



THE GUNS OF MEGIDDO

A Savage Wild West Setting

***VERSION 1.1
COLLIN TERRELL***



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Acknowledgements:

The basic seed for this setting is that I wanted a straight Western setting without the Weird trappings of *Deadlands*, but I owe a lot to *Deadlands* for providing inspiration and good ideas. I recommend that everyone go out and find a copy of the *Deadlands Reloaded* sourcebook – it's really great stuff.

Setting & Flavor:

The fictional Wild West town of Megiddo, located in Cochise County, Arizona is the setting for this particular campaign. The time is between the American Civil War and the Turn of the Century, around 1870. The town of Megiddo is a fictionalized representation of popular Wild West destination towns like Deadwood, Tombstone and Dodge City. Consider Megiddo to be all of these places rolled up into one.

History:

When the Civil War ended it didn't just change the North and the South, it changed the West forever too. Without the War to occupy the attention of the nation, men and money began to flood westward seeking new beginnings, new opportunities and new fortunes. Disenfranchised soldiers found second careers as gunmen, bodyguards, desperadoes and businessmen. In the wild, open west, it was still possible to earn a piece of land with the sweat of your own labor and to strike it rich in a place where law and government couldn't tax you dry. If this lawless environment was the dry tinder that attracted these opportunists, then the hint of gold and silver was the match that lit it. Stories of precious metals flowing out of newly opened mines filled the newspapers, firing the acquisitive dreams of the unlucky and out of work.

Megiddo is one of these boomtowns. Located in the deserts of Arizona, it is situated near a brand new silver mine but not much else. It is many, many miles away from the nearest settlement and is surrounded on all sides by lethal wasteland and warlike Indian tribes. You came here hoping that the grim reputation of the place would keep other prospectors away.

Character Creation:

The only playable race in this setting is Human. Humans behave just as they do in the core *Savage Worlds* rules. They gain one free edge at creation.

All characters begin play with a new statistic called "*Reputation*". Reputation starts at 0.

Character Concepts:

There's a very wide range of characters you can play in this setting. Here are just a few suggestions:

The Bounty Hunter: There are some places where the law simply doesn't dare to tread and those are the very places where you make your living. You criss-cross the remote West chasing the gents gracing

Wanted posters in every Sheriff's office from Dodge City to San Francisco. You try to bring 'em back breathing if you can, 'cause the money's usually better that way, but if they prove to be too ornery, dead'll do just fine.

The Civilized Injun: Though you were born in the Nations, you decided at a young age that the White Folk were on to something important. As soon as you were old enough, you left your ancestral home and struck out to make a living in the White Man's world. Things haven't been easy. Most folk treat you like the devil himself. But you are convinced that if you work hard you might just change their minds.

The Drunk: You used to be somebody! Seriously guys!

The Ex-Soldier: Yeah you fought in the Civil War, but you don't want to talk about it. Those times were rotten and there ain't no sense dwelling on them. You don't want to say if you were for the North or the South cause either one is likely to land you in a fight and you've had your fill of those. Still, when the devil's in ya' -- and that seems to be more often than not these days -- you ain't opposed to showing what a soldier is made of.

The Gambler: Only fools put in an honest day's work. You excel at leisure, and what could be more pleasurable than a game of cards? For you the game is so much more than rules, players and pieces. For you the game is high art itself, which makes you something of an artist. There ain't a soul in town who could take you down at poker -- unless you let 'em.

The Gunslinger: You make your daily bread by hiring yourself out as a gunman. At the end of the road you know that you only have yourself and your skills to rely on for survival, so you have dedicated long hours to perfecting your marksmanship. Most fear the steely glint in your eye; others seek to prove their mettle against you.

The Indian Hunter: America would be a better place if it wasn't so full of warlike savages. You and your kind have brought sense and civilization to this wild country, but some of the natives continue to refuse the fruits of civility. Those natives simply need to be cut out of the equation, by hook, crook or bullet.

The Lawman: Whether you still wear a badge or used to, you still believe there's such a thing in this rough-and-tumble world as right and wrong. It sticks in your craw when you see folks who are stronger than others takin' advantage -- it gets your back right up! And it's during times like those that, badge be damned, you're going to step up and put things back in order.

The Pinkerton: These border towns are full of idiots: drunk, armed and dangerous idiots. You know how to keep your head in a fight -- Pinkerton only hires vets. It's almost unfair, a guy like you getting in a tussle with a two-bit dusty loser like everyone else in this town, cause you have discipline, training and skill. You almost wish someone would look at your employer cross-eyed so you can show them what's what.

The Preacher: The Word of God is your water and bread. You've come to this town of heathens to try and wring something good out of the wicked. Your sermons may not be well attended, yet, but you know that so long as a Shepherd tends his Flock, the Sheep will come running sooner or later. To boot, there's more than a little bit of the devil in this town and you're just the Padre to stomp it.

The Prospector: You've always had a nose for the color. Even when you were a kid, you wouldn't have to scratch around in the dirt for more than a minute to find something interesting. Most of the greenhorns out here aren't proper diggers; they don't know what it takes to ferret out a vein. You're going to show everyone how it's done.

The Robber: The great thing about living some place where there ain't much law is that you can pretty much take whatever you want from other people. If they don't like it – tough shit – they can put up or shut up.

The Sophisticate: You come from one of the big cities back East. Whether it was boredom or the promise of riches, you chose to come out West to get in on the gold rush action you read about in the papers. Your ways are cultured compared to the rabble that scratch out a living in these border towns. It might just be that you can help to elevate this place a little and put it on the map.

Edges, Skills & Hindrances:

You can use any Edge, Skill or Hindrance from the *Savage Worlds* sourcebook that is appropriate for this time in history (therefore, nothing involving modern technology or magic).

New Hindrances:

Alcoholism (Major)

You are a serious alcohol fiend. You need to drink every day or you will suffer the effects of hangover (see below). Essentially, you gain a level of Fatigue each day in which you do not drink any booze. This Fatigue remains until you get tipsy drunk.

Grim Servant o' Death (Major)

You gain a +1 to all combat rolls but on a roll of a natural 1 (regardless of the outcome on the Wild Card die) you accidentally or on purpose hit some innocent bystander or ally. The damage of this attack is increased by +1d6.

Lightweight (Minor)

Your character can't hold his liquor. He suffers a -2 on any and all *Vigor* rolls related to withstanding drugs, alcohol and hangovers.

New Edges:

Iron Liver

You have a very high tolerance for alcohol. Gain a +2 on any and all *Vigor* rolls related to withstanding drugs and overcoming hangovers.

Duelist

Requirements: Wild Card, Novice rank, Shooting d6+
You receive an extra hole card during duels.

Famous

Your reputation precedes you. You did something notable in your past that really sticks in people's minds. Your Reputation score is +2 or -2 and can never be less than this.

Fast as Lightning

Requirements: Legendary rank, Quick, Agility d10+
Any time you are dealt an initiative card lower than 10, treat it as a 10.

Hip Shooting

Requirements: Seasoned rank, Shooting d8+
You only suffer a -2 penalty when "fanning the hammer" (see Gameplay section)

Improved Hip Shooting

Requirements: Heroic rank, Shooting d10+, Hip Shooting
 You suffer no penalty when “fanning the hammer”

No Mercy

Requirements: Seasoned rank
 You can spend a benny to reroll damage for any single successful attack. You must abide by the second result.

Speed Load

Requirements: Seasoned rank, Agility d8+, Shooting d6+
 You can reload your weapon in the same round that you fire it without taking a multi-action penalty. If your weapon requires more than 1 round to load, you can reduce this load time by 1 round.

Veteran o’ the Wild West

Requirements: Wild Card, Background Edge
 Your character begins play as a Seasoned character. This means you have 20 experience points to spend on upgrades (4 Advances). However, when you take this edge you also acquire a special Major Hindrance (see below).

Card	Result
2	Jinxed: You gain the Bad Luck Major Hindrance (unless you have it already)
3	Hunted: You’re a wanted man. Someone really tough and determined is after you. Your nemesis is a Wild Card character that outranks you.
4	Debt: You owe some organization either lots of money or lots of favors. They are looking to collect right now and aren’t likely to be very patient about it.
5	Addiction: You have a Major Habit for alcohol or drugs
6	Tormented Dreams: You did something in the past that has messed you up psychologically. You gain the Bad Dreams Hindrance.
7	Maimed: Roll a d6. On a 1-3 you gain the Lamé Hindrance and on a 4-6 you gain the One Arm Hindrance
8	Beat with an Ugly Stick: Your face has been gruesomely scarred by some past injury. You suffer a permanent -2 to Charisma and scare decent folk.
9	Insane: You’re barking at the moon nuts. You figure out what your dementia is but it must be a Major Hindrance.
10	Paranoid: You are so jumpy you pull iron every time a prairie dog farts. In tense situations you need to succeed a Spirit check or you will draw and fire on the first thing that moves.
J	Infected: You have contracted some kind of nasty plague that will probably kill you before too long. If the townsfolk find out they’re liable to lynch you.
Q	Bollixed: You suffer from a bad case of the gremlins. Every time you roll a natural 1 when using a device (including a fire arm) it suffers a mechanical failure.
K	Marked for Death: A Legendary gunman has it out for you. This gun-fighting paragon will eventually hunt you down and call you out. Prepare yourself.
A	Cursed: For whatever reason (bad karma, an Indian curse, a spiritual crisis, etc.) you are phenomenally unlucky. You only get 1 Benny per game session.
Joker	You luck out – no penalty for you!

Gear:

The American dollar is the main unit of currency in this setting. Any period appropriate items can be purchased from the *Savage Worlds* sourcebook (i.e. no laser guns).

All characters begin play with \$500 dollars.

Gameplay:

This section outlines some new rules unique to this setting:

Adventures:

The intent of this setting is that all sessions will take place in and around the town of Megiddo. Imagine the session like it's an episode in a long running TV show – characters may come and go, but the camera and the action always stays focused on Megiddo. The town is surrounded by a very hostile desert, so going on long horse rides outside of town is not a good idea. There are a few box canyons nearby which would make decent lairs and of course there is the Silver Mesa mining operation in the hills, but beyond this there isn't much to see for hundreds of miles. Rather than create situations where the party would want to leave town (i.e. because nothing is going on) bring the action to the party. Every session should feature new strangers from out of town, changes in local politics, assassination attempts, murder investigations, plague outbreaks, thefts, etc. Megiddo is a wild and dangerous place – why should you ever want to leave?

Cinematic Action:

The main emphasis of this setting is providing a platform for players to play a swaggering, cocky gunman (or woman) and act out all of their favorite scenes from every Western ever made. This means there should be lots of fighting, shooting, gambling, drinking, cursing and score-settling. The end result should be a game that is fast-paced, fun and a touch ridiculous. If people aren't laughing, something is wrong.

Gun fights, however, are dangerous business so here are some considerations to bear in mind to mitigate what could otherwise become a total bloodbath:

The rules for getting drunk (see below) are intended to provide a higher survivability factor to gun fights, which are ordinarily very lethal affairs. Since most fights in the Wild West involved drink to some extent, it stands to reason that most gun fighters will be at least slightly buzzed when they skin their smokewagons. Inebriation makes it tougher to aim and gives you greater resistance to pain; both factors contribute to characters not getting blown to pieces by a single lucky shot. Besides, drunken guys with guns are fun precisely because we can't mix the two in real life without getting thrown in jail.

If someone is "killed" as a result of injuries, the Game Master can merely treat them as incapacitated unless a coup de grace is delivered.

Though law is weak in Megiddo, it is not absent. Most fights are broken up by the Sheriff or the citizenry unless they happen in out of the way places at out of the way times. If a battle is getting out of hand, don't forget that others will step up to stop it.

Bennies, of course, can also be used as a last resort if a character suffers a bad break.

Duels:

The rules for gunfighting from *Deadlands Reloaded* will be used in this setting to resolve 1 on 1 gun battles. Here's a brief overview of the system that illustrates some subtle differences for this setting (I recommend you pick up a copy of *Deadlands Reloaded*, it's full of useful material like this):

1. **Face Off:** Each duelist is dealt 2 cards face down. Compare the absolute value of the "Reputation" scores of the two gunmen. The gunman with the lower Reputation loses his nerve and suffers a -2 to his Shooting roll. If the Reputation scores are tied, there is no modifier; proceed to step 2.
2. **Luck o' the Draw:** The Gamemaster deals a flop of 3 cards face up and then, pausing between each, puts down a fourth and fifth card (the Turn and the River). As soon as one of the duelists thinks they have a winning 5-card poker hand, between the cards on the table and the cards they are holding,

they shout "SHOOT!" Duelists must wait to announce SHOOT until the flop is on the table. As soon as SHOOT is called, the Gamemaster stops showing cards. Jokers are Wild.

3. **Reach for it!:** Once SHOOT is called, or all 5 cards are on the table, the duelists draw their weapons. Each shooter decides whether he wants to shoot for "Speed" or "Accuracy". Speed shooters suffer a -2 to their Shooting roll.
4. **Swappin' Lead:** Now the duelists make their Shooting rolls, applying any penalties they have accrued in the prior rounds. Shooters firing for Speed roll first. If they hit (target number 4) they roll damage and apply it to their opponent. If your poker hand is stronger than your opponent's hand, you get extra damage on you gunshot (see table below). You gain 1d6 damage for each level of difference between the two hands. After "Speed" shooters go, "Accuracy" shooters get a chance to fire (if they're still vertical). Accuracy shooters can elect to target a specific body part on their target if they apply the necessary penalty. If both duelists are still standing after the first round, initiative cards are drawn and fighting continues as normal. If both duelists select Speed or Accuracy they fire simultaneously.

Level	Hand
1	Ace High
2	Pair
3	Two Pair
4	Three of a Kind
5	Straight
6	Flush
7	Full House
8	Four of a Kind
9	Five of a Kind
10	Straight Flush

Fanning the Hammer:

This special gun fighting move only works with single action revolvers. By executing this move you fire all six shots in your revolver in one round. Each shot suffers a -4 penalty, rolled separately, and a roll of natural 1 or 2 means either an innocent bystander has been hit or that you have caused serious property damage.

Gambling:

Games of chance are a regular part of life in most frontier towns. The money flowing in from the silver mines is like chum in the water for the hard-bitten gambler.

The key with running an effective gambling scenario is to do it in such a way that isn't disengaging (like an abstract die roll that determines the outcome) but that also doesn't bring your game to a halt. Nothing is more boring for the other players than to watch one guy make gambling rolls all night.

The game of choice in Megiddo is Texas Hold'em Poker. Run the poker game just as you normally would, but at the beginning of each hand let each player make a Gambling skill roll. The character with the highest roll gets to peek at his opponents hole cards at the start of play.

If it's one player vs. NPCs, you may want to consider playing the game face up so that non-players can participate in the action as spectators.

There are no blinds in Megiddo poker, just antes. Ante values are agreed upon at the beginning of the hand. All games are no limit.

Gettin' Drunk:

Getting blindly, belligerently drunk is an occupational hazard in the Wild West. Excessive drinking happens to be the leading cause of fights. Drink can be both an asset and a liability in battle; though it impairs your ability to aim properly it also deadens you to pain that might otherwise cripple you.

Any character can drink one drink per hour without suffering any ill effect. If a character drinks more than one drink in a one hour span, he or she must make a Vigor check. If this check fails, the character gains one rank on the Inebriation table (see below). If the character has another drink in the same hour, he or she must make another check at -1 (and so on, for each additional drink). Every failed Vigor roll increases the character's inebriation state by one level. For every hour of time that passes, the character drops one inebriation level.

A drink constitutes one mug of beer, one shot or one glass of wine.

Inebriation Level	Description	Effect
1	Tipsy	You're feeling a nice buzz; -1 to all Smarts rolls
2	Drunk	It's on! Ignore 1 level of Wound penalties; -1 to all Agility trait tests and -2 to all Smarts rolls
3	Trashed	Hey I could do this all night! WOOOO! Ignore Shaken status and 1 level of Wound penalties; -2 to all Agility trait tests and -4 to all Smarts rolls
4	Blind Drunk	Iloveyouguysser'sly! Ignore Shaken status and 2 levels of Wound penalties; -4 to all Agility trait tests and -8 to all Smarts rolls
5	Wasted	You feel inde-fucking-structible! Ignore all Wound penalties and Shaken status while drunk; -6 to all Agility trait tests and -10 to all Smarts rolls
6	Blackout	You completely ass out; GM takes temporary control of you. You wake up in a strange and unfortunate position.

Naturally, if you get violently drunk, you are likely to suffer from a hangover when you sober up. A character must make one Vigor check for each inebriation level they achieved the previous day (example: a character who got Wasted (level 5) must make 5 Vigor checks the next day). Each failure causes the character to gain 1 level of Fatigue. Don't forget to apply any and all Wound related penalties that the hung over character earned while drunk. Hangover-stricken characters suffer from the effects of Fatigue until they get sufficient food, water and rest. This is up to the DM's discretion to adjudicate, but basically unless the character spends the whole next day resting, they will be impaired. A character who gains 3 or more Fatigue levels is essentially out of commission for 24 hours.

Reputation:

One of the main reasons for Gunslingers to sling guns is to gain a reputation. With reputation comes money, opportunity and power. All characters begin play with a Reputation rating of zero, meaning nobody has ever heard about them one way or the other. Reputation is gained or lost by conducting good or bad deeds. Characters with a positive reputation are considered to be "Famous"; characters with a negative reputation are "Infamous".

If the absolute value of your reputation is higher than someone else's, you gain an edge against them in duels, because they are either afraid of you or in awe of you. Also, a high or low reputation will give you a Charisma bonus during interactions with townsfolk or criminals.

Here is a rundown of the actions that raise and lower reputation:

Good Reputation

+1	Assisting the Law in apprehending a felon; riding in a posse
+1	Taking down an "Infamous" Wild Card opponent of equal or lesser Reputation
+2	Taking down an "Infamous" Wild Card opponent of greater Reputation
+2	Saving the life of a respected citizen (i.e. Sheriff, Mayor, Doctor, etc.)
+3	Undertaking and completing a quest that helps the town establishment

Bad Reputation

-1	Aiding in the commission of a crime
-1	Taking down an "Famous" Wild Card opponent of equal or lesser Reputation
-1	Taking down 5 non-Wild Card opponents
-1	Participating in a bloody massacre
-2	Taking down an "Famous" Wild Card opponent of greater Reputation
-4	Murdering townsfolk and/or destroying buildings

If a character doesn't do anything to affect his or her Reputation during a gaming session, it goes 1d4 steps closer to zero. Thus, even if your Reputation is really high or really low, time will cause people to forget about you eventually.

There are many intangible benefits to Fame and Infamy. Use the table below to describe the different levels of fame that a character can achieve:

Reputation Level	Reputation Description	Benefits
+10	Saint	You are loved by all law-abiding folk. People literally throw themselves at your feet. You could probably marry into high society.
+9	Hero	The town is very proud to have you. You have immediate access to the most important people in the community. People generally give you things when you ask for them.
+8	Celebrity	You are something of a star. People from all around want to know more about you. Requests for interviews and private meetings pour in.
+7	Peacekeeper	People come to you first when they have a dispute they need resolved. You have a reputation of trust and dependability. You are known outside of town.
+6	Deputy	Local law enforcement asks if you're interested in becoming a deputy. You have considerable pull with the law.
+5	Local Leader	People naturally defer to your opinion on most matters. They assume you know best. Town officials want you to support them.
+4	Great Guy	People shout your name in greeting from across the bar. You are the life of the party. If you needed a couple of guys to help you with something, you could find them no problem.
+3	Good Guy	Your actions have proved that you're one of the good guys. People buy you drinks out of the blue.
+2	Townie	Folks around town treat you in a neighborly fashion
+1	Nice Guy	You seem like a decent sort. No real benefit.
0	Neutral	Nobody knows or remembers you. No benefit.
-1	Hood	People suspect you might be a no-goodnik but aren't sure. No real benefit or penalty.
-2	Rough Customer	People think you are dangerous and are wary around you. Crooks think you're ok.
-3	Crook	You don't think twice about doing crimes. You are known in

		Underworld society as a dependable soldier.
-4	Thug	People know you're a crook. Polite society gives you a wide berth; gangs actively try to recruit you.
-5	Feared	You just have to look at someone funny to set them quaking in their boots. Everyone assumes you want to kill them.
-6	Mad Dog	People think you drink blood and chew lead. You've got the sort of reputation that can clear a bar in no time flat.
-7	Made Man	You are in tight with one or more gangs. You are considered a leader in Underworld circles. The Law follows you around when you're in town.
-8	Crime Boss	You could lead your own gang, if you don't already. Other thugs want to join up with you.
-9	Outlaw	You are one of the most infamous outlaws around. Polite society almost has a perverse fascination with you. You enjoy limited celebrity status.
-10	Godfather	You could probably lead several gangs. You are widely considered to be one of the most infamous criminals in the land.

Power Groups:

The Law: Megiddo doesn't have a strong law enforcement presence but, like all towns, it does have a Sheriff and a couple deputies. Marshals don't visit Megiddo frequently, but when they do they usually bring a pack of riflemen with them. The Marshals only come around when they are tracking a fugitive. Megiddo is known to be a popular hideout for those on the lam. In all, the best the law can hope for in Megiddo is neutrality between the other factions, because they are ill-equipped to stop an organized criminal assault.

The Pinkertons: The Pinkerton Company is a protection and private detection service that caters to very wealthy industrialists, bankers and businessmen. Though they are a legitimate outfit with strong ties to the big cities back East, out here in the desert they operate almost like a huge organized crime ring. Stopping short of outright extortion, the Pinkertons try to force themselves into a position where all protection business goes their way. People cross the Pinkertons at their own peril – they have been known to guard their own with extreme prejudice. Generally, the law stays out of the Pinkertons' way as they can usually count on the Pinkertons to lend a hand whenever a posse needs to be raised. Many ex-Civil War soldiers have found their way into the ranks of the Pinkertons, after passing an exhaustive examination of course. The organization is highly selective.

The McMullins Gang: One of the biggest gangs in Megiddo is the McMullins Gang. These brothers have earned a reputation for toughness and skill that's well deserved. One of the oldest families in the county, the McMullins Clan are highly suspicious of "outsiders" and take a very dim view toward anyone who tries to denigrate or devalue their home state.

The McMullins Gang is currently in the midst of a feud with the Tucker Gang.

The Moonlighters: The Moonlighters are your typical gang of thieves, involved in all manner of skullduggery activities. They operate out of the shadows at night performing the odd break-in or mugging as opportunities present themselves. Their main lines of business are prostitution and the opium trade, both of which they are heavily networked into. The Moonlighters are careful to restrict their criminal predations to non-residents except in cases where the prize is truly irresistible.

The Tucker Gang: Along with the McMullins family, the Tuckers are one of the oldest pioneer families in the state. Unlike the McMullins, who are generally well thought of in town, the Tuckers have a bad reputation. Almost every Tucker through the years has been some kind of a bastard or another. The

current crop is no exception; they seek to intimidate people at every turn and will back up their posturing with gunplay if necessary.

The Tucker Gang is currently in the midst of a feud with the McMullins Gang.

Personalities:

Here are some of the notable personalities that live in Megiddo. These personalities are all Wild Cards. In addition to these notable people there are always a number of unremarkable Extras about town. Most are children, homebodies, the elderly, prospectors and simple merchants of no merit.

Each Personality has a playing card number associated with them. These can be used during game sessions to randomly draw "People of Interest" for your encounters.

(2 ♦) Rawhide Ridley Ellis (2 ♦)

Reputation: 0 Toughness: 5 Parry: 6 Shooting: d6
Double Action Revolver (2d6; AP1); Shotgun (1-3d6; +2 Shooting; 1-2 ROF); Bullwhip (Reach +2; Victim suffers a -2 on a Raise); Quick Draw

Rawhide was a cattle driver and gunman back in Texas before coming to Megiddo. He's not especially well known in town and is still looking for his niche. He's hoping to get his hands on a silver claim but would be happy doing just about any kind of work at this point. Ridley is looking to make friends so he treats everyone in an open and easy-going manner.

(3 ♦) Brad the Lucky Bastard (3 ♦)

Reputation: +4 Toughness: 8 Parry: 5 Shooting: d6
Single Action Revolver (2d6+1; AP1)

Brad the Lucky Bastard is a gunslinger who has famously been shot about eight times and is still none the worse for wear. This has given him a sunny, devil may care attitude towards danger. He likes to spend most of his time gambling, drinking and generally doing as little as possible. He's a likeable sort of guy with lots of friends.

(4 ♦) Drunk Glen McMullins (4 ♦)

Reputation: +3 Toughness: 8 Parry: 5 Shooting: d6
Double Action Revolver (2d6; AP1); Shotgun

Glen McMullins is the hot-head of the McMullins family. Frequently found carousing in the saloons, Glen is well liked for his high spirited demeanor but his penchant for drink often winds up getting him involved in fights. He's young, full of fire and eager to show off his courage and toughness. There's nothing Glen enjoys more than a bottle of booze, a game of cards, and loud music.

(5 ♦) Mad Myrtle Mitchell (5 ♦)

Reputation: 0 Toughness: 5 Parry: 6 Shooting: d6
Double Action Revolver (2d6; AP1); Shotgun (1-3d6; +2 Shooting; 1-2 ROF)

Mad Myrtle has (perhaps unjustly) earned her name from the fact that her face seems to be perpetually contorted into a piercing scowl. She's a young girl with a chip on her shoulder though no one in town knows why. Many fights have been started by well-meaning gents who had the temerity to suggest that Myrtle might even be pretty if she smiled once in awhile.

(6 ♦) Gatling Jack (6 ♦)

Reputation: +5 Toughness: 5 Parry: 5 Shooting: d8
Pepperpot Revolver (2-6d6; +2 Shooting); Mini-Gatling (2d6; ROF 3; AP1)

This apprentice gun smith decided to leave the security of working for Colt's Manufacturing Company in Connecticut and took some of his more radical designs to Megiddo to try his hand as a gunslinger. He

carries a bizarre array of weapons such as a Peppercot Revolver that fires all six shots at once and his prized possession, a mini-gatling gun that operates on a hand crank. Most folks won't duel with Jack on account of being afraid of his withering arsenal. For a fee Jack is happy to modify someone's gun to make it more effective.

(7 ♦) Tornado Audrey Sanchez (7 ♦)

Reputation: +3 Toughness: 5 Parry: 7 Shooting: d8

Double Action Revolvers (x2) (2d6; AP1)

Audrey Sanchez is a Mexican-American originally from Santa Fe. Her father was a desperado who took his young daughter on the trail and taught her the arts of riding and shooting. When he was gunned down in a drunken dispute, Audrey took up his horse and his guns (her only inheritance) and set out to make a name as a gunslinger. She has earned respect for her toughness and her pistol skills. She is called Tornado for her two-fisted shooting style. She really dislikes California Perkins and is thinking of calling him out soon.

(8 ♦) California Perkins (8 ♦)

Reputation: +8 Toughness: 5 Parry: 8 Shooting: d10

Double-Action Colt Peacemaker (2d6+1; AP1)

When California Perkins rode into town, everyone took notice. This flashy kid (and he is barely more than a teenager) was dressed like a rodeo clown and boasted of a reputation as a great killer of Mexicans back in his home state. It didn't take long for someone to call this popinjay out, at which point the townsfolk learned he really could shoot with the best of them. He enjoys smalltime celebrity status in town, though most folks are still skeptical of his bravado. California holds court in the town's saloons like he's some kind of royalty.

(9 ♦) Pamela "The Vixen" Travers (9 ♦)

Reputation: +6 Toughness: 5 Parry: 6 Shooting: d10

Single Action Colt Peacemaker (2d6+1): AP1

Pam Travers comes from Colorado where she had built up a reputation as a minor gunslinger. She is a very attractive woman who has learned to shoot out of necessity, to keep her legion of admirers at a comfortable distance. She's not afraid to use her looks to give her an advantage over her bigger, dumber and slower male counterparts. Pam came to Megiddo in search of a larger reputation. She heard that a lot of gunslingers passed through this town and so far that's proven to be right.

(10 ♦) Jessie "The Hunter" McMullins (10 ♦)

Reputation: +7 Toughness: 7 Parry: 7 Shooting: d10

Single Action Colt Peacemaker (2d6+1): AP1

The middle brother of the McMullins family, Jessie has spent the last couple years away riding with a band of Marshals. He is a noted fugitive hunter and while he's not a member of the Law he has many good friends in law enforcement. He has a positive reputation around town as someone who is brave and decent. Jessie refuses to settle down, much to his older brother's chagrin, and consistently rebuffs proposals to court the eligible ladies in town (he prefers the company of gents, if you know what I mean). Every so often, Jessie gets the itch to ride again and will leave Megiddo for several weeks at a stretch to collect a bounty or two.

(J ♦) Arizona Dean McMullins (J ♦)

Reputation: +7 Toughness: 6 Parry: 6 Shooting: d10

Single Action Colt Peacemaker (2d6+1): AP1

Arizona Dean is the head of the McMullins clan, one of the toughest bunches in town. The McMullins are one of the original families to settle Megiddo and they take it as a point of pride that they are born and bred Arizonans. Dean takes a real narrow view of strangers and it requires a lot of effort to get him to

warm up to someone new. That said, he's a decent sort of guy, if a bit of a bulldog. He's not afraid to throw down with someone who disrespects him, his family or his state. He hates all members of the Tucker clan.

(Q ♦) Maureen McMullins (Q ♦)

Reputation: +5 Toughness: 4 Parry: 4

The beautiful sister of the McMullins Brothers, Maureen has been courted by just about every eligible man in town, and up until now has turned them all down. She spends most of her time in the McMullins home; whenever she is out and about it is always in the presence of at least one bodyguard. The Tuckers have made several lewd entreaties toward Maureen, which continues to fan the flames of the Tucker-McMullins feud.

(K ♦) Sixgun Shane Lowe (K ♦)

Reputation: +8 Toughness: 6 Parry: 7 Shooting: d12

Double-Action Revolvers (x6) (2d6; AP1)

An accomplished gunfighter, Sixgun Shane Lowe is a bit of an eccentric. You see, he actually carries six loaded six shot pistols on his person at all times. This one man walking armory attracts a lot of weird glances but is respected for his shooting skills, which he has employed on more than one occasion. If asked about his strange habit, he merely replies, "Hey, it makes more sense than trying to reload during a fight." People don't usually point out the fact that if you are in need of 36 bullets to begin with, it's probably not a fight you're going to win. Sixgun Shane is a bit of a non-linear thinker but does possess his own roundabout brand of practicality.

(A ♦) El Poncho (A ♦)

Reputation: +8 Toughness: (12) 8 Parry: 7 Shooting: d12+1

Buntline Special (2d6+1; +25% range; AP1); Armor Plate (Torso only; Armor +4); Trick Boot (2d6; 1 shot); Improved Hip Shooting; Fast as Lightning; -2 to be shot

El Poncho is a man of few words. He's the latest sensational gunman to come on the scene in Megiddo, so named because of the brightly colored Mexican poncho he always wears (though he himself is a grizzled, well-tanned Caucasian). El Poncho rents a shack a short distance outside of town and is seldom seen, except to settle a score. Attempts to engage him in conversation are seldom fruitful. El Poncho's secret weapon in battle is the armor he wears under his serape, which has saved his life on more than one occasion. He also has a trick boot which conceals a derringer that he can fire by flexing his toes.

(2 ♣) Ding Hao (2 ♣)

Reputation: -1 Toughness: 6 Parry: 6 Fighting: d8

Knife (d6+d4); Unarmed Combat

Ding Hao is a Celestial who operates the livery on the edge of town. He's Yvonne Singer's main contact for the illegal drug and prostitution trade she runs out of Megiddo. Ding Hao is wired into the Chinese Tongs in San Francisco and can get his hands on almost any kind of contraband, given enough time and inducement.

(3 ♣) Apache Mike (3 ♣)

Reputation: -1 Toughness: 6 Parry: 6 Shooting: d6

Double-Action Revolver (2d6; AP1); Knife (d6+d6)

Apache Mike is an Indian who has turned his back on his people and adopted the "civilized" life of the white world. He believes his peoples' days are numbered and has pragmatically decided to join the winning side. This doesn't necessarily endear him to the towns folk, who still regard him with suspicion even if he dresses and talks like they do. Apache Mike does not get along with the Indian Hunter Roger Washington at all. He carries a big, buck knife in addition to a banged up revolver.

(4 ♣) Dirty Don Hamilton (4 ♣)

Reputation: -2 Toughness: 5 Parry: 5 Shooting: d6

Single-Action Revolver (2d6; AP1); Shotgun (1-3d6; +2 Shooting; 1-2 ROF)

Dirty Don has a reputation as a rough guy. He is easily offended and finds slights in the most innocuous comments. His name derives from the fact that he is just about the most foul-mouthed person in Megiddo, coupled with the fact that he's usually caked with dust from the trail. When he isn't drinking, whoring or playing cards he's usually engaged in a loud argument with someone over some small point of little consequence. For all of his talk, Dirty Don is a bit of a chicken and won't fight unless he has numbers on his side.

(5 ♣) Rubius the Fantastic (5 ♣)

Reputation: +2 Toughness: 5 Parry: 4

This entrepreneur, entertainer and shyster originally came to Megiddo as a snake oil and liniment salesman but decided to convert his wagon into a small circus attraction which is now permanently moored near Yvonne Singer's Nightingale. Rubius will perform nightly magic shows at his wagon and, for a fee, will let people inside to see his horrifying collection of junk from the "orient" (all of which is for sale of course).

(6 ♣) Manny Pugnale (6 ♣)

Reputation: +2 Toughness: 6 Parry: 8 Throwing: d12

Knives (d6+d4+1); Double Throw

Manny is an Italian immigrant with an unusual flair for knife-throwing. He doesn't carry a gun but has a number of razor sharp, balanced throwing knives hidden in his well-tailored clothes. With a flick of his wrist he can drop a knife into his waiting hand and hurl it across a room in the blink of an eye. Some of the more high class folks in town keep Manny around as a bodyguard. When he isn't rubbing elbows with the cream of Megiddo, Manny runs a small tailoring shop.

(7 ♣) Glenda "Longarm" Hicks (7 ♣)

Reputation: +6 Toughness: 5 Parry: 6 Shooting: d10

Sharps Rifle (2d10; AP2; Reload 2)

Glenda Hicks is a prosperous bounty hunter who maintains a small base of operations in Megiddo. She keeps tabs on all the bail jumpers, thieves and fugitives that violate parole in Cochise County. She's a common sight around the Sheriff's office trying to charm leads out of the deputies. Glenda is called "Longarm" on account of her skill with a Sharps rifle, which she has been known to use with good effect on fleeing bounties. On occasion, Glenda will contract out some of the local guns in town to help bring in a tough bounty.

(8 ♣) Gentleman Jim Gibson (8 ♣)

Reputation: +4 Toughness: 5 Parry: 5 Shooting: d8

Double Action Revolvers (x2) (2d6; AP1)

A southern gentleman who has transplanted to Megiddo in search of high stakes gambling, Jim Gibson is a well-dressed sophisticate that is rather popular around town. He speaks with the polished demeanor of an educated man and is always impeccably turned out. He carries a pair of pearl handled revolvers which he has been known to use with some proficiency on occasion.

(9 ♣) Roger "The Surgeon" Washington (9 ♣)

Reputation: +5 Toughness: 6 Parry: 6 Shooting: d10

Single Action Revolver (2d6+1; AP1); Tomahawk (d8+d6)

Roger Washington is not really a surgeon; the name refers to his views on the Indian Question. Roger believes that the Indian Nations are a blight on America and that the tribes need to be cut out like the cancers they are. He is a bloody handed Indian Hunter with dozens of kills to his name. He has chosen

Megiddo as his base of operations because of its proximity to a number of violent tribes. He's always looking to organize Indian killing war bands.

(10 ♣) Abner Levinson (10 ♣)

Reputation: +2 Toughness: 4 Parry: 4

Abner is the only banker in town. Of Jewish descent, he came to Megiddo following the money of the mining companies and set up the bank here with his life savings. The gambit has paid off pretty well, and now he's a man of some means and influence. He is able to afford the exorbitant cost of hiring the Pinkertons to guard his bank vault.

(J ♣) Sergeant William Comstock (J ♣)

Reputation: +6 Toughness: 8 Parry: 7 Shooting: d10

Single Action Revolver (2d6+1; AP1); Winchester (2d8; AP2)

Sergeant Bill Comstock is the head of the Pinkertons in Megiddo. His primary responsibility is the defense of the bank, but he also has agents deployed to defend the interests of the Silver Mesa Mining Company and the town's Mayor. The Pinkertons have a cordial relationship with local law enforcement; the Sheriff is more than happy to let someone else handle the tough assignments. The Sergeant, as he is often called, is a gruff man of few words. He does not suffer fools gladly. It is rumored that he was a war hero of some kind.

(Q ♣) Claudia Day (Q ♣)

Reputation: +5 Toughness: 4 Parry: 5 Shooting: d4

Derringer (2d6; AP1)

Wife of the town's Mayor, Claudia Day is an attractive if somewhat severe looking woman. She is quite aware of her husband's philandering but pretends not to notice for the sake of her marriage. Secretly, Claudia has been stepping out on her own and has been engaged in several trysts with men about town. Her husband thinks she's just been going to Church at odd hours because of her exceptional devotion to Christ. Claudia has started experimenting with opium and carries a small derringer on her person.

(K ♣) Mayor Brantley Day (K ♣)

Reputation: +8 Toughness: 5 Parry: 5 Shooting: d6

Double Action Revolver (2d6; AP1); Cane (d6+d4)

Brantley Day came to Megiddo as an east coast businessman looking to break into the silver rush. He is the principal investor behind the Silver Mesa Mining Company. His wealth quickly translated into political power – he pushed for and won the title of Mayor in a sham of an election. He uses his political position to his business advantage whenever possible, including levying huge taxes against competing prospectors. Brantley is thoroughly convinced of his own greatness. He fairly openly cheats on his wife, making numerous nocturnal visits to the Nightingale brothel.

(A ♣) Tyler "Ty" Quincannon (A ♣)

Reputation: +8 Toughness: 7 Parry: 7 Fighting: d10

Tyler Quincannon, or as he prefers to be called just "Ty", is the owner-operator of The Silver Nugget saloon. Quincannon is a charismatic, unscrupulous man with a cut-throat streak. He runs his business aggressively and tries to put all of his competitors under, even if that means resorting to dishonest measures. Anything pretty much goes in Ty's place, as long as you're spending money. He is Stella Hale's chief rival in town. Ty is on the lookout for a right-hand man after his last piece of muscle was gunned down.

(2 ♥) Deputy Bart Smith (2 ♥)

Reputation: +2 Toughness: 5 Parry: 5 Shooting: d6

Double Action Revolver (2d6; AP1)

Bart is the sort of officious, lazy bureaucrat that one would expect to find running a government agency. He treats his commission of Deputy like an office job and spends most of his time at his desk shuffling paper. Bart is the Head Jailer in charge of overseeing any and all prisoners. He is seldom roused from his office unless the Sheriff insists.

(3 ♥) Deputy Dan Douglas (3 ♥)

Reputation: +3 Toughness: 5 Parry: 6 Shooting: d8

Deputy Dan is Sheriff White's right hand man. Unlike the Sheriff, he's more willing to stick his neck out to solve problems. Dan fantasizes about hunting down fugitive gunslingers and bringing them to justice, dead or alive. Dan figures he's next in line to become Sheriff when Elijah White chooses to step down.

(4 ♥) Sagebrush Spencer (4 ♥)

Reputation: +3 Toughness: 8 Parry: 5 Fighting: d6

Sagebrush Spencer is an old hayseed and town drunk who haunts the various drinking establishments in Megiddo. He hears and sees a lot of things going on in town and has a great local knowledge of the surrounding area. Most folks can't abide his smelly, drunken ways and pay him no mind. He sometimes hears things that he shouldn't because people forget he's there.

(5 ♥) Brian "The Thinker" Chapman (5 ♥)

Reputation: +1 Toughness: 5 Parry: 5 Shooting: d6

Double Action Revolver (2d6; AP1)

Brian Chapman is a bit of a rarity given that he is almost always found reading a book wherever he happens to be. He considers himself to be a sort of scholar even though he never received a higher education. The Thinker's interests include European philosophy, Spiritualism and Mythology. People often mistake his bespectacled, bookish appearance for weakness, but he's not afraid to defend himself. No one is likely to hassle him much anyway, on account of his sister Irene's bloody reputation.

(6 ♥) Oscar Bingham (6 ♥)

Reputation: +5 Toughness: 4 Parry: 4

Oscar is a journalist and the editor-in-chief of the Megiddo Sentinel. He's another well-heeled transplant from back east that has come to Megiddo to document the exploits of famous gunslingers. He's popular with the townsfolk, who see his weekly paper as a sign that Megiddo is going places, and with the gunfighters who drift through town hoping to capture his next headline. Oscar is always on the lookout for his next gun-slinging sensation, as his penny dreadful novels sell quite briskly back on the Atlantic seaboard.

(7 ♥) Dusty Chandler (7 ♥)

Reputation: +6 Toughness: 6 Parry: 6 Shooting: d10

Single Action Revolver (2d6+1; AP1); Shotgun (1-3d6; +2 Shooting; 1-2 ROF)

Dusty Chandler is the head bouncer at The Queen and is Stella Hale's bodyguard. He's a veteran cowboy who has seen just about everything the desert has to offer. Years of hard living have made him tough in a fight, quick with a pistol and strong in the saddle. Now he's happy to put his feet up a bit and help manage The Queen, which is soft work as far as he's concerned. He not so secretly has a hankering for Stella, but she keeps their relationship focused on business. Even so, it's clear to see that a fondness is shared between the two.

(8 ♥) Lonesome Vickie Henderson (8 ♥)

Reputation: +3 Toughness: 6 Parry: 5

One of the most popular prostitutes in town, Lonesome Vickie can usually be found entreating a male customer to "Keep a lonely girl company". Though she is in her middle years she has taken very good care of herself and is the grand dame of the working girls in town. She takes a pretty dim view of what Yvonne

Singer is doing over at the Nightingale, importing poor uneducated girls from other countries to fill her brothels. Vickie rents a room out of The Silver Nugget.

(9 ♥) Darlin' Daisy Dixon (9 ♥)

Reputation: +8 Toughness: 5 Parry: 5 Shooting: d12

Double Action Revolver (2d6; AP1)

Daisy Dixon is one of the best shots in town with a smile as winning as her trigger finger. She's one of the few pistoleers who has managed to go a couple of rounds with Ed Burke in a trick shooting contest. She prefers not to kill in a fight, using her dead aim to incapacitate her target instead. Ever since her contest with Ed she's nurtured a small crush on him.

(10 ♥) Sheriff Elijah White (10 ♥)

Reputation: +7 Toughness: 6 Parry: 6 Shooting: d10

Single Action Peacemaker (2d6+1; AP1)

Elijah has been Sheriff in Megiddo for about a year, making him the longest sitting Sheriff in the history of the town. The secret to his success is that he stays as far as possible out of trouble's way. A cautious and careful man, Elijah loves the law but realizes if he tries to bring it too forcefully, he's liable to wind up dead. He and his deputies do what they can within reason to keep the peace but once the sun goes down they lock up just like everyone else.

(J ♥) Dr. Benjamin Beck (J ♥)

Reputation: +5 Toughness: 5 Parry: 5 Shooting: d10

Double Action Revolver (2d6; AP1); Derringer (2d6; AP1)

The town's doctor is one of the most respected people around. Benjamin Beck is a handsome, middle-aged man from New York. He moved out to Arizona because he believes the air here is good for the constitution. Never seen without a smartly tailored suit, Dr. Beck is a common sight around town. His popularity is enlarged by the fact that he has won a couple of honor duels since coming to Megiddo, proving that he is a competent pistoleer.

(Q ♥) Stella Hale, "The Queen" (Q ♥)

Reputation: +8 Toughness: 5 Parry: 4

The Queen is the owner/operator of the largest saloon in Megiddo, also called The Queen. She is a hard-nosed, no-nonsense businesswoman who has built up her saloon from nothing. She relies on her right hand Dusty Chandler to take care of the floor and trusts him implicitly. Stella is a woman of considerable wealth and influence. Folks around town think very highly of her and believe that she is one of the only people bringing any kind of class to Megiddo.

(K ♥) Rev. Casey "The Demon" Sullivan (K ♥)

Reputation: +2 Toughness: 8 Parry: 6 Shooting: d12

Single Action Peacemaker (2d6+1; AP1); Improved Hip Shooting; Fast as Lightning; -2 to be shot

Reverend Sullivan is the only Man of God in Megiddo but he is far from the peace-loving sort you would expect of a Reverend. Before joining the Church he was a notorious gunslinger who killed over 20 men and was hunted all across the Southwest. During this pursuit, he became grievously injured and was thought to be near death. While in the grip of a serious fever, Casey maintained that he spoke to God and converted on the spot. The Church managed to get all charges against him dropped and he became the Holy Reverend of Megiddo (since no one else would open a ministry there). Casey is a changed man for the most part, but when he drinks (which is often) the old Demon will come out. It's during times such as these that you should stay far away from the Reverend.

(A ♥) Jordan "Lonestar" Evans (A ♥)

Reputation: +7 Toughness: 7 Parry: 7 Shooting: d12

Single Action Peacemaker (2d6+1; AP1); Improved Hip Shooting; Fast as Lightning; -2 to be shot
Jordan came to Megiddo as a man haunted by old ghosts. It's known that he was a lawman in Kansas once but that he has long since given up the badge over some dispute that he won't talk about. He's a pretty tightly wound person that can bristle when people get too personal with him. Jordan is known to be a great fighter and is constantly being pursued by Sheriff White to accept deputization, which he vehemently refuses. No one knows what Jordan does for a living, but he seems to have considerable money to live off of.

(2 ♠) Calvin "Winchester" Williams (2 ♠)

Reputation: -1 Toughness: 6 Parry: 5 Shooting: d6
Winchester (2d8; AP2)

Calvin Williams is a Negro who fought on the side of the North during the Civil War. Since the end of the War, he has wandered from job to job, struggling to find a place in the post-slavery world. His prized possession is his Winchester rifle, for which he is nicknamed. He is a deadly shot at long range. Calvin keeps to himself for the most part, aware that his presence makes many of the town folk uncomfortable.

(3 ♠) Jerome Wells (3 ♠)

Reputation: -1 Toughness: 5 Parry: 6 Shooting: d6
Double Action Revolver (2d6; AP1)

Jerome Wells is a Negro gunman from out West who is trying to make it rich in the silver run. He has a small plot not affiliated with the Silver Mesa Company which they are constantly trying to buy him out of. He spends most of his time guarding his claim, but can be found in town from time to time where he endures racial slurs with a stony stoicism. Jerome is reluctant to pull guns because he doesn't want to open himself up to a lynching, but if he's attacked he will fight back furiously.

(4 ♠) Simone LaRue (4 ♠)

Reputation: -2 Toughness: 5 Parry: 5

This sultry, alluring woman is of mixed Cherokee and Cajun descent. Her dark complexion sets her apart from the other "working girls" in Megiddo and this mark of novelty makes her services especially sought after. She won't consent to work for just anyone – she will only make time for notorious or rich men that can shower her with gifts and attention. Simone is the top earner at the Nightingale and is one of Yvonne Singer's most jealously guarded treasures.

(5 ♠) Randall "One-Eye" Ward (5 ♠)

Reputation: -2 Toughness: 6 Parry: 5 Shooting: d6
Double Action Revolver (2d6; AP1)

Ol' One Eye is an accomplished gunfighter who lost his right eye in a duel a few years back. He's still snake dangerous but has taken to drink since his injury and can't quite aim like he used to for obvious reasons. Most folks give him a wide berth since he's a mite touchy. He will take any comment on his missing eye as a slight and will use it to try and start a duel.

(6 ♠) Evil Ellen Matthews (6 ♠)

Reputation: -5 Toughness: 6 Parry: 5 Shooting: d8
Shotgun (1-3d6; 1-2 ROF; +2 Shooting)

Ellen Matthews is a multiple murderer who is notorious for having killed her own husband after a drunken domestic dispute. She's foul mouthed, irascible and liable to go off on any man who looks at her sideways. Ellen doesn't really have anything to live for these days which makes her dangerous.

(7 ♠) Hank "The Hangman" Tucker (7 ♠)

Reputation: -6 Toughness: 7 Parry: 6 Shooting: d8
Single Action Peacemaker (2d6+1; AP1); Knife (d10+d4); Noose

The Hangman is the Tucker clan's main muscle. He's a big, dark, mean looking bastard with a reputation for killing lots of men. The Tuckers believe that Megiddo and all of its surrounding territory sit on lands that were inherited by their family. It sticks in their craw that the McMullins claim to be the "true" original family of Megiddo. The Tucker boys treat the town like their spittoon because they feel like it belongs to them by rights.

(8 ♠) Tucson Jack Tucker (8 ♠)

Reputation: -8 Toughness: 6 Parry: 5 Shooting: d8
Single Action Peacemaker (2d6+1; AP1); Winchester (2d8; AP2)

Tucson Jack is the most level-headed of the Tucker brothers. His hatred of the McMullins is just as deep but he would prefer to overcome his rivals with schemes rather than direct conflict. It is rumored that Tucson Jack led a band of desperados down near the Mexican border for a few years. This rumor is somewhat reinforced by the fact that he is sometimes seen engaged in whispered conversations with shady strangers that pass through town.

(9 ♠) Loco Lucas McMurderson (9 ♠)

Reputation: -6 Toughness: 8 Parry: 6 Shooting: d10
Single Action Revolver (2d6; AP1)

Lucas is a certifiable head case. No one remembers what his proper family name is; he began going by McMurderson ever since he rode into town. The popular theory is that he got lost on the way out to Megiddo and spent far too much time under the merciless desert sun. His wits permanently addled, Lucas has become a figure of pity and fear. Normally he is a relatively harmless lunatic, but during his more lucid periods he firmly believes that he is the mortal incarnation of the Angel of Death. Its times like these that people clear out because Lucas has been known to attack with little warning. When he's searching for the bottom of a bottle, Lucas will often go on and on about the dreaded gunman Moses Cain, whom he claims to know.

(10 ♠) Rattlesnake Rhett Tucker (10 ♠)

Reputation: -4 Toughness: 5 Parry: 6 Shooting: d8
Double Action Revolver (2d6; AP1); Fast as Lightning

If his brother the Hangman has a reputation for mean-spiritedness, Rattlesnake Rhett has a reputation for deceit. He'd prefer to shoot a man in the back rather than face him in a straight fight. He has evil looking eyes that shift about as if constantly searching for an exit. If he weren't a Tucker, the Sheriff would have come after Rattlesnake Rhett a long time ago.

(J ♠) Irene "The Gravedigger" Chapman (J ♠)

Reputation: -2 Toughness: 8 Parry: 7 Shooting: d10
Buntline Special (2d6+1; +25% range; AP1); Buck Knife (d10+d6)

Sister of "The Thinker", Irene Chapman is called "The Gravedigger" on account of the number of men that she's put in the ground. She's a very big, muscular woman that can be found most often on the edges of town doing hard labor. It keeps her very fit and also keeps her away from men who have done nothing but make her life hell. She is the town's undertaker.

(Q ♠) Yvonne Singer (Q ♠)

Reputation: -8 Toughness: 5 Parry: 7 Fighting: d12
Unarmed Combat; Improved First Strike

Yvonne Singer is the proprietor of the Nightingale and is the driving force behind one of the town's most malicious gangs, The Moonlighters. Her look is exotic; she originally hails from Europe and is often seen wearing the latest fashions from that part of the world. It is not known how she came to this country or how she gained her money and influence but her cut-throat business practices probably have something

to do with it. She has some kind of contact with the Far East and employs a number of Celestials, who provide her with copious amounts of opium.

(K ♠) Monsieur Gant (K ♠)

Reputation: -6 Toughness: 6 Parry: 7 Shooting/Fighting: d10

Double Action Peacemaker (2d6+1; AP1); Improved First Strike; -2 to be shot

Monsieur Gant is Yvonne Singer's personal bodyguard and constant companion. He's been with Yvonne ever since she came to Megiddo and is of French descent. He doesn't speak English (but does understand it) and always wears an impeccable black suit with white dress gloves and a boutonniere. M. Gant is a deadly assassin skilled with pistol, knife and martial arts. If anyone tries to harm Yvonne Singer, he will hunt them down and kill them from the shadows.

(A ♠) Edgar "The Artist" Burke (A ♠)

Reputation: +8 Toughness: 5 Parry: 6 Shooting: d12+1

Double Action Peacemaker (2d6+1; AP1); Fast as Lightning; -2 to be shot; 4 bennies

Edgar "The Artist" Burke is widely considered to be the best gunman in town. A quiet man who keeps to himself, he always dresses in black with a colored kerchief tied around his neck. When asked what he does for a living, he simply says he's "an artist" without elaborating. In duels he will often make intentionally difficult shots to demoralize his opponent. Edgar will engage in trick shooting competitions if asked to do so. No one really knows where he came from or why he's in Megiddo.

(Joker) Moses Cain (Joker)

Reputation: -8 Toughness: 7 Parry: 7 Shooting: d12+2

"Revelation" (2d6+3; +25% range; AP1); Fast as Lightning; -2 to be shot; Ignore Wounds

Moses Cain doesn't actually live in Megiddo – in fact, no one is really sure where he lives or what he does for a living. What is known is that whenever Cain rolls into town bad times tend to follow him. His unexpected arrivals cause folks to run inside and lock their shutters. No one knows what Cain is motivated by; it doesn't seem to be money, whiskey or women. Cain's reasons are his own, but if you pester him you'll find out he doesn't even care a small bit for his fellow man. Many gunslingers have come to Megiddo just to find Cain, who is rumored to be the deadliest man alive.

2♣	Ding Hao Rep: -1 Fight: d8	2♦	Rawhide Ridley Ellis Rep: 0 Shoot: d6	2♠	Calvin Williams Rep: -1 Shoot: d6	2♥	Deputy Bart Smith Rep: +2 Shoot: d6
3♣	Apache Mike Rep: -1 Shoot: d6	3♦	Brad the Lucky Bastard Rep: +4 Shoot: d6	3♠	Jerome Wells Rep: -1 Shoot: d6	3♥	Deputy Dan Douglas Rep: +3 Shoot: d8
4♣	Dirty Don Hamilton Rep: -2 Shoot: d6	4♦	Drunk Glen McMullins Rep: +3 Shoot: d6	4♠	Simone LaRue Rep: -2	4♥	Sagebrush Spencer Rep: +3 Shoot: d6
5♣	Rubius the Fantastic Rep: +2	5♦	Mad Myrtle Mitchell Rep: 0 Shoot: d6	5♠	Randall Ward Rep: -2 Shoot: d6	5♥	Brian Chapman Rep: +1 Shoot: d6
6♣	Manny Pugnale Rep: +2 Throw: d12	6♦	Gatling Jack Rep: +5 Shoot: d8	6♠	Evil Ellen Matthews Rep: -5 Shoot: d8	6♥	Oscar Bingham Rep: +5
7♣	Glenda Hicks Rep: +6 Shoot: d10	7♦	Tornado Audrey Sanchez Rep: +3 Shoot: d8	7♠	Hank Tucker Rep: -6 Shoot: d8	7♥	Dusty Chandler Rep: +6 Shoot: d10
8♣	Jim Gibson Rep: +4 Shoot: d8	8♦	California Perkins Rep: +8 Shoot: d10	8♠	Tucson Jack Tucker Rep: -8 Shoot: d8	8♥	Lonesome Vickie Rep: +3
9♣	Roger Washington Rep: +5 Shoot: d10	9♦	Pam "The Vixen" Travers Rep: +6 Shoot: d10	9♠	Lucas McMurderson Rep: -6 Shoot: d10	9♥	Darlin' Daisy Dixon Rep: +8 Shoot: d12
10♣	Abner Levinson Rep: +2	10♦	Jessie McMullins Rep: +7 Shoot: d10	10♠	Rhett Tucker Rep: -4 Shoot: d8	10♥	Sheriff Elijah White Rep: +7 Shoot: d10
J♣	Sgt. William Comstock Rep: +6 Shoot: d10	J♦	Arizona Dean McMullins Rep: +7 Shoot: d10	J♠	Irene Chapman Rep: -2 Shoot: d10	J♥	Dr. Benjamin Beck Rep: +5 Shoot: d10
Q♣	Claudia Day Rep: +5 Shoot: d4	Q♦	Maureen McMullins Rep: +5	Q♠	Yvonne Singer Rep: -8 Fight: d12	Q♥	Stella Hale Rep: +8
K♣	Mayor Brantley Day Rep: +8 Shoot: d6	K♦	Sixgun Shane Lowe Rep: +8 Shoot: d12	K♠	Monsieur Gant Rep: -6 Shoot: d10	K♥	Rev. Casey Sullivan Rep: +2 Shoot: d12
A♣	Tyler Quincannon Rep: +8 Fight: d10	A♦	El Poncho Rep: +8 Shoot: d12+1	A♠	Edgar Burke Rep: +8 Shoot: d12+1	A♥	Jordan Evans Rep: +7 Shoot: d12
Joker	Moses Cain Rep: -8 Shoot: d12+2						

Other Hombres and Critters:

Gunman:

This is your typical gun-toting cowboy. You can use these hombres to fill out just about any locale in Megiddo.

Gunman				
Strength: d6	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Shooting: d6	Fighting: d6
Gear: Six-shooter				
Powers & Edges: Quick Draw (draw weapon as free action)				

Veteran Gunman:

This cowboy has been around the block some and has survived a few lead swapping sessions. Be careful around this one!

Veteran Gunman				
Strength: d6	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6	Parry: 5	Toughness: 6	Shooting: d8	Fighting: d6
Gear: Six-shooter (2d6 damage; ROF: 1)				
Powers & Edges: Quick Draw (draw weapon as free action) Hip Shooting (-2 when fanning the hammer) Marksman (can <i>Aim</i> without taking an action, so long as the gunman remains stationary) Speed Load (can load and shoot in the same round)				

Indian Brave:

Indian warriors are raised from a young age to fight. They may not have access to fancy weapons, but they are devilish in a brawl.

Indian Brave				
Strength: d8	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d8
Pace: 8	Parry: 7	Toughness: 6	Shooting: d6	Fighting: d8
Gear: Bow Tomahawk				
Powers & Edges: Block: +1 Parry Fleet Footed: +2 Pace				

Townie:

Townies are your typical townsfolk. Most aren't game for a fight.

Townie				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 4	Toughness: 5	Shooting: d4	Fighting: d4
Gear: Six-shooter (2d6 damage; ROF: 1)				
Powers & Edges: None				

Wildcat:

These solitary hunters like to attack from hiding. Keep an eye out in high places for these alpha predators.

Wildcat				
Strength: d8	Smarts: d6	Agility: d8	Spirit: d8	Vigor: d8
Pace: 8	Parry: 6	Toughness: 8		Fighting: d8
Gear: Bite or Claw: STR+d6				
Powers & Edges: Improved Frenzy: Can make 2 attacks per round without penalty Pounce: Can make a leaping attack at +4 to attack and damage; suffers a -2 initiative penalty afterward				

Lobo:

It's Spanish for wolf, hombre. They hunt in packs so when you hear 'em howling you might want to find a place to hole up.

Lobo				
Strength: d6	Smarts: d6	Agility: d8	Spirit: d6	Vigor: d6
Pace: 8	Parry: 5	Toughness: 4		Fighting: d6
Gear: Bite: STR+d4				
Powers & Edges: Fleet Footed: d10 sprint Go for the Throat: Always attacks weakest point with a Raise				

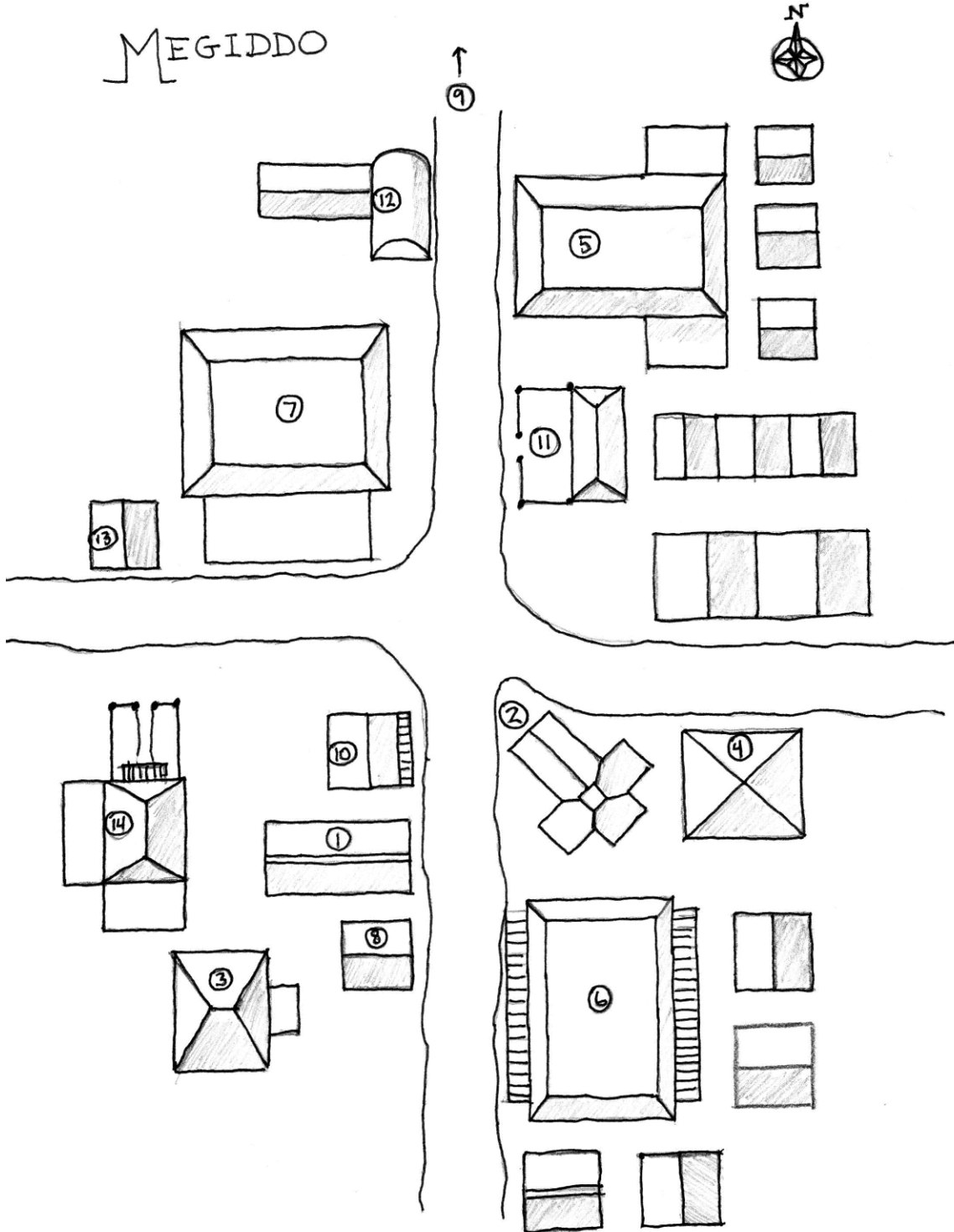
US Marshal:

Marshals are elite gunmen with a nationwide jurisdiction to enforce laws and arrest criminals. Any hombre who makes a real bad name for himself will probably have a posse of Marshals dispatched on his tail. You can also use these stats for a Pinkerton.

US Marshal				
Strength: d6	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d8
Pace: 6	Parry: 5	Toughness: 6	Shooting: d10	Fighting: d8
Gear: Six-shooter (2d6 damage; ROF: 1) Rifle:				
Powers & Edges: Quick Draw (draw weapon as free action) Dodge (+1 to be hit by ranged attacks) Combat Reflexes (+2 to recover from Shaken) Level Headed (act on best to 2 cards in combat) Marksman (can perform Aim maneuvers, +2 to Shooting, when standing still) Speed Load (can load and shoot in the same round)				

Points of Interest:

Generally speaking, during the daytime you will find 1d4 randomly determined personalities in each location (give or take a couple). At night, places of business will be closed and the saloons will be packed. You can find 2d4 personalities at each saloon.



Below you'll find some descriptions of the key locations in town:

1. *The Bank:* Megiddo's only bank is a small, well-fortified building guarded 24x7 by Pinkertons. Abner Levinson can usually be found here, tending the accounts. He will change money and store savings for a modest transaction fee.
2. *The Church:* The only church in town, this is where most folks can be found on a Sunday morning. Reverend Casey Sullivan lives at the church – and is often drunk behind the lectern when services aren't being held.
3. *Doctor's House:* Dr. Benjamin Beck's well-appointed house is where the townsfolk of Megiddo go to seek medical care. Characters can receive medical attention here for a modest fee (usually about \$5).
4. *General Store:* Pretty much "the" store in town, this bustling shop does brisk trade in all manner of common items: foodstuffs, mining supplies, guns & ammo and miscellaneous housewares.
5. *The Nightingale:* This saloon/brothel is The Queen's shadowy sister. While The Queen prides itself on above board entertainments, The Nightingale is the place where people can indulge in debaucherous pursuits. It offers gambling and drink, like most saloons, but also offers opium and prostitution for its patrons. There's no cheap stuff here: rooms are \$10 a night and booze is \$5 a bottle. A poke will usually cost you about \$5. The food here is a cut above; Yvonne has brought in some Chinese and European chefs to class up the place. Meals here can cost up to \$5.
6. *The Queen:* This is the largest and most popular saloon in town; the Queen is where most prospectors like to go to share in their good fortune. The Queen is noted for fair games and unwatered booze. Stella Hale, the proprietor, runs a safe operation so most folks can enjoy themselves in peace here. A cheap room is \$2 a night; a nice room is \$10 a night. A bottle of cheap booze is \$2; a bottle of the good stuff is \$5. Beers are a nickel. Food is about \$1 for a good meal.
7. *The Silver Nugget:* The Silver Nugget saloon and card room is run by Tyler Quincannon, one of Megiddo's most amoral and avaricious businessmen. Gambling is the main racket here, but Ty also allows drug use and prostitution in his place, as long as he gets a taste of the action. Ty is quietly trying to buy up as many mining deeds as he can by busting out unlucky prospectors on his rigged tables. A cheap room is \$2 a night; a nice room is \$10 a night. A bottle of cheap booze is \$2; a bottle of the good stuff is \$5. Beers are a nickel. Food is about \$1 for a good meal.
8. *The Sentinel:* This small building is where Oscar Bingham prints the weekly news sheet, the Megiddo Sentinel. He's usually here during the day, editing the next edition. He is always up for new stories so he's a good person to see if someone is hunting down rumors. You can get an ad written up in the paper here for about 5 cents a word.
9. *Silver Mesa Mines:* Located just outside of town is the Silver Mesa Mine, sitting on one of the hottest silver lodes in the state. Mayor Brantley Day is the chief shareholder of the Silver Mesa and has profited greatly by it. A squad of Pinkertons usually keeps an eye on the place to discourage bandits from stealing the precious ore. A camp has been set up around the mine to give the prospectors and laborers a cheap place to stay.
10. *Sheriff's Office:* Near the center of town is the Sheriff's Office. This small building is poorly suited for its intended purpose; Sheriff White has a hard time making charges stick against, let alone jailing, Megiddo's criminals. Instead, he focuses his energy on making sure nobody gets killed in broad

daylight, if he can help it. His deputies keep an eye on the jail around the clock. For minor offenses, there's typically a \$10 fine and a night or two in the slammer. Serious offenses warrant a hanging.

11. *The Livery*: In Megiddo's tiny Celestial neighborhood, Ding Hao runs the town's stable and livery. He uses the operation as a front for running drugs and prostitutes. If you gain Ding Hao's trust, you will find that he can be a reliable fence and purveyor of contraband goods. Horses cost about \$150 and saddles about \$25.
12. *Rubius' Fantasmagorium*: This wagon converted into a gaudy shack is the stage where Rubius the Fantastic performs his near nightly magic shows. For \$1 he will let you into his "Fantasmagorium" where you can see all manner of mystic junk. He also sells a special liniment for \$1 a bottle. The liniment is cheap booze mixed with some strange tasting herbs.
13. *Tailor Shop*: The tailor shop run by Manny Pugnale is the best place to buy clothes in town. Manny keeps up on the latest European fashions to keep the town's gentry looking sharp. Manny is also amenable to discussing his other pointed talents so long as no one can overhear. A nice suit will cost about \$15, a nice Stetson hat about \$5 and a pair of hand-tooled Italian leather boots about \$10.
14. *Mayor's House*: Mayor Brantley Day and his wife Claudia live here in this charming house. A gated garden and walkway lead up to a heavy oak door imported from Mayor Day's old home back east. The Mayor conducts town business here and will often have other local leaders over to discuss policy. The Mayor is also the head of the lot commission and the mining commission so if someone is looking to secure mine or property deeds, they need to speak to the Mayor. A Pinkerton or two are usually keeping an eye on the place so no funny business goes down. Deeds and titles can cost anywhere from \$50-\$500.
15. *The Soul Holster*: Located a short distance outside of town is the "Soul Holster" a fancified name for the town cemetery. Irene Chapman can usually be found out here, chopping wood and digging graves. The Holster is a good place to hide stuff if you've a mind to do some diggin.