



## DEADLANDS RELOADED & VISIONARY COMICS MARSHAL'S SCREEN

Compiled by Shane McKinley

5" x 7" Panels: Print on card stock or heavy photo paper. Use double sided tape to create the hinges and attach the panels of the screen. Alternatively the panels also fit nicely into DVD cases which, when propped open like a tent, can be used as a screen. 8.5" x 11" panels are also included.

### Resources:

*Deadlands Reloaded Player's Guide: Explorer's Edition*

By Shane Lacey Hensley and BD Flory

Additional Material: Matthew Cutter, Simon Lucas, Paul "Wiggy" Wade-Williams, Dave Blewer, Piotr Koryś, Clint Black.

*Deadlands Reloaded Marshal's Handbook: Explorer's Edition*

By Shane Lacy Hensley

Additional Material: Matthew Cutter, Simon Lucas, Paul "Wiggy" Wade-Williams, B.D. Flory, Dave Blewer, Piotr Koryś, Clint Black.

*Savage Worlds Deluxe Explorer's Edition*

By Shane Lacy Hensley with Clint & Jodi Black, Matthew Cutter, John Goff, Joel Kinstle, Piotr Koryś, Jordan Peacock, Teller, and Simon Lucas.

[\*Savage Worlds Explorers Society GM Screen Inserts\*](#)

### Visionary Comics Artwork:

Black Water: Brook Turner & C. Edward Sellner

The Cackler: Bart Sears & Michael Atiyeh

Death is Silent: Bart Sears & Michael Atiyeh

The Devil's Six Gun: Steve Ellis

The Kid: Ale Aragon

Massacre at Red Wing: Lee Moder & Michael Atiyeh

Raven: Greg LaRoque & C. Edward Sellner



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\*A special thank you to Jodi Black, C. Edward Sellner, Jacob Bascle, and Sara Quinn for making all of this possible.

## DEMENTIA TABLE

Mad scientists gain a dementia any time they take the New Power Edge. Roll 1d20 on the table below.

**1-2 Absent Minded:** The character tends to forget little details. He might eat raw coffee one day or forget to wear his pants the next. To remember an important detail, he must make a Smart roll. If he fails, he can't remember it. Don't overuse this Marshal, just when it is important.

**3-4 Delusion:** The inventor's mind snaps and he comes to believe something that is patently untrue. Maybe he thinks he's a werewolf, or the sky is blue because the "Moon People" paint it that way every morning. This quirk reduces his Charisma by 1.

**5-6 Eccentricity:** This cowpoke becomes what we like to call an eccentric. Other folks just call him "loco." Maybe he smothers his food in vinegar or eats lots of bran to keep his digestive system clear (ugh). The condition is basically harmless and amusing, though occasionally annoying, lowering his Charisma by 1.

**7-8 Evil Deeds:** An insidious manitou convinces the hero that someone or something is evil, and must be stopped. Each time the character gets this result, his madhness is more pronounced. At first he may only talk badly about his "enemies." Later on he might attempt to ruin or even kill them.

**9-10 Depression:** The tortured genius becomes incredibly depressed about himself, his inventions, the faculty of humanity, or his chances of surviving another adventure. He often speaks of mankind's impending doom. His lack of faith causes him to lose 1 point of Grit every time he gets this result.

**11-14 Phobia:** The scientist develops a strange fear of something completely irrational and unrelated to his inventions (his phobia does not prevent him from working). He gains a Major Phobia when in the presence of the feared object or environment. See *Savage Worlds* for a complete description of phobias and their effects.

**15-16 Mumbler:** The engineer talks to himself constantly and his sentences often taper off into meaningless drivel. Occasionally, he might hear "voices" talking back, whispering the secrets to brilliant new inventions. The frightening truth is the voices are real. This lowers his Charisma by 1.

**17-18 Paranoia:** Everyone's out to steal the inventor's ideas, or so he believes. Or maybe sinister creatures from "Dimension X" are lurking just outside his lab, waiting to steal his amazing breakthrough so they can conquer the Earth. His bizarre claims lower his Charisma by 2.

**19-20 Schizophrenia:** Anyone any player draws a Joker, the character adopts a drastically different attitude. At one moment he might be passive and restrained, later on he's a raving madman. Choose a new Minor Hindrance from the poor sap to reflect the change. Make sure the Hindrance is a mental instability rather than a physical handicap.

## BACKFIRE TABLE

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**16-19 Corruption:** The hex is twisted to have the worst possible result for the hesslinger. Damage-causing spells affect him or his allies, protection affects his foes, information gathering incantations lie, and so on.

**20 Mindswipe:** The manitou fries a part of the huckster's mind. The spell slinger's Spellcasting die drops 1 level permanently.

## POKER HANDS

### Effect

- 1 Power Point (excess Power Points are lost)
- 2 Power Point (excess Power Points are lost)
- 3 Power Point (excess Power Points are lost)
- 4 Power Point (excess Power Points are lost)
- 5 Power Point (excess Power Points are lost)
- 6 Power Point (excess Power Points are lost)

### Hand

Ace High

### Pair

Jacks or Better

Two Pairs

Three of a Kind

Straight

Flush

Full House

Four of a Kind

Five of a Kind

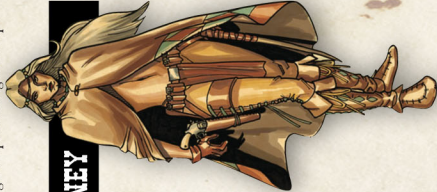
Straight Flush

As above, and the huckster draws a Fate Chip from the Fate Pot



## MONEY

Coin	Value
Dime Eagle	\$10
Half Eagle	\$5
Quarter Eagle	\$2.50
Silver Dollar	\$1
Half Dollar	50¢
Dime	10¢
Half Dime	5¢
Copper Cent	1¢



### Sentence

- Hanging
- Hanging
- Hanging
- Hanging
- 20 years or more
- 20 years or more
- 20 years or more
- 5 years or more
- 5 years or more

### Offense

- Horse Thieving
- Rustling
- Murder
- Rape
- Attempted Murder
- Bank Robbery
- Train Robbery
- Theft from someone of authority
- Grand Larceny (Stealing \$300 or more in goods other than horses or cattle)
- Theft of less than \$300
- Drunk in public

- 1 week to 1 year
- Overnight and \$10 fine
- \$10 fine
- Confiscation and \$10 fine

- Disorderly
- Carrying a weapon in a no-weapon zone

# COMBAT RULES

## Aim

- +2 Shooting/Throwing next round (no moving)

## Area Effect Attacks

- Target(s) under template suffer damage
- Threat Cover as armour
- Missed attacks cause deviation of 1d6" for thrown weapons

## Autofire

- Roll Shooting dice up to RoF (only 1 Wild die)
- 2 to the attack; each die is RoF bullets used

## Breaking Things

- Parry of inanimate object is 2
- No additional damage from raises on attack roll
- No aces on damage
- If an attack can't do enough damage to destroy an object, it can't be destroyed (in combat)

## Called Shots

- |              |               |
|--------------|---------------|
| Limb         | -2            |
| Head         | -4; +4 damage |
| Small Target | -4            |
| Tiny Target  | -6            |

## Cover

- |        |    |
|--------|----|
| Light  | -1 |
| Medium | -2 |
| Heavy  | -4 |

## Darkness

- Dim ... -1 attack
- Dark ... -2 attack; targets not visible beyond 10"
- Pitch ... Target must be detected to be attacked at -4

## Defend

- +2 Parry; no other action possible

## Disarm

- 2 attack; defender makes a Strength roll vs the damage or drops his weapon

## Double Tap / Three Round Burst

- +1 attack & damage / +2 attack & damage

## The Drop

- +4 to both attack and damage rolls
- Attacker must have initiative & is considered On Hold

**Finishing Move**  
Helpless victims may be dispatched as an action

## Ganging Up

- +1 Fighting per additional attacker; max +4

## Grapping

- Fighting roll to grapple; raise causes Shaken. Opposed Strength/Agility Roll to break free

## Innocent Bystanders

If a shooting roll fails when firing into melee and the shooting die is a 1 (or 2 with auto-fire or shotgun) a random character may be hit

## Non-Lethal Combat

- Must use fists or blunt weapon (-1 to fighting to use flat side of sword)
- Roll damage normally
- Incapacitated Extras are down for 1d6 hours
- Wild Cards take wounds as normal including going to incapacitating table

## Obstacles

If attack hits by Concealment penalty, the obstacle acts as Armour (see Obstacle Toughness table)

## Panicked

The character immediately moves his full Pace plus running die away from the danger and is Shaken

## Pronc

- Offers Medium Cover against Ranged Attacks beyond 3 inches
- 2 Fighting & Parry in close combat

## Ranged Weapons in Close Combat

TN is opponent's Parry; only pistol-sized or smaller weapons may be used

## Suppressive Fire

- Make attack roll with Autofire & range penalty
- On success; targets under Medium Burst make Spirit roll or be Shaken (or are hit on 1)
- Uses 5x RoF in Ammo

## Touch Attack

- +2 to the Fighting roll

## Trick

- Opposed Agility or Smarts (depending on the type of Trick used)
- Target is -2 parry until next action & Shaken on raise

## Two Weapons

- 2 attack; -2 to off hand if not Ambidextrous

## Unarmed Defender

- Armed attacker gains +2 on Fighting roll

## Unstable Platform

- 2 Shooting from moving vehicle or animal
- Wild Attack
- +2 Fighting; +2 damage; -2 Parry until next action

## Withdrawing from Melee

- Adjacent foes get 1 free attack at retreating hero

# OBJECT TOUGHNESS

Object	Toughness	Damage Type
Light Door	8	Blunt, Cutting
Heavy Door	10	Blunt, Cutting
Lock	8	Blunt, Cutting
Handrails	12	Blunt, Piercing, Cutting
Knife, Sword	10	Blunt, Cutting
Rope	4	Cutting, Piercing
Small Shield	8	Blunt, Cutting
Medium Shield	10	Blunt, Cutting
Heavy Shield	12	Blunt, Cutting

# OBSTACLE TOUGHNESS

## Armour

- +1
- +2
- +3
- +4
- +6
- +8
- +10

## Obstacle

- Glass, leather
- Plate glass windows, wooden shield
- Modern interior wall, sheet metal, car door, metal shield
- Oak door, thick wood
- Concrete block wall
- Brick wall
- Stone wall, bulletproof glass

# RAISE CALCULATOR

1	5	9	13	17	21	25	29	33	37	41	45	49	53	57	61
2	6	10	14	18	22	26	30	34	38	42	46	50	54	58	62
3	7	11	15	19	23	27	31	35	39	43	47	51	55	59	63
4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64

## INCAPACITATION

An incapacitated hero must make an immediate Vigor roll, applying wound modifiers as applicable. This does not count as an action.

### Raise:

The hero is only stunned. The hero still has 3 wounds, but is not incapacitated. He is Shaken and suffers a temporary impairment as well. Roll 2d6 on the Injury Table. The effects are short-term and go away when the combat is over.

### Success:

The hero is unconscious. He regains consciousness with a successful Healing roll, as noted above, or after an hour has passed. Roll 2d6 on the Injury Table. The injury goes away when all wounds are healed.

### Failure:

The victim is Bleeding Out. At the start of each round, he must make another Vigor roll (with applicable penalties). A failure means he has to roll again next round. A result of 1 or less means the poor sap dies (as a Critical Failure). Success means he stabilizes but remains unconscious until healed. Roll 2d6 on the Injury Table as well. The injury is permanent and requires specialist healing (such as the greater healing power). With nonlethal damage, treat this as a Success except the hero is unconscious for 1d6 hours.

### Critical Failure:

The hero is dead. Nothing can bring him back. With non-lethal damage, treat this as a Success except the hero is unconscious for 2d6 hours.

## STEALTH MODIFIERS

Crawling	+2
Running	-2
Dim Light	+1
Darkness	+2
Pitch Darkness	+4
Light Cover	+1
Medium Cover	+2
Heavy Cover	+4

- guards are either inactive or active.
- success avoids inactive guards; failure means guards active.
- active guards make Notice rolls to oppose Stealth roll.
- last 3' always requires opposed Stealth vs Notice check.
- move 5 x pace per Stealth check outside combat; in combat, each round.

## INJURY TABLE

Roll 2d6 on the table below. If the attack that caused the injury was directed at a specific body part, use that location instead of rolling randomly.

### 2 Unmentionables:

If the injury is permanent, reproduction is out of the question without miracle surgery or magic.

### 3-4 Arm:

Roll the left or right arm randomly; it's rendered useless.

### 5-9 Guts:

Your hero catches one somewhere between the crotch and the chin.

### Roll 1d6

1-2 Broken: Agility reduced a die type (min d4).

3-4 Battered: Vigor reduced a die type (min d4).

5-6 Busted: Strength reduced a die type (min d4).

7-9 Leg: Roll left or right leg randomly. It's rendered useless.

11-12 Head: A grievous injury to the head.

### Roll 1d6:

1-2 Hideous Scar: Your hero now has the ugly Hindrance.

3-4 Blinded: An eye is damaged, gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye).

5-6 Brain Damage: Massive trauma to the head. Smarts reduced one die type (min d4).

## FEAR TABLE

Make a Guts Roll. If it fails:

**Fear/Nausea:** For grotesque or horrific scenes make a Vigor roll. Failure causes a -1 for the remainder of the encounter. If the Skill Die rolled a 1 (regardless of wild die) the character rolls a 1d20 on the table below as well. **Terror:** Extras are Panicked; Wild Cards roll 1d20 the table below.

### 1-4 Adrenaline Surge:

The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.

### 5-8 Shaken:

The character is Shaken.

### 9-12 Panicked:

The character is Panicked.

### 13-16 Minor Phobia:

The character gains a Minor Phobia Hindrance (something associated with the trauma).

### 17-18 Major Phobia:

The character gains a Major Phobia Hindrance (something associated with the trauma).

### 19-20 The Mark of Fear:

The hero is Shaken and also suffers some cosmetic physical alteration - a white streak forms in the hero's hair, his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.

### 21+ Heart Attack:

The hero is so overwhelmed with fear that his heart stutters. He becomes incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A healing roll at -4 saves the victim's life, but he remains incapacitated.

\*Add the creature's Fear penalty as a positive number to this roll.

## TRACKING MODIFIERS

Tracking > 5' individuals	+2
Recent snow	+1
Mud	+2
Dusty Area	+1
Raining	-1
Tracking in poor light	-2
Tracks > 1 day old	-2
Target tried to hid tracks	-2

## CLIMBING MODIFIERS

Climbing Equipment	+2
Advanced Climbing Equipment	+4
Scarce/Thin Handholds	-2
Wet/Slippery Surface	-2
Icy Surface	-4

- make a roll for every 10' (20' climbed).
- during combat, climb 1/2 Strength a round but only if using ropes or if there are good handholds.

## FIRE DAMAGE

Burning Weapon	+2
Spot fire, such as a brand	1d10
Campfire, flamethrower	2d10
Lava, Oxy torch	3d10

## ENCOUNTER TABLES

Each day the posse spends travelling the highways and byways of the Weird West (and isn't on a train, boat, etc.), draw a card from your Action Deck. If you draw a face card, roll 1d20 on the appropriate encounter table below.

### Coyote Confederation

- 1 Night Raven
- 2 Pox Walker
- 3 Skinwalker
- 4 Uteana
- 5-10 2d6 Vicerent Indian Braves
- 11-20 2d8 Indian Braves

### Deseret Encounters

- 1 1d4 Wall Crawlers
- 2-8 2d10 Navaho Legion (Desert Soldiers)
- 9-12 Catamount
- 13-14 Rattler, Salt
- 15-16 Automaton Patrol (1d4)
- 17-18 Walkin' Fossil
- 19-20 2d8 Tunnel Critters

### Disputed Territories Encounters

- 1-4 2d6 Partisan Raiders (Soldier Profile)
- 5-9 2d6 Outlaws
- 10 2d4 Veteran Outlaws
- 11 2d4 Walkin' Dead
- 12 Glom
- 13 Mourning Mist
- 14-15 Jackalope
- 16-20 2d6 Prairie Ticks

### Great Basin Encounters

- 1-2 1d4 Guardian Angels (10% chance of Lost Angel Cult Leader)
- 3-5 2d6 Soldiers (roll d6: 1-3 Union; 4-6 Confederate)
- 6-10 2d6 Outlaws
- 11-12 2d4 Veteran Outlaws
- 13-14 2d4 Indian Braves
- 15 2d4 Veteran Indian Braves
- 16 Rattler, Mojave
- 17-18 1d6 Tumblebleeds
- 19-20 1d4 Dust Devils

### Great Maze Land Encounters

- 1-6 2d4 Guardian Angels (50% chance of Lost Angel Cult Leader)
- 7-10 1d6 from Dragon Martial Artists
- 11-14 2d6 Soldiers (roll d10: 1-4 Union; 5-8 Confederate; 9-10 Mexican)
- 15-16 1d4 Dusters
- 17 Gaki
- 18 1d6 Wall Crawlers
- 19-20 1d4 Prospectors (use Townsfolk)

### Great Maze Sea Encounters

- 1-4 1d10+10 Devil Rays
- 5-6 Maze Dragon
- 7 Giant Octopus
- 8 Giant Saltwater Crocodile
- 9 Giant Shark
- 10-11 2d8 Wave Shadows
- 12 1d4 Weresharks
- 13-20 Ship (1d10; 1 Union ironclad; 2 Union raider; 3 Confederate ironclad; 4 Confederate raider; 5-6 Pirate; 7-8 Chinese pirate (use Martial Artists for crew); 9-10 Mexican)

### Great Northwest Encounters

- 1-2 Catamount
- 3-4 Chinook
- 5 Sasquatch
- 6 Wendigo
- 7-8 1d6 Wolfings
- 9-14 2d6 Settlers (Use townsfolk)
- 15 2d20 Settlers (Use townsfolk)
- 16-19 2d6 Braves
- 20 Prospector (Use Townsfolk)

### High Plains Encounters

- 1-2 Rattler
- 3-6 1d8 Devil Bats
- 7-8 1d4 Dread Wolves
- 9-10 2d6 Indian Braves
- 11-12 2d4 Outlaws
- 13-14 Pit Wasp
- 15-18 2d6 Prairie Ticks
- 19-20 2d6 Rattler Young 'Uns

### Sioux Nations Encounters

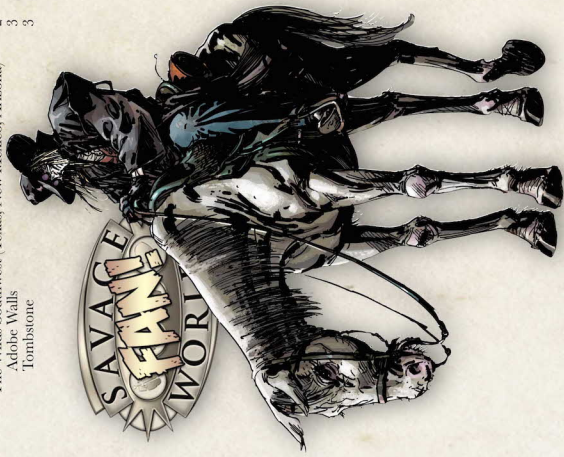
- 1 Poison Woman
- 2 Pox Walker
- 3 Uktena
- 4-9 2d6 Indian Braves
- 10-12 2d4 Veteran Indian Braves
- 13-14 Prospector (Use Townsfolk)
- 15-16 1d4 Prospector (Use Townsfolk)
- 17-18 2d6 Raiders (Use Outlaws)
- 19-20 2d4 from Dragon Miners (Use Martial Artists)

### Wild Southwest Encounters

- 1-2 Bloodwre
- 3-4 Carcajou
- 5 Chupakabara
- 6 Desert Thing
- 7 Hangin' Judge
- 8 2d6 Prairie Ticks
- 9 Rattler, Mojave
- 10 Terrantulus (d6: 1-3 swarm; 4-5 large; 6 gargantuan)
- 11-15 2d6 Indian Braves
- 16-17 2d6 Confederate Soldiers
- 18-20 2d4 Outlaws

## LOCALE FEAR LEVELS

- 1 Back East
- 2 Deseret (Utah)
- 3 The City o' Gloom
- 4 Disputed Territories (Kansas, Colorado)
- 5 Dodge City
- 6 Indian Country (Dakota, Oklahoma)
- 7 The Great Basin (Southern California, Nevada)
- 8 Death Valley
- 9 Fort 51
- 0 The Ghost Trail
- 1 The Mojave Desert
- 2 The Great Maze (California)
- 3 The City of Lost Angels
- 4 Shan Fan
- 5 The Great Northwest (Washington, Oregon, Idaho)
- 6 The High Plains (Montana, Wyoming, Nebraska)
- 7 The Badlands
- 8 Worm Canyon
- 9 The Wilds Southwest (Texas, New Mexico, Arizona)
- 0 Adobe Walls
- 1 Tombstone
- 2
- 3





SAVAGE  
**FAN!**  
WORLDS



DEAD  
LANDS

DEAD  
LANDS

DEAD  
LANDS

# DEAD LEADS





VISIONARY  
COMICS





SAVAGE  
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Jacks or Better	3 Power Point (excess Power Points are lost)
Two Pairs	4 Power Point (excess Power Points are lost)
Three of a Kind	5 Power Point (excess Power Points are lost)
Straight	6 Power Point (excess Power Points are lost)
Flush	Spell goes off with a raise (if possible, otherwise no extra effect)
Full House	As flush, and hex Duration is doubled (except instant hexes)
Four of a Kind	As flush, and hex Duration is multiplied by 10 (except instant hexes)
Five of a Kind	As flush, but the huckster can turn the power on or off at will for 24 hours at no cost
Straight Flush	As above, and the huckster draws a Fate Chip from the Fate Pot



## CRIME & PUNISHMENT

Offense	Sentence
Horse Thieving	Hanging
Rustling	Hanging
Murder	Hanging
Rape	Hanging
Attempted Murder	20 years or more
Bank Robbery	20 years or more
Train Robbery	20 years or more
Theft from a Widow	20 years or more
Theft from someone of authority	5 years or more
Grand Larceny (Stealing \$300 or more in goods other than horses or cattle)	5 years or more
Theft of less than \$300	1 week to 1 year
Drunk in public	Overnight and \$10 fine
Disorderly	\$10 fine
Carrying a weapon in a no-weapon zone	Confiscation and \$10 fine

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Tiny Target	-6

## Cover

Light	-1
Medium	-2
Heavy	-4

## Darkness

Dim ... -1 attack  
 Dark ... -2 attack; targets not visible beyond 10"  
 Pitch ... Target must be detected to be attacked at -4

## Defend

+2 Parry; no other action possible

## Disarm

-2 attack; defender makes a Strength roll vs the damage or drops his weapon

## Double Tap / Three Round Burst

+1 attack & damage / +2 attack & damage

## The Drop

- +4 to both attack and damage rolls
- Attacker must have initiative & is considered On Hold

## Finishing Move

Helpless victims may be dispatched as an action

## Ganging Up

+1 Fighting per additional attacker; max +4

## Grappling

Fighting roll to grapple; raise causes Shaken. Opposed Strength/Agility Roll to break free

## Innocent Bystanders

If a shooting roll fails when firing into melee and the shooting die is a 1 (or 2 with auto-fire or shotgun) a random character may be hit

## Non-Lethal Combat

- Must use fists or blunt weapon (-1 to fighting to use flat side of sword)
- Roll damage normally
- Incapacitated Extras are down for 1d6 hours
- Wild Cards take wounds as normal including going to incapacitating table

## Obstacles

If attack hits by Concealment penalty, the obstacle acts as Armour (see Obstacle Toughness table)

## Panicked

The character immediately moves his full Pace plus running die away from the danger and is Shaken

## Prone

- Offers Medium Cover against Ranged Attacks beyond 3 inches
- -2 Fighting & Parry in close combat

## Ranged Weapons in Close Combat

TN is opponent's Parry; only pistol-sized or smaller weapons may be used

## Suppressive Fire

- Make attack roll with Autofire & range penalty
- On success, targets under Medium Burst make Spirit roll or be Shaken (or are hit on 1)
- Uses 5x RoF in Ammo

## Touch Attack

+2 to the Fighting roll

## Trick

- Opposed Agility or Smarts (depending on the type of Trick used)
- Target is -2 parry until next action & Shaken on raise

## Two Weapons

-2 attack; -2 to off hand if not Ambidextrous

## Unarmed Defender

Armed attacker gains +2 on Fighting roll

## Unstable Platform

-2 Shooting from moving vehicle or animal

## Wild Attack

+2 Fighting; +2 damage; -2 Parry until next action

## Withdrawing from Melee

Adjacent foes get 1 free attack at retreating hero

# OBJECT TOUGHNESS

Object	Toughness	Damage Type
Light Door	8	Blunt, Cutting
Heavy Door	10	Blunt, Cutting
Lock	8	Blunt, Cutting
Handcuffs	12	Blunt, Piercing, Cutting
Knife, Sword	10	Blunt, Cutting
Rope	4	Cutting, Piercing
Small Shield	8	Blunt, Cutting
Medium Shield	10	Blunt, Cutting
Heavy Shield	12	Blunt, Cutting

# OBSTACLE TOUGHNESS

Armour	Obstacle
+1	Glass, leather
+2	Plate glass window, wooden shield
+3	Modern interior wall, sheet metal, car door, metal shield
+4	Oak door, thick sheet metal
+6	Cinder block wall
+8	Brick wall
+10	Stone wall, bulletproof glass

# RAISE CALCULATOR

1	5	9	13	17	21	25	29	33	37	41	45	49	53	57	61
2	6	10	14	18	22	26	30	34	38	42	46	50	54	58	62
3	7	11	15	19	23	27	31	35	39	43	47	51	55	59	63
4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64

## INCAPACITATION

An incapacitated hero must make an immediate Vigor roll, applying wound modifiers as applicable. This does not count as an action.

### Raise:

The hero is only stunned. The hero still has 3 wounds, but is not incapacitated. He is Shaken and suffers a temporary impairment as well. Roll 2d6 on the Injury Table. The effects are short-term and go away when the combat is over.

### Success:

The hero is unconscious. He regains consciousness with a successful Healing roll, as noted above, or after an hour has passed. Roll 2d6 on the Injury Table. The injury goes away when all wounds are healed.

### Failure:

The victim is Bleeding Out. At the start of each round, he must make another Vigor roll (with applicable penalties). A failure means he has to roll again next round. A result of 1 or less means the poor sap dies (as a Critical Failure). Success means he stabilizes but remains unconscious until healed. Roll 2d6 on the Injury Table as well. The injury is permanent and requires specialist healing (such as the greater healing power). With nonlethal damage, treat this as a Success except the hero is unconscious for 1d6 hours.

### Critical Failure:

The hero is dead. Nothing can bring him back. With non-lethal damage, treat this as a Success except the hero is unconscious for 2d6 hours.

## STEALTH MODIFIERS

Crawling	+2
Running	-2
Dim Light	+1
Darkness	+2
Pitch Darkness	+4

- guards are either inactive or active.
- success avoids inactive guards; failure means guards active.
- active guards make Notice rolls to oppose Stealth roll.
- last 5" always requires opposed Stealth vs Notice check.
- move 5 x pace per Stealth check outside combat; in combat, each round.

## INJURY TABLE

Roll 2d6 on the table below. If the attack that caused the injury was directed at a specific body part, use that location instead of rolling randomly.

### 2 Unmentionables:

If the injury is permanent, reproduction is out of the question without miracle surgery or magic.

### 3-4 Arm:

Roll the left or right arm randomly; it's rendered useless.

### 5-9 Guts:

Your hero catches one somewhere between the crotch and the chin.

Roll 1d6

1-2 Broken: Agility reduced a die type (min d4).

3-4 Battered: Vigor reduced a die type (min d4).

5-6 Busted: Strength reduced a die type (min d4).

**10 Leg:** Roll left or right leg randomly. It's rendered useless and Pace reduced -1.

### 11-12 Head:

A grievous injury to the head.

Roll 1d6:

1-2 Hideous Scar: Your hero now has the ugly Hindrance.

3-4 Blinded: An eye is damaged. gain the One Eye Hindrance (or the Blind Hindrance if he only had one good eye).

5-6 Brain Damage: Massive trauma to the head.

Smarts reduced one die type (min d4).

## CLIMBING MODIFIERS

Climbing Equipment	+2
Advanced Climbing Equipment	+4
Scarce/Thin Handholds	-2

- make a roll for every 10" (20y) climbed.
- during combat, climb 1/2 Strength a round but only if using ropes or if there are good handholds.

## FIRE DAMAGE

Burning Weapon	+2
Spot fire, such as a brand	1d10
Campfire, flamethrower	2d10
Lava, Oxy torch	3d10

## FEAR TABLE

Make a Guts Roll. If it fails:

**Fear/Nausea:** For grotesque or horrific scenes make a Vigor roll. Failure causes a -1 for the remainder of the encounter. If the Skill Die rolled a 1 (regardless of wild die) the character rolls a 1d20 on the table below as well.

**Terror:** Extras are Panicked; Wild Cards roll 1d20 on the table below.

### 1-4 Adrenaline Surge:

The hero's "fight" response takes over. He adds +2 to all Trait and damage rolls on his next action.

### 5-8 Shaken:

The character is Shaken.

### 9-12 Panicked:

The character is Panicked.

### 13-16 Minor Phobia:

The character gains a Minor Phobia Hindrance somehow associated with the trauma.

### 17-18 Major Phobia:

The character gains a Major Phobia Hindrance somehow associated with the trauma.

### 19-20 The Mark of Fear:

The hero is Shaken and also suffers some cosmetic physical alteration - a white streak forms in the hero's hair; his eyes twitch constantly, or some other minor physical alteration. This reduces his Charisma by 1.

### 21+ Heart Attack:

The hero is so overwhelmed with fear that his heart stutters. He becomes incapacitated and must make a Vigor roll at -2. If successful, he's Shaken and can't attempt to recover for 1d4 rounds. If he fails, he dies in 2d6 rounds. A healing roll at -4 saves the victims life, but he remains incapacitated.

*\*Add the creature's Fear penalty as a positive number to this roll.*

## TRACKING MODIFIERS

Tracking >5 individuals	+2
Recent snow	+4
Mud	+2
Dusty Area	+1
Raining	-4
Tracking in poor light	-2
Tracks >1 day old	-2
Target tried to hid tracks	-2



# ENCOUNTER TABLES

Each day the posse spends travelling the highways and byways of the Weird West (and isn't on a train, boat, etc.), draw a card from your Action Deck. If you draw a face card, roll 1d20 on the appropriate encounter table below.

## Coyote Confederation

- 1 Night Raven
- 2 Pox Walker
- 3 Skinwalker
- 4 Uktena
- 5-10 2d6 Veterent Indian Braves
- 11-20 2d8 Indian Braves

## Deseret Encounters

- 1 1d4 Wall Crawlers
- 2-8 2d10 Nauvoo Legion (Desert Soldiers)
- 9-12 Catamount
- 13-14 Rattler, Salt
- 15-16 Automaton Patrol (1d4)
- 17-18 Walkin' Fossil
- 19-20 2d8 Tunnel Critters

## Disputed Territories Encounters

- 1-4 2d6 Partisan Raiders (Soldier Profile)
- 5-9 2d6 Outlaws
- 10 2d4 Veteran Outlaws
- 11 2d4 Walkin' Dead
- 12 Glom
- 13 Mourning Mist
- 14-15 Jackalope
- 16-20 2d6 Prairie Ticks

## Great Basin Encounters

- 1-2 1d4 Guardian Angels (10% chance of Lost Angel Cult Leader)
- 3-5 2d6 Soldiers (roll d6: 1-3 Union; 4-6 Confederate)
- 6-10 2d6 Outlaws
- 11-12 2d4 Veteran Outlaws
- 13-14 2d4 Indian Braves
- 15 2d4 Veteran Indian Braves
- 16 Rattler, Mojave
- 17-18 1d6 Tumblebleeds
- 19-20 1d4 Dust Devils

## Great Maze Land Encounters

- 1-6 2d4 Guardian Angels (50% chance of Lost Angel Cult Leader)
- 7-10 1d6 Iron Dragon Martial Artists
- 11-14 2d6 Soldiers (roll d10: 1-4 Union; 5-8 Confederate; 9-10 Mexican)
- 15-16 1d4 Dusters
- 17 Gaki
- 18 1d6 Wall Crawlers
- 19-20 1d4 Prospectors (use Townsfolk)

## Great Maze Sea Encounters

- 1-4 1d10+10 Devil Rays
- 5-6 Maze Dragon
- 7 Giant Octopus
- 8 Giant Saltwater Crocodile
- 9 Giant Shark
- 10-11 2d8 Wave Shadows
- 12 1d4 Weresharks
- 13-20 Ship (1d10: 1 Union ironclad; 2 Union raider; 3 Confederate ironclad; 4 Confederate raider; 5-6 Pirate; 7-8 Chinese pirate (use Martial Artists for crew); 9-10 Mexican)

## Great Northwest Encounters

- 1-2 Catamount
- 3-4 Chinook
- 5 Sasquatch
- 6 Wendigo
- 7-8 1d6 Wolfings
- 9-14 2d6 Settlers (Use townsfolk)
- 15 2d20 Settlers (Use townsfolk)
- 16-19 2d6 Braves
- 20 Prospector (Use Townsfolk)

## High Plains Encounters

- 1-2 Rattler
- 3-6 1d8 Devil Bats
- 7-8 1d4 Dread Wolves
- 9-10 2d6 Indian Braves
- 11-12 2d4 Outlaws
- 13-14 Pit Wasp
- 15-18 2d6 Prairie Ticks
- 19-20 2d6 Rattler Young 'Uns

## Sioux Nations Encounters

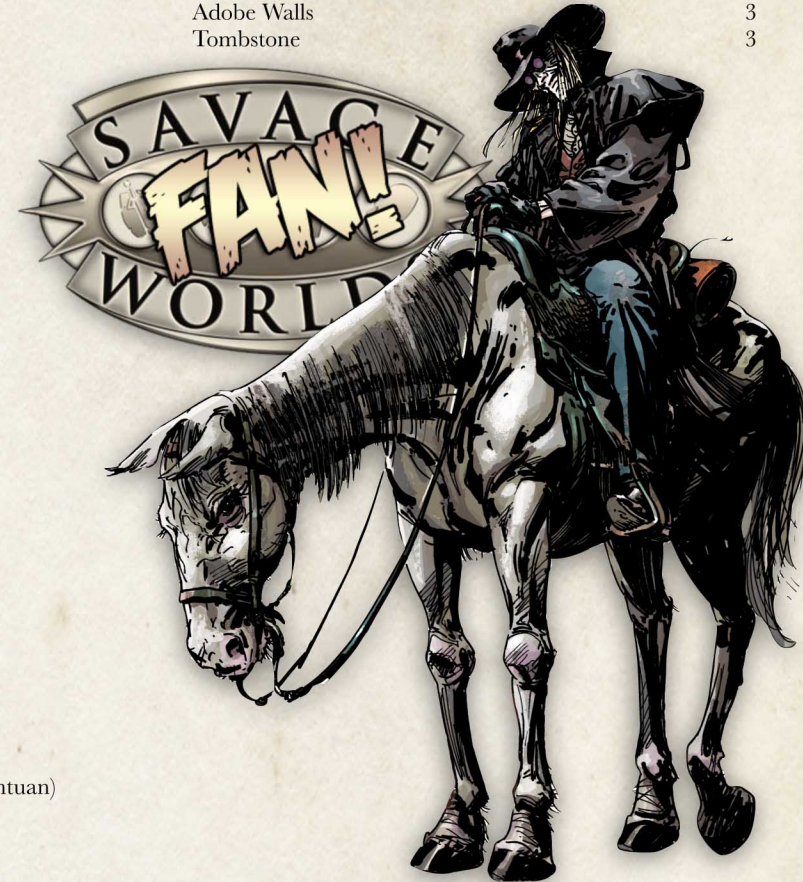
- 1 Poison Woman
- 2 Pox Walker
- 3 Uktena
- 4-9 2d6 Indian Braves
- 10-12 2d4 Veteran Indian Braves
- 13-14 Prospector (Use Townsfolk)
- 15-16 1d4 Prospector (Use Townsfolk)
- 17-18 2d6 Raiders (Use Outlaws)
- 19-20 2d4 Iron Dragon Miners (Use Martial Artists)

## Wild Southwest Encounters

- 1-2 Bloodwire
- 3-4 Carcajou
- 5 Chupakabara
- 6 Desert Thing
- 7 Hangin' Judge
- 8 2d6 Prairie Ticks
- 9 Rattler, Mojave
- 10 Terrantulas (d6: 1-3 swarm; 4-5 large; 6 gargantuan)
- 11-15 2d6 Indian Braves
- 16-17 2d6 Confederate Soldiers
- 18-20 2d4 Outlaws

# LOCALE FEAR LEVELS

Back East	1
Deseret (Utah)	3
The City o' Gloom	4
Disputed Territories (Kansas, Colorado)	2
Dodge City	3
Indian Country (Dakota, Oklahoma)	3
The Great Basin (Southern California, Nevada)	1
Death Valley	5
Fort 51	0
The Ghost Trail	3
The Mojave Desert	4
The Great Maze (California)	2
The City of Lost Angels	5
Shan Fan	3
The Great Northwest (Washington, Oregon, Idaho)	1
The High Plains (Montana, Wyoming, Nebraska)	2
The Badlands	4
Worm Canyon	5
The Wilds Southwest (Texas, New Mexico, Arizona)	2
Adobe Walls	3
Tombstone	3





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WORLDS



# DEAD LANDS







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# DEAD LANDS



# DEAD LANDS





