

COMANCHERIA



Bullets & Arrows #1

by

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About The Scenario

This scenario has been statted for two rule sets and requires the use of at least one to use: "Savage Worlds" by Pinnacle Entertainment Group available for purchase at www.rpgnow.com or www.peginc.com or by using "Sidewinder: Recoiled" by Dog House Rules coupled with the "D20 Modern Roleplaying Game" by Wizards of the Coast.

Open Game Content

Location & Condition Tables page, and character stats under the SRD/Sidewinder:Recoiled section is Open Gaming content and may only be used under the terms of section 1.(d) of the Open Game License by Wizards of the Coast.

Product Identity

The following is hereby designated as Product Identity: "Comancheria", "Bullets & Arrows", Pages 3, 4, & 5 which details the plot and goals of the scenario.

COMANCHERIA 1861

It is Autumn, 1861. The Civil War of the United States is underway. The slave state of Texas is part of the Confederacy and the Confederate Army has failed to uphold their promises to the Comanche tribes which angers them into a retaliation against the white settlers of Texas and pushes the frontier east over 100 miles, causes forts to close and even shuts down the famed Santa Fe trail. With the army being sent to fight the Union there is virtually no opposition to the Comanche onslaught save for the few remaining Texas Rangers. Some of those who perished or were pushed out of the frontier during the Comanche offense of the early 1860s are well known in history while others have been lost in time. This western skirmish game uses a fictional situation to represent the struggles of the settler's, the determination of the Comanche to take back their hunting grounds, and the heroic deeds of the Texas Rangers in this pivotal point of US History.

This skirmish adventure is designed for two players, though it can include numerous ones by playing the roles of individual units or groups of them. It is in two parts:

1. McAlister Ranch Assault - in which one player(s) play the Comanche's, the other the McAlister's.
2. Rescue Mission/Retaliation – in which one player(s) play the Comanche's while the others play the Texas Rangers.

Historical Information and Opinions

All wars have several stories to tell by each side, the American-Indian wars were no different and its reasons was no different than any other war – resources, expansion, racism, religion, otcracies on all sides, broken promises, - all combine into a lethal powder keg. The reason the American-Indian wars garner so much criticism is simply two-fold: (1)it was the last expansion-explorer wars, and (2) it caused the virtual destruction of the last stone age people and animals. Had our fore-father's known that significance I have no doubt things would have gone differently.

All did not go badly though. One of the great chiefs of the Comanche for example was Quanah Parker; a half-breed son of Cynthia Anne Parker who had been captured by Comanche's in 1836. Parker became a feared warrior and Chief whose tribe fought the whites into the 1870s. After he surrendered in 1875 he became a statesman pleading for his people successfully before Congress on numerous occasions before his passing in 1911. He entered the history books a stone age warrior and exited a suit and tie business and statesman. His story is one of courage and inspiration.

PLAY AIDES

While the game can be played by using nothing more than a pencil and the included map it is greatly helpful to use miniatures and buildings. Some of the items I used for playtest was:

1. Cowboy and Indian paper miniatures which I printed onto card stock available from www.rpgnow.com. Alternately miniatures can be obtained from many sources on line including ebay and one could even use the plastic toy cowboys and indians.
2. Whitewash City card stock buildings available from www.erichotz.com
3. Ground terrain printed from pdf onto card stock available from www.rpgnow.com.

PART I. MCALISTER RANCH ASSAULT

Comanche Perspective

The Comanche view the white man's westward expansion as a threat to their way of life and hunting grounds. When the Civil War began, the CSA made a treaty with the Comanche but failed to make good on it. In response, the Comanche, Kiowa, Cheyenne, and Arapaho tribes banded together to forcefully push the Texas frontier east. In this assault the Comanche chief has ordered a band to raid settlements along the Brazos river area and round up any livestock and capture women and children along the way. After several days of travel the band has come upon the McAlister ranch and pasture rich with livestock along an area of the river the whites call "Clear Fork". (Capture of women and children seems cruel by today's standards but they were essential spoils of war for early people. Unfortunately for the Indian this practice had disastrous consequences when whites were their captors).

The Comanche player should choose a force of ten braves plus 1 leader for this assault. The player can choose from any combination of braves and veteran braves but it is advised against using all 10 veteran braves because units killed or wounded over 50% are ineligible to be used for Part II. After choosing the braves the Comanche player should roll on the time and weather table for the attack conditions.

McAlister Perspective

The McAlister family has lived in Texas since the war for Texan Independence, Louisa "Nana" Morrow was one of the survivors of the Alamo and she's gone a little loco since as she routinely will storm out of the house with her shotgun thinking that Santa Anna is after her. They have taken in an escaped slave and his daughter and claim to any who ask that they were slaves in his family that he declared free and who've stayed on as a paid hired hand. Between the McAlister family and their family of hired hands they've built a respectable ranch along the Clear Fork area of the Brazos river with several dozen head of cattle and some horses. They haven't had any Indian problems in the past but have heard of some attacks on wagon trains since the Texas army was called to fight the Union so the family is moderately armed in case trouble should develop.

The McAlister Ranch player(s) should roll on the Defender locations tables based on whether the result of the day/night roll the Comanche player did. This reveals how prepared or vulnerable the McAlister's are at the beginning of the attack and helps make the game different each time its played.

Texas Rangers Perspective

Formally established in October of 1835 to protect settlers from Indians (particularly the Comanche), the Texas Rangers are the only form of army left in Texas at this time due to the call up of troops for the Confederate Army. Many Texas Rangers divisions were even called up shrinking the already small force. A group of Rangers that patrol upon the Brazos river will come upon the McAlister's ranch the day after the attack, survey the damage and make haste to find the Comanche camp so that any captives may be freed, or if feasible, strike the camp and arrest the Chief.

Overall Objectives (in order of importance for each side)

Comanche's:

1. Steal cattle and horses – having one unit inside or at one of the gates for two rounds succeeds in releasing the livestock for that area.
2. Kidnap any women and children – having a unit around the non-combat characters for 1 full round places them under the Comanche's control, they then must be escorted to a “capture zone” or all combatant characters killed to be considered “captured”.
3. Burn down the barn – a unit in the barn for one round without having to attack or defend succeeds at setting fire to the building. Burning down the house can be accomplished by hurling a torch through a door or window. It takes one full round to light a torch and the character can't defend or attack during this time but can be moving on horseback (but not foot), this is due to the Comanche's mastery of horsemanship.
4. After the attack is complete, move livestock and captured people to camp. Then place scouts wherever you choose in hiding, place a hide marker to indicate location on map or, if a GM is used tell the GM where your scouts are. Decide on how many braves watch over livestock and where they are positioned. The Comanche are not as easily surprised as the McAlister's due to their social and work methods in camp. Thus there are no random locations. The Rangers also would not attack at night or in stormy weather because they have a main objective of rescue and Capture of the Chief, so their attack is daytime, clear conditions.

McAlister's:

1. Defend the women and children and prevent from capture.
2. Defend the livestock
3. Defend the ranch buildings and house.
4. Hold off the Comanche for 10 rounds. The Comanche's have 10 rounds to accomplish at least one of the objectives or fail at the task and return to the camp in disgrace.

LOCATION & CONDITION TABLES

Conditions:

- Dim = -1 to attack (or 10% miss chance if using d20)
- Dark = -2 to attack (or 30% miss chance if using d20)
- Storm = -1 to pace & if day = dim; if not = dark

Time & Weather

Condition	d6
Day – clear	5-6
Day – storm	4
Night – dim	3
Night – dark	2
Night – storm	1

Defender Locations Table 2

d6	Night – all
1	Child in outhouse
2	Adult in outhouse
3	All inside
4	All in but choose 1 outside
5-6	Defender's choice

Defender Locations Table 1

d6	Day – men
1	All inside eating (including women & children)
2	Cattle Yard – roll again, odd = Owen is with them
3	Pasture – roll again, odd = Owen is with them
4	Barn – 1-2 men or 1 man & Owen
5-6	Defender choose all locations

Defender Locations Table 3

d6	Women & children location-day
1	All inside
2	All outside
3	Outhouse roll again, even=adult, odd=child
4	Adults inside, children playing outside
5	1 adult inside, 1 outside, all children outside
6	Defender choose all

All other characters unaffected by the tables above can be assigned wherever the defender chooses.

Tables are provided for variety and can be used randomly or chosen.

PART II. TEXAS RANGERS RETALIATE

Several days after the attack on the ranch Texas Rangers arrive, survey the damage and interview any living characters. After they've done all they can at the ranch they should begin tracking the Comanche.

The Rangers have the choice of either choosing the conditions and time of attack or deciding randomly from the Time & Weather table. The Comanche have complete choice of where to have forces regardless of time or weather conditions.

Texas Ranger's Objectives:

1. Find Comanche camp via tracking skill and attempt to avoid detection or eliminate any scouts they find so the camp isn't warned.
2. Rescue anyone from McAlister ranch. One full turn is needed in order to control a hostage nearby. They must then be escorted safely and without harm to the rescue points on the map. Eliminating all opposition and/or capturing the Chief instantly rescues them as well.
3. Capture the Comanche Chief. This is accomplished by eliminating all opposition, subduing him, or occupying his Tepee for 2 full rounds without having to defend or attack. Capturing the Chief is an instant win for the Rangers.

Comanche Objectives:

1. Post scout watch outside camp and guards around the livestock and captured McAlister's. Decide on how many and where for both day and evening.
2. Remember that no killed or wounded over 50% from the Ranch assault may be used.
3. Survive the assault and keep the following from capture in order of importance: Chief, livestock, McAlister women and children.

COMANCHE CHARACTER RECORDS



Comanche Chief (1)
Player:



Attributes: Agility d10, Smarts d10, Spirit d12, Strength d12, Vigor d10

Derived Stats: Pace 6, Parry 6, Toughness 7

Skills: Notice d8, Throwing d10, Riding d12, Shooting (bow) d12, Fighting d10, Stealth d10.

Edges & Hindrances: Command, Inspire, Hold the Line, Alertness, Brawny, Intimidation, Trademark Weapon (Lance), Marksman.

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Bow (12/24/48, 2d6), Lance (3/6/12, Str+d6), Tomahawk (3/6/12, Str+d6), Spencer Carbine (20/40/80, 2d8).



Comanche Leader (2)
Player:



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

Derived Stats: Pace 6, Parry 6, Toughness: 7

Skills: Notice d6, Throwing d10, Riding d10, Shooting (bow) d10, Shooting (Rifles d6), Fighting d10, Stealth d10

Edges & Hindrances: Command, Inspire, Hold the Line, Alertness, Brawny, Intimidation, Trademark Weapon (Lance), Loyal: Tribe, Marksman.

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Bow (12/24/48, 2d6), Lance (3/6/12, Str+d6), Tomahawk (3/6/12, Str+d6), Spencer Carbine (20/40/80, 2d8).



Comanche Veteran (10)
Player:



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

Derived Stats: Pace 6, Parry 6, Toughness: 7

Skills: Notice d6, Throwing d10, Riding d10, Shooting (bow) d8, Fighting d8, Stealth d10

Edges & Hindrances: Inspire, Alertness, Brawny, Trademark Weapon (Lance), Fleet Footed, Marksman.

Fatigue: -1 -2 INC **Wounds:** -1 -2 INC

Gear: Bow (12/24/48, 2d6), Lance (3/6/12, Str+d6), Tomahawk (3/6/12, Str+d6), horse.

Comanche Brave (10) Player:

Attributes: all d6

Derived Stats: Pace 6, Parry 6, Toughness: 7

Skills: Throwing d6, Shooting (bow) d6, Fighting d6, Stealth d6, Riding d6

Edges & Hindrances: Brawny

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Bow (12/24/48, 2d6), Lance (3/6/12, Str+d6), Tomahawk (3/6/12, Str+d6), horse.

MCALISTER CHARACTER RECORDS



Travis McAlister
Player:



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

Derived Stats: Pace 6, Parry 6, Toughness: 7

Skills: Fighting d8, Shooting d10, Riding d6

Edges & Hindrances: Command, Loyal: family.

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Spencer Carbine (20/40/80, 2d8).

About: Travis is the head of the McAlister family. In his late 30's he's a god fearing man who loves his family and his ranch hands. The McAlister's moved to Texas just a little over a year ago and already have a successful ranch with help that enjoy being a part of the operation.



Lacey McAlister
Player:

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

Derived Stats: Pace 6, Parry 6, Toughness: 5

Skills: Fighting d4, Shooting d4, Riding d4

Edges & Hindrances: Command, Loyal: family.

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Kitchen knife (Str+1)

About: Lacey is the mother of the children and wife of Travis. A beautiful lady who will defend her children fiercely if it comes to that. Her first duty however is to keep the children out of harms way followed by reloading weapons of anyone fighting near her (such as Nana's shotgun or Owen's muzzleloader).



Owen McAlister
Player:



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

Derived Stats: Pace 6, Parry 6, Toughness: 4

Skills: Fighting d4, Shooting d6, Riding d6

Edges & Hindrances: Young, Fleet Footed

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Kentucky Rifle (15/30/60, 2d8), Knife.

About: Owen is the eldest child and as such is treated like a young man having to bear the brunt of most of the heavy chores. Despite that, he rarely works alone especially around the horses and cattle.



**Louisa "Nana" Morrow
Player:**



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

Derived Stats: Pace 6, Parry 6, Toughness: 4

Skills: Notice: d4+2, Riding d6, Shooting d6

Edges & Hindrances: Natural Leader, Command, Nerves of Steel, Elderly, Delusional

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Double Barrel Shotgun (12/24/48, 1-3d6).

About: The matriarch of the family, "Nana" is tough as hard tack both in actions and speech. One of the few that survived the Alamo she's gone delusional and still thinks Santa Anna is out to get her. Whereas Lacey will be content to keep the children safe and quiet while she reloads weapons Nana will take her stand defending them with her trusty shotgun.



**Parker Yates
Player:**



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

Derived Stats: Pace 6, Parry 6, Toughness: 6

Skills: Riding d10, Shooting d10, Fighting d8, Guts d8.

Edges & Hindrances: Inspire, combat reflexes, marksman

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Double Barrel Shotgun (12/24/48, 1-3d6).

About: The matriarch of the family, "Nana" is tough as hard tack both in actions and speech. One of the few that survived the Alamo she's gone delusional and still thinks Santa Anna is out to get her. Whereas Lacey will be content to keep the children safe and quiet while she reloads weapons Nana will take her stand defending them with her trusty shotgun.

Gear: Dragoon (12/24/48, 2d6+1), Bowie Knife (Str+d4).

About: Parker is a veteran of the Texas Rangers who served under Samuel Walker during the Mexican American War. After the war he served with the Rangers until he injured his right leg in a horse accident causing a limp. He was hired on as ranch boss almost immediately after meeting the McAlister family and is very loyal to them and the children.



Douglas Stein
Player:



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

Derived Stats: Pace 6, Parry 6, Toughness 6

Skills: Fighting d10, Guts d8, Shooting/Riding/Throw/Intimidation d6

Edges & Hindrances: Illiterate, Wanted, Loyal: McAlister's, Berserk, Brawny, Block, First Strike

Fatigue -1 -2 -3 INC **Wounds** -1 -2 -3 INC

Gear: Spencer Carbine, Bowie Knife

About: A bear of a man 6'5" tall and around 250 lbs. Douglas and his eight year old daughter Velma are escaped slaves that the McAlister's befriended and took to Texas with. The family helps keep them secret by saying to anyone that asks that they were slaves in his family and now are free employees at his ranch. His wife Esther died from cholera several months ago. He loves the McAlister's like they were his own kin and fiercely protects the children.

Non Combat Characters:

Marsha McAlister, 10 year old daughter; Susie McAlister; 1 year old daughter; Velma Stein, 8 year old daughter.

TEXAS RANGER CHARACTER RECORDS



Texas Ranger Captain
Player:



Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Derived Stats: Pace 6, Parry 6, Toughness 6

Skills: Notice d8, Riding d10, Shooting d10, Fighting d8, Guts d10

Edges & Hindrances: Natural Leader, Command, Hold the Line, Marksman, First Strike, Combat Reflexes

Fatigue: -1 -2 -3 INC **Wounds:** -1 -2 -3 INC

Gear: Dragoon (12/24/48, 2d6+1) & spare cylinder, Spencer Carbine (20/40/80, 2d8), Knife (Str+1).

About: The captain has been fighting Comanche since before Texas gained independence and is a veteran of the independence war.



Texas Ranger Sergeant
Player:



Attributes: Agility d10; Smarts d6; Spirit d8; Strength d6; Vigor d8

Derived Stats: Pace 6; Parry 6

Skills: Notice d8; Riding d6; Shooting d12; Fighting d6; Guts d6

Edges & Hindrances: Command, Marksman, Deadshot; Tracking

Fatigue -1 -2 -3 INC **Wounds** -1 -2 -3 INC

Gear: Dragoon (12/24/48, 2d6+1) & spare cylinder, Spencer Carbine (20/40/80, 2d8), Knife (Str+1).

Texas Ranger Private

Player: _____

Attributes: Agility d6; Smarts d6; Spirit d6; Strength d6; Vigor d6

Derived Stats: Pace 6; Parry 6; Toughness 6

Skills: Riding d6; Fighting d6; Shooting d8

Edges & Hindrances:

Fatigue -1 -2 -3 INC **Wounds** -1 -2 -3 INC

Gear: Spencer Carbine (20/40/80, 2d8), Knife (Str+1)

WEAPON INFORMATION
FOR SAVAGE WORLDS RULES,

Hawken Rifle (Muzzleloader) .50 Caliber

Available in both Rifle (45-1/2" long) and Carbine size (38-1/2" long and 1 lb. lighter) the Hawken represents many types of muzzle loading rifles available to settlers and pioneers from the 1850's to mid '60s.



Std. Load: 1 in gun. Shot & Powder for 20 in powder horn and bullet/accessory bag.

.50 caliber – 1 Shot. Range: 15/30/60 Damage: 2d8

Colt Dragoon .44 caliber

Introduced in 1848, the Dragoon was designed to improve upon defects found in the Colt-Walker revolver during the Mexican War. Originally introduced as the side arm for the US Army's Mounted Rifles (aka Dragoons) it soon saw use by civilians from the 1850s through the Civil War.

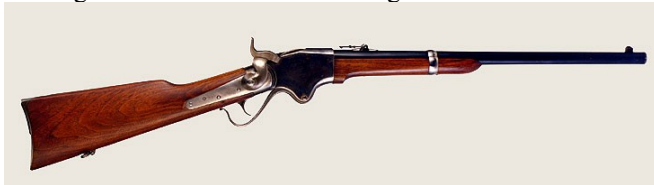
Std. Load: .44 caliber pistol 6 shot cap n' ball
6 in cylinder, 18 rounds shot/powder in bag.



Range: 12/24/48 Damage: 2d6+1

Spencer Carbine

One of the most popular firearms of the Civil War after its introduction in 1863. The magazine held seven rim fired cartridges which were loaded through the butt of the rifle¹.



Range: 20/40/80 Damage: 2d8

Tomahawk



Range: 3/6/12 Damage: Str+d6.

Comanche Lance

The Comanche's found their bow and lance faster to use than firearms when on horseback and thus put off firearms use until the mid to late 1860's.

Range: 3/6/12 Damage: Str+d6.



Illustration from "Pike" weapon card in [Ancient Weapons Armory](#) copyright microtactix.com.

Short Bow

The favored weapon of the Comanche. Youth started learning the bow around age 10 and by their teens were adept at firing multiple arrows while galloping.



Range: 12/24/48 Damage: 2d6.

Illustration and stats from "Ancient Weapons Armory" copyright Microtactix.

SIDEWINDER: RECOILED/SRD STATS

Texas Ranger Captain (1)

Age: 33 WT: 170 5'11 Brown Hair, Hazel eyes.
Fast (4), Dedicated (2), Tin Star (2), Pony Soldier (2)

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	15	+2		
DEX	17	+3		
CON	14	+2		
INT	15	+2		
WIS	14	+2		
CHA	14	+2		

Fort: 9=7+2 **Ref:** 7=4+3 **Will:** 7=5+2 **Melee:** 8/3=6/1+2 **Ranged:** 9/4=6/1+3

Grapple: 10=9(base)+1 **Hit Points:** 74 **Rep:** 3 **Speed:** 30 **MDT:** 14

Action Points: 4

Base Attack Bonus: 9

Weapon	Total BAB	Damage	Crit	Range
Knife	8/3	1d4+2	19-20	10
Spencer Carbine 7 shot mag.	10/5	2d10+1	20/x2	70
Army .44 CnB 6 shot	10/5	2d6+1	20/x2	30
Saber	8/3	1d6+2	18-20	-
Unarmed	4/-1	1d3+2	20/x2	

Skills

Balance 7, Bluff 4, Climb 2, Concentration 5, Diplomacy 10, Disguise 2, Escape Artist 6, Forgery 2, Gamble 2, Gather Information 7, Handle Animal 4, Hide 7, Intimidate 4, Investigate 6, Jump 2, Civics 5, Current Events 6, Streetwise 6, Tactics 6, Listen 5, Move Silently 7, Navigate 3, Profession 6, Research 2, Ride 12, Search 4, Sense Motive 2, Sleight of Hand 10, Speak Comanche, Spot 8, Survival 2, Swim 2, Treat Injury 3, Tumble 10

Feats: Archaic Weapons Prof. Blazing Saddle, Defensive Riding, Dodge, Personal Firearms Prof., Point Blank Shot, Simple Weapons Prof. Slip Hammer, Trustworthy.

Talents & Class Features: Born in the Saddle +2, Effortless Control Empathy, Evasion, Flash the Badge, Posse, Reputation 3, Uncanny Dodge I, Wealth Bonus 5,

Texas Ranger Sergeant (2)

Age: 28 WT:200 6'1"

Tough 4, Tin Star 1, Occupation: Texas Ranger

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	16	+3		
DEX	16	+2		
CON	18	+4		
INT	12	+1		
WIS	10	+0		
CHA	10	+0		

Fort: 5 **Ref:** 3 **Will:** 1 **Melee:** 6 **Ranged:** 5 **Grapple:** 6 **Hit Points:** 37 **Rep:** 1 **Speed:** 30
Action Points: 2 **Base Attack Bonus:** 3

Weapon	Total BAB	Damage	Crit	Range
Knife	6	1d4+3	19-20	10
Spencer Carbine 7 shot mag	5	2d10	20	70
Army .44 CnB 6 shot	5	2d6	20	30

Skills

Survival 7, Ride 9, Profession 2, Climb 6, Listen 6, Spot 4, Speak Language-Comanche.

Feats: Simple Weapons Prof., Personal Firearms Prof., Alertness, Brawl, Far Shot, Handle Animal, Survival, Blazing Saddle, Defensive Riding,

Talents & Class Features: Remain Conscious, Damage Reduction 1, Evasion, Uncanny Dodge, Skill emphasis – tactics+3, Aware, Nonlethal Force, Posse, Flash the Badge.

Texas Ranger Private (7)

Age: 20's. Fast 3 Occupation: Texas Ranger.

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	12	+1		
DEX	16	+3		
CON	14	+2		
INT	12	+1		
WIS	10	+0		
CHA	12	+1		

Fort: 3 **Ref:** 5 **Will:** 1 **Melee:** 3 **Ranged:** 5 **Grapple:** 3 **Hit Points:** 24 **Rep:** 1 **Speed:** 30

Action Points: 1 **Base Attack Bonus:** 2

Weapon	Total BAB	Damage	Crit	Range
Knife	3	1d4+1	19-20.x2	10
Spencer Carbine 7 shot mag	3	2d10	20	70
Army .44 CnB 6 shot	3	2d6	20	30
Fists	3	1d4+1	20/x2	-

Skills

Survival 7, Ride 9, Profession 2, Climb 6, Listen 6, Spot 4, Speak Language-Comanche.

Feats: Simple Weapons Prof., Personal Firearms Prof., Point Blank Shot, Animal Affinity, Alertness, Brawl, Handle Animal, Survival, **Talents & Class Features:** Evasion

Hit Points: 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___

Travis McAlister

Age 32, Wgt. 180 Hgt: 5'10", Tough Ordinary 4, Fast Ordinary 1

<i>STAT</i>	<i>Ability Score</i>	<i>Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	12	1		
DEX	14	2		
CON	15	2		
INT	13	1		
WIS	9	-1		
CHA	10	0		

Fort: 5 **Ref:** 4 **Will:** -1 **Melee:** 5 **Ranged:** 5 **Grapple:** 5 **Hit Points:** 36 **Rep:** 1 **Speed:** 30

Action Points: none **Base Attack Bonus:** 3 **Def:** 18 **Touch:** 18 **Flat:** 16. **MDT 15 INIT:** 1 **Defense:** 6 flat-footed 5.

<i>Weapon</i>	<i>Total AB</i>	<i>DMG</i>	<i>Crit</i>	<i>RNG</i>	<i>Reload</i>
Knife	4	1d4+2	19-20/x2	10	--
Sharps Carbine	6	2d8	20	80	1 FR
Rifle Butt	4	1d6	--	--	--
Fists	4	1d3+1	20	--	--

Skills

Balance 4, Concentration 4, Handle Animal 9, Hide 3, Intimidate 5, Current Events 3, Pop Culture 3, move silently 3, Profession 3, English speak/read/write, Ride 13, Spot 2, Listen 2, Survive 1

Feats: Animal Affinity, Defensive Riding, Home Ground, Personal Firearms, Simple Weapons Prof.,

Talents & Class Features: None due to being "ordinary". Equip.: 10 paper cartridges for Sharps.

Lacey McAlister

Age 30, Wgt 130, Hgt. 5'6", Blond, Blue eyes

Tough Ordinary 2

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	12	1		
DEX	13	1		
CON	15	2		
INT	10	0		
WIS	8	-1		
CHA	14	2		

Fort: 4 **Ref:** 3 **Will:** -1 **Melee:** 2 **Ranged:** 2 **Grapple:** 2 **Hit Points:** 15 **Rep:** 0 **Speed:** 30

Action Points: 0 **Base Attack Bonus:** 1 **MDT:** 12 **INIT:** 1 **Defense:** 13, touch 13, flat-footed 12, (+2 class, +1 dex) **Occupation:** Rancher (Handle Animal, Ride)

<i>Weapon</i>	<i>Total AB</i>	<i>Damage</i>	<i>Crit</i>	<i>Range</i>
Knife	3	1d4+1	19-20	10
Fists	3	1d3+1 nonlethal	20	

Skills: Handle Animal 7, Current Events 2, Pop Culture 2, R/W English, Ride 9, Speak English, Spot 0

Feats: Animal Affinity, Home Ground, Personal Firearms Prof., Simple Weapons Prof.

Louisa “Nana” Morrow

Age: 55 Wgt: 120 5'10" Hair: Black Eyes: Brown

Occupation: Sodbuster, **Allegiances:** Family, Ranch, **Class:** Dedicated Ordinary 3, Tough Ordinary 2

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	10	+0		
DEX	8	-1		
CON	15	+2		
INT	12	+1		
WIS	14	+2		
CHA	14	+2		

Fort: 6 **Ref:** 0 **Will:** 4 **Melee:** 3 **Ranged:** 2 **Grapple:** 3 **Hit Points:** 32 **Rep:** 1 **Speed:** 30

Action Points: none **Base Attack Bonus:** 3 **INIT:** -1 **Defense:** 13, touch 13, flat-footed 13, (4 class, -1 DX)

Weapon	Total BAB	Damage	Crit	Range
Knife	3	1d4	19-20.x2	10
Loomis Side by Side Shotgun	2	2d8	20	30
Fists	3	1d3 non lethal	20	

Skills: Gamble +5, Handle Animal +6, Current Events +3, Pop Culture +3, Streetwise 3, tactics 3, Listen 4, Profession 6, Repair 4, Ride 3, Read/Write/Speak English, German, Spot 4, Survival 9, Treat Injury 7.

Feats: Endurance, Personal Firearms Proficiency, Simple Weapons Proficiency, Track.

Talents & Class Features: none due to ordinary.

Occupation: Ranch granny – laborer. (class skills: handle animal, repair, ride).

Owen McAlister

Age: 13, Weight: 105 5'3" tall, brown hair, blue eyes.

Sodbuster, Allegiances: Family, ranchers, Charismatic ordinary 1

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	8	-1		
DEX	14	+2		
CON	10	+0		
INT	13	+1		
WIS	12	+1		
CHA	15	+2		

Fort: 1 **Ref:** 3 **Will:** 1 **Melee:** -1 **Ranged:** 2 **Grapple:** -1 **Hit Points:** 4 **Rep:** 2 **Speed:** 30

Action Points: 0 **Base Attack Bonus:** 0 **INIT:** 2 **Defense:** 12, flat-footed 10 (+0 class, +2 DX)

Weapon	Total BAB	Damage	Crit	Range
Knife	-1	1d4	19-20.x2	10
Hawken Rifle (10 bullets/powder)	2	2d12	20	80
Fists	-1	1d3 NL	20	-
Slingshot (and 5 stones)	2	1d3	20	20

Skills

Bluff 5, Climb 1, Craft structural 2, Diplomacy 7, Gather Information 4, Handle Animal 9, Hide 4, Current Events 2, Streetwise 3, Profession 1, Ride 6, Swim 4, Read/Write/speak english, Ride 2

Feats: Home Ground, Trustworthy, Animal Affinity, Simple Weapons Prof., Personal Firearms Prof. **Talents &**

Class Features: none.

Douglas Stein

Age 40, Wgt. 235 Hgt: 6'2", Tough Ordinary 4, Fast Ordinary 1

<i>STAT</i>	<i>Ability Score</i>	<i>Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	12	1		
DEX	14	2		
CON	15	2		
INT	13	1		
WIS	9	-1		
CHA	10	0		

Fort: 5 **Ref:** 4 **Will:** -1 **Melee:** 5 **Ranged:** 5 **Grapple:** 5 **Hit Points:** 36 **Rep:** 1 **Speed:** 30

Action Points: none **Base Attack Bonus:** 3 **Def:** 18 **Touch:** 18 **Flat:** 16. **MDT** 15

<i>Weapon</i>	<i>Total AB</i>	<i>DMG</i>	<i>Crit</i>	<i>RNG</i>	<i>Reload</i>
Knife	4	1d4+2	19-20/x2	10	--
Sharps Carbine	6	2d8	20	80	1 FR
Rifle Butt	4	1d6	--	--	--
Fists	4	1d3+1	20	--	--

Skills

Balance 4, Concentration 4, Handle Animal 9, Hide 3, Intimidate 5, Current Events 3, Pop Culture 3, move silently 3, Profession 3, english speak/read/write, Ride 13, Spot 0, Survive 1

Feats: Animal Affinity, Defensive Riding, Home Ground, Personal Firearms, Simple Weapons Prof.,

Talents & Class Features: None due to being "ordinary".

Parker Yates (Hero)

Age 45, Wgt 182, Hgt. 5'7", Grey Hair, Blue eyes

Dedicated 4, Tin Star 5. Occupation: Ranch hand, retired TX Ranger

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	14	2		
DEX	16	3		
CON	12	1		
INT	14	2		
WIS	12	1		
CHA	12	1		

Fort: 8 **Ref:** 6 **Will:** 7 **Melee:** 9 **Ranged:** 10 **Grapple:** 9 **Hit Points:** 44 **Rep:** 4 **Speed:** 30

Action Points: 3 **Base Attack Bonus:** 6 **MDT:** 12

Weapon	Total BAB	Damage	Crit	Range
Knife	9/4	1d4+2	19-20/x2	20
Colt Walker Dragon*	11	2d6	20	60
Fists	9/4	1d4+2	20/x2	
Pistol Whip	9	1d4	20	-

Skills

Gamble 6, Current Events 7, Streetwise 7, Tactics 9, Listen 9**, Profession 6, Speak Comanche, Spot 8, Survival 6, Treat Injury 3, Bluff 3, Concentration 3, Diplomacy 6, Gather Info 6, Intimidate 6, Investigate 7, Civics 4, Ride 10**, Search 3, Sense Motive 3, Sleight of Hand 3

Feats: Free: Simple Weapon Prof. 5 **Standard:** Personal Firearms Prof., Point Blank Shot, Slip the Hammer, Hammer Down, Home Ground. **Tx Ranger LE Profession:** Combat Martial Arts, **Ranch Hand Prof:** Exotic Weapons Prof. (Lasso), **Dedicated Bonus:** Far Shot, **Tin Star Bonus:** Track.

*Cylinder replace time: 4 full round actions. Full reload time: 20 full round actions. Carries 1 replacement loaded cylinder, shot and bullets for 30 shots in ranch hand's house.

**+1 ride, +1 listen applied from when active TX Ranger.

Talents & Class Features: Skill Emphasis (Spot +3), Faith, Flash the badge, Nonlethal force, Posse, deputy
Dedicated Bonus Feats: Far Shot (firearm 1.5 distance, thrown only weapon =double), Weapon Focus (Dragoon, BAB +1)

COMANCHE CHARACTER'S

Comanche Chief (1)

Age: 40s Wgt. 180

Charismatic Hero 7, Comanche Parabio 3

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	8	-1		
DEX	10	0		
CON	8	-1		
INT	16	3		
WIS	17	3		
CHA	18	4		

Fort: 6 **Ref:** 7 **Will:** 6 **Melee:** **Ranged:** 5 **Grapple:** **Hit Points:** 31 **Rep:** 9 **Speed:** 30

Action Points: 5 **Base Attack Bonus:** 5 **MDT:** 8 **Init:**0

Weapon	Total BAB	Damage	Crit	Range
Bow	5	1d6	20	40
Comanche Lance	4	1d8-1	20	
Lance mounted & charging	6	3d8+6	20/x2	

Skills: Bluff 18, Diplomacy 23, Gather Information 12, Handle Animal 10, Intimidate 16, Civics 8, Current events 7, Pop culture 7, Listen 7, Perform (percussion) 11, Sing 13, Ride 10, Sense Motive 15, Speak Comanche, Cheyenne, English, Pawnee, Spot 9, Survival 10, Swim 3 **Feats:** Archaic Weapons Prof., Attentive, Defensive Riding, Horse Tradin', Indian Lore, Personal Firearms Prof. Point Blank Shot, Renown, Simple Weapons Prof., Tribal Lore (Comanche), Track, Trustworthy. **Talents & Class Features:** Battle Medicine, Captivate, Charm (men), Fast-talk, Favor, Great Orator, Vision Quest.

Comanche Leader stats (2)

Age: 30s Wgt: 180

Fast 3, Pony Soldier 4, Comanche Rider 1

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	14	2		
DEX	14	2		
CON	14	2		
INT	12	1		
WIS	14	2		
CHA	14	2		

Fort: 6 **Ref:** 7 **Will:** 4 **Melee:** 7 **Ranged:** 7 **Grapple:** 7 **Hit Points:** 61 **Rep:** 2 **Speed:** 30

Action Points: 4 **Base Attack Bonus:** 5 **MDT:** 14 **INIT:** 2 **Defense:** 19, touch 19, flat-footed 17, (+7 class, +2 dex)

Weapon	Total BAB	Damage	Crit	Range
Bow	7	1d6+2	20	60
Comanche Lance	7	1d8+2	20	
Fists	7	1d3+2 nonlethal	20	
Comanche Lance mounted & charging	9	3d8+6	20/x2	
Knife	7	1d4+2	19-20	

Skills: Balance 5, Concentration 5, Escape Artist 5, Handle Animal 7, Intimidate 6, Pop Culture 2, tactics 4, Listen 7, Move Silently 7, Navigate 6, Ride 14, Speak Language Comanche, English, Spanish, Spot 10, Survival 4, Tumble 8

Feats: Archaic Weapons Prof., Far Shot, Simple Weapons Prof. Blazing Saddle, Defensive Riding, Ride by Attack, Spirited Charge. **Talents & Class Features:** Uncanny Dodge 1, Born in the Saddle +2, Cavalry Charge, Effortless Control, Evasion, Improved Comanche Riding (allows use of both hands while riding for an attack action).

Comanche Veteran Braves (10)

Fast 3, Pony Soldier 2

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	14	2		
DEX	14	2		
CON	14	2		
INT	12	1		
WIS	13	1		
CHA	10	0		

Fort: 5 **Ref:** 6 **Will:** 2 **Melee:** 5 **Ranged:** 5 **Grapple:** 5 **Hit Points:** 38 **Rep:** 1 **Speed:** 30

Action Points: 2 **Base Attack Bonus:** 3 **MDT:** 17 **INIT:** 2 **Defense:** 7, flat-footed 5

Weapon	Total BAB	Damage	Crit	Range
Bow	5	1d6	20	
Comanche Lance	5	1d8+2	20	
Comanche Lance mounted & charging	8	2d8+6	20/x2	

Skills: Balance 6, Concentration 5, Escape Artist 6, Handle Animal 5, Intimidate 3, Listen 3, Move Silently 7, Navigate 4, Ride 10, Speak Comanche, Spanish, Spot 7, Tumble 5

Feats: Archaic Weapons Prof., Far Shot, Improved Damage Threshold, Simple Weapons Prof. Blazing Saddle, Defensive Riding, **Talents & Class Features:** Born in the Saddle +2, Effortless Control, Evasion,

Hit Points: 1 ___ 2 ___ 3 ___ 4 ___ 5 ___ 6 ___ 7 ___ 8 ___ 9 ___ 10 ___

Comanche Ordinary Riders (10)

Age: teens to 20's. Fast Hero 2

<i>STAT</i>	<i>Ability Score</i>	<i>Ability Mod</i>	<i>Temp Score</i>	<i>Temp Mod.</i>
STR	14	2		
DEX	14	2		
CON	14	2		
INT	12	1		
WIS	13	1		
CHA	10	0		

Fort: 2 **Ref:** 4 **Will:** 1 **Melee:** 3 **Ranged:** 3 **Grapple:** 3 **Hit Points:** 13 **Rep:** 0 **Speed:** 30

Action Points: 0 **Base Attack Bonus:** 1 **MDT:** 17 **INIT:** 6 **Defense:** 16, flat-footed 14

Weapon	Total BAB	Damage	Crit	Range
Bow	3	1d6	20	60
Tomahawk	2	1d6+2	20	10
Comanche Lance	2	1d8+1	20/x2	
Comanche Lance mounted & charging	4	2d8+2	20/x2	

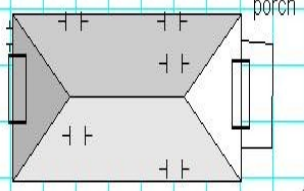
Skills: Balance 5, Concentration 5, Handle Animal 4, Listen 3, Move Silently 6, Ride 8, Speak Comanche, Spanish, Spot 6, Tumble 5 **Feats:** Archaic Weapons Prof., Far Shot, Defensive Riding, Improved Damage Threshold, Simple Weapons Prof. **Talents & Class Features:** Evasion,

Hit Points: 1 _ 2 _ 3 _ 4 _ 5 _ 6 _ 7 _ 8 _ 9 _ 10 _

Comanche Attack Points

X 5/sq here left 10/sq here to right

outhouse

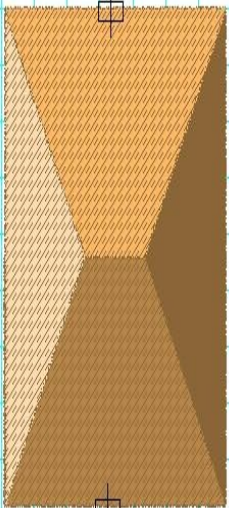
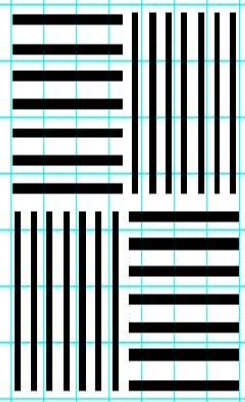


porch



windmill/well

Corn field



outhouse

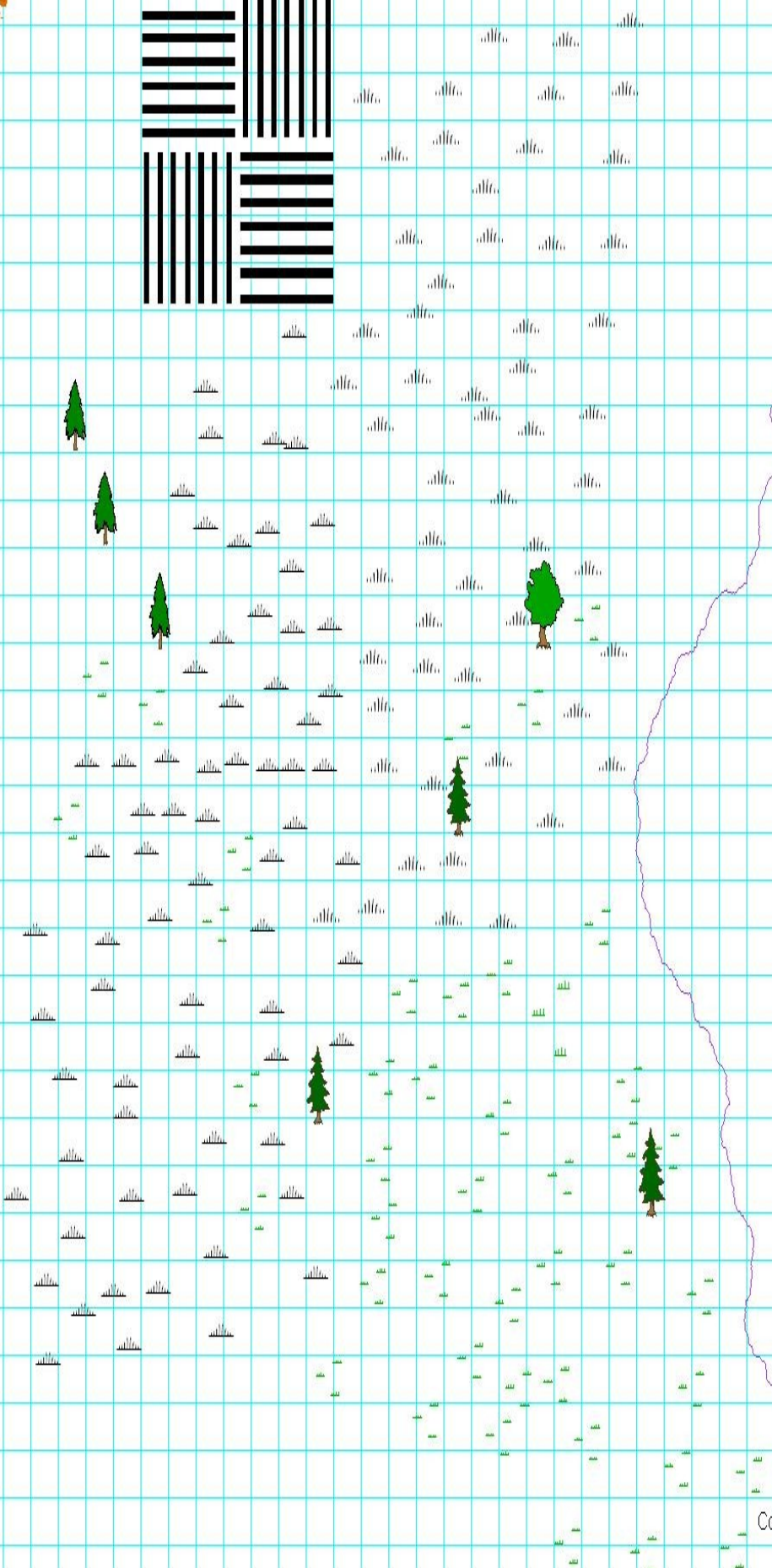


Bunk House

windmill/well

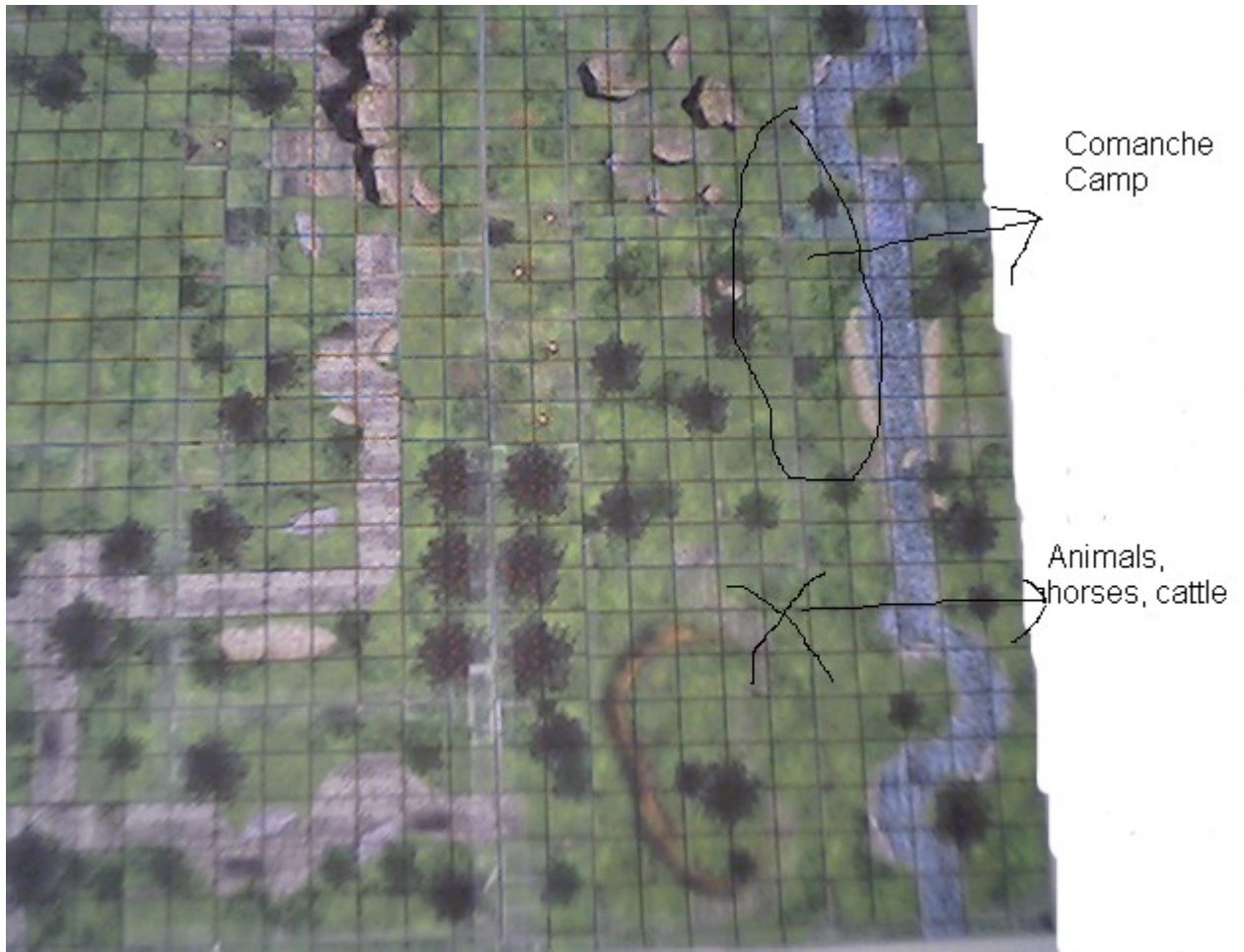


wood fenced cattle yard



Comanche Attack Points

RETALIATION MAP



10 feet per square.

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