

The Ranchers

An Original Adventure Scenario for
Six Gun: The Game of the Western

By Dave Crokaert

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Disclaimer: DEEP 7 and its personnel in no any way endorse gunplay, lynchin' and cattle rustlin'. It is our opinion that any teen or adult with half a brain SHOULD be able to tell the difference between reality and fiction, tribute and parody.

The Premise: John Dawson, a rich but ruthless rancher controls everything and everyone in the town called Deadwood. Only one family (the O'Gravey family) dares to stand against him, but the rest of the town is not eager to give them support. Now Dawson has learned that the new railway is going to run through the O'Gravey's land and the government will pay handsomely for it. He now desperately wants that land, before anyone else learns about the new railway.

The Setup: The characters are a group of cowboys looking for work. At least one character should play a former lawman, who is now their leader. This character is also an old army friend of Peter O'Gravey, the head of the O'Gravey family. The rest of the O'Gravey family – 2 sons: Jack (22) and Don (26), both hard working strong guys; the oldest sister Mae (27), who is real ladylike, and took the household when the mother died 9 years ago; and Cat (20), the youngest sister and a bit of a wild child.

The First Showdown: The characters are in the neighborhood of the O'Gravey ranch, and decide to pay them a visit. They arrive just in time to see a bunch of thugs trying to steal cattle. They have also roped Mae and Cat and seem to have 'something' in mind for them as well. Our characters should get the jump on them, chasing them away and preventing the stealing of the cattle. They should resolve the situation without any serious gunfire, although a small gunfight could be necessary to show the characters that the bad guys mean business.

The Job Offer: When returning home, Peter, Jack and Don immediately are told of what went down, and offer the characters a job, asking them for help in the process. Peter's old friend should immediately offer to help, but since the pay ain't that great, the others should preferably need some convincin'. In the end, the obvious charm of Mae will help. If some of the characters still refuse, Cat will try to play their egos ("These guys are useless anyway...").

The Wild Horses: Every character should now have the opportunity to break a wild mustang, of which the O'Graveys have just caught four (Roll Craftiness + Ridin': 2 consecutive successes needed). The ones who succeed have an advantage in chasin' bandits later in the game.

The Abduction: At night, one of the characters hears screaming and is awakened. When he looks out of the window, he sees a figure riding away who seems to be holding another person. You also see a few thugs (5 or 6) with torches near the stables. Our heroes should quickly try to get the thugs, while the O'Graveys' main concern will be putting out the fire. A fight obviously will erupt, one or two thugs at least should make it to their horses. Only the characters with the new horses will be able to catch up with them. If they do, they should preferably keep one thug alive, who will tell them where the lone rider took the hostage.

The Second Showdown: Back at the ranch, you learn that Mae has been kidnapped. The characters who caught one of the thugs should know where they're keeping her: in the guestroom at the Dawson Ranch (if they don't, they have to look at random). The characters and the O'Gravey men immediately ride to the Dawson Ranch, telling Cat to stay behind. She will follow them anyway though, packing a rifle. When attacking, they will have the advantage of surprise, but the opposition should be stronger in numbers. The first time a character gets in a tricky situation, he is saved by Cat, who then joins the fight.

The Ending: Mae is freed, and Dawson killed or taken prisoner. The O'Graveys find out that they will be rich, and give a big reward to the surviving characters. They ride off into sunset, with the addition of Cat who seeks more adventure...