill

Greek Fire

The secrets of the ancient Greeks have been rediscovered! This incredible liquid burns with a searing flame, destroying all it touches.

No. GF100 Greek Fire \$100/dose

Healing Unguent

You have to see this concoction at work with your own eyes or you won't believe its incredible power. Simply spread the unguent over the wounded area and within minutes the skin will begin to close over the wound!

No. HU100 Healing Unguent \$80/dose

Lethe Water

Named for the mythical river in Hades whose waters caused forgetfulness, Lethe water does just that, and is much more reliable than whiskey! Slip a few drops of this in someone's drink and rest assured he won't remember the next few hours of his life.

No. LW100 Lethe Water \$70/dose

Owl Eye Tonic

See in the dark like a wise old owl. Take a dose of this incredible tonic and never lose your way in the dark again!

No. OEI00 Owl Eye Tonic \$75/dose

Restoration Elixir

If you've got more holes in you than fingers to plug them, you need a good long pull of Smith & Robards Restoration Elixir. It numbs the pain, stops the bleeding, and gets you moving again.

No. REI00 Restoration Elixir \$150/dose

Revitalizing Tonic

Do you feel fatigued, depressed, under the weather? A few swigs of our revitalizing tonic will perk you right up. This amazing tonic increases blood flow and stimulates the nervous system increasing your vim and vigor.

No. RTI00 Revitalizing Tonic \$10/dose

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Revivification Elixir

Don't be caught dead without a dose of this lifesaving elixir, or you'll stay that way! This incredible potion facilitates the movement of electrical charges throughout the body and stimulates the heart, making it possible to breathe life back into a seemingly lifeless corpse. The elixir must be administered within a few minutes of the victim's apparent "death" to be effective.

No. RE100 Revivification Elixir \$2000/dose

Sampson's Elixir

A haircut wouldn't have mattered if Sampson had some of this elixir. This incredible draught invigorates the muscle tissue and fortifies the heart, making incredible feats of strength seem like child's play.

No. SE100 Sampson's Elixir \$60/dose

Slumber Gas

Sometimes it's necessary to subdue a person or animal without harming them. Smith & Robards slumber gas is just the thing for those

situations. Anyone who gets a whiff of this gas falls quickly into a peaceful slumber.

Also available in liquid form. Just drop it in your drink and have a good night's rest.

No. SG100 Slumber Gas \$30/dose

No. SG101 Slumber Liquid \$25/dose

Soul Sight Elixir

Give a dose of this to one of your unbelieving friends and change the way they view the world forever! This incredible concoction increases your sensitivity to the spirit world and allows you to see things you never thought possible.

No. SS100 Soul Sight Elixir \$100/dose

Sure Shot Elixir

Last night's drinking give you the shakes? Steady your hand with a swig of Smith & Robards Sure Shot Elixir.

No. SS100 Sure Shot Elixir \$40/dose

Pharmacist's Information

Choking Gas

Duration: 2d6 rounds

Reliability: 18

Hand: Two pairs

Speed: 1

Effect: A dose of choking gas expands into a cloud 10 yards in diameter when released. Everyone within the cloud suffers a -2 to all rolls. At the beginning of each round, before Quickness rolls are made, everyone within the cloud must make a Hard (9) *Vigor* roll to resist the gas. Anyone who fails takes a -6 modifier to all rolls and 1d6 Wind. Each additional dose in the container increases the cloud's diameter by 5 yards.

Characters affected by the gas must continue to make *Vigor* rolls each round, even if they leave the cloud, until they succeed.

Side Effects

Minor: The modifier for a failed *Vigor* roll is only -4.

Major: A failed *Vigor* roll causes 2d6 damage instead of Wind.

Serious: A failed *Vigor* roll causes 3d6 damage instead of Wind.



Cohesion Coating

Duration: 2 hours

Reliability: 17

Hand: Straight

Speed: 1 round

Effect: Pouring a dose of Cohesion Coating on an object increases its armor level by 1. A single dose will treat an area 4 feet square.

Object's coated with this elixir radiate an eerie glow. This is barely noticeable during the day, but at night it halves any lighting penalties for shots aimed at the object, since it's so much easier to see.

Clothing or skin treated with this potion becomes extremely stiff, reducing the wearer's *Nimbleness* and *Quickness* die types by one each.

Side Effects

Minor: The object glows brightly. This is noticeable during the day, even in bright sunlight. At night, the glow outlines the target and all shots at the radiant object receive a +1 to hit.

Major: The coating damages the object doing 2d6 damage.

Serious: The coating reacts like an acid and actually reduces the object's armor level by 1. If the object has no armor level, it takes 4d6 damage.

Enfeebling Powder

Duration: 4 hours

Reliability: 17

Hand: Straight

Speed: 1

Effect: Anyone who drinks a dose of Enfeebling Powder must make an Incredible (11) *Vigor* roll. If the roll is failed, the victim has his *Vigor* and *Strength* reduced by a die type (minimum d4).

Side Effects

Minor: The powder causes 3d6 Wind.

Major: The powder causes 3d6 damage.

Serious: Oops! The powder has the reverse effect and actually increases the imbiber's *Vigor* and *Strength* by a die type.

Greased Lightning Pills

Duration: 30 minutes



Reliability: 17

Hand: Straight

Speed: 1

Effect: Taking one of these pills increases the character's *Quickness* by a die type.

Side Effects

Minor: The character has trouble handling all the extra speed. All her *Deftness* related skills suffer a -2 modifier.

Major: The hero is too fast for his own good—*Deftness* drops by a die type.

Serious: The user has a bad reaction—*Quickness* drops by a die type.

Greek Fire

Duration: 1-6 rounds

Reliability: 18

Hand: Full House

Speed: 1

Effect: Greek fire can be thrown in a breakable container or it can be poured onto the target. It ignites when exposed to air. Each dose covers an area 10 feet in diameter and burns for 1d6 rounds. Everything within this area is set ablaze and takes 3d12 burning damage each round until the Greek fire burns itself out. Water will not extinguish the fire.

Side Effects

Minor: Fire is extremely smoky. An area double the size of the fire is filled with thick smoke. All shots into or through the area suffer a -4 modifier.

Major: Fire doesn't catch, but does create a large smoke cloud like the one above.

Serious: The acidic mixture has weakened the container. The bottle breaks before it's thrown.



Healing Unguent

Duration: Permanent

Reliability: 17

Hand: 3 of a Kind

Speed: 10 minutes

Effect: Spreading a dose of the unguent over a wound allows the injured character to make an immediate Vigor roll against an Onerous (7) TN. If the roll is successful, the wound level of the injured area is immediately reduced by one. This can be applied after any normal healing due to medical attention. It does not work on the deceased.

Side Effects

Minor: The metabolic effects of the unguent cause 1d6 Wind.

Major: The unguent doesn't work. The injured character must make an Onerous (7) Vigor roll or develop an infection in the treated area.

Serious: The unguent burns the treated area for 3d6 damage.

Lethe Water

Duration: 2d4 hours

Reliability: 18

Hand: Straight

Speed: 1

Effect: Anyone who drinks a dose of this potion loses any memory of the events which occur during its duration. Attempts to recall something which happened during this time require an Incredible (11) Knowledge roll. A successful roll still only reveals disjointed snippets of the past.

Side Effects

Minor: Drinker feels nauseated. Make an Onerous (7) Vigor roll or lose your lunch.

Major: Lessened effect. The drinker can remember events with a Fair (5) Knowledge roll.

Serious: The drinker has a photographic memory for the elixir's duration.

Owl Eye Tonic

Duration: 30 minutes

Reliability: 19

Hand: 3 of a Kind

Speed: 1

Effect: A dose of owl eye tonic allows the imbiber to see in all but total darkness without penalty.

Side Effects

Minor: The character takes 2d6 Wind.

Major: Potion works but vision is fuzzy, all Cognition rolls are at -2.

Serious: The hero has an adverse reaction and is blinded for the potion's duration.

Restoration Elixir

Duration: Permanent (1 hour for pain-killing effect)

Reliability: 17

Hand: Flush

Speed: 10 minutes

Effect: Drinking a dose of restoration elixir allows a

wounded character to make an Onerous (7) *Vigor* roll for each wounded area. A successful roll reduces the wound level for that area by one. The potion also has a powerful painkiller which reduces the wound penalties for all remaining wounds by 2. Does not work on the deceased.

Side Effects

Minor: The elixir's metabolic effects cause 1d6 Wind.

Major: It works, but the hero is in a coma for 1d6 hours.

Serious: The accelerated healing puts stress on the character's heart. The character suffers a heart attack as described on the "Scart Table."

Revitalizing Tonic

Duration: Permanent

Reliability: 18

Hand: Jacks

Speed: 1 round

Effect: Each dose of revitalizing tonic restores 1d6 lost Wind.

Side Effects

Minor: The user is nauseated and -2 to all rolls for 1d6 rounds.

Major: The hero spends the next 1d4 rounds vomiting.

Serious: The user spends 1d6 rounds emptying his innards and takes 2d6 Wind.

Revivification Elixir

Duration: Permanent

Reliability: 16

Hand: Royal Flush

Speed: 1 minute

Effect: The revivification elixir must be administered within five minutes of the victim's death. Once it has been poured down the corpse's throat, those attempting to revive the victim must move his limbs and compress his chest in order to work the elixir through his system. If this is done, the victim must make an Incredible (11) *Vigor* roll. If successful, the elixir heals any fatal wounds by one level each and restores life to the character. A failed roll means a trip to the undertaker's.

Side Effects

Minor: The injured character is alive, but just barely. He remains in a coma for 1d6 days.

Major: The recently deceased is barely clinging to life. An Incredible (11) medicine: surgery roll is needed to keep her

that way.

Serious: The deceased's body revives, but her soul has gone on to a better place. The character is a walking dead.

Sampson's Elixir

Duration: 10 minutes

Reliability: 18

Hand: Full House

Speed: 1

Effect: A dose of Sampson's elixir raises the imbiber's *Strength* by two die types.

Side Effects

Minor: The hero has trouble controlling himself, all *Nimbleness* related skills suffer a -2 modifier.

Major: The character takes 2d6 Wind.

Serious: Character has a bad reaction, *Strength* is reduced by two die types (minimum d4).

Slumber Gas

Duration: 2d6 rounds

Reliability: 18

Hand: Two pairs

Speed: 1 round

Effect: Slumber gas is usually thrown in a breakable container. When released, a dose quickly expands into a cloud roughly 5 yards in diameter and lingers for 2d6 rounds. The Marshal may reduce this time if it's windy. Each additional dose in the container increases the diameter of the cloud by 2 yards.

Anyone caught inside the cloud must make an Onerous (7) *Vigor* check each round or fall into a deep sleep for 1d6 hours. Once asleep, nothing will awaken a character until the gas wears off.

Side Effects

Minor: The sap has a loud coughing fit before sleeping.

Major: The potion has the reverse effect. The intended target is wide awake and has the Keen advantage for the duration.

Serious: The elixir acts as a major stimulant, the target has +2 on all rolls for the potion's duration.

Soul Sight

Duration: 10 minutes

Reliability: 17

Hand: Flush
Speed: 1 round

Effect: Taking a dose of soul sight elixir allows you to see the spiritual energies which surround you. The world appears as it would in a picture taken by a spirit camera.

Side Effects

Minor: User takes 1d6 *Wind*.
Major: The hero can only see spiritual entities, not mundane items.
Serious: Same as the major side effect, but the spirits realize they are being watched.

Sure Shot Elixir

Duration: 30 minutes
Reliability: 17
Hand: Two Pairs
Speed: 1 round
Effect: A dose of Sure Shot Elixir gives the user a +2 bonus to all *Deftness* related skills.



Side Effects

Minor: The elixir causes slurred speech. All Aptitudes requiring speech suffer a -2 modifier.
Major: The elixir increases *Deftness* by slowing the character down. The hero's *Quickness* drops by a die type.
Serious: The hero has a bad reaction and gets the shakes. All *Deftness* related skills suffer a -4 penalty.

Ghost Rock

Smith & Robards can fill all your ghost rock requirements. We receive shipments of ghost rock from the Great Maze daily. A portion is used in our production facilities, but, at the request of many customers who do not have access to local supplies of the substance, we have begun processing and selling ghost rock. Smith & Robards is now one of the largest ghost rock clearinghouses in the world.

One of the innovations of which we are most proud is our ghost rock fuel cores. Raw, unprocessed ghost rock nuggets burn hot, but slow. This is fine for stationary devices which must run for long periods of time, but it does not deliver the power needed for many of our high-performance vehicles like the auto-gyro or steam velocipede.

Ghost rock fuel cores were invented to solve this problem. They are constructed from pulverized ghost rock which is poured into a cylindrical mold with a special glue of our devising. Once the cylinder has hardened, it is removed from the mold and drilled lengthwise. Small, upward-slanting holes are drilled at various points around the cylinder.

When burned in a properly drafted firebox, fuel cores burn at twice the rate, and more importantly, twice the temperature, of raw ghost rock. Only fireboxes constructed of ghost steel can withstand this awesome heat.

Couple this heat with the performance of a Smith & Robards ghost steel boiler and you'll have all the power you need.

No. GR100 Ghost rock nuggets \$100/lb.

Ghost rock in its raw form. Useful for experimentation and the production of ghost steel.

No. GR101 Ghost rock fuel core \$120/lb.

These are specially constructed cylinders of pure ghost rock. Each cylinder has been cored and perforated to provide optimal airflow through the rock. All Smith & Robards boilers

are designed to use a standard one-pound core.

No. GR102 Processed & powdered ghost rock . . . \$150/lb.

Spend less time over your crucible and more time experimenting. Smith & Robards' processed and powdered ghost rock is just the thing for the alchemist in a hurry.

Ghost Rock Boilers

Are you working on a new device which requires the power that only steam can provide, but don't feel like building a boiler yourself? You are in luck. Smith & Robards is pleased to unveil its new line of boilers and accessories for the scientist on a schedule.

Building a steam powerplant is child's play for most inventors, but as many of you have discovered, this can often be the most expensive and time-consuming part of the construction process. Now, you can simply order the appropriate-sized boiler from us and connect it to your creation when it arrives.

All Smith & Robards boilers are constructed from the highest grade ghost steel, allowing us to build them to more exacting tolerances than conventional boilers. This increases performance and raises the steam pressures at which these boilers may be safely operated.

This translates into a considerable savings in size and weight. The reduced leakage and higher pressures allow operation at full power for extended periods with a water supply half that of a conventional boiler of equal power.

It is this high power-to-weight ratio which makes possible many of our more spectacular devices like the auto-gyro.

All Smith & Robards boilers use ghost rock as their primary fuel. Use S&R fuel cores for optimal performance. Unprocessed ghost rock may be used, but airflow through the firebox must be increased to maintain performance. This doubles fuel consumption. Other fuels may be used, but are not recommended.

Boilers

All boilers come with the attachments needed to power two steam pistons. All but the smallest model have a pressure valve fitting which allows the attachment of steam-powered accessories such as the steam Gatling.

No. GB100 Mini-boiler \$250



When space or weight is at a premium, this is your choice. This backpack sized unit is used to power our chainsaw and steam velocipede.

No. GB101 Small Boiler \$500

This powerful little unit gives you a lot of steam for your dollar. It provides power for our auto-gyro and mechanical skeleton.

No. GB102 Medium Boiler \$1000

This model is the workhorse of our line and provides enough power for most typical applications. It is used in our steam wagons, air carriage, and small ships.

No. GB103 Large Boiler \$2000

The large boiler is most commonly employed in large vehicles like steam locomotives and steamships.

No. GB104 Giant Boiler \$5000

This gargantuan boiler provides enough heat and steam for nearly any application. A pair of these enormous devices power the entire S&R compound with energy to spare!

No. GB105 Steam Pipe \$10/20 feet

Steam from all Smith & Robards boilers should be routed with this ghost steel pipe. Conventional copper tubing may rupture under the high pressures generated by our boilers. Purchase 100 feet of pipe and get a GB106 package free!

No. GB106 Steam Fittings \$20

This package contains a wide assortment of couplings and other steam fittings you will need

Weapons & Accessories

The world is a dangerous place and it only seems to be getting worse with each passing year. We here at Smith & Robards are committed to providing our valued customers with the quality weaponry they need to survive in such an environment. All weapons which appear in these pages have gone through rigorous field-testing and are some of the finest implements of destruction to be found anywhere.

AP Ammunition

There used to be a time when a man could get by with any old ammunition he picked up at the general store. Those times are gone, my friend! With the advent of the new science, armor-plated vehicles (not to mention people) are becoming more common.

Smith & Robards now produces a line of armor-piercing ammunition for nearly every conceivable caliber of weapon—be it a handgun or an artillery piece! These bullets are guaranteed to pierce armor that would stop an ordinary bullet, or your money back!

This remarkable penetrating power is made possible by manufacturing the rounds from the highest grade ghost steel and mating them with high powered cartridge and powder loads. Due to the stresses caused by these powerful charges, we recommend you only use this ammunition in weapons which are in good repair.

To save wear and tear on our customers' weapons these deadly rounds are jacketed in a softer metal such as copper or iron.

- No. SA100 Pistol rounds \$1/round
- No. SA101 Rifle rounds \$2/round
- No. LC100 6 pounder \$50/solid
\$100/fused
- No. LC101 10 pounder \$65/solid
\$125/fused
- No. LC101 12 pounder \$75/solid
\$150/fused

Hand: Two pairs Reliability: 19

Operation

Armor-piercing ammo lowers the effective armor level of any cover or armor it strikes by one. The drawback to armor-piercing ammo is it does one die less damage against organic targets. A Peacemaker for instance, would do 2d6 damage against a person, but 3d6 damage against an auto-gyro.

General Note: Using AP ammo with one of the weapons listed in this book raises the unique problem of using multiple gizmos at once.

Generally speaking, this isn't a good idea.

In this case, roll Reliability for the weapon first. If it malfunctions, the ammo's Reliability is probably moot.

If the weapon is working correctly, roll Reliability for each round fired (not just the one's which hit). It's easiest to just roll a whole handful of d20s (one for each round), and randomly assigning any malfunctions which come up.

Malfunctions

Minor Malfunction: The bullet fails to reduce the armor level.

Major Malfunction: If the bullet strikes anything with armor level 1 or better, it shatters on impact and does no damage.

Catastrophe: The powerful powder load destroys the gun firing it. The gun explodes doing its basic damage to the user.



Acid Gun

The acid gun is for those who need the cleansing burn of flame but don't want to deal with putting out all the fires started by our revolutionary flamethrower.

This incredible device uses pressurized air to propel a thin stream of concentrated acid up to 15 yards. The acid immediately dissolves anything it comes in contact with!

One of the desirable features of this truly amazing weapon is anyone with a basic knowledge of chemistry can easily create new ammunition for it. The weapon's supply of pressurized air is easily replenished with a built-in pump.

No. AG100 Acid Gun. \$2500

No. AG101 Acid Refill. \$20

Operation

Firing the acid gun requires the Aptitude *shootin'*: *acid gun*. The weapon has a maximum range of 15 yards.

The gun's acid damage lingers for a few rounds. The target takes damage at the beginning of each round after being hit, but the damage die drops by one type. If the target has access to water, every canteen full of water poured on the affected area lowers the damage die type by one. If the target can be fully immersed in water, this stops all remaining damage.

The acid gun has an additional effect when fired at inanimate things. Roll damage even if the acid was not strong enough to penetrate the target's armor. If the acid does 15 points of damage or better, lower the target's armor level by one at the affected location.

If a shot misses the target and any bystanders in the vicinity, use the artillery deviation rules to determine where the shot lands. It leaves a 2' diameter puddle of acid which lingers for one round. Anyone stepping in the puddle takes 1d10 damage to their feet.

Anyone with access to a chemistry set can make new ammo for the gun with a Fair (5) *science: chemistry* roll.

Malfunctions

Minor Malfunction: Air pressure lost, gun may not fire. Each action spent pumping air restores one shot to the gun.

Major Malfunction: The air reservoir seals dissolve. The gun may not fire until these components have been replaced and the reservoir has been pumped full of air again.

Catastrophe: Acid tank ruptures. The user is showered with 1d10 shots of acid, doing full damage.

Air Guns

These guns are much more powerful than the air rifle you might buy your child for Christmas (see our Children's Gift catalog). Smith and Robards Super Seal system uses much higher air pressure which allows the weapons to fire .22 caliber bullets at impressive velocities.

Air guns are great for target shooting indoors or whenever loud noise might have unwanted side effects!

The guns may also fire our specially made syringe darts. Ideal for administering sedatives to wild animals or unruly patients.

Each gun comes complete with a hand powered air pump for refilling the gun's air reservoir.

No. AG100 Air Pistol \$300

No. AG101 Air Rifle. \$500

No. AG103 .22 caliber air pellets. \$10/1000

No. AG104 Syringe Dart. \$1

Operation

Air guns are fired just like other guns. Hearing the sound of an air gun firing requires a Foolproof (3) *Cognition* roll. The TN to hear the shot increases by 2 for every 5 yards between the gun and the listener. The Marshal should increase the TN if there is a lot of other noise that may cover the sound of the shot.

Syringe darts are used to administer elixirs to unwilling targets. Each dart can hold a single dose of any elixir which comes in liquid form.

When firing darts halve the weapon's range increment. Darts cause 1 point of Wind damage when they hit, in addition to any elixir effects. Recovered darts may be reused.

Recharging an empty air reservoir requires one action per shot restored.

Malfunctions

Minor Malfunction: Air pressure lost, the gun may not fire. Each action spent pumping air into the reservoir restores one shot to the gun.

Major Malfunction: A badly sealed chamber lets off a weak shot. If the pellet hits, it does only half damage. Syringe darts don't hit hard enough to administer the full dose, lower the elixir's reliability by 4.

Catastrophe: The air reservoir ruptures releasing all stored shots. The gun may not fire until the reservoir is replaced or patched.

Electrostatic Gun

If you need to defend yourself, but don't believe in killing, or you need to take someone in alive, look no further! The electrostatic stunner is the weapon for you!

A favorite of bounty hunters across the American West and beyond, this amazing gadget generates hundreds of millions of volts of static electricity and unleashes them at your adversary. The resulting disruption to your target's nervous system will reduce him to a quivering mass at your feet.

The electrostatic gun is extremely versatile because you control the size of the charge delivered to the target. The longer you pump the charging handle, the higher the stored voltage. You also never run out of ammo!

No. ES100 Electrostatic Stunner \$1500

No. ES101 Electrostatic Capacitor \$40

Operation

This weapon requires the *shootin'*: *electrostatic gun* Aptitude.



Before the weapon can be fired it must be charged with static electricity. This is accomplished by pumping the charging handle. The gun releases all of its stored energy in a single shot, so it must be recharged after each shot. Each pump of the handle requires a single action and a Reliability roll.

The capacitors in the stunner don't hold a charge very well. Stored charges dissipate at the rate of one die every five rounds. The maximum charge the capacitors can hold is six pumps.

Metallic armor will not protect against the effects of the stunner. Other armor is ignored only if the target is wet.

The stunner has no effect against mechanical devices, inanimate objects, or creatures which are immune to normal Wind damage, like the Harrowed.

Malfunctions

Minor Malfunction: The stored charge bleeds off. The character's hair stands on end, but he otherwise suffers no ill effects.

Major Malfunction: The weapon discharges into the user, doing half damage.

Catastrophe: The weapon burns out. The user takes full damage from the stored charge and the weapon may not be fired again until its capacitor is replaced.

Electrostatic Blades

We've been able to adapt our stunner technology to a line of high-quality cutting blades.

Available in saber and knife models, these electrostatic blades can be used as lethal weapons or to simply subdue your opponent. The choice is up to you! These amazing weapons allow you to damage targets in armor you might not otherwise be able to penetrate.

No. EB100 Electrostatic Knife \$400

No. EB101 Electrostatic Saber \$800

No. ES101 Electrostatic Capacitor \$40

Operation

The electrostatic blades work in the same manner as the electrostatic gun. In melee, the attacker may choose to attack normally, doing full damage, or strike with the flat of the blade and cause only the electrical Wind damage.

Metallic armor will not protect against the effects of these blades. Other armor is ignored only if the target is wet.

These weapons use the same malfunction table as the electrostatic gun, lose stored charges at the same rate, and have a six-pump maximum.

Flamethrower

The perfect weapon for those who lack a steady hand! When fired, the flamethrower blankets the entire area before the user in a sheet of flame.

Unlike the crude devices manufactured by Confederate arsenals, Smith & Robards' flamethrowers give users total control over the intensity and duration of their shots. This is accomplished via our special Select-a-Shot dial which precisely regulates the amount of fuel released with each shot.

Our new muzzle choke device allows you to apply your flame more discriminately by narrowing the width of the flame cone. This is ideal when using the weapon in cramped quarters.

Our weapons are less bulky and achieve a higher flame temperature by using ghost rock vapors, rather than methane, as fuel. For easy refills, buy a Smith & Robards vapor collector.

No. FT100 Flamethrower	\$3500
No. FT101 Muzzle Choke	\$200
No. FT102 Vapor Collector	\$500



Operation

The flamethrower has a maximum range of 20 yards. The weapon fires a cone of flame 2 inches wide at the flamethrower's muzzle and 3 yards wide at the maximum range. The attacker rolls his *shootin': flamethrower* Aptitude against all targets in this area. Anyone hit by the flame takes 1d12 x the number of shots fired in damage. Damage drops by a die beyond ten yards.

Each time the trigger is depressed, the weapon fires 1 to 6 shots. The exact number is determined by the user via the Select-a-Shot dial. Changing the stiff dial setting in combat requires one action. A few mad scientists have developed a version of the *quick draw* skill instead. If made, the dial can be set and the weapon fired in one action.

The muzzle choke narrows the flame cone down to a stream roughly 6 inches wide and 20 yards long. Targets within this stream are attacked normally, but because the flame is more concentrated, the weapon does an extra die of damage to any targets that happen to be within 10 yards, and normal damage beyond that. The user can spend an action to switch the choke between narrow and wide stream modes.

The vapor collector is a small burner unit which uses a standard one pound ghost rock core to generate the vapor needed for the flamethrower. A single core generates enough vapor for 3 full tanks. It takes about two hours to generate a full tank of vapor. The collector has a Reliability of 19.

Users of S&R flamethrowers often come down with rock fever due to their frequent exposure to ghost rock vapor.

Malfunxions

Minor Malfunction: The selector dial malfunctions. Roll 1d6 each time the weapon is fired to determine the number of shots in a burst. A Fair (5) *tinkerin'* roll corrects the problem.

Major Malfunction: The trigger jams. Roll 1d6. On a 1-3 the weapon won't fire, on a 4-6 the weapon won't stop firing. An Onerous (7) *tinkerin'* remedies the situation.

Catastrophe: All that's left are some smokin' boots. The flamethrower's wearer takes 1d12 times the number of shots remaining in the tank as damage. The shape of the tank tends to channel the blast upwards, so damage from the blast diminishes by 2 dice for every 5 yards distance.

Vapor Collector

Minor Malfunction: Collection reservoir has a small leak. 1d10 shots are lost.

Major Malfunction: Reservoir has a major leak. 1d20 shots are lost and anyone within 10 yards of the collector must make an Onerous (7) *Vigor* roll to avoid contracting rock fever.

Catastrophe: The vapor ignites. Treat this as if the flamethrower had exploded. Roll 1d20 to determine the number of shots in the collector at the time of the explosion.

Gatling Weapons

Gatling Pistol

Many models of spring-powered, rotating barrel pistols are on the market these days, but Smith & Robards' is the best. Smith & Robards' pistols are more reliable and our latest model can be quickly reloaded using our new Speedy-Change Barrel.

- No. GP100 Gatling Pistol \$1000
- No. GP101 Speedy-Change Barrel \$150

Operation

Use the Gatling pistol rules in the *Deadlands* main book.

The Speedy-Change barrel system allows the user to snap off the empty barrels with a flick of a lever and quickly replace them with loaded ones. This normally takes 3 actions, one to remove the empty barrel assembly, one to snap on loaded barrels, and one to wind the mechanism. A successful *speed load: Gatling pistol* reduces this to two actions—attaching the barrel and winding the mechanism are a single action.



Malfunctions

Minor Malfunction: The Speedy-Change barrel unlatches and falls off. It takes one action to reattach.

Major Malfunction: The weapon jams. A Fair (5) *tinkerin'* roll fixes the problem.

Catastrophe: Hope you've got a backup. The pistol unleashes all of its remaining shots in a spasm of destruction (treat as one long burst) and then falls apart.

Gatling Rifle

Our line of Gatling pistols proved so popular we decided to see if we could have equal success with a rifle based on the same principles of design. It seems our engineers were up to the challenge!

This new revolving-chamber rifle gives a single man the firepower equivalency of an entire squad. It has four chambers that revolve around a central solid barrel. As one fires, another passes through the spring-loaded magazine and is automatically loaded with a fresh round.

Even more revolutionary is the fact that the clockwork mechanism which turns the chamber is not located in the rifle itself, but in each individual magazine! This means no time lost winding a spring in combat. Simply slap a new magazine in and blaze away.

- No. GR100 Gatling Rifle \$3000
- No. GR101 Clockwork Magazine. \$200

Operation

Firing the Gatling rifle requires the *shootin': automatics* Aptitude. It fires three round bursts just like the Gatling gun.

It takes one action to reload a Gatling rifle if a loaded and wound magazine is available. An empty magazine can be reloaded at the rate of one round an action. Once it has been loaded, the clockwork mechanism must be wound, requiring 1 action for every six shots in the magazine.

Malfunctions

Minor Malfunction: The weapon jams. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: Chamber gear linkage stripped. The weapon may not be fired until the chamber is replaced. May not be fixed in combat.

Catastrophe: The chamber breaks loose under the stress of firing. It flies back and smacks the user in the face, causing 4d8 damage (this includes the extra dice for a head hit).

Gatling Shotgun

Once the Gatling rifle proved feasible, there was only one logical choice for the next project, a Gatling shotgun!

This proved quite a challenge because the flimsy cardboard shotgun cartridges would crush easily and jam the mechanism, causing one malfunction after another.

This problem was solved by our ingenious new belt-feed system. The shotgun shells are loaded into a circular metal link belt which drops into the weapon's receiver. A clockwork mechanism in the weapon's stock operates the firing action and feeds the belt through the chamber for as long as the trigger is depressed.

No. GS100 Gatling Shotgun \$4000

No. GS101 Cartridge Belt \$100

Operation

Firing the Gatling shotgun requires the *shootin': automatics* Aptitude.

It takes two actions to reload a Gatling shotgun, one to remove the empty belt and another to slap a fresh belt in. Once the gun is loaded, the clockwork mechanism must be wound, requiring 1 action for every 5 shots in the belt.

Some shootists have tried clipping multiple belts together to increase the gun's ammo supply. This works, but the weight of the oversized belts is greater than the clockwork mechanism was designed to handle; the weapon's Reliability is reduced by one for each additional belt.

Malfunctions

Minor Malfunction: The weapon jams. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: Belt misfeed. The belt wedges in the chamber and requires a Hard (9) *tinkerin'* roll to break loose.

Catastrophe: Misalignment. The belt feed is off and the shell doesn't align with the chamber. The gun explodes, doing 6d6 damage to the user.

Steam Gatling

The steam Gatling is one of our hottest items. Military and civilian organizations the world over have found many applications for this device.

The steam Gatling uses high pressure steam to turn a small fan blade attached to the gun's rotating mechanism. This allows the gun's barrels to rotate much faster than traditionally cranking by hand.

The steam Gatling must be attached to a source of pressurized steam to operate.

Warning: This weapon discharges a steady stream of steam while in use. To avoid burns or heat stroke, always use in a well-ventilated area.

No. SG100 Steam Gatling \$5000

Operation

Firing the steam Gatling requires the *shootin': automatics* Aptitude. The weapon may fire up to six shots in a round in two three-round bursts. Use the standard automatic fire rules.

If the steam Gatling is fired continuously for three rounds or more, a cloud of steam forms around it. This obscures vision and imposes a -2 penalty to hit the gunner and for the gunner to hit his targets. If it's a windy day, the gun doesn't fire for a round, or if it's on a moving vehicle, the cloud disperses.

Malfunctions

Minor Malfunction: The weapon jams. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: The trigger jams. Roll 1d6. On a 1-3 the weapon won't fire, on a 4-6 the weapon won't stop firing. An Onerous (7) *tinkerin'* roll remedies the situation.

Catastrophe: Steam fittings burst. The gunner is bathed in steam doing 2d10 damage each round for 1d6 rounds. The gun may no longer fire.



Rifle Cane

Many towns have posted signs prohibiting the carrying of firearms within town limits. The Smith and Robards rifle cane allows you to appear to be unarmed while you are actually carrying a powerful single-shot rifle. The shaft of the cane conceals the barrel of the rifle. A stud in the handle of the cane fires the weapon. The head of the cane swings open, cocking the weapon and allowing a fresh round to be placed in the chamber.

Don't be caught unprepared! Buy a Smith & Robards rifle cane today. Bat Masterson did!

No. RC100 Rifle Cane \$150

Operation

The *shootin': rifle* Aptitude is used to fire the rifle cane. It uses standard .44-40 ammo and takes one action to reload. Because it lacks sights and can't safely be brought to the shoulder to aim, all shots from the rifle cane suffer a *-2 hip shootin'* modifier.

The Marshal should secretly check Reliability whenever the cane is used as a club in hand-to-hand combat. If a malfunction is rolled the result is applied to the next t time the weapon is fired. The cane has a DB of 2.



Malfunctions

Minor Malfunction: The weapon fails to fire. Try again.

Major Malfunction: The recoil damages the hinges on the cane handle. The weapon may no longer be fired safely (any further malfunctions are treated as a catastrophe). An Onerous (7) *tinkerin'* roll is needed to fix the damage.

Catastrophe: Recoil blows the head of the cane off, doing 3d6 damage to the user's arm. You now have a very expensive club.

Silencer Glove

There are times when any kind of noise can attract unwanted attention. This handy little device allows you to fire a handgun in complete silence.

Initially developed by an inventor in Dodge City, Smith & Robards has improved and refined the original design substantially. This heavy glove slides over your pistol and gun hand and then is closed tightly around your wrist with a drawstring.

Inside the glove, the pistol barrel slides into a series of baffles that absorb the noise of its discharge but allows the bullet to pass unhindered. The gun can be fired in a crowded room with no one the wiser.

No. SG100 Silencer Glove \$250

No. SG101 Replacment Baffles. \$20

Reliability: 19 *Hand: 3 of a Kind*

Operation

Noticing a shot fired from within a silencer glove requires an Onerous (7) *Cognition* roll. The TN increases by 1 for every 5 yards of range between the gun and the listener. The Marshal should increase the TN if there is background noise to cover the sound of the shot, a noisy saloon, for instance, would raise the base TN to Incredible (11).

The glove also eliminates most of the gun's muzzle flash.

Malfunctions

Minor Malfunction: The baffles are worn. The shot is louder than normal, lower the TN to hear the shot to 5.

Major Malfunction: The baffles give out. The noise of the shot is not reduced a bit. The glove's baffles must be replaced.

Catastrophe: The gun barrel slips inside the glove and shoots the metal baffles, causing the bullet to ricochet back into the user.

Telescopic Sights

Long popular with sharpshooters on both sides of the Mason-Dixon line (as well as buffalo hunters everywhere), telescopic sights allow you to deal with unwanted visitors at extremely long range. Smith & Robards' new line of telescopic sights give unparalleled accuracy and clarity, even at extreme range.

The lenses in each sight are precision ground to exacting tolerances by highly skilled craftsmen. These new lenses have made it possible to manufacture wide aperture sights for use on pistols.

Owl eye versions of each sight are available at triple the cost. These incredible inventions allow you to find your target in all but the darkest night by using over-sized lenses to collect and focus all available light. These sights are not suitable for daytime use.

Each sight comes with complete instructions for installation or, for a \$50 fee you can send your weapon here and our experienced armorers will install the sight and calibrate it. As an added bonus, your weapon will be inspected and cleaned at no extra charge.

No. TS100 2x Sight	\$150
No. TS101 4x Sight	\$250
No. TS102 8x Sight	\$500
No. TS103-105 Replacement lenses ...	10% of sight price.
No. TS106-108 Owl Eye Sights	3 x basic sight
No. TS109 Lens Cleaning Kit	\$25

Reliability: 19

Hand: Jacks

Operation

Telescopic sights allow you to target distant targets with greater precision. Each doubling of scope power adds 10 (5 for pistol sights) to the weapon's range increment. This means that the 2x sight adds 10, the 4x sight 20, and the 8x sight adds 30.

It is necessary to spend at least one action drawing a bead to gain this bonus. Any shot taken with a scope equipped weapon without drawing a bead uses the weapon's normal range increment and also suffers the *-2 hip shootin'* modifier.



Installing a scope requires a Fair (5) *tinkerin'* roll. It must also be sighted in, this requires a Fair (5) *shootin':Knowledge* roll and the expenditure of 10-20 bullets.

Make a Reliability check each time the weapon is fired, even if the scope was not used. You should also check whenever the weapon suffers a sudden shock.

The owl eye scopes allow the shooter to ignore all lighting penalties to hit as long as the shot is not taken in complete darkness.

Since they amplify intense light just as well as weak light, these sights suffer the same drawback as owl eye goggles (see page 74) when it come to bright light. They may not be used at all on sunny days.

Owl eye sights are much more complex than regular sights and have a Reliability of 17.

Malfunctions

Minor Malfunction: The scope is out of focus. All shots using the scope suffer a *-2* penalty. A Fair (5) *tinkerin'* roll fixes the problem.

Major Malfunction: Scope knocked out of alignment. All shots using the scope suffer a *-4* penalty until the scope is sighted in again.

Catastrophe: Lens shatters. The scope is unusable until the lens is replaced. If the user was looking through the scope at the time, he takes 2d4 damage to his eye. If a wound is caused, the victim is blind in that eye until the damage is healed.

Vapor Cannons

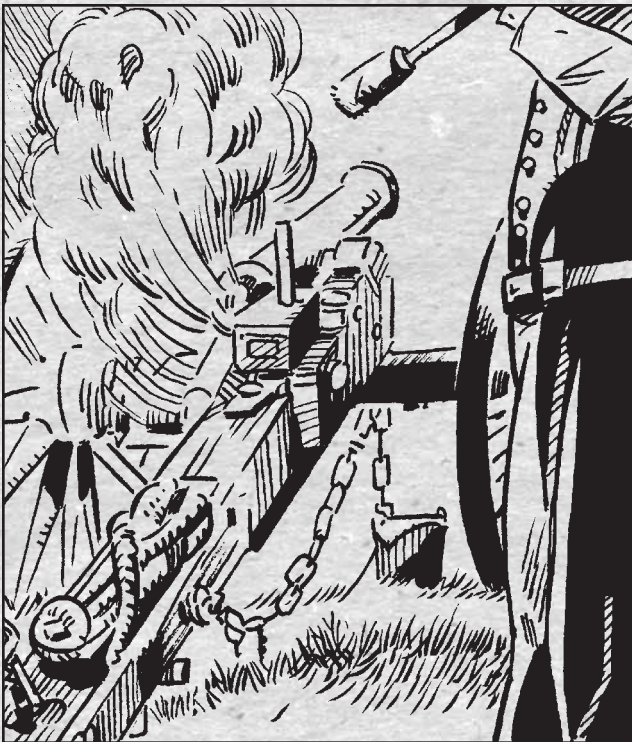
Always striving to remain at the forefront of military technology, Smith & Robards introduces our revolutionary new vapor cannons!

Unlike conventional artillery pieces which use gunpowder to propel their shells, vapor cannons use volatile ghost rock vapor as a propellant. The incredible power of ghost rock vapor extends the range and penetrating power of all existing models of cannon. All vapor cannons are modern rifled breech-loaders.

Each cannon is equipped with a ghost rock heater and vapor collection unit. The heater drives the vapor out of the ghost rock into the collection unit, where it is pressurized. A small amount of the vapor is injected into the cannon for firing.

Smith & Robards new cannons are equipped with the vapor ignition system, and we can refit existing cannons with the system. All cannons submitted for a refit are thoroughly inspected for signs of corrosion, wear, and casting imperfections. For safety reasons, cannons failing this inspection must be rejected. The power of the vapor system has been known to rupture flawed weapons.

The unprecedented power of these new cannons can often cause them to recoil violently.



To alleviate this problem, we've developed a revolutionary new gun carriage which absorbs much of the recoil with powerful springs.

All new vapor cannons include a set of vapor masks for the crew at no additional charge!

No. VC100 6 Pounder \$5000

No. VC101 10 Pounder \$6000

No. VC102 12 Pounder \$7000

No. VC103 Deluxe Recoil System \$500

No. VC109 Cannon Refurbishing 10% of the cost of a new cannon.

Operation

A vapor cannon differs from a standard cannon of the same type in the following ways: the range increment is increased by 50, solid and canister shot fired from the cannon are considered to be armor piercing ammo which negates *one* level of armor, crew size is reduced by one (the cannon is much easier to load and fire), and the gun becomes a breech-loader.

Vapor cannons require a chunk of ghost rock to provide the vapors. The shots listed for each cannon is the number of shots that the vapor collection unit can extract from a standard one-pound Smith & Robards ghost rock core. Halve this number if using unprocessed ghost rock.

Vapor cannons make an eerie wailing noise when fired. A Fair (5) *guts* check is required for the unprepared the first time this noise is heard.

Refurbished cannons have a Reliability of 16.

The area around an active vapor cannon is saturated with ghost rock fumes. Unprotected crewmen are subject to contracting "ghost rock fever" as described in *The Quick & the Dead*.

Malfunctions

Minor Malfunction: The chamber leaks and the trapped vapor escapes. Nothing happens when you pull the lanyard. The gun must be readied for firing again.

Major Malfunction: The chamber is overcharged with vapor. The cannon recoils violently and rolls backward. Anyone standing behind it must make an Onerous (7) *Nimbleness* roll to avoid being run down. Those who don't get out of the way take 3d6 damage from the rampaging gun carriage. Ignore this malfunction if the gun is equipped with the deluxe recoil system.

Catastrophe: The gun's chamber bursts causing 3d20 damage. If the cannon was loaded with an explosive shell, there is a 50/50 chance that this goes off also. Anyone who survives the blast must make an Onerous (7) *Vigor* roll or contract ghost rock fever.

Smith & Robards

Volume 1, Issue 1

The Catalog of Wondrous Inventions

Fall/Winter 1876

Master Weapons Chart

Weapon	Shots	Speed	ROF	Range	Damage	Reliability	Hand
Acid gun	15	2	1	5	2d10	18	3 of a kind
Air Guns						19	Two pairs
Pistol	6	1	1	10	2d4		
Rifle	10	2	1	20	4d4		
Chain Saw		2	1		STR+2d10	18	Straight
Electrostatic Weapons							
Stunner	Infinite	1	1	3	1d4	18	Flush
Knife		1	1		wind/pump STR+1d6+1d4	18	3 of a kind
Saber		1	1		wind/pump STR+2d8+1d4		
Flamethrower	30	1	1-6	20(max)	wind/pump 1d12/shot	19	Straight
Gatling							
Pistol	12	1	3	10	3d6	19	3 of a kind
Rifle	30	1	3	20	4d8	16	Straight
Shotgun	15	1	2	10	2d6+4d6	15	Straight
Hat gun	6	1	1	3	3d6	18	3 of a kind
Leverage Bow	1	2	1	15	STR*+1d8	18	3 of a kind
Rifle Cane	1	1	1	20	3d8	19	Two pairs
Shooting Knife	1	1	1	3	3d6	19	Two pairs
Steam Gatling	90	1	6	20	3d8		
Vapor Cannons						17	3 of a kind
6 pounder	BL	3	1	150	5d12*		
12 pounder	BL	4	3	250	4d20*		* Armor piercing
10 pounder	BL	4	3	350	5d20*		

to attach your new boiler to your latest creation.

No. GB107 Auto-feed Firebox. 10% of boiler cost

All S&R boilers may be equipped with an autofeeding firebox. As long as the attached hopper contains fuel, the firebox automatically loads more as needed. The boiler must be checked periodically to avoid ash build up.

If you enjoyed perusing our catalog, you will love our new quarterly magazine. *New Science* is the technical journal of the unorthodox inventor. Each issue contains numerous scholarly articles on a wide variety of topics, from airships to zoology. You're sure to find information and techniques which you can apply to your own creations.

For a year's subscription (\$60), order item SR2.

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THE MARSHALS



SECRETS



MARSHAL: 100



CHAPTER SEVEN: SECRETS OF S&R



Okay, you've seen the public face of Smith & Robards. Now it's time to take a tour of their operation and see what's going on behind the scenes.

DR. JACOB SMITH

Jacob Smith was born and raised south of the Mason-Dixon Line in Charleston, South Carolina. He quit school when he was 15 to work with his father on the docks and supplement his family's meager income. He discovered he had a knack for building and fixing things and his services were soon in high demand among the port's shipbuilders.

When war came to South Carolina, Smith had a small, but busy, shop on the waterfront from which he sold all types of ship's gear—much of which he had designed himself. Uninterested in politics, Smith simply paid the bounty needed to avoid the draft and continued puttering around his workshop.

In 1863 he began to dream of inventions beyond his understanding. He attempted to recreate these devices in his waking hours but had no success. His failures tormented him and he came to the conclusion that he lacked the education needed to bring his dreams to life. In 1865, Smith gathered his life savings, bought passage on a blockade runner leaving Charleston, and made his way to Massachusetts, where he enrolled at the newly opened

Massachusetts Institute of Technology.

Smith devoured the information provided by his professors but was still unable to give life to his visions. Then, in his final year at the university, he took a course taught by Professor Pennell entitled, "Instinctive Inventing." Pennell was an outcast among the MIT faculty because of his unorthodox views and methods. He taught Smith to listen to his inner voice and use intuition to solve design problems—even when conventional wisdom seemed to contradict this voice.

Smith's talent blossomed under Pennell's tutelage and the devices of his dreams soon became reality. His teacher told him tales of the inventors gathering in California to study the wonder substance known as ghost rock and encouraged him to join them.

Smith packed his bags once again and booked passage back to his home in South Carolina—he wished to visit his aging parents before setting off across the continent. While in Charleston making arrangements to sell his shop, Smith was approached by a Texas Ranger with an intriguing proposition. The ranger offered him a well-funded position at a government research facility in exchange for the use of some of his talent for the war effort. He accepted the offer and you know the rest of the story.

Smith's experiences at Roswell have turned him against the Confederate government. He refuses to have any dealings with them and will





not allow the company to accept any contracts which might have anything to do with the Confederate military.

Despite his experiences, Smith maintains a cheerful optimism that things can only get better. He foresees a Utopian future in which all of humanity's problems are solved through science. He's actually quite fanatical in this belief and anyone broaching the subject had best have their afternoon free, because Smith is more than happy to expound his views at length.

Smith is in his mid-40s but looks older. His absent-minded demeanor makes him appear perpetually befuddled.

SIR CLIFTON ROBARDS

Robards is also a man of humble beginnings. He was born the son of a poor merchant in Norfolk, England. When he inherited his father's business in 1843, he was only a few pence away from being hauled off to debtor's prison. Displaying his uncanny knack for finances, he quickly turned the failing business into a growing concern.

In the following years, Robards made a small fortune supplying equipment and provisions to Her Majesty's forces in India and elsewhere. Although his wealth allowed him to move in

better circles, the respect he sought eluded him. Determined to gain respectability, he threw lavish affairs and cultivated contacts amongst influential British peers. His efforts eventually paid off, and in 1859 he was knighted for his services to the Crown.

Unfortunately for Robards, this failed to have the effect he had hoped for. Although his title earned him the respect of those he had trodden on while climbing the social ladder, those on his rung and above still snubbed him as one of the "nouveau-riche."

Robards had always been a bit of a tinkerer—some of his more successful inventions had helped revitalize his father's ailing company—and read many of the scientific journals on a regular basis. When he learned of the events in California and some of the amazing things that were being created there, he saw dollar (actually, pound Sterling) signs. He booked passage for America immediately, in the hopes that acquiring an even greater fortune would eventually win the respect of those he considered his peers (even if precious few of them actually returned the favor).

Upon arriving in California, Robards spoke with many of the inventors there, looking for the one who seemed likely to strike it big. He didn't have to look too far. Eventually, he ran across Smith.

Jacob Smith and his group seemed driven and organized (as much as mad scientists can be), and more importantly, had already created a number of popular gizmos. Robards gained Smith's trust and pitched his idea of creating a laboratory which developed new creations for public sale. Smith enthusiastically agreed and the rest is history.

Despite Smith & Robards phenomenal success, Robards is unsatisfied with the wealth he has acquired and craves more. He takes no action without first considering its profit potential. He has even gone as far as accepting contracts from the Confederate government—a fact he keeps well-hidden from his partner. Robards' greed will eventually clash with Smith's idealism and the resulting confrontation could fracture their partnership.

Robards is a dashing man in his mid-50s. To casual acquaintances he appears eloquent and charming, but to those who know him well his devotion to Mammon—the personification of greed—is evident. Only Smith's preoccupation with his work and his generally poor people skills have kept him from seeing this dark side of his partner.



A MEETING WITH DR. HELLSTROMME

Both Smith and Robards were eager to meet Dr. Hellstromme when they arrived in Salt Lake City. Word of his amazing work had reached the Great Maze and the two inventors had many questions for the famous scientist.

Unfortunately, the answers were not to their liking. Smith, having heard stories about Hellstromme's mechanical men, was extremely interested in their workings. Hellstromme was less than truthful on the matter, but even his partial answers were enough to confirm Smith's fears that some sort of ghoulish necromancy was involved in their construction.

Smith has wanted nothing to do with Hellstromme since that time. Robards, although somewhat shocked by Hellstromme's revelations, was still interested in reaching some sort of business arrangement with him. In the face of Smith's flat refusal to deal with the doctor on any terms, Robards eventually abandoned the idea.

Hellstromme is a firm believer in the saying, "If you're not for me you're against me," and has never missed an opportunity to sabotage the two inventors' work. The saboteur who damaged the S&R factory was employed by the doctor.

WORKING FOR S & R

Smith & Robards is continuing to expand its business and is constantly in need of skilled inventors and mechanics. Although it eats up much of their valuable time, both Smith and Robards personally interview all job applicants. They are both determined to prevent another incident like the one which destroyed much of their factory (although for different reasons, Smith doesn't want anyone else to get hurt, Robards has nightmares about how expensive such an event could be).

APPLYING FOR A JOB

If one of your heroes wishes to apply for a job with Smith & Robards, she must travel to Salt Lake City and apply in person at the Smith & Robards offices there. Inventors must supply working versions of three original designs for review (minimum difficulty of Three of a Kind or better). Mechanics must pass a test in the showroom's repair shop (requires a Hard (9) *tinkerin'* roll).

If these requirements are met, the applicant is given an appointment to meet with the head honchos for an interview. This appointment is always scheduled for three weeks after the job seeker's application is first accepted.

During those three weeks the Pinkertons (under contract by Smith & Robards) check their files to see if they have any dirt on the applicant and contact field agents to see what they can find. Even if the Pinkertons dig up something damning, the hero still gets an interview, Robards wants to be sure she's not working for a competitor, and the best way to find that out is to pick the applicant's brain in person.

THE INTERVIEW

Robards has devised a rather ingenious method for interviewing prospective employees. The interviewee is given a quick tour of the facility. Near the end of the tour the group lingers in the foundry portion of the factory near the steel furnaces. After some small talk—during which time everyone takes a few Wind from the heat—the applicant is ushered up to Robards' office for the formal interview.

Once in the office, refreshments are served and the interview begins. Robards apologizes, but explains that due to past events the applicant must be hooked to a lie-detecting device for the duration of the interview. A large, ominous-looking contraption is wheeled in and attached to various parts of the applicant's anatomy. Smith and Robards then grill the poor soul



Job	Production	R&D
Inventor	\$50/month x highest <i>science</i> Aptitude	\$75/month x highest <i>science</i> Aptitude
Mechanic	\$15/month x <i>tinkerin'</i>	\$25/month x <i>tinkerin'</i>





about her skills and background. If the Pinkerton check discovered anything, the job seeker is confronted with it.

What the hero doesn't know is that the lie-detector is a fake. Its only purpose is to distract and unnerve the interviewee so they don't notice the effects of the truth elixir which was in the lemonade they were served. The elixir has the effect of making it extremely difficult for the person to lie convincingly (-5 to all *bluff* and *persuasion* rolls). The elixir has a Reliability of 19.

If the interview goes well and the scientists are convinced the hero has nothing to hide, she is offered a job.

THE JOB

Most new employees begin in the production department assembling customer orders. If they do well there and are sufficiently skilled (*science* or *tinkerin'* better than 5), they are eventually moved to the research and development department. This is where the cutting-edge stuff takes place.

Employees can live in quarters in the S&R compound or they can live in Salt Lake City and take the train to work each day. Employees working on important or sensitive projects are often required to live within the compound.



THE GREAT RAIL WARS

The coming of the railroads has been a boon to S&R in many ways. The constant feuding between the railroads has increased the demand for many of their products, and their new links with the East have opened up many new markets to them.

It's not all good news, though. Smith & Robards have gained a number of new enemies, primarily due to their purchase of the Denver Pacific railroad. Still, if that's the price of progress, they seem more than willing to cough it up.

THE DENVER PACIFIC

Publicly, Robards touts the acquisition of the Denver Pacific railroad as a move to better serve Smith & Robards' customers.

Of course, there's more to it than that.

Although better service was certainly a consideration, Robards' primary reason for buying the Denver Pacific was to slow down the westward progress of the other railroads. When the DP expanded, its rail crews laid line through the best routes available, all through Colorado and beyond. Any railroads attempting to build through the central portion of the country must now build around the DP rails and work their way slowly through more rugged (even hazardous) country.

Robards wants to slow the other railroads because he is not all that keen on the idea of the transcontinental railroad being completed any time soon. Once the line is finished, inventors on the East coast will have access to a cheap and plentiful supply of ghost rock. Robards is afraid that once this happens, a horde of competitors will spring up in the more heavily capitalized East—he's especially worried about Colt and some of the other weapons companies which already have large factories in place and ready to roll—and cut deeply into S&R's profits.

Robards plans to do all he can to slow the progress toward California (short of an all-out rail war; there's no profit in it as far as he can see), and buy time for the company to grow and eventually dominate the market. Once the company seems financially secure (which may never happen in his greedy mind), he plans to complete the line from Virginia City to the City of Lost Angels and sell the railroad to the highest bidder.





THE OTHER RAILROADS

Robards' actions haven't gone over particularly well with the other major railroads, especially Wasatch, Union Blue, and Black River—the three most directly affected by the Denver Pacific expansion. And the rail barons aren't the kind of folks to put up with something they don't care for.

Once they realized the implications of Denver Pacific's sudden building frenzy, both Wasatch and Black River began a campaign to stop the company's work crews. Union Blue took a more hands-off attitude.

Robards ignored the loss of the first few crews, but as workers became harder and more expensive to find, he decided to take direct action. Smith & Robards forces retaliated in a manner which made headlines across the country.

FIRE BOMBING DES MOINES

Robards decided to send a warning to all those who thought he could be intimidated. He dispatched a group of company ornithopters to attack the Wasatch freight yard outside of Des Moines. Each ornithopter carried a rack of specially made bombs. Each bomb consisted of an inner shell filled with ghost rock vapor. Around this was an outer shell filled with pitch. The bomb's fuse ignites the vapor, shattering the outer shell and showering the surrounding area with flaming pitch.

The ornithopters, covered in black canvas for this mission, flew silently over the freight yard one moonless night and dropped their load. The resulting explosions and fires turned the yard into a raging inferno and cost Wasatch hundreds of thousands of dollars in lost locomotives, rolling stock, and cargo. A few days later, photographs of the raid, taken with Epitaph cameras, appeared on the desks of Mina Devlin and Dr. Hellstromme. A note reading, "Back off," accompanied the pictures.

The number of attacks against DP crews dropped off dramatically in the following months and have remained relatively low since.

Once tempers on both sides had cooled down, Black River and Wasatch both agreed to link rails with the Denver Pacific. Smith & Robards benefited by being able to transfer cargo to the other railroads. Both Devlin and Hellstromme saw it as an opportunity to make some money off of a bad situation and as an easy way to slip an occasional raiding train onto the DP tracks.

UNION BLUE

Smith & Robards' relations with Union Blue have been a bit more cordial. Chamberlain has made a number of offers to buy the Denver Pacific from Smith & Robards, but he's been turned down flat every time.

When offers of cash don't work, Chamberlain has tried to appeal to the two owners' senses of patriotism. Unfortunately, Smith defers to Robards in all business matters, and Robards is a Brit (although it's unlikely patriotism would be able to overcome his greed in any event).

Still, Union Blue has cut deals to link its rails with those of Denver Pacific. Rather than transfer cargo from one company's trains to the other, the two railroads allow the others' trains to ride their rails. This has been profitable for both companies. Smith & Robards can make direct deliveries to Chicago and Union Blue can run passenger service all the way to Virginia City.

FORT 51

Smith & Robards relations with the Union are a bit more cordial than with the Confederacy. Not long after the Denver Pacific began its expansion, the US government approached the company about building a spur to the research facility at Fort 51. The fort's remote location made it easy to keep would-be spies away, but made it difficult to keep the facility supplied.

Smith was reluctant at first because of his experiences at Roswell. He didn't want to be a party to anything similar to the Hell he had left behind. Smith was allowed to tour the facilities at Fort 51, and satisfied with the conditions there, gave his approval to the project. The spur was completed in record time and the Denver Pacific now runs regular supply trains to the fort.

The spur off the main DP line is guarded by small outposts built along its length and manned by Union soldiers. Only Union Blue and Denver Pacific trains are allowed on this section of track. Any unauthorized trains are immediately engaged by the outposts' artillery.

SUBMISSION REVIEW

On a Red Joker, the invention is automatically bought by Smith. On a Black Joker, the invention is automatically rejected, but Robards puts an R&D team to work on a similar project immediately.





THE COMPOUND

Smith & Robards maintains a large, walled factory and laboratory upon a plateau high in the Wasatch Mountains. The facility is heavily guarded, the wall is studded with manned watchtowers equipped with steam Gatlings and light artillery.

The aboveground portion of the compound houses the administrative offices, living quarters, shipping warehouses, and the steelworks. An extensive network of underground bunkers houses the research and development laboratories and workshops.

After the unfortunate incident with the saboteur, it was decided to store the majority of the company's ghost rock reserves off-site. The ghost rock is kept nearby in well-ventilated caverns. Each morning a train transports the ghost rock needed for the day's work from the caverns to the compound.

Dr. Hellstromme had already laid claim to the richest ghost rock deposits in the area prior to Smith & Robards' arrival. The company has since tapped out most of the easily accessible ghost rock and is now importing much of their supply from the Maze. Giant airships with triple air bags lift huge bins of the substance over the Sierra Nevadas to the DP railhead in Virginia City. From there, it's hauled by train to the compound.

Most of the Smith & Robards staff live in the compound. Those that don't live in Salt Lake City and take one of the many trains which pass through the city on the way to the compound's freight yard to work.

The facility's freight and shipping area is a constant hub of activity. Air carriages, auto-gyros, and DP trains come and go at all hours of the day, carrying the latest breakthroughs in new science to eager customers.

GIZMOS IN YOUR GAME

Okay, Marshal, the posse's got their mitts on a copy of Smith & Robards and they're drooling worse than a rabid coyote, what are you gonna do? Unless you want your posse to become nigh unto gods, it's important to keep a tight reign on the availability of new gizmos in campaign. Just because some doodad is listed in the catalog doesn't mean your heroes can run out to the general store and pick one up.

That's one of the reasons for the detailed shipping rules in the previous chapter. Having a gizmo shipped to the posse's location should be an expensive and risky proposition. There's a

decent chance the posse may never see their package. This is not meant to be unfair to the players, just to reflect the fact that the Weird West is a dangerous place and a lot can happen between point A and point B. If the posse wants something badly enough, they'll have to pay their money and take their chances or travel out of their way to Salt Lake City.

There are, of course, other sources for obtaining gizmos—a general store may have an item or two, or the posse may encounter a traveling scientist. The appearance of these sources is entirely up to you as the Marshal. Unless you want to run a high-powered campaign, the gadgets obtained from these sources should be costly and of inferior quality to an equivalent Smith & Robard's item.

KEEP EM POOR

One of the best ways to keep your posse's arsenal within reasonable limits is to keep your heroes poor. The easiest way to do this is to keep the financial rewards of the posse's adventures in line with the times. Many of the basic goods and services listed in the rulebook may seem cheap, but keep in mind that a cavalry private only made \$14 a month and the reward offered for Billy the Kid in 1880 was only \$500. It should take the posse a while to save up for that \$15,000 air carriage. The important thing is to start out stingy, you can always make up for it later. Poses get real surly if you start starving them after they've been on the gravy train.

One of the techniques we've found helps keep track of funds is to pilfer some fake money from an old board game and use that to keep track of the player's money. Players don't often keep up with their expenses because it's such a pain in the keister to constantly update the money on the character sheet. Using physical money makes this much easier and is actually a lot of fun. Some *Deadlands* groups even use replica Civil War era bills when they play.

NEW GIZMOS

What if there is an inventor in the posse? The burden of keeping player scientists in line falls squarely on your shoulders, Marshal. We deliberately wrote the invention rules as a set of rough guidelines, rather than a more rigid point-based system, to aid you in this regard. Since there are no hard and fast rules, it prevents the players who want to build Armageddon-in-a-box





type gizmos from being able to point at their books and say, "but if I use widget X, I get a +10 to all my rolls."

The power (or lack thereof) of mad science in your campaign is entirely up to you. When it comes down to what is and isn't possible, *THE MARSHAL'S WORD IS LAW*. If any of your players are inclined to argue, feel free to show them this paragraph.

That having been said, you should try to place reasonable limits on inventor characters without completely hamstringing them. The two easiest ways to keep them in line is to pay attention to theory and materials.

The rules say an inventor must concoct a theory before devising a blueprint. Enforce this. The theory doesn't necessarily have to actually work in the real world, but it should have some sort of internal logic to it (twisted though it may be). What works and what doesn't is entirely up to you.

GHOST ROCK

Don't fall for the old "ghost rock ploy." Yes, ghost rock can be used for many things, but it can't do everything. Merely invoking its name should not guarantee a theory works. Only let players use it when appropriate and don't forget that ghost rock sells for \$100 a pound.

So, what *can* ghost rock do? Pretty much everything which Dr. Gould mentioned in the intro. Ghost steel is a primary component of many gizmos. Its incredible strength and light weight are what make possible such things as steam-powered auto-gyros, spring-powered ornithopters, and bullet-proof vests. When used in elixirs, it can have a wide variety of effects, some mundane, others mystical—exactly what's possible is up to you.

Of course, Gould had a few things wrong. The white swirls in the rock *are* trapped souls, and the wailing sound heard when ghost rock is burned *is* the sound of them howling in torment. How the souls got there and what happens to them when the rock is burned is our little secret. It's all part of what we're leading up to in '98, and telling you now would spoil the surprise.

COMPONENTS

Once an inventor has a theory and a blueprint, it's time to assemble the gizmo. The scientist is going to need components to build her gadget, and these cost money. Be reasonable, especially if the gizmo in question is a vital part

of the adventure, but don't let McGuyver build a steam wagon out of an empty tequila bottle and a piece of twine. The quest for missing components can often turn into an adventure of its own.

When it comes time to determine an invention's game stats, make the mad scientist's player do the work. You've got enough to do keeping track of all the extras, the adventure plot, the other posse members' actions, etc. Just be sure to look over the finished gizmo before it's let loose in your world and feel free to veto or modify anything which seems too powerful.

SEPARATE GIZMOS

Don't let mad scientists build "Swiss Army Knife" gizmos. Look at any proposed devices which have multiple functions and see if they can be divided up into separate inventions. If a player wants to build his own air carriage, fine, but all the air carriage should do is take off, fly around, and land. Steam gatlings, bomb sights, power rope ladders, steam winches, spotlights, etc. are all nice additions, but each is its own separate device which must be bought or built separately.

RUNNING GADGETS

One way or the other, the posse will eventually get its paws on some "new science." That's fine, as long as it's not abused. If a player gets out of hand and starts ruining the fun, make the Reliability rules work for you. The ratings listed for the various gadgets are for a device fresh off the workbench. If a gizmo is not well maintained or sees a lot of wear and tear, feel free to call for additional Reliability checks, or better yet, modify the device's Reliability downward.

On the other hand, if everyone's having fun and playing within the spirit of the rules, cut the posse some slack if a routine check calls for the group's new steam wagon to become a smoking crater.

Lastly, the malfunctions listed for each gizmo are merely suggestions. If something better springs to mind, go with it! We've just provided them so you've got something to fall back on to keep the action moving if you draw a blank. If you think rocket boots ought to send a player spiralling into a nearby ravine, go with it.

And remember the cardinal rule of gizmos. When in doubt, blow it up!





DELIVERIES

We told those trusting players all they needed to know about getting goods delivered in Chapter 5. Below are the costs for those deliveries, and how likely it is some mishap will occur. The Mishap Table itself is back in the ordering information since most folks are well aware of the hazards of shipping goods across the Weird West.

Draw one card for every 100 miles of delivery distance.

If the driver is engaged in combat at the delivery site, Smith & Robards charges a \$2000 hazard fee.

Rush delivery costs twice the listed amount and doubles the travel speed.

DIRECT DELIVERY

Method	Cost	Speed	Mishap
Auto-gyro	\$3/mile	240 miles/day	Joker
Air crane	\$5/mile	160 miles/day	Joker
Self-transport	\$2/mile	varies	Joker

RAIL FROM SALT LAKE CITY

Location	Time (days)	Cost (%of bill)	Mishap
Denver	1	3%	Joker
Dodge	3	3%	Joker
Virginia City	2	3%	Joker
Deadwood	7+1d6	8%	Queen or better
Dallas	7+1d4	8%	Queen or better
Tombstone	8+1d6	10%	Jack or better
Chicago	5+1d4	5%	Ace or Joker
New Orleans	5+1d4	5%	Queen or better
Santa Fe	7+1d6	8%	Jack or better

MAD SCIENCE?

The Dementia Table in the Deadlands rule book was a good starting point on the road to insanity, but eventually you may want a little more variety in your madness stew.

Use the Research Mishap Table whenever your mad scientist draws a Joker during the blueprint creation phase of constructing a new gizmo. You still use the standard Dementia Table in the *Deadlands* rulebook for when you get a 7 on the Research Mishap Table, but you can ignore it otherwise.

RESEARCH MISHAP TABLE

Roll	Effect
2	Twice As Bad! Roll twice on this table. Ignore this result if you get it again.
3	Item Possession. A malevolent spirit inhabits the device. Draw a card to determine its Spirit. The spirit can operate the device and will try to cause as much mayhem as possible. Whenever someone is using the device, the spirit must win a contested Spirit roll against the user if it wishes to control the device.
4	Hexed. The owner of this device gains the Bad Luck hindrance.
5	Mind Altering. Whenever the device malfunctions, the user sees glimpses of "things man was not meant to know." The user must make an Onerous(7) Spirit roll or gain a dementia(7) from the Dementia Table.
6	Flaw. The gizmo has a flaw of some sort. Roll on the Flawed Gizmos Table on the next page.
7	Go Crazy! Inventor gains a dementia. Roll on the Dementia Table
8	Minor Flaw. Reduce the device's reliability by 1.
9	Prized Possession. The spirits instill the owner with uncontrollable paranoia about the device. He believes everyone wants to possess it and interprets any interest in the device in the worst possible way.
10	Haunted. The owner of the device is haunted by a malevolent spirit. See page 217 of the Deadlands rulebook for details.
11	Spectacular Malfunctions. Don't roll on the normal Malfunction Table for this device. Roll 1d10. On a 1-8 the device has a Major Malfunction, on a 9-10 it has a Catastrophic Malfunction.
12	User Possession. Each time the device malfunctions, the user must make an opposed Spirit roll vs. a manitou. Draw a card to determine the manitou's Spirit. If the manitou wins, it takes control of the user's body for 3d20 minutes. After that, it leaves, never to be heard from again (unless you'd like otherwise!).





FLAWED GIZMOS

There are two ways for your posse's gizmos to develop a flaw. The first is by being referred here by the Research Mishap Table.

The second way occurs whenever your posse orders a gizmo from Smith & Robards. If you feel like giving a very powerful item a flaw, do it. If you'd rather let fate decide, use the following rule. Draw a card for every gizmo. If you get a Joker, the item has a flaw of some sort. Draw another card on the table below. If the item suffers a mishap during delivery, a draw of a Joker or any Deuce causes a flaw.



Draw	Result
Deuce	Double Bad! Draw two more cards,
Three	Quirky. The item has a minor quirk which does not significantly affect its operation but can be an annoyance (a steam wagon smokes heavily when started, an ornithopter's main spring is stiff and takes longer to wind, etc).
Four	Imperfection. The device has a flaw which has a minor impact on its operation (a gun has loose sights which constantly drift out of alignment (-2 to hit), a steam wagon has a weak suspension (-2 to all drivin' rolls)).
Five	Minor Flaw. The device's flaw lowers its Reliability (-2) under certain conditions (badly sealed rocket boots which tend to malfunction when wet).
Six	Major Flaw. The flaw has a major impact on the item's operation. This can be a -4 to all related skill rolls or something incredibly inconvenient such as a submersible with a number of small leaks that require periodic bailing.
Seven	Fritzy. The item's Reliability drops sharply (-4) under certain conditions (an electrostatic blade fails when the weather is humid).
Eight	Spectacular Malfunctions. Don't roll on the normal Malfunction Table. Roll 1d10 instead. 1-2 the device has a Minor Malfunction, 3-8 is a Major Malfunction, and 9-10 is a

Nine	Catastrophe. Cantankerous. The device always seems to conk out at the worst time. The Marshal may pay a blue chip to make the device malfunction at any time. Roll severity as normal.
Ten	Prized Possession. The spirits instill the owner with uncontrollable paranoia about the device. He believes everyone wants to possess the device and interprets any interest in the gizmo in the worst way.
Jack	Hexed. The owner of this device gains the bad luck Hindrance.
Queen	Spiritual Magnet. The item has a supernatural aura that attracts the denizens of the spirit world. Draw a card each play session. If the card is a Jack or better, the device's owner has some sort of brush with the supernatural that session. If the card is red, the encounter is benign but unnerving. If the suit is black, the spirit harbors malicious intent against the hero.
King	Mind Warping. The device is attuned to the Hunting Grounds. Whenever it malfunctions, the user sees glimpses of "things man was not meant to know." She must make an Onerous (7) Spirit roll or gain a dementia from the Dementia Table
Ace	Item Possession. A malevolent manitou is extraordinarily attracted to the gizmo. Draw a card to determine its Spirit. The spirit can sometimes control the wielder of the gizmo. Every time it is used, the manitou attempts a contested Spirit roll against the user. If it wins, it controls the user and his device for a number of minutes equal to the amount it won the Spirit roll by.
Joker	User Possession. The warped nature of the item allows denizens of the Hunting Grounds to use it as a portal. Each time the device malfunctions, the user must make an opposed Spirit roll vs. a manitou. Draw a card to determine the manitou's Spirit. If the manitou wins, it takes control of the user's body for 3d20 minutes.



THE CRUCIBLE



MARSHAL 110



THE CRUCIBLE

A ROCKY ADVENTURE



Want a good frontier recipe for trouble? Mix up equal parts intrigue, treason, and jealousy. Add two parts downright pettiness. Heat to boiling and watch everything blow to Hell.

THE STORY SO FAR

This tale's roots can be traced to Richmond, Virginia. Specifically, to Jefferson Davis' office. Davis had read yet another report detailing the latest Flying Buffalo raid along the Ghost Trail, and he didn't like what he saw.

The intrepid soldiers used their amazing rocket packs to destroy an entire ghost-rock caravan by dropping bombs on the wagons from overhead. Davis decided something must be done, but the build-up for the upcoming November offensive in the East was consuming what little reserves the Confederacy had left. He summoned his trusted assistant Tyrus Harkrader and ordered him to look into the matter personally.

HARKRADER'S PLAN

Harkrader doesn't know the CSA president is a monster. He's fairly sure Davis isn't the same man he was a decade ago, but that suits the evil Harkrader just fine.

Tyrus maintains a personal spy network throughout the USA and CSA. Its purpose is to unearth threats to his boss—other information the spies uncover is purely incidental.

Harkrader was given a generous budget and free reign to deal with the Flying Buffalo problem. The only option not available to him was a military solution—the Confederacy simply couldn't spare the troops.

Instead, he decided to attack the Buffaloes' main supply line: the Denver Pacific Railroad. The DP was contracted a while back to supply the flying soldiers at Fort 51.

Having served a number of political masters, Harkrader is very familiar with the maxim, "The enemy of my enemy is my friend." And so, he contacted Mina Devlin, the owner of the Black River Railroad, with a deliciously evil proposition.

BLACK RIVER ANTICIPATION

Mina, anxiously watching Bayou Vermillion's progress in the south, was eager for any plan which might hurt DP and make it easier for her railroad to progress westward. Harkrader offered money and some toys from the Confederate arsenal. Black River would in return use these to raid the Denver Pacific line leading to Fort 51.

Mina sent her best gang, the Wichita Witches, to handle the situation. As his part of the bargain, Harkrader sent a steam tank (and later some digging machines) from Roswell to the area. This unholy group has been ranging up and down the DP tracks in northern Nevada, waylaying trains and generally being a bigger nuisance than a Mojave rattler at a square dance.



THE CRUCIBLE



In response, the garrisons of the small outposts along the spur to Fort 51 have been scouring the countryside for the bandits. So far they have had little success. The few encounters the troops have had with the Witches have been on the receiving end of an ambush.

The troops at Fort 51 have begun to feel the pinch, but the commander of the Flying Buffaloes, Captain Kyle, is reluctant to send his men north to deal with the threat. They are currently having tremendous success against the Rebels along the Ghost Trail, and Kyle wants to keep up the pressure.

A week prior to the beginning of the adventure, Harkrader sent word to the Wichita Witches to wipe out Fort Clark. If the assault is successful, the Flying Buffaloes will be forced to halt their operations against the Ghost Trail.

Now, the Witches have placed Fort Clark under siege. They hope to destroy the depleted garrison quickly, before help can arrive. The fort's gizmo technician, Dr. Roberts, is one of Harkrader's spies and plans to sabotage things from within.

PLAN B

Mina Devlin didn't get where she is today by trusting her business associates. She doesn't want to take any unnecessary losses, and she doesn't trust Harkrader's pet scientist to do the job, so she put together a backup plan.

Mina sent word to her Witches that one of their own would be on the next train reaching Fort Clark. They were to ensure it couldn't leave, but make sure the passengers got into the fort.

She then contacted one of her most trusted Witches, Ginny Hickson, and told her to be on the next train to Fort Clark. She'd have a package of help aboard with her.

THE ROCK DEVIL

Mina's care package is an abomination cooked up from some passages she found in an ancient tome. This "rock devil" is a sculpture carved from a single piece of ghost rock. An amulet is made from the same piece of ghost rock, and a ceremony is held in which a human sacrifice is made over the statue. The soul of this person is absorbed by the rocks. This life force animates the statue and binds it to the amulet's wearer.

The resulting creature is smart, tough, and mean. The purified ghost rock of which it is constructed gives the beast an insatiable appetite for human souls. Anyone who falls to its claws will be spending eternity in its rock-hard belly.



THE CRUCIBLE

The rock devil looks like a statue of a large, wingless gargoyle. When first animated, it is jet black. As it claims victims and feeds upon their souls, the tormented spirits appear as white, swirling images just below the thing's skin.

The devil obeys two things, the wearer of the amulet and its thirst for human souls. It's a malicious beast. Given a choice, it likes to play with its food. It may take days or even weeks to torment its victim before it succumbs to its hunger and finishes its prey.

PROFILE

Corporeal: D:3d8 N:2d10 S:3d12+2 Q:4d8 V:3d10
Climbin' 3d10, fightin': claws 5d10, sneak 4d10
Mental: C:3d8, K:2d6, M:3d6, Sm:2d8, Sp: 3d8
Search 3d8, trackin' 4d8, overawe 4d6
Size: 6

Terror: 9

Special Abilities:

Armor: 2

Claws: STR + 1d8

Soul Absorption: It eats the souls of its victims. It has access to their memories and can even speak in their voices.

Shadow Walk: It can move instantly (by using one action) from one shadow to another within its line of sight by making a Fair (5) *Spirit* roll. The shadow must be large enough to cover the creature. It's possible to trap the thing in a brightly lit area.

Fire Sensitivity: As the creature is made of ghost rock, it's sensitive to fire. Fire damage that penetrates its armor is doubled.

Coup: Any Harrowed who absorbs the rock devil's essence can draw strength from human souls—particularly those trapped in ghost rock. The Harrowed can clearly see the damned souls released when ghost rock burns. The horror of the sight forces the Harrowed to suffer a -2 modifier when near burning ghost rock. Even time can't make the wailing of the damned any more tolerable. If a Harrowed's manitou is in charge, it does not suffer this penalty. On the plus side, the Harrowed can inhale the vapors of burning ghost rock and gain the strength of the damned. There must be at least one pound of the stuff on fire, and the undead hero must get within a few feet of it. For the next hour, add +6 to any *Strength* rolls the Harrowed makes. During this time, however, if the Harrowed sustains a single wound (Wind doesn't count) to the gizzards, he spontaneously combusts and is consumed by fire.

THE SETUP

The adventure begins in Salt Lake City. The main topic of conversation in most of the saloons is the loss of another Denver Pacific train and the \$500 reward on the bandits' heads.

To get your posse into this tale, you need to get them aboard the next train headed for Fort 51, either as guards or passengers.

Denver Pacific has lost two trains to the Witches and doesn't plan to lose any more. They have increased the guards on their west-bound trains. The pay is \$7 dollars a day.

Getting on the train as passengers is a little trickier because the supply trains normally only carry military personnel. Only civilians with legitimate business to conduct at the fort may ride the train. Either provide excuses for the heroes or allow them to come up with their own reasons. If they're not on legitimate military business, they have to convince the conductor (requiring an Incredible (11) *persuasion* roll).

CHAPTER ONE: LAST TRAIN TO FORT CLARK

The supply train leaves Salt Lake City the following evening. When the posse arrives at the station, describe the following scene:

As you enter the station, a blast of steam rolls across the platform and momentarily blinds you. A bizarre sight greets you as the steam clears.

An odd-looking locomotive huffs loudly on the track. A bewildering array of gleaming brass tubes encase the engine's boiler like a mass of gold-scaled snakes. The hiss of steam from the boiler almost covers the low moaning coming from the locomotive's stack. Sulfurous smoke wafts down across the platform.

A long, jointed beam attached to the front of the locomotive is folded back along the right side of the boiler. At the end of this metallic arm is a concave shield. Fastened in the bowl of the shield is a large barrel with the words "Danger: Explosives" emblazoned on it.

The train's fireman leans out the cab window and swats a cinder from the smokestack.

THE CRUCIBLE

The remainder of the train appears more conventional. After the small coal tender come two boxcars, an armored car sporting a turreted Gatling gun, a passenger car, and a flatcar. A 12-pound cannon is lashed to the bed of the flatcar, surrounded by a wall of sandbags. Four soldiers are sitting on the flatcar, smoking and swapping war stories.

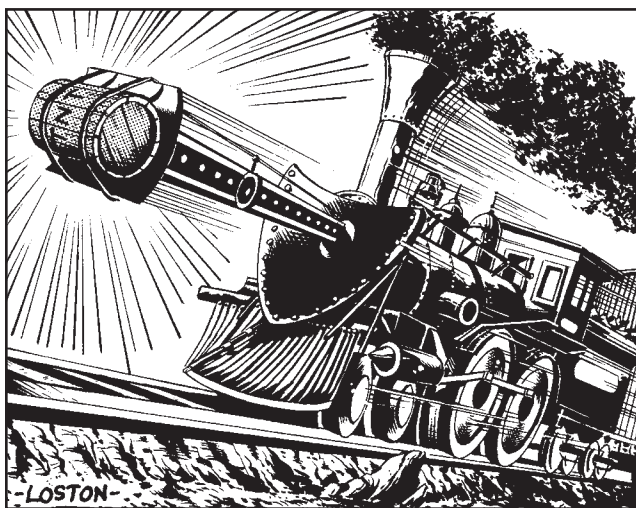
THE TRAIN

The train consists of the locomotive, coal car, two boxcars, an armored car, a passenger car, and a flatcar in that order.

THE LOCOMOTIVE

The locomotive, named "The Spirit of Salt Lake," is a highly modified American engine. It has a high-capacity, ghost-rock boiler which allows it to travel for hundreds of miles on a few shovelfuls of ghost rock. It still must stop periodically and take on water, though.

It has recently been equipped with an experimental Smith & Robards torpedo boom. This is a long mechanical arm which can be folded back along the locomotive's side when not in use. At the end of the arm is a thick, concave blast shield made of ghost steel, and an explosives pack. The boom is deployed if the crew spots an obstruction on the track. The explosives detonate on impact, the ghost steel shield channeling the blast forward, away from the train. This clears the track and allows the train to continue without stopping (in theory, at least).



The locomotive has a two man crew, Cecil Stutts (the engineer) and Cletis Bokeman (the fireman). They take great pride in their machine, and every inch of its brass fittings shines like the morning sun. Use the standard locomotive stats (see page 39) but change the Pace to 50.

Cecil and Cletis have made the run to Fort 51 many times and have blasted their way through more than one ambush. They've heard about the latest raiders, but they're confident that "Ol' Salty" can handle 'em.

THE COAL CAR

The train doesn't require much ghost rock, so most of the coal bin is empty. Cletis has rigged up a hammock in the front of the bin. He and Cecil take turns napping here on trips.

THE BOXCARS

The first boxcar is loaded with food. The second contains ammunition and an assortment of parts and lab equipment. Both cars use the standard railroad car stats (see page 39).

The second car also has an unwanted passenger: the rock devil. It is dormant until awakened by Ginny's amulet. It's wrapped in a canvas tarp and labeled as lab equipment for a Dr. Freygen at Fort 51. Anyone looking under the tarp sees an ugly, jet-black statue.

THE ARMORED CAR

If the heroes are traveling as guards, they spend most of their time here. The car has accommodations for 12 people in four three-tiered bunks. Loopholes for firearms pierce the walls, four on each side of the car. There is an armored door at each end, which can be locked and barred from the inside. Each door has a sliding metal plate which can be opened to brace visitors or used as a firing port.

On the roof of the car is a steam turret equipped with a steam Gatling. These are both Smith & Robards models. A short ladder extends down from the ceiling and gives access to the turret.

Both the gun and turret are powered by a small ghost rock boiler in the front right corner of the car. This must be kept stoked at all times to maintain pressure. It makes it oppressively hot in the poorly-ventilated car.

Heroes in the car do not regain lost Wind while the boiler is operating. This makes a good excuse for them to spend some time in the passenger car and get to know Ginny.



THE CRUCIBLE

THE PASSENGER CAR

This is a standard passenger car. Besides any heroes, there are only two people in here: Ginny Hickson and the conductor, Vernon Lattimer.

Vernon is an old coot who's been riding the rails for close to 20 years now. He's missing a few fingers from his years as a brakeman. If Ginny has some privacy, she uses her *puppet* spell to wrap the poor guy around her finger.

THE FLATCAR

Larkin and his crew of four are stationed on the flatcar. They've built a wall of sandbags around the edge to give them some protection. At the center of the car is their 12-pound cannon. The ammo for it is stored in two chests at the rear of the car.

Because it must be able to turn in any direction, the cannon has not been tied down. The crew has large wheel chocks to prevent it from being blown off the car by its own recoil.

ALL ABOARD!

As the heroes approach the strange train, they are greeted by Lieutenant Joshua Larkin, the commander of the train's artillery crew. He introduces himself and explains that for the duration of the trip to Fort 51 they are under his command (assuming they've hired on).

Larkin shows them to their accommodations in the armored car. There he introduces them to Private Steen and gives them a quick run-down on the operation of the car's weapons.

If any of the posse are simply passengers, the conductor shows them to their seats in the passenger car. There is one other passenger on the train: Virginia Hickson. She introduces herself as "Ginny," and claims she is on her way to meet her husband at Fort 51.

The train pulls out of the station shortly after the posse arrives. It travels across the Salt Flats and into Nevada and begins a long climb up into the Goshute Mountains.

Once the train is underway, Private Steen engages the heroes in conversation and pumps them for information about themselves. If asked questions, Elbert is more than happy to tell the tale of how he got wounded and prattles on endlessly about the situation at Fort Clark. It's a good idea to take notes of anything interesting the posse may reveal about themselves to Steen.

Private Steen's profile is listed with the other inhabitants of Fort Clark in Chapter Five.

LT. JOSHUA LARKIN

Larkin is fresh from West Point. Leading the artillery detachment is his first independent command, and he wants everything to go perfectly. He has a new officer's tendency to do everything by the book and can be overbearing.

When the heroes first meet Larkin, he comes on strong and makes sure they realize he is in charge and they *will* do whatever they are told. Have him step on a few toes. If any of the heroes actually take time to talk to him, it should become evident that he's not a bad guy. He's just terrified of making a mistake.

Larkin knows about the recent raids and suspects the raiders are none other than the Wichita Witches. He's reluctant to share this information because it might spook his men.

The soldiers under Larkin's command are veteran troopers who've seen many new officers come and go. They've run into Larkin's type before and usually just ignore him when they can do so without getting caught.

PROFILE

Corporal: D:3d8 N:2d6 S:3d6 Q:4d6 V:3d8
Shootin': pistol 3d8, shootin': rifle 3d8, dodge 3d6,
horse ridin' 4d6, fightin': saber 3d6
Mental: C:3d8, K:4d8, M:3d6, Sm:2d8, Sp: 3d6
Artillery: 4d8, search: 3d8, overawe 3d6, leadership
3d6, guts 3d6
Gear: A .45 Army revolver and a saber.

VIRGINIA GINNY HICKSON

Ginny is a member of the Wichita Witches and is part of their plan to take Fort Clark. She is posing as the wife of an officer at Fort 51.

Ginny has two goals. The first is to reduce the number of guards on the train (without exposing herself) so the train's arrival at the fort does not strengthen the garrison. The second is, once the train is in the fort, to sabotage things from within and speed the fort's surrender.

Ginny knows about the plans to capture Fort Clark and that Black River is cooperating with the CSA to stop the Flying Buffaloes. She also knows of the plan to tunnel into the fort. She is fanatically loyal to Mina Devlin. Getting information out of her will be difficult at best.

If Ginny's role is found out, she only resists capture if someone tries to take her amulet. Then she attempts to summon the rock devil to aid her. Otherwise, she submits peacefully, knowing she can still wreak havoc from a cell.





THE CRUCIBLE

PROFILE

Corporeal: D:3d8 N:2d6 S:2d6 Q:2d8 V:2d8
Shootin': pistol 3d8, shootin': rifle 2d8, dodge 2d6,
horse ridin' 3d6, sneak 4d6, fightin': knife 3d6,
quick draw 3d8, sleight o' hand 4d8
Mental: C:2d8, K:2d6, M:2d12, Sm:3d6, Sp: 2d8
Scrutinize 3d8, persuasion 4d12, guts 3d8, faith:
black magic 4d8
Edges: Purty, the voice (soothing)
Hindrances: Vengeful, loyal: Mina Devlin
Black Magic: Pact 4 (amulet), puppet 3 (kiss)
Gear: Ginny carries a pepperbox and a small
knife. She also has 2 perfume bottles filled
with poison. She's immune, so she can drink
it, put it on her lips, etc. Anyone who gets a
few drops in his system must make an
Incredible (II) *Vigor* roll. If failed, the victim
dies instantly. If made, the cowpoke becomes
violently ill and suffers a -4 penalty to all
Trait and skill rolls made for 1d8 hours.
Ginny's Amulet: The ghost-rock amulet has been
given a gold coating to disguise it. It allows
Ginny to communicate with the creature via a
mental link. She must concentrate to do this.
In addition to giving her control over the rock
devil, the amulet lets her cast the *pact* black-
magic spell.

BOUNTY

The posse talks to Steen and learns some of the
gossip about Fort Clark: 3 points

CHAPTER TWO: HANGMAN'S GORGE

Ginny makes her move against the guards
while the train passes over a rickety trestle
bridging a narrow but deep gorge between two
tunnels. It's known as Hangman's Gorge because
a group of Rebel raiders were hung from the
trestle a few years back.

As the train nears the gorge, Ginny uses her
amulet to summon the alpha male of a group of
devil bats in the area. Via the mental link, she
instructs the swarm of devil bats to wait until
the last car of the train has moved onto the
trestle and then attack the cannon crew.

A swarm of normal bats accompany their
larger cousins. These critters do no damage, but
they flutter around the heads of any exposed
characters, (-2 to all actions). The large cloud of
little bats also obscures any view of the devil
bats (-2 to all ranged attacks against them).

If the conductor has succumbed to Ginny's
charms, she has him padlock the door between
the flatcar and the passenger car so the
artillerists can't get in.

Once the attack begins, Ginny rushes to the
armored car and bangs on the door, screaming
for help. If the heroes respond, she tries to
persuade them to go help the men on the flatcar
(so the bats can have an easier time chuckin' the
posse off the train).

The devil bats attack by dropping from the
sky and grabbing prey with their taloned feet.
This is an opposed *fightin': brawlin'* roll. If a
devil bat gets a success, it causes damage
normally. With a raise, it drags the prey into the
air and flies away from the trestle. On its next
action, it drops its prey into the gorge below. It's
100' feet to the ground, so anyone dropped from
the bridge takes 6d6+30 falling damage.

Grabbed victims can attempt to hold on for
dear life. This requires an opposed roll between
the creature's *Nimbleness* and the hero's
Strength. If the creature gets a raise, it shakes
the prey loose. If the hero gets a raise, she
manages to force the critter to within 10 yards of
a safe place to jump free.

Since Ginny is controlling them, three of the
bats attack the soldiers; the other two go after
the cannon itself. Those going after the cannon
try to grab one of its wheels and tip it off the
flatcar (an Incredible (II) *Strength* roll).

It takes the train 10 rounds to cross the trestle
and enter the tunnel on the other side. The bats
refuse to follow the train into the tunnel.

BOUNTY

Each devil bat killed: 1 point
The posse saves Lt. Larkin and at least half of
his men: 3 points
The posse saves the cannon: 2 points

CHAPTER THREE: AMBUSH

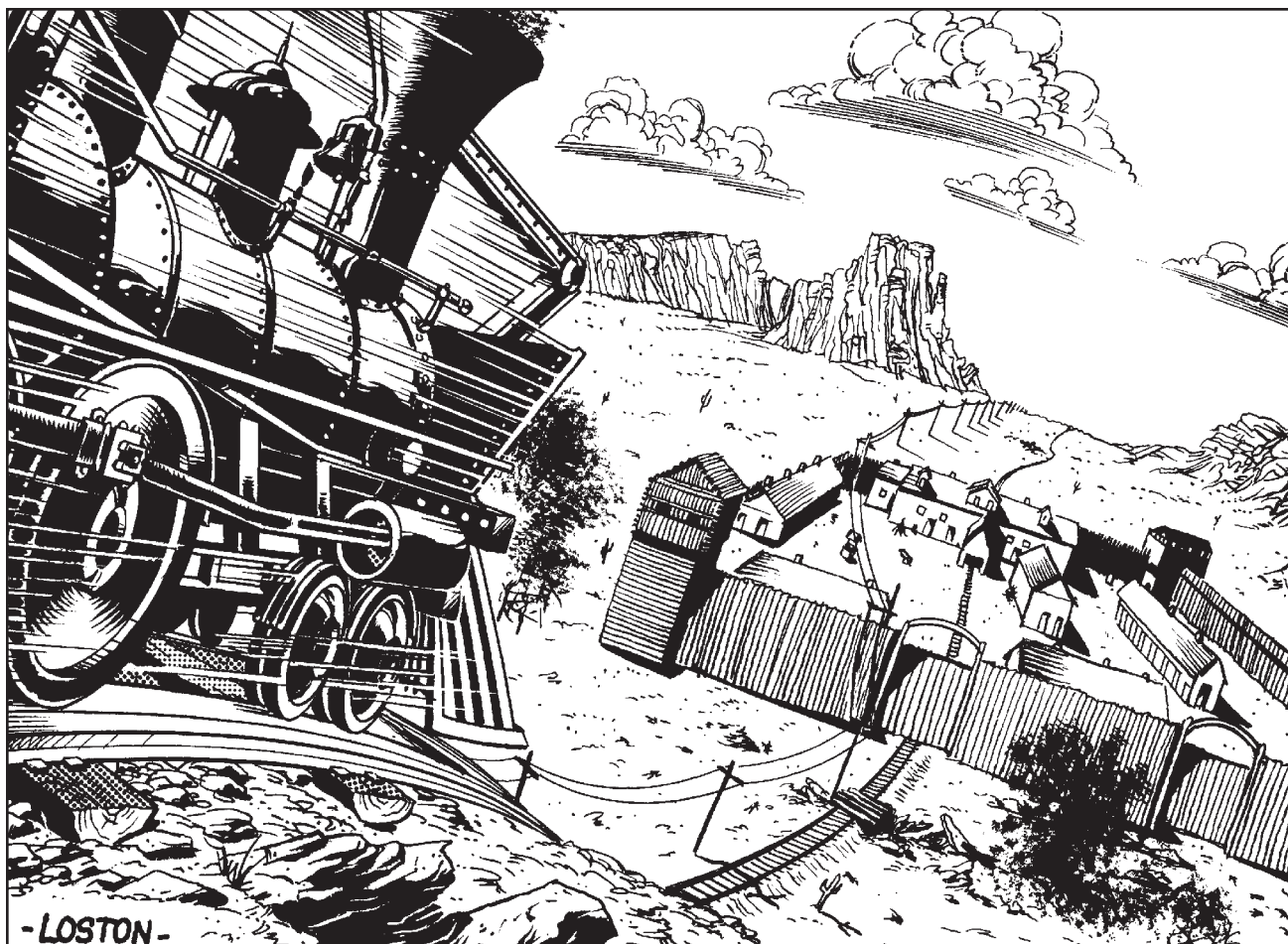
After descending from the mountains, the
train makes a short stop at Coulson Depot to
take on water and then continues to Fort Clark.

Dawn breaks as the train nears the outpost.

THE WELCOMING COMMITTEE

The Wichita Witches have arranged a small
welcoming committee for the train. They hope to
damage the train's locomotive badly enough that
it can't continue on to Fort 51 (they're counting
on Roberts to make sure repairs don't get done).

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The raiders placed a barricade across the tracks to stop the train. When the train appears, the steam tank rakes it with its steam Gatling. It fires its cannon also, but the crew misses on purpose so as not to wreck the train for good.

As the train nears the fort, Steen informs the posse they're nearly there and then remarks, "That's strange. The train usually starts slowin' down about now." As he finishes speaking, the locomotive's whistle lets out three long blasts. Any hero making a Fair (5) *Cognition* roll notices the train is going downhill and is picking up speed. Elbert turns white and gasps, "That's the signal to set up the RATEBS!"

Heroes in the turret are unable to see what's happening in front of the train because thick, white smoke is pouring from the stack and washing back over the train. An Onerous (7) *Cognition* roll does spot the torpedo boom as it swings out from the side of the locomotive.

Moments later, the sound of gunfire breaks out as the steam tank opens fire.

The ambush battle lasts only five rounds. The gunners concentrate their fire on the locomotive for the entire battle. Don't worry about keeping track of damage to the train. Just assume that it takes enough to put the engine on the fritz.

At the end of the fifth round, the train hits the barricade and the torpedo boom detonates. This blasts the barrier apart and does some more damage to the locomotive. Everyone on board must make an Onerous (7) *Nimbleness* roll or get tossed around for 2d4 damage.

The train's momentum carries it through the debris and past the open gates of the fort. Its brakes are useless, but it's dragged to a stop by the Run-Away Train Emergency Braking System designed by Dr. Roberts. It consists of five pairs of poles set on either side of the track, with heavy chains stretched between them. The engineer's whistles warned the garrison to set up the chains, and they finished only moments before the train slid through the front gate. The train plows through the chains, snapping the



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poles, injuring the men who placed them. Riding out this sudden stop requires a Hard (9) *Nimbleness* roll to avoid taking 3d6 damage.

Read this as the posse arrives at Fort Clark:

There is a tremendous explosion from the front of the train as the torpedo boom strikes the barricade blocking the tracks. A shudder wracks the train, and you are tossed around like weevils in a cotton gin.

The train crashes through the shattered barrier, and the walls of the fort loom ahead. Accompanied by the shriek of twisting steel, the train flashes through the fort's open gate. Too fast, you realize, to possibly stop inside the outpost's walls.

This thought no sooner crosses your mind than the train shakes again. You hear splintering wood, and as you bounce past a window, you see the remains of a telegraph pole crashing around the fort's parade ground at the end of a chain like the arm of a giant threshing machine.

There is another loud crack and a second pole joins the fun. You hear more poles snap but lose count of the number as the cars' wheels leave the track. The world outside the window is suddenly replaced with sky as the train flips on its side.

BOUNTY

The posse arrives at the fort: 2 points
Larkin's cannon makes it into the fort: 2 points

CHAPTER FOUR: FORT CHAOS

For better or worse, the heroes have made it to Fort Clark. While here, they are caught in a web of jealousy, murder, treason, and revenge (for the full scoop check out the next chapter).

WELCOME TO HELL

Once the dust settles, read the following:

The train has finally come to a stop. Outside, you can hear the agonized cries and moans of wounded men.

It takes some effort to get the door open and pull yourself from the

wreckage. Once you do, you see the carnage wrought by the train's wreck. The chains which stopped the train were strung between the posts at the last possible moment. When the posts holding them broke, the chains whipsawed through the men who had positioned them. Dead and wounded litter the parade ground.

A man in an immaculate uniform strides toward you, taking care to give the wounded a wide berth. When he reaches your position he speaks, "I am Colonel McNerlin, commander of this post. See to the wounded and then report to my office."

He makes a smart about-face and walks away.

If the posse attempts to stop him, he glares at them and says, "You've been given an order. Obey it." If the heroes persist, he calls Sergeant McElroy to throw them in the stockade.

The parade ground is a shambles. It's covered with shattered poles, bloody chains, and mangled bodies. Eight of the fort's garrison lie wounded amongst the debris—four mortally. The train cars have jumped the tracks, and the cars are flipped on their sides. The locomotive is badly damaged. Steam sprays from numerous holes in the boiler. Cecil and Cletis lie dead in the cab.

YOU'RE IN THE ARMY NOW!

Once the excitement has died down and the wounded are in the post hospital, the colonel assembles the survivors (including any who were thrown in the stockade) in his office. After giving each person a thorough looking-over, he fills the group in on the situation:

"Things look grim, people.

"Three days ago, Lt. Ward took a patrol out in search of the raiders operating in this area. They have not returned, and I can only conclude the patrol was destroyed.

"Yesterday, our telegraph lines were severed. Shortly thereafter, an armored vehicle appeared on the ridge above the fort. It was armed with a cannon and fired a number of shells into our courtyard. Our artillery attempted to return fire, but both cannons experienced malfunctions and exploded, killing or wounding the crewmen.

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"I dispatched two messengers yesterday. As they rode off, they were attacked by wolves and ripped to shreds before our eyes.

"Two more messengers attempted to get past the enemy last night. Their severed heads were dropped in the middle of the parade ground by a large bat creature a few hours later.

"This morning, shortly before your arrival, the vehicle returned, a load of logs strapped to its rear deck. It drove right up beneath the walls and dumped them across the tracks leading into the fort. Without our artillery we could not stop it.

"Your spectacular arrival today leaves me with only 13 able-bodied men. I have no choice but to exercise my authority as commander of this post and draft you all into the US army as temporary militia."

McNerlin listens to no arguments on the subject. Anyone who is unwilling to serve is disarmed and thrown in the stockade. Heroes making a Fair (5) *professional: law* roll know the colonel has the power to draft them under the Emergency Militia Act passed in 1871. The last legislation passed by the US Congress before it fled the capital to escape the advancing Rebs, it allows field commanders to draft civilians in times of emergency.

The men in the group are given bunks in the enlisted barracks. They are assigned sentry duty during the daylight hours (McNerlin doesn't trust them to stand watch at night). Any heroes with mechanical aptitudes are assigned to assist Roberts in repairing the locomotive.

Ginny, and any women in the posse, are assigned quarters in the NCO barracks. They are not expected to stand watch, but they are required to take over the housekeeping jobs.

McNerlin doesn't let anyone leave the fort. As much as he would like to know what's out there, he refuses to waste any more troops on futile scouting attempts. If anyone is spotted leaving the fort, he considers them deserters and orders his men to open fire on them.

BOUNTY

The posse treats the wounded soldiers: 3 points

CHAPTER FIVE: POKIN AROUND

The posse must not only save the fort from its foes, but save the inhabitants from themselves. There's a lot the heroes can learn by sticking their noses into other people's businesses.

There's a lot going on beneath the surface at Fort Clark and playing up the conflicts between the different characters adds a whole new dimension to the adventure.

COLONEL JAMES MCNERLIN

McNerlin is a career officer who has served since the beginning of the war. He is a strict, no nonsense, by-the-book type.

His daughter recently came to visit him at the fort. While there, she was courted by Lt. Goree. Unfortunately for the lieutenant, she succumbed to the rough-and-tumble charm of Bud Robbins.

Bud's intentions were less than honorable, and Maureen's clandestine meetings with him in the back of the trading post landed her in trouble.

McNerlin was furious when he discovered his daughter's condition. Maureen refused to tell her





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father the identity of her paramour and McNerlin naturally assumed Goree was to blame. The lieutenant, of course, proclaimed his innocence.

McNerlin sent his daughter back East in shame and has set about destroying Goree's career. If he's not man enough to take responsibility for his actions, he's got to pay.

PROFILE

Corporeal: D:3d6 N:2d8 S:3d6 Q:3d6 V:2d8
Shootin': pistol 3d6, shootin': rifle 4d6, dodge 3d6,
horse ridin' 3d8, sneak 2d6, fightin': saber 3d8
Mental: C:3d8, K:2d8, M:4d6, Sm:3d8, Sp: 2d8
Artillery 4d8, scrutinize 4d8, search 3d8,
leadership 4d6, overawe 3d6, persuasion 3d6,
faith 2d8, guts 3d8
Edges: Rank, level-headed
Hindrances: Vengeful, self-righteous
Gear: A .45 Army revolver and a cavalry saber.

LT. LESTER GOREE

Goree is a soft-spoken, easy-going young man. The first time a hero talks to him, have her make an Incredible (II) *scrutinize* roll (add +2 to the roll if the hero is from the South).

If the roll is made, the hero detects a faint trace of a Louisiana accent. Goree tries hard to hide it but still slips occasionally. He's originally from New Orleans, but is 100% loyal to the USA.

Despite his laid-back manner, he is an excellent officer with a promising career—if he can convince McNerlin he wasn't anything less than a gentleman with his daughter, that is. There was no love lost between Goree and Robbins before Maureen. Now, the two are barely civil to one another.

PRIVATE ELBERT STEEN

Steen is a good-natured boy from Nebraska who just can't seem to get a break. He joined the Army to see the world and got sent to Fort Clark. On his first patrol, he slipped and gave away the patrol's position. The bandits the group was tracking opened fire, and one of the patrol's scouts, Bud Robbins, was badly wounded.

Steen is a friendly, talkative sort and curious beyond belief. This has gotten him into trouble a number of times (people mistakenly believe he's a Pinkerton), but he still hasn't learned to keep to himself. He pumps the heroes for every detail of their pasts he can get. Steen is on his way back to Fort Clark after being given leave to attend his mother's funeral.

DR. THADDEUS ROBERTS

Roberts is a petty man dissatisfied with his place in the world. He actually has a knack for inventing, but his poor luck has prevented him from capitalizing on his gift. Rather than learn from his mistakes, however, he'd rather blame everyone around him for his woes.

PROFILE

Corporeal: D:3d6 N:2d6 S:3d4 Q:2d6 V:3d6
Shootin': flamethrower 3d6, shootin': automatics
2d6, dodge 2d6, *drivin'*: steam wagon 3d6
Mental: C:2d6, K:3d10, M:2d6, Sm:3d8, Sp: 2d6
Artillery 2d6, science: engineering 4d10, science:
alchemy 2d10, bluff 3d8, tinkerin' 4d8
Edges: Arcane background
Hindrances: Bad luck, big britches, greedy,
vengeful, loco: paranoia
Gear: Roberts carries a Gatling pistol.

MANDY GRAVES

Mandy is a moderately attractive woman in her late 40s. She owns the trading post, having inherited it from her late husband who died of pneumonia a few winters back. She secretly pines for Lt. Goree, who is completely unaware of her desires.

BUD ROBBINS

Robbins is a local settler who hired himself out to the garrison as a scout. He refused to actually join the army. McNerlin normally wouldn't stand for this, but Robbins has proved invaluable.

If Robbins wasn't so useful, the colonel would have thrown his carcass out for the crows long before. Bud is a lecher, a drunk, and a braggart, but charming in a larger-than-life sort of way. He has spent the last month recovering from the wound he received while on patrol with Elbert (this is why he wasn't with the ambushed patrol). He spends his days getting drunk at the trading post on his own private stash of whiskey.

Bud has a Sharps Big .50, a peacemaker, and a large hunting knife which he is fond of twirling while he talks.

RANCID ROB IVERY

Ivery is a wildcat miner who drifted into the area and stayed. The term "miner" is used in its loosest sense. Ivery is too lazy to make a living at it. He prospects until he hits a likely looking



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silver vein and does just enough to have legal claim to it. Then he sells the claim to the first yahoo who happens along. Once he runs through his money drinking at the fort, he goes out and does it again.

Ivery wants to make Mandy Graves the next Mrs. Rancid (a nickname he gained from his habit of slicking his hair down with lard). He carries a double-barreled shotgun and a pick.

CORPORAL JOE WHITETAIL

Being half-Indian has made life in the US Army difficult for Whitetail, but his duties at Fort Clark have not forced him to do anything which might hurt his people. In trying to help them, though, he hurt himself.

Whitetail discovered that Sgt. McElroy had a secret still up in the hills outside the fort. He was brewing whiskey and selling it to the local Indian tribes.

The corporal reported this to the colonel, who acted on the information. McNerlin sent a squad up into the hills to smash the still and busted McElroy from Master Sergeant back to Sergeant.

Since that time McElroy has made Whitetail's life Hell, giving him all the unwanted duties.

SERGEANT RYAN MCELROY

McElroy has been serving in the US Cavalry since before the beginning of the Civil War. He's a big strapping Irishman, equally fond of a good drink or a good brawl.

He originally built his still to supplement the one-drink limit at the trading post, but he ended up with more whiskey than even he could drink. He decided to sell some to the local Indians so he could stash the money away for his upcoming retirement.

WHO KNOWS WHAT?

To help you keep track of the shenanigans the garrison has been up to, we've compiled a list of what each of the major characters knows about the others.

COLONEL MCNERLIN KNOWS:

He knows about the conflict between Sgt. McElroy and Corporal Whitetail.

He knows Robbins blames Steen for getting him shot.

He believes Goree is responsible for disgracing his daughter. He has no inkling that Robbins was involved.

LT. GOREE KNOWS:

He knows he's innocent of the colonel's accusations. He's also heard that Robbins was responsible.

He knows about the conflict between Sgt. McElroy and Corporal Whitetail.

He knows Dr. Roberts continually grumbles about how his talents are being wasted.

Goree knows Ivery has his eyes on Mandy Graves and considers the lieutenant competition. Goree has no interest in Graves at all.

He knows Sgt. McElroy is aware of his Southern roots.

PRIMATE STEEN KNOWS:

He's heard the stories about Lt. Rankin and Capt. McNerlin's daughter. He's also heard the rumors that Bud Robbins may be the real culprit.

He knows about the conflict between Sgt. McElroy and Corporal Whitetail.

He suspects Robbins is carrying a grudge against him over getting shot.

He knows Mandy Graves is carrying a torch for Lt. Goree and wishes Ivery would drop dead.

He knows Dr. Roberts is unhappy with his job.

DR. ROBERTS KNOWS:

He knows of the impending attack.

He knows the Confederate government is involved, but he has no idea who the raiders are.

He knows about the tunnel and the digging machine.

He knows nothing about Ginny or the rock devil, though he's been uneasy about the ghost rock bin lately but he doesn't know why.

MANDY GRAVES KNOWS:

Bud hates Elbert.

She is madly in love with Lt. Goree.

She wishes Rancid Rob would drop dead and leave her alone.

She suspects the truth about Bud and Maureen. She dislikes Colonel McNerlin because of the shabby way he's treated Goree.

BUD ROBBINS KNOWS:

He blames Elbert for getting him shot and plans on taking it out of his hide some day.

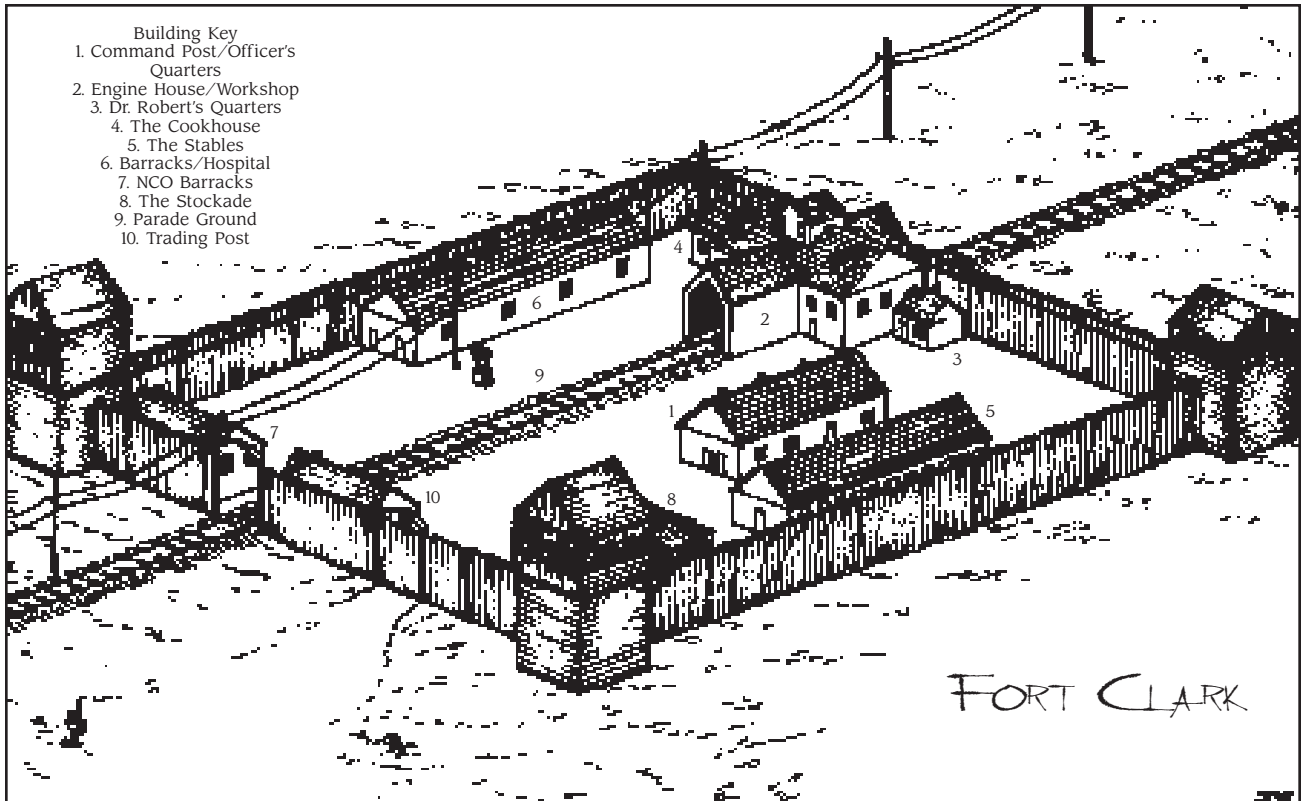
He knows he fathered Maureen's child.

He dislikes Goree.

He knows about McElroy and Whitetail.

He knows Ivery is after Mandy.

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RANCID ROB IVERY KNOWS:

He's in love with Mandy Graves. He only stands a chance with her if Goree is gone.

He knows the truth about Bud and Maureen (he and Robbins are drinkin' buddies).

He knows about McElroy and Whitetail.

CORPORAL WHITETAILED KNOWS:

He knows about his beef with Sgt. McElroy all too well. He also knows McElroy has some dirt on the lieutenant, but he doesn't know what.

He has heard rumors about Bud and Maureen.

He knows about the bad blood between Elbert and Robbins. Whitetail was part of the patrol that was ambushed, and he believes Elbert is a jinx.

SGT. MCELROY KNOWS:

He knows Whitetail turned him in.

He knows Goree's family history. He uses this to get the lieutenant to go to bat for him with the colonel.

He has heard rumors about Bud and Maureen.

He knows about the bad blood between Elbert and Robbins.

THE FORT

Below is a list of the important locations in the outpost, who frequents them, and what can be discovered there.

COMMAND POST OFFICER'S QUARTERS

Description: At the south end of this rectangular, log building are Colonel McNerlin's quarters and office. Both are Spartan. Only a few framed citations decorate the walls.

The north end of the building is divided into two rooms, each intended to house two junior officers. Only Lt. Goree's room is currently occupied. The other belonged to the two officers who commanded the ambushed patrol. There is nothing of interest in these rooms.

If Lt. Larkin survived the trip, he is assigned to the empty room.

Occupants: Colonel McNerlin and Lt. Goree.

ENGINE HOUSE WORKSHOP

Description: This is the largest and most substantial building on the post. Unlike the other buildings, it is constructed of brick.

THE CRUCIBLE

The engine house dominates the southern end of the fort. The train tracks which run through the post pass through this building and then out a gate in the fort's southern wall.

Inside the building, a number of switch tracks lead off the main line to work bays. Thick chains, used to lift heavy equipment, hang from pulleys on the ceiling. The pulleys are attached to rails and can be pulled around the building.

Occupants: Roberts is here during the day "working" on the locomotive. He's also here at night, tunneling out with his digging machine.

THE TUNNEL

Description: At the west end of the workshop, one of the sidings runs over a pit, allowing access to the underside of the vehicle under repair. The pit has an iron rim, is lined with wooden planks, and has a dirt floor.

The locomotive is dragged here for repairs. Roberts has no intention of repairing the engine. If he works alone, he spends most of his time lounging in the pit, reading his latest copy of *New Science* or napping. If he is assisted by posse members, he tries to keep them working on minor problems. He won't actually sabotage the repairs because he can't risk having a guard posted over the pit.

At night, Roberts pries out some of the planks along the side of the pit and goes to work on his tunnel. He is making slow but steady progress and hopes to meet up with the Witches' digging team any day. He spreads the dirt from each night's digging on the floor of the pit.

Anyone working in the pit may notice signs of Roberts' nocturnal activities. A Hard (9) *Cognition* roll notices that some of the boards on the south edge of the pit look loose. An Incredible (11) *Cognition* roll notices that the floor of the pit seems a few inches higher each day.

If the tunnel is uncovered, the posse discovers Robert's digging machine. Filling the hole in buys the posse another day before the Witches attack. The raider's digging team is using a steam-powered digging machine and is making much faster progress than Roberts.

THE BIN

Description: There is a large bin (5' wide by 10' long by 3' high) of ghost rock in the southwest corner of the workshop. The rock devil makes this its home during the day.

Anyone poking around the bin on the second or third day after the murders begin should



make a Hard (9) *Cognition* roll. A success notices there seems to be a large amount of ghost rock spilled on the floor. An Incredible (11) roll spots traces of dried blood on the edge of the bin.

DR. ROBERTS' QUARTERS

Description: This is a small shack attached to the west end of the engine house. There are two rooms: Roberts' bedroom and his private workshop. Both look like a Texas twister tore through and left no survivors. Pieces of partially constructed gizmos, copies of *New Science* magazine, clothes, and scattered papers covered in illegible scrawl cover every exposed surface.

In the back corner of the room is a stove which appears to have been built by Roberts himself. It is buried beneath a small mountain of dirty pots. Each contains a small blackened lump of some unidentifiable substance (Roberts' cooking). Anyone making an Onerous (7) *science: engineering* roll realizes that the stove was constructed from a Smith & Robard's flamethrower. A Hard (9) *tinkerin'* roll can disconnect it from the stove and get it working again. Roberts' tinkering has lowered its Reliability to 14.

Any hero brave enough to dig through the debris on Roberts' workbench can find evidence of his treason with an Onerous (7) *search* roll.

A success uncovers blueprints for a steam-powered tunneling machine. The blueprints bear the logo of the Wasatch Railroad.

These plans were stolen by one of Harkrader's spies. Harkrader sent them on to Roberts along with a coded note (long since destroyed) instructing him to begin tunneling due south from the maintenance pit once the siege began.



THE CRUCIBLE

The Witches have their own machine and are tunneling north to connect with Roberts' tunnel.

A note on the Wasatch plans in Roberts' scrawl reads, "Steam too noisy. Try alternative." A second set of plans for a spring-powered machine are attached. A second Onerous (7) *search* roll turns up a half-empty, one-gallon jug of hydrochloric acid. This is what Roberts used to sabotage the fort's artillery.

Occupants: Roberts catches a few hours sleep here each night.

COOKHOUSE

Description: This is a squat, brick building attached to the east of the engine house. It has a small kitchen and enough tables and benches to seat most of the garrison at full strength.

Breakfast is served at 7 a.m., lunch at noon, and dinner at 7 p.m.

Occupants: Ginny Hickson and any female heroes are here an hour before and an hour after each meal.

STABLES

Description: This is a typical stable of wood construction. There is room for up to 30 horses here, but currently there are only four.

Occupants: Two soldiers are here during the day to care for the horses. If any heroes have stepped on Sgt. McElroy's or Corporal Whitetail's toes, they spend time here mucking out stalls.

TRADING POST

Description: The trading post is a neat, clapboard building with a large front porch.

Most basic equipment and firearms are available here. The store is also the closest thing the troopers of the garrison have to a saloon. McNerlin allows the sale of liquor on the post, under the restriction that no soldier may buy more than two beers or one whisky a day. Violators are thrown in the stockade.

Occupants: The store is owned by Mandy Graves. She lives in a small room in the back. She rents out spare rooms to the two other civilians in the fort, Bud Robbins and Rob Ivery.

BARRACKS HOSPITAL

Description: A sturdy building of log construction. The northern half of the building is a barracks area; the southern half serves as the post hospital. The post is currently without a doctor.

Occupants: Corporal Whitetail, eight troopers, six wounded men, and the male posse members. Most of the fort's garrison are new recruits who were shipped to the newly built post in a hurry. Due to a quartermaster's error, they were equipped with outdated Springfield rifles. McNerlin has requisitioned Winchesters for them, but they have only arrived in small numbers. Most of the available Winchesters were lost with the ambushed patrol.

NCO BARRACKS

Description: A sturdy building of log construction. This building has four rooms, each designed to house two men. McElroy has one room, Ginny and any female posse members are given the others.

Occupants: Sergeant McElroy, Ginny Hickson, and any female posse members.

STOCKADE

Description: A sturdy building of log construction. The door is normally padlocked. Inside are two cells which are also padlocked. The only people with keys to these locks are McNerlin and McElroy.

Occupants: Anyone who got in McNerlin's way. Bud Robbins on the second night of the posse's stay.

PARADE GROUND

Description: This is a large area of packed earth between the main buildings of the fort. The worst of the debris from the posse's arrival has been picked up. The train cars still lie where they came to rest.

The remnants of the malfunctioning cannons lie in a jumbled heap in the northeast corner of the parade ground. Any characters who look at the wreckage may make a *science: chemistry*, *science: alchemy*, or *science: metallurgy* roll against a Fair (5) TN. A successful roll spots the telltale signs of acid corrosion inside the gun barrels. Both guns were obviously sabotaged.

BOUNTY

The posse learns Goree's secret: 1 point

The posse realizes Roberts is not really fixing the locomotive: 2 points

The posse finds the tunnel and digging machine: 3 points

The posse discovers the blueprints: 1 point

The posse finds the acid: 1 point



THE CRUCIBLE

The posse discovers the damage to the cannons: 2 points
The heroes discover the rock devil's hiding place: 2 points
The heroes defeat the rock devil: 5 points

CHAPTER SIX: LEAVING THE FORT

Despite the colonel's orders, the posse may try to leave the fort. If they are spotted, they are fired on.

So what's out there waiting for our intrepid heroes? Quite a bit, and none of it good.

WOLVES ARE AFTER ME!

Rather than tire themselves out patrolling the area around the fort, the Witches have used their arcane abilities to recruit the local wildlife into doing it for them.

During the day, a pack of wolves awaits anyone leaving the fort. Once out of range of the fort, the posse encounters a pack of 5+2d6 wolves who attack on sight. Any use of firearms against them immediately alerts the Witches' camp, and a group of 10 riders and the steam tank are dispatched to check out the situation.

BATS TOO!

At night, the skies above the fort are patrolled by a group of five devil bats. They attack anyone they detect leaving the place.

WITCH CENTRAL

The Witches are camped just out of sight to the south of the fort. There are 20 Wichita Witches (actually hired guns, not witches), but usually only 15 or so are in camp at any one time. The others are out on patrol.

The posse may end up here if they travel south from the fort or if they continue digging Roberts' tunnel and link up with the Witches.

ESMERELDA AND JUANITA ALONZO

The portion of the Wichita Witches sent west on this mission is led by twin sisters, Esmerelda and Juanita Alonzo. The pair have been with the gang since it began, and Violet Esperanza, the group's overall leader, trusts them with her life.

The others in the gang come from various backgrounds, but they all have one thing in common: they are fanatically loyal to Mina Devlin.

PROFILE

Corporeal: D:3d6 N:2d8 S:2d6 Q:2d10 V:3d8
Shootin': rifle 4d6, shootin': pistol 3d6, dodge 2d8, ridin' 3d8, fightin': whip 4d8, sneak 3d8, throwin': bolt o' doom 4d6
Mental: C:3d8, K:2d6, M:2d8, Sm:2d6, Sp: 3d8
Search 3d8, leadership 3d8, guts 4d8, faith 3d8, persuasion 4d8, overawe 4d8
Edges: Purty
Hindrances: Obligation (Mina Devlin)
Black Magic: Animal mastery 4, bolts o' doom 2 (spray of tarantulas), dark protection 2 (shimmering glow), pact 4 (summoning ceremony)
Gear: A double-action Peacemaker and the Witches' trademark bullwhip. Each has a horse and a spare.

THE TANK CREW

The gang's steam tank is manned by four Confederate soldiers from the government facility at Roswell.

The crew has orders not to let the vehicle fall into enemy hands. If things turn bad, they make a run for it.

If they can't escape, they open the vehicle's ammo bins, light a fuse, and run like the wind. Four rounds after the fuse is lit, the tank explodes doing 10d20 damage.

PROFILE

Corporeal: D:3d6 N:2d6 S:3d6 Q:4d6 V:3d6
Shootin': pistol 3d6, shootin': automatics 4d6, dodge 2d6, drivin': steam wagon 3d6, fightin': knife 3d6
Mental: C:2d8, K:2d8, M:3d6, Sm:3d8, Sp: 2d6
Artillery 3d8, leadership 3d6 (commander only), scroungin' 2d8, tinkerin' 3d8, guts 2d6
Gear: Each carries a LeMat pistol and a knife.

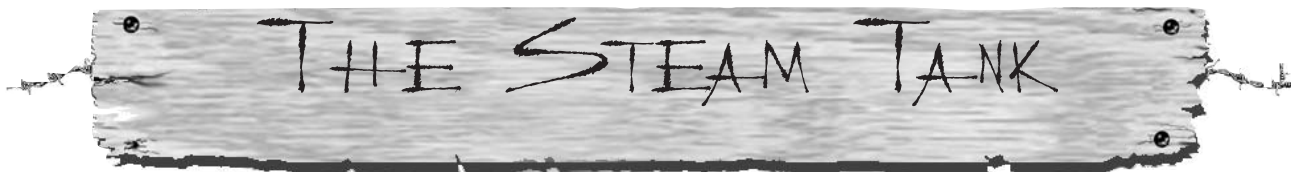
THE STEAM TANK

The steam tank is equipped with a hull-mounted 6-pound cannon. The cannon has a limited traverse and can only target objects within 30° of the vehicle's front. The built-in ammo bins hold 25 rounds of cannon canister ammo.

The vehicle has a four-man crew. Two act as gunners on the cannon, one drives, the last is the commander. When not directing the crew, the commander has access to a steam Gatling mounted in a small steam turret. This weapon has a 360° arc of fire.



THE CRUCIBLE



THE STEAM TANK

Durability 40/8	Passengers 4	Pace 20	Turn 7	Travel 10 mph	Fuel 2	Reliability 18	Modifier +3	Hand Flush
d20 Roll 1-3	Hit Location Crew	Armor 5	Modifier 0	Notes Enclosed. May be targeted through view slits at -8. Automatically hits noggin.				
4-5	Steam Gatling	4	-1					
6-7	6 pounder	5	-1					
8-13	Wheels	3	0					
15-20	Boiler	5	0					

BOUNTY

The Witches are beaten in their camp: 6 points
The tank is captured or destroyed: 3 points

CHAPTER SIX:

ONCE IS HAPPENSTANCE

Each day, for the next three days, a string of murders occurs at the fort. At the end of the three days, the Wichita Witches attack the fort.

MURDER AND MAYHEM

The purpose of these attacks is twofold. The first is to reduce the defenders of Fort Clark. Equally important is the psychological side. Ginny wants to demoralize the garrison before the attack on the fort begins.

The posse's actions may alter the sequence of events and present you with a juicy opportunity. If that happens, run with it! Try to work the heroes' backgrounds into the story, especially if they revealed something to a victim, so they are full participants in the soap opera of Fort Clark.

If the posse delays the Witches' attack, you may want to throw in a twist or two to fill the time. Perhaps Rancid Rob knocks off Lt. Goree, figuring the other killer will take the fall for it.

DAY 1

The posse's first day at Fort Clark is spent clearing up wreckage. Once the boiler cools, the locomotive is dragged into the engine house by block and tackle. The other cars are simply left.

CURIOSITY KILLED THE PRIVATE

Ginny activates the rock devil tonight (if Ginny has already been caught, assume the creature's hunger awakens it). Private Steen is on guard duty and hears the creature trying to free itself. He opens the car door, and the rock devil makes quick work of him.

The creature now knows everything Elbert did—including anything the heroes may have told him. Ginny puts this knowledge to work and has the creature sneak into Bud Robbins' room at the trading post (not hard, since he's passed out drunk) and steal the scout's hunting knife. The devil returns to the scene of the crime, bloods the knife, and leaves it beside the body.

Satisfied with the night's work, Ginny has the creature hide in the bin inside the engine house.

THE MURDER SCENE

Elbert's body is discovered just after dawn. If one of the heroes has been assigned to early morning guard duty, he may be part of the group that discovers the corpse.

The private's remains lie sprawled on the ground next to the boxcar. A bloody knife lies on the ground beside him. Any heroes who have met Bud Robbins can make a Fair (5) *Cognition* roll to recognize the knife as his.

There are a few other clues. A Fair (5) *trackin'* roll notices the tracks of some three-toed animal in the dust near the body. The TN of this roll goes to 9 if the hero is not one of the first on the scene.

An Onerous (7) *medicine* roll realizes Elbert's



THE CRUCIBLE

wounds were not made with a knife. The raggedness of the cuts and the fact that they appear in groups of three suggests claws.

A tarp lies balled on the floor of the boxcar. Attached to it is a tag which labels whatever the tarp once covered as lab equipment for Dr. Freygen at Fort 51.

THROW AWAY THE KEY!

Even if the heroes don't recognize Robbins' knife, nearly everyone else at the post does.

Elbert went on duty at midnight, which means he was killed some time between then and dawn. Robbins has no alibi for this time, having passed out drunk in his room at about 11.

On the basis of Robbins' knife being found at the scene and his known hatred of the private, McNerlin has him locked up. The colonel listens if the posse presents other evidence which may clear the scout, but he insists on keeping him locked up. Robbins is the obvious suspect and his guilt will be left for a court martial to decide.

BOUNTY

The posse finds the rock devil's tracks: 3 points
The posse realizes Elbert's wounds were not made with a knife: 2 points

CHAPTER SEVEN: TWICE IS COINCIDENCE

Once the hullabaloo caused by Elbert's death dies down, McNerlin orders all sentries to patrol in pairs. Unfortunately, Ginny has some more activities planned for her dangerous pet.

BURYING THE HATCHET

To further demoralize the garrison, Ginny has the creature attack and kill Corporal Whitetail and the soldier he's patrolling with.

The rock devil uses its *shadow walk* ability to scale the wall behind the pair. It grabs Whitetail's tomahawk and uses it to brain his companion. Before the stunned corporal can react, the creature scoops up the downed soldier's rifle and skewers Whitetail on the bayonet, pinning him to the wall with it.

All in the fort who are still awake hear the corporal's death scream. Sleeping heroes are awakened on an Onerous (7) *Cognition* roll.

Anyone rushing to the sound finds a grizzly scene: Viewing it is an Onerous (7) *guts* roll.

There is only one clue at the scene. A Hard (9)

search roll notices some scratches below the catwalk where the creature dug its claws into the wall while climbing.

STILL ANGRY?

Although there is no evidence pointing to him, many of the fort's inhabitants suspect Sgt. McElroy of killing the pair. Only McElroy, among the remaining garrison members, has the strength to kill two men so quickly and brutally.

If the posse has not learned of McElroy and Whitetail's past history by this point, they overhear some of the garrison discussing it the day after the murder.

The new murders convince McNerlin of Robbins' innocence and he orders him released from the stockade.

BOUNTY

The posse finds scratches beneath the catwalk: 2 points

CHAPTER EIGHT: THREE TIMES IS ENEMY ACTION

Ginny knows the attack on the fort is imminent and decides to pull out all the stops the next night.



THE CRUCIBLE



ASK NOT FOR WHOM THE DINNER BELL TOLLS!

The first thing Ginny does is spike the dinner stew with her poison. While helping prepare dinner, she pauses to “refresh” herself, and while pretending to put on some fresh perfume, she dumps both vials of poison in the stew. If there are any heroes to watch, they need to win an opposed *Cognition* roll versus her *sleight o’ hand* to notice this.

The poison is a slow-acting one that affects everyone who eats at the mess hall. Each hour after the poison is consumed, affected characters must make a *Vigor* roll against a TN of 15. Characters who fail the roll take the difference between their rolls and the TN as damage to the guts. Anyone exceeding the TN by 5 or more has shaken off the poison and no longer needs to roll. All those affected by the poison have symptoms typical of food poisoning.

Ginny, of course, doesn’t have any stew, but once people start running for the outhouse, she plays along as if she had.

Assume all of the unnamed troopers in the fort fall victim to the poison. McNerlin is too busy worrying about the situation to eat, so he escapes Ginny’s trap. He inadvertently saves Sgt. McElroy and Lt. Goree by calling them to his office for a planning session which causes them to miss dinner. Dr. Roberts prepares his own meals on a stove of his invention (which means his diet consists primarily of unidentifiable, blackened lumps). All of the civilians in the fort survive as well, having eaten at the trading post. This should all cause even more suspicion.

DEADLY VISITOR

Later that night, Ginny sends her deadly friend out to Bud Robbins quarters. Unfortunately, the rock devil isn’t interested in borrowing his knife.

Unlike the previous victims, Robbins resists before the beast does him in—he gets a shot off with his buffalo rifle which actually injures the abomination.

Before the creature leaves, Ginny puts Robbins’ memories to good use. The beast digs out a love letter written to Robbins by Maureen McNerlin, wads it up, and throws it to the floor near the body before leaving by the window,

THE TRUTH COMES OUT

The shot wakes everyone in the fort. Mandy runs out of the trading post, screaming for help.



THE CRUCIBLE

She thinks Robbins has gone on another of his drunken shooting sprees.

Anyone investigating Bud's room finds him lying on the floor in a pool of blood. He has been savagely attacked—it looks as if only the leather of his buckskins are holding him together. Viewing his body requires a Hard (9) *guts* roll.

A bloodstained piece of crumpled paper lies beside him. Anyone reading the letter discovers it was written by Colonel McNerlin's daughter. In it, she refers to the night of love she and Bud shared and casts aspersions on Lt. Goree's manhood. If the contents of the letter become common knowledge, Goree and McNerlin each accuse the other of Robbins' murder. They both try get the posse to arrest the other and throw him in the stockade.

There are some clues at the scene:

A Fair (5) *medicine* roll reveals Robbins' wounds are similar to those found on Elbert, though much more severe.

A Hard (9) *search* roll discovers a small chunk of blood-covered ghost rock under the bed. This is a piece which was knocked off the creature by Bud's shot. Close examination of the piece discovers that one side of the rock has a light layer of a gray metal smeared on it. An Easy (3) *knowledge* roll realizes the metal is lead, probably from a bullet.

An Onerous (7) *search* roll discovers some loose floorboards under Robbins' bed. Prying them up reveals his hidden stash of whiskey.

BOUNTY

The posse exposes Ginny: 5 points
The posse examines Robbin's wounds: 2 points
The heroes find the ghost rock: 3 points

CHAPTER NINE: ATTACK OF THE MOLE PEOPLE

The following night is the big showdown. Unless the group has somehow neutralized the Witches, they launch their attack against the fort. A full moon provides light for the assault.

GRAB EM BY THE NOSE

The attack is kicked off by the Confederate steam tank. It appears on the ridge above the fort shortly after sunset and begins blasting away at the post's front gate. Once the gate has been blown open (which takes about 3 shots),

the crew selects any building which appears to be defended and begins shelling it until destroyed.

If the tank comes under fire from within the fort, the crew targets the defenders. Any artillery or other weapons which might actually damage the tank are considered priority targets.

The tank continues to shell the fort until destroyed or it gets the "cease fire" signal from the Witches' infiltration team.

KICK EM IN THE PANTS

The tank's shelling is meant as a diversion (albeit a mighty dangerous one) to draw attention away from the engine house and the hidden tunnel.

The Witches enter the fort through the tunnel. Esmerelda and Juanita are leading the attack. Each carries two skyrocket—one red, one green. Once the group secures the engine house, one of them launches a green rocket to signal the steam tank to stop shelling the fort.

Once the artillery attack stops, the group moves out and attacks what is left of the garrison from behind.

If either of the Witches' leaders feel they need assistance, they fire the red rocket to call the steam tank down into the fort for some fire support.

The infiltration group consists of Esmerelda, Juanita, and ten less experienced Witches.

INSULT TO INJURY

If Ginny and her pet nightmare have not been stopped, she summons the rock devil to aid in the attack. If she is aware of any ambushes or traps, she sends the devil to spring them. If there is any operational artillery in the fort, she sends the creature to attack its crew.

AFTERMATH

If the posse manages to fight off the Witches' assault, the fort is saved. The gang doesn't have the numbers to try again. The raiders keep the fort surrounded for as long as possible, but two days after their attack, a heavily armed DP train arrives at the fort with reinforcements. It was sent out to investigate why the telegraph lines were down.

BOUNTY

The posse defeats the assault on Fort Clark: 6 points



THE CRUCIBLE



BOOT HILL

ESMERELDA AND JUANITA ALONZO

Attack:
Pistol 3d6/3d6
Whip 4d8/2d6
Defense:
Dodge 2d8
Whip 4
Special Abilities:
Animal Mastery 4
Bolts o' Doom 2
Dark Protection 2

DEVIL BATS (5)

Attack:
Claws 3d12/3d12+1d4
Defense:
Brawlin' 3

GARRISON TROOPERS

Attack:
Rifle 3d6/5d8
Bayonet 2d8/3d6+1d6
Defense:
Dodge 2d6
Brawlin' 3

LT. GOREE

Attack:
Pistol 3d6/3d6
Saber 3d8/3d6+2d8
Defense:
Dodge 3d6
Saber 3

MANDY GRAVES

Attack:
Club 3d6/2d6+1d6
Defense:
Club 3

RANCID ROB NERY

Attack:
Shotgun 3d6+(4d6)/2d6+(4d6)
Pick 3d8/3d8+2d6
Defense:
Dodge 2d8
Brawlin' 3

LT. JOSHUA LARKIN

Attack:
Pistol 3d8/3d6
Saber 3d6/3d6+2d8
Defense:
Dodge 2d8
Saber 3

LARKIN'S MEN (4)

Attack:
Pistol 4d6/3d6
Defense:
Dodge 2d8
Brawlin' 3

SGT. MCELROY

Attack:
Rifle 4d6/4d8
Defense:
Dodge 2d6
Brawlin' 4

BUD ROBBINS

Attack:
Pistol 3d10/3d6
Rifle 5d10/4d10
Knife 4d8/3d8+1d6
Defense:
Dodge 3d8
Knife 4

PVT. STEEN

Attack:
Rifle 3d6/4d8
Knife 2d6/3d6+1d6
Defense:
Dodge 2d6

Knife 2

TANK CREW (4 TOTAL)


Attack:
Pistol 3d6/3d6(2d6+4d6)
Gatling 4d6/4d8
Knife 3d6/3d6+1d6
Defense:
Dodge 2d6
Knife 3

CORPORAL WHITETAILED

Attack:
Rifle 4d6/4d8
Tomahawk 3d8/3d8+1d6
Defense:
Dodge 2d8
Tomahawk 3

WICHITA WITCHES (20)

Attack:
Pistol 3d6/3d6
Rifle 3d6/4d8
Shotgun 3d6/2d6+(4d6)
Whip 3d6/2d6
Defense:
Dodge 2d6
Whip 3



MARSHAL: 130