

TOMBSTONE

Role-Playing In The Wild West



Alpha Playtest V.I

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The Alpha Playtest

You hold in your hands (whether metaphorically or physically) the Alpha Playtest of *Tombstone*. While this version is sparser than the upcoming complete version (it contains no art!), and while certain sections have been omitted or reduced, there is certainly enough within this volume to learn the rules of *Tombstone* and play it with your friends. These rules have already been tested rather thoroughly — in real games, with real people. I am confident it is a good system, but in the interest of making the best possible game, I am interested in your experiences of *Tombstone*. As you read this booklet, and as you play your games, I would ask that you note things worth expanding, clarifying, or changing. Tell me what works, and what doesn't (find my contact details under **Credits** section above). Personally, I am very much looking forward to the final version of this game. Erik Wilson has done a killer job on the artwork, and Joe Salvador's mapping talents are an invaluable addition. Regardless of whether you purchase the full version in a couple of months, or stick to the playtest copy, I sincerely hope you enjoy this game. It has been a real passion and pleasure designing this game, and I hope it fills a niche not yet filled.

Happy Gaming!
Corey Ryan Walden
August 9, 2015

Introduction

Gunshots echo across the clearing, zinging in the dusty air. Shotgun pellets tear a hole in one man's stomach. Blood begins pooling around his corpse. The other four gunslingers drop for cover, going for their guns — some within thorny thickets, others prone on the dusty ground. One gunslinger is quicker than his compadres. His rifle sings back at the assailants, each bullet striking its target true. The acrid stench of gunpowder and death fills the air...

Welcome to *Tombstone*. The Wild West ain't no place for the faint of heart. Make no mistake — only those with grit survive out here. Luckily, this book is packed with everythin' a damned greenhorn might need to survive this here hellhole.

Why Tombstone?

You may be thinking, "ANOTHER role-playing game?" I wouldn't blame you. The market is saturated with all manner of role-playing games, but I do feel *Tombstone* has its place. Fantasy role-playing games have received a staggering amount of attention. Conversely, Western role-playing games have received far less input. Those that do exist have not satisfied my need for an easy-to-play, but nastily violent, game.

It became my mission to create a game I would want to play — and indeed I do. This game is designed with simplicity and expedited gameplay in mind. The goal was to get rid of the fat, to focus on designing a Western that was quick and nasty. When designing *Tombstone*, the first role-playing games of the 1970s became a guiding inspiration, though I hope this game simultaneously offers the added benefit of contemporary design.

Creating a character should be quick. The *Judge* (referred to as the Game Master in other games) should have no difficulty creating an action-packed scenario in minutes, providing a sufficient framework for an evening of play. One primary mechanic guides this game: most situations in *Tombstone* are resolved by rolling three six-sided dice (3d6). Because the rules are light and modular, you are encouraged to alter them as you see fit. Make them your own. Play it fast and loose, like a good ol' western gunfight, or add detail and texture. Port rules from other systems you love, or stick to the rules outlined in the pages of this booklet. *Tombstone* purposely forsakes providing a rule for every situation. Trust your instincts, and use your own judgment. Regardless of how you play, the manifesto remains: "This game is yours". No rule is set in concrete. If you don't like something, change it.

The final word is simple: have fun, but always keep your six-shooter loaded.

What Is This Game?

This Is A Western

Tombstone is set in North America from 1865 onwards. The American Civil War is over. The nation has been traumatised and scarred by war, but somehow life goes on. Society has changed, and new possibilities emerge. Railroads need building, the West needs taming, and gold needs mining. The transcontinental railroad is slowly being constructed, creeping across the continent from the East and West coasts. It finally meets near Salt Lake City, Utah. Mormon country. Towns sprout into existence as the railway is completed and as veins of silver and gold are discovered. Exuberant and hopeful pioneers venture into the unknown of the West. Relationships between Native Americans and settlers are becoming complex. Tension is building, promising to bud into another era of bloodshed. Law is lax or nonexistent in many places; it is up to you to make your own fortune. While these histories have already been written, these events are not set in stone. In *Tombstone* you are encouraged to change historic details. Your game may resemble a pseudo-history, or you may ditch historicity for the Weird West or an otherwise fictional portrayal.

This Is A Role-Playing Game

This is a game where each participant adopts the role of an imagined character. One participant, known as the “Judge”, is responsible for designing the game world in which the players interact and explore. It is the Judge’s role to create the towns, cities, plains, and rivers; to populate the world with the sheriff, gunslinger, or miner; and concoct misadventure for the players. The final dictum of the Judge is to arbitrate the rules, attempting to ensure a fun and fair game for all. *Tombstone* can be played as a “one-shot” session over a few hours. Alternatively, the Judge can link multiple scenarios in an episodic format, creating an ongoing narrative.

Each of the remaining players create characters and enjoy the Judge’s creations. Whether your character is a shotgun-wielding Soldier or an Indian Brave, that is your decision. Adventure and excitement await you — but beware — fighting is deadly! It is easy to kill other characters in this game, but it is also easy for them to kill you. Choose your battles wisely and you may live to see another day. If your character does die,

Tombstone is simple enough that you can be playing again in a matter of minutes. Don’t sweat it.

Dice Conventions

There are two types of dice required to play *Tombstone*: the four-sided dice and the six-sided dice. If you do not own a four-sided dice, *Tombstone* can be played exclusively with six-sided dice. Herein dice are named using standard role-playing conventions. A four-sided dice is abbreviated to “d4”, while a six-sided dice is abbreviated to “d6”. Sometimes the abbreviation will have a number preceding the type of dice. For example, the text may say:

“Roll 3d6”

This would mean three (3) six-sided dice are rolled. If the text were to say “roll 1d4”, a single four-sided dice would be rolled.

The Primary Mechanic

Most actions, attacks, and checks are resolved in *Tombstone* by rolling **3d6** and adding the total. This generates a numerical range of 3-18. Sometimes additional numbers may be added or subtracted to this total, hereafter referred to as a **Modifier**. Modifiers are typically linked with a **Skill** or a circumstance. This cumulative total is then compared with the **Roll Required**. If the roll equals or exceeds the **Roll Required**, the attempted action has generally been successful. Single or multiple d6s are rolled to determine the amount of damage a character has suffered, while the d4 is used for the **Fortune Dice** mechanic.

What You Need To Play

Only a few things are required to play this game:

1. The *Tombstone* rulebook
2. 3d6 & 1d4
3. Blank paper, pencil and pens
4. Your imagination

Some other materials are helpful (though not required). Read **Chapter 2** for further details.

If you have never played a role-playing game, you may want to read **Appendix 1: Glossary** to familiarise yourself with the terms used in this booklet.

What Is In This Booklet?

This rulebook is divided into the following chapters:

Chapter 1: Characters

This chapter provides all the necessary information for choosing or creating a character.

Chapter 2: Playing Tombstone

Everything you need to know about playing the game.

Chapter 3: The Judge

Rules, options, and suggestions for helping the *Judge* run a game of *Tombstone*.

Chapter 4: The World

This chapter outlines the game world, historical information, the town of Silverton, and some ready-to-run *Tombstone* scenarios.

Appendices

The appendices are sections which clarify rules or details of *Tombstone*.

Throughout this book are sidebars that look like this. Sidebars contain optional rules you may consider including in your game, or shortcuts for running your games quicker.

Let's get started!

Chapter 1: Characters

Chapter 1: Characters

After reading this chapter, you should have a good understanding of how to pick or create a *Tombstone* character. Character creation should take five minutes if the **Quick Play** method is selected (Method A below). Creating a character from scratch does not take much longer. If this is your first time playing *Tombstone*, it is suggested you begin by following the steps outlined in **Method A**. Try **Method B** if you have played *Tombstone* already, or you feel confident enough to create a character.

Method A

1. Pick your Gender
2. Name your character
3. Select a **Quick Play** character

Method B

1. Pick your Gender
2. Name your character
3. Select a Background
4. Assign your Skill Points
5. Buy your Weapons & Provisions

It really is that easy. If you have created a character following **Method A** continue to **Chapter 2**. Players using **Method B** should read through **Chapter 1** and **Chapter 2** before creating a character. This will provide you with all the essential information to get started. The first two chapters provide a solid understanding of the rules of *Tombstone*.

1. Gender

The first part of creating a character is selecting a gender. Society was patriarchal during the era of the implied *Tombstone* setting (mid- to late-1800s). In this game however, any notion of gender may be chosen as an equally viable option. No specific benefits or drawbacks are afforded any gender over another.

2. Names

The second part of creating a character is selecting or inventing a name. While this is not a crucial task, it does add flavor to the gaming experience. In *Tombstone*, players immerse themselves in a world of blood, gunpowder, and steel. A well-conceived name can accentuate the role-playing experience, and add an additional dynamic to the game.

It may feel awkward naming your first character, but it gets easier each time. Below are some female and male names reflective of the time period of the Old West. Male names can be used as surnames in many cases. A few historic examples are provided for inspiration. Native American names varied tribe to tribe. Some examples include Nahuel (jaguar), Miara (wise), Ujarak (rock), or Shikoba (feather). Censuses often misappropriated Native American names, changing them into English variants (example: “Dog who turns”, might become “Turningdog”). Chinese either assumed English names, but added *Ah* or *China* as a prefix (*Ah Fong*, *China Albert*), or retained their Chinese names. African-Americans, recently emancipated from slavery, sometimes adopted their ex-masters’ surnames, or chose English names. Many African-Americans were not named while slaves. Some assumed the surname “Freeman” or “Fremon” after receiving freedom. Many were recorded in census records as “Black” or “Mulatto”. Mexican names strongly resembled contemporary counterparts — Garcia, Lopez, Rodriguez, or Carlos being common. When naming your character let your imagination run wild. While you can name your character anything you wish, it should reflect the group you are playing with. In a game where every player has a “serious” name, it is not advised to name your character “the burrito bandito”. Though in some games, this will be entirely appropriate.

Female Examples: Abigail, Ada, Adele, Agnes, Ah, Allie, Amelia, Anne, Antonia, Ava, Aylene, Beatrice, Becky, Bernice, Bessie, Charlotte, Citlali, Claire, Constance, Cynthia, Dorothy, Edith, Edna, Edwina, Eliza, Ella, Ellie, Eleanor, Elizabeth, Emma, Esther, Ethel, Eva, Fanny, Florence, Fong, Frances, Flora, Geneva, Georgia, Grace, Henrietta, Isabella, Isi, Jane, Josephine, Julia, Juliet, Katherine, Kee, Kiowa, Kwong, Laura, Leah, Lee, Lenora, Lila, Lilly,

Lorraine, Lorena, Lottie, Louise, Loy, Lun, Margaret, Maria, Mary, Martha, Matilda, Maude, Miara, Molly, Myrtle, Nellie, Nettie, Nizhoni, Nora, Padilla, Patsy, Peggy, Perez, Philomena, Polly, Poy, Quan, Quapaw, Red Moon, Rebecca, Rhoda, Rita, Rowena, Ruth, Sally, Savannah, Sing, Star, Stella, Sun, Tong, Victoria, Wayra, Wing, Winifred, Wo, Woo, Yee, Yet, Ying, Yuma.

Female Nicknames or Full Names: Agatha Martin, Ah Georgee, Antonia Vasquez, Bloody Mary, Cayuga, China Mary, Christina De La Cruz, Citali, Deadshot Becky, Deer, Elizabeth Crumney, Isi, Lun Ying, Maria Garcia, Ophelia May, Peggy Sue, Perez De La Garza, Poy Woo, Red Moon, Shotgun Sally, Sitting Wolf, Wayra, Winnie Starr, Yuma.

Male examples: Aaron, Abraham, Ah, Albert, Alexander, Ambrose, Amos, Antonio, Barnabas, Bartholomew, Bennett, Blackfoot, Buford, Calvin, Carlos, Cayuga, Charles, Chas, Chinaman, Christopher, Clarence, Clement, Cole, Columbus, Daniel, David, Edmund, Edward, Eli, Elijah, Elisha, Emmett, Ezekiel, Ezra, Flying Eagle, Frank, Frederick, Garcia, Gabriel, George, Gideon, Hank, Harrison, Harvey, Henry, Hiawatha, Horace, Horatio, Huie, Isaiah, Isaac, Jacob, James, Japazaw, Jasper, Jedediah, John, Jorge, Joseph, Josiah, Kee, Kwong, Lee, Lester, Levi, Little Wing, Lopez, Loy, Lucian, Lun, Mario, Matthew, Maxwell, Mordecai, Morgan, Nathaniel, Ned, Obediah, Octavius, Ora, Orville, Oscar, Owen, Opichapan, Patrick, Paul, Perez, Perry, Powatan, Poy, Quan, Ralph, Raymond, Robert, Roderick, Rodriguez, Rudolph, Rufus, Samuel, Seth, Silas, So Ho, Sho ho, Sun, Tejon, Thaddeus, Thomas, Theodore, Timothy, Tong, Ulysses, Uriah, Vasquez, Victor, Warren, Wing, Wo, Wong, Wu, Yee, Yi, Ying, Zachariah.

Male Nicknames or Full Names: Alan Augdon, Blackheart Bart, Charley McGuinness, Chas Wong, Isaiah Wriggly, Jorge Lopez, Mordecai James, Orville Paul, Elijah the Outlaw, Lun So Ho, No-teeth Neville, Powatan, Quan Wo, Soaring Eagle, Tom Fremon, Yet Wo.

Historical examples: Abraham Lincoln, Annie Oakley, Belle Starr, Billy the Kid, Buffalo Bill, Calamity Jane, Jesse James, John Wesley Hardin, Red Cloud, Sitting Bull, Wild Bill Hickok, Wyatt Earp, Thomas Durant, Ulysses Grant.

3a. Quick Play Characters

The third and final part of creating a **Method A** character is selecting a **Quick Play** character. By now you will have selected a gender and named your character. The final task is copying the **Quick Play** details onto a piece of paper or character sheet. All the information required for immediate play is provided. Voila, your character is ready to play.

The six **Quick Play** characters are:

1. Folk Hero
2. Gambler
3. Indian Brave
4. Outlaw
5. Soldier
6. Holy-Roller (optional)

Consult section **3b Backgrounds** for a description of the Quick Play character's Background.

To play a simplified version of *Tombstone*, ignore the character abilities described in the sidebars.

Folk Hero

Health: 7

Defense: 11

Offense: Gunslinging +2, Brawling +0

Personality: +1

Investigation: +0

Willpower: 10

Speed: 40 feet

Fortune Dice: 1

Possessions: Two pistols (1d6 damage each), Bowie knife (1d6 damage), hat, trousers, shirt, boots, \$3.

Bountiful Rewards: When making a convincing speech and/or a successful Personality check you may garner a higher reward for a job. Add an extra 25% to the amount of money you would normally receive. This only applies to *your* reward, not any of your companions' rewards. An ill-conceived speech or failed check may result in the normal paid fee rather than the Bountiful Reward.

Gambler

Health: 6

Defense: 11

Offense: Gunslinging +0, Brawling +0

Personality: +2

Investigation: +1

Willpower: 11

Speed: 40 feet

Fortune Dice: 2

Possessions: Rigged dice or playing cards, pistol (1d6 damage), cape, hat, trousers, shirt, boots, \$6.50.

Outrageous Fortune: There is no denying it: you are lucky. You have two Fortune Dice. The Gambler is the only Background that can use two Fortune Dice simultaneously, though they do not have to.

Indian Brave

Health: 7

Defense: 11

Offense: Gunslinging +1, Brawling +2

Personality: +0

Investigation: +0

Willpower: 10

Speed: 50 feet

Fortune Dice: 1

Possessions: Buckskin, tomahawk (1d6 damage), bow or spear (1d6 damage), horse, \$1.

Fearsome Presence: You can only lose a Bravery Test on a roll of 1. If you initiate combat your opponent is forced to make a Bravery Test.

Outlaw

Health: 6

Defense: 12

Offense: Gunslinging +2, Brawling +0

Personality: +1

Investigation: +0

Willpower: 10

Speed: 40 feet

Fortune Dice: 2

Possessions: Shotgun (2d6/1d6 damage), pistol (1d6 damage), knife (1d6 damage), dynamite (3d6), hat, shirt, trousers, \$1.

Die Hard: You are hard to kill. Although you have two **Fortune Dice** one *must* be used to restore Health. The other dice may be used for anything the normal rules allow.

Soldier

Health: 6

Defense: 12

Offense: Gunslinging +2, Brawling +1

Personality: +0

Investigation: +0

Willpower: 10

Speed: 40 feet

Fortune Dice: 1

Possessions: Shotgun (2d6/1d6 damage), two six-shooters (1d6 damage each), knife (1d6 damage), hat, shirt, trousers, \$2.

Military Resolve: If you fail any Bravery Test you may re-roll it once per combat. Take the higher of the two rolls.

Holy-Roller (Optional)

Health: 6

Defense: 10

Offense: Gunslinging +0, Brawling +0

Personality: +2

Investigation: +1

Willpower: 12

Speed: 40 feet

Fortune Dice: 1

Possessions: Clothing, bible (or religious/ideological text), cane (1d6 damage), \$5.

Healing Hands: You can heal injuries. Roll 1d6 and add that amount to any character's Health. You may only do this once a day.

Now that you have chosen your **Quick Play** character, you are ready to play! Skip ahead to **Chapter 2** for the rest of the *Tombstone* rules. Alternatively if you'd rather create a character, continue to the **Backgrounds** section below for an in-depth walkthrough.

3b. Backgrounds

If you are following **Method B**, the third part of creating a character is selecting one of the available **Backgrounds** for your character. A Background is essentially a profession or archetype that identifies your character. In *Tombstone* there are six Backgrounds to choose from when creating a character:

1. Folk Hero
2. Gambler
3. Indian Brave
4. Outlaw
5. Soldier
6. Holy-Roller (optional)

Experienced *Judges* or players may wish to expand on these six Backgrounds — adding new abilities to existing Backgrounds or creating new Backgrounds entirely. It is recommended that the Backgrounds presented here are used as guidelines when expanding or creating custom Backgrounds. **Chapter 3** has an expanded section detailing this process.

The chart below illustrates the progression of *Tombstone* characters. It is usual for characters to begin at **Grit 1**, working their way up to **Grit 6**. This progression is achieved by completing scenarios. Once a character has completed the required number of scenarios, they progress to the next level of Grit, selecting the commensurate rewards for their newly achieved status.

Grit Chart

Grit	Scenarios	Rewards
1	0-3	5 Skill Points, Background Ability
2	4-7	+2 Skill Points, 1 new Background Ability
3	8-11	+2 Skill Points, 1 additional Fortune Dice
4	12-15	+2 Skill Points, 1 new Background Ability
5	16-19	+2 Skill Points, 1 additional Fortune Dice
6	20+	+2 Skill Points, 1 new Background Ability

Grit Rewards

Background Ability: At Grits 1, 2, 4, and 6, your character gains a new ability. This ability will always be the one listed on your Background chart for that particular Grit level. Sometimes, the new ability provides two benefits (1. & 2.). Both benefits are listed under the ability description. The character gains both abilities unless specified otherwise.

Skill Points: These may be spent on any of the following skills: Health, Defense, Gunslinging, Brawling, Personality, Investigation, or Willpower. At Grit 1, a maximum of 2 Skill Points can be spent on a single skill. At each new level of Grit, only +1 additional Skill Point can be added to each existing skill. The exception to this rule is if the Skill in question is not yet at its maximum.

Fortune Dice: At Grits 3 and 5, your character receives an additional Fortune Dice to add to their Fortune Dice total.

For rules-lite games, **Grit and Background Abilities** may be ignored. This option may be preferable for one-shot games, or for non-complex character progression. If this option is used it is recommended the Holy-Roller is removed, as their beginning abilities are important to their background.

Folk Hero

Description

Folk Heroes command the respect of those they encounter. The Folk Hero may be a sheriff, a vigilante, or a rifle-wielding marksman. Due to some previous act of heroism, the Folk Hero possesses a level of renown — locally or more widely abroad. Their reputation will precede them, currying certain favours not available to other characters.

Skill Points

To make an effective Folk Hero, it is suggested Skill Points are distributed between Health, Defense, Gunslinging, and Personality. This represents the Folk Hero's ability to fight with guns, dodge bullets, sustain injury, and influence people with their personality.

Minimum Folk Hero Skill Points:
+1 Health, +1 Defense, +1 Gunslinging, +1 Personality

Speed

The Folk Hero's speed is 40 feet.

Fortune Dice & Equipment

The Folk Hero begins the game with 1 Fortune Dice. Due to their repute, the Folk Hero is generally well equipped, beginning with either \$45.00 or 1d6 x \$10.00 starting cash.

Folk Hero Grit

Grit/Title	Ability
1. Rookie	5 Skill Points, Bountiful Rewards
2. Bronc Buster	+2 Skill Points, Inspiring Tale
3. Ace-High	+2 Skill Points, 1 additional Fortune Dice
4. Folk Hero	+2 Skill Points, Quick Draw
5. Gunslinger	+2 Skill Points, 1 additional Fortune Dice
6. Western Hero	+2 Skill Points, Legendary Exploits

Folk Hero Abilities

Bountiful Rewards

When making a convincing speech and/or a successful **Personality** check you may garner a higher reward for a job. Add an extra 25% onto the amount of money you would normally receive. This only applies to *your* reward, not any of your companions' rewards. An ill-conceived speech or failed check may result in the normal paid fee rather than the Bountiful Reward.

Inspiring Tale

You can rouse your allies to heroic action, by drawing on your prior experiences. Inspiring Tale is limited to once per day, and takes 1 turn to initiate. For 2 turns (10 seconds) after initiating the tale, you or your allies gain the benefit of either 1 free Fortune Dice, or the re-roll of a failed Bravery Test. Once the 2 turns elapse, any unused benefits expire. Inspiring Tale applies to a number of allies as follows:

Grit	Allies Affected
2-3	2
4-6	4

Quick Draw

1. No one beats you in a gunfight. In the blink of an eye, you can draw your weapon. When rolling initiative, your weapon speed increases by +2.

2. Once per day, before a combat has begun, you can **disarm** an opponent if you win the first initiative roll. This ability is only applicable to opponents wielding one-handed weapons. The player must announce this action before taking it.

If you are playing in a game that doesn't use weapon speeds, instead add +1 to your side's initiative roll.

Legendary Exploits

When you enter a new town or meet a new person, your reputation precedes you. You gain a permanent +1 bonus to any **Personality** checks. In addition, any item may be acquired for half the listed price. Some searching may be required however!

Gambler

Description

The Gambler is perpetually a trickster. They are always on the lookout for excitement, and may be found wherever there is laughter, booze, and frivolity. Gamblers have good luck. They make friends as easily as they make enemies: quickly!

Skill Points

To make an effective Gambler, it is suggested Skill Points are distributed between Defense, Personality, Investigation, and Willpower. This represents the Gambler's ability to avoid danger, win people over or deceive them, hatch duplicitous schemes, and achieve their goals through sheer determination.

Minimum Gambler Skill Points:

+1 Defense, +1 Personality, +1 Investigation, +1 Willpower

Speed

A Gambler's Speed is 40 feet.

Fortune Dice & Equipment

The Gambler begins the game with two fortune dice. As a grifter or a swindler the Gambler begins the game with either \$45.00 or 1d6 x \$10.00 cash.

Gambler Grit

Grit/Title	Ability
1. Miscreant	5 Skill Points, Outrageous Fortune
2. Card Sharp	+2 Skill Points, Card Trick
3. Scoundrel	+2 Skill Points, 1 additional Fortune Dice
4. Gambler	+2 Skill Points, Wild Feint
5. Swindler	+2 Skill Points, 1 additional Fortune Dice
6. Con Man	+2 Skill Points, Nasty Strike

Gambler Abilities

Outrageous Fortune

There is no denying it: you are lucky. Your character begins the game with 2 Fortune Dice. The Gambler is the only Background that can use 2 Fortune Dice simultaneously, though they do not have to.

Card Trick

- Once per day, if you would lose a game of chance (any card or luck game) you instead win.
- When gambling you can switch any dice roll with an opponent's. You can even switch the rolls of two opposing characters. This ability can only be used if you own a set of rigged dice or playing cards. You may use this trickery 2 times per day. If your opponent is also a Gambler and they attempt to use this ability, both attempts become nullified. In this instance your original dice roll is kept.

Wild Feint

1. Roll a 1d6. You lose this much Health, but so does a single opponent you select. Only one Wild Feint may be used per turn. Wild Feint may be used a number of times per day as reflected on the table below:

Grit	Times/day
4-5	1
6	2

2. Once per day, you can switch any dice roll with an opponent's (tests, checks, Fortune Dice, or anything combat-related). This can be done at any time during their turn or yours.

Nasty Strike

You make an opportunistic attack many would consider uncouth. Your opponent rolls an Investigation check against your Willpower to sense the attack. If their check fails you may score a free hit. Nasty Strike deals 2d6 damage in addition to your normal damage roll. This ability can be used 2 times per day. Every time your opponent succeeds on their Investigation check, 1 of your daily allotments has been expended.

Indian Brave

Description

The Indian Brave has an intimate knowledge of the natural world. Having lived for countless generations in wilderness spaces, they have both the wherewithal and ferocity that a life in the wilderness musters. The Indian Brave makes a fearsome foe and a worthy ally.

Skill Points

To make an effective Indian Brave, it is suggested Skill Points are distributed to Health, Defense, and Brawling. This represents the Indian Brave's excellent physique, and their aptitude for defending themselves in combat.

Minimum Indian Brave Skill Points:

+1 Health, +1 Defense, +1 Brawling

Speed

An Indian's Brave Speed is 50 feet.

Fortune Dice & Equipment

An Indian Brave begins the game with 1 fortune dice. A horse and tomahawk are common possessions for an Indian Brave, though some carry firearms too. The Indian Brave begins the game with either \$20.00 or 1d3 x \$10.00 cash.

Indian Brave Grit

Grit/Title	Ability
1. Scout	5 Skill Points, Fearsome Presence
2. Ranger	+2 Skill Points, Animism
3. Warrior	+2 Skill Points, 1 additional Fortune Dice
4. Brave	+2 Skill Points, Precious Lands
5. Warchief	+2 Skill Points, 1 additional Fortune Dice
6. Chieftain	+2 Skill Points, Scalp

Indian Brave Abilities

Fearsome Presence

You can only lose a Bravery Test on a roll of 1. If you initiate combat, your opponent is immediately forced to make a Bravery Test due to your Fearsome Presence.

Animism

You may call upon a revered supernatural force to grant you courage and luck in battle. For 3 turns add a temporary +1 modifier to all initiative, attacks, and damage rolls. Animism may be used a number of times per day as reflected on the table below:

Grit	Times/day
2-3	2
4-6	3

Wilderness Survival

1. You can always find water, food, and shelter in the wilderness. You are never lost unless blindfolded, asleep, or unconscious during a journey. This caveat does not apply to normal rest at night.

2. You gain a +2 bonus to Investigation checks when tracking.

Scalp

As a finishing blow you may scalp your opponent. When an opponent is **Mortally Wounded** you may use this ability to finish them off. On your turn, and if you are in Brawling range with your opponent, they must roll 1d6. On a roll of 1-3 your opponent is dead. If your opponent survives you can attack them normally. This ability may only be used once per turn.

Outlaw

Description

The Outlaw is a dastardly criminal. They may live in a secluded hideout, a lawless frontier town, or in another location where their misdeeds go unpunished. One Outlaw character may be on the run, notorious for their crimes, while another, through wiles and deceptions, may go unnoticed by the authorities.

Skill Points

To make an effective Outlaw, it is suggested Skill Points are distributed to Defense, Gunslinging,

and Brawling. This represents the Outlaw's knack for escaping trouble, and their ability to hold their own in combat.

Minimum Outlaw Skill Points:

+1 Defense, +1 Gunslinging, +1 Brawling

Speed

An Outlaw's Speed is 40 feet.

Fortune Dice & Equipment

Outlaws begin the game with 2 Fortune Dice. An Outlaw's starting cash is either \$30.00 or 1d4 x \$10.00. Outlaws usually use guns, as well as any other tools that can help them in their illegal professions.

Outlaw Grit

Grit/Title	Ability
1. Thug	5 Skill Points, Die Hard
2. Rustler	+2 Skill Points, Vanish
3. Crook	+2 Skill Points, 1 additional Fortune Dice
4. Outlaw	+2 Skill Points, Desert Alchemy
5. Cowboy	+2 Skill Points, 1 additional Fortune Dice
6. Villain	+2 Skill Points, Last Stand

Outlaw Abilities

Die Hard

1. You are hard to kill, and start the game with 2 Fortune Dice. Although you can use 2 Fortune Dice simultaneously, 1 usage *must* be to restore Health. The other dice may be used for anything the normal rules allow.

2. Due to your notorious reputation, any Daunting or Personality checks gain a +1 bonus.

Vanish

You know how to disguise yourself, hide, or assume a new identity. When any Investigation checks are made to locate your presence, you increase the difficulty of the Roll Required by the bonus listed below:

Grit	Bonus
2-3	+2
4-6	+4

This ability can be particularly useful during ambushes, forcing opponents to make a Bravery Test.

2. When people attack you, you often disappear before they can strike. Add +1 to Defense. This bonus applies even if your Defense exceeds the maximum permitted for that Grit.

Desert Alchemy

1. You have learnt how to scabble together dynamite. You only pay $\frac{1}{3}$ of the list price, representing your ability to fashion an explosive with minimal resources. Making stable dynamite consumes at least half a day, but your dynamite is extra potent — dealing additional 1d6 damage.

2. Crude dynamite can be made in 10 minutes. However, when lighting crude dynamite, roll 1d6. If 1 is rolled the dynamite detonates prematurely. Crude dynamite does not deal the extra 1d6 damage.

Last Stand

When all your options have run out, your desperado may get you through. When a superior force overwhelms you, you cannot fail Bravery Tests. If you become **Mortally Wounded**, you automatically pass your Willpower check, and continue to use 3d6 for your rolls.

Soldier

Description

Hardened on the battlefields of war, the Soldier is disciplined, with no aversion to bloodshed. Soldiers are skilled in all manner of combat. Picking a fight with a soldier is foolishness, as they have honed their martial skills to perfection.

Skill Points

To make an effective Soldier, it is suggested Skill Points are distributed to Defense, Gunslinging, and Brawling. This represents the Soldier's physicality, and honed martial skills.

Minimum Soldier Skill Points:

+1 Defense, +2 Gunslinging, +1 Brawling

Speed

A Soldier has a speed of 40 feet.

Fortune Dice & Equipment

A Soldier begins the game with 1 Fortune Dice. Soldiers utilise many types of weaponry, and begin game with \$30.00 or 1d4 x \$10.00.

Soldier Grit

Grit/Title	Ability
1. Recruit	5 Skill Points, Military Resolve
2. Corporal	+2 Skill Points, Military Precision
3. Lieutenant	+2 Skill Points, 1 additional Fortune Dice
4. Soldier	+2 Skill Points, Military Specialisation
5. Admiral	+2 Skill Points, 1 additional Fortune Dice
6. General	+2 Skill Points, Military Valour

Soldier Abilities

Military Resolve

Once per combat, you may re-roll a failed Bravery Test. Take the higher of the two rolls.

Military Precision

1. You may choose to re-roll a failed attack. Refer to the table below for the frequency per day:

Grit	Times/day
2-3	1
4-5	2
6	3

Military Specialisation

You are an expert with a chosen weapon. With that one weapon you receive a +1 bonus to attacks.

Military Valour

1. You are never required to roll a Bravery Test.

2. Your relentless attacks cause a single opponent to become overwhelmed. Roll 1d6. On a result of 1-3 that opponent loses their next turn. This ability can be used 3 times per day. Every time you roll 4-6 on your attempt, 1 of your daily allotments has been wasted.

Holy-Roller (Optional)

The Holy-Roller is an optional Background. It adds an insinuation of “magic” or the divine, which may not be desirable in a quasi-historical western setting. If you are using the Holy-Roller, it is recommended you use every Backgrounds’ abilities.

Description

Charismatic and possessing the gift of gab, the Holy-Roller knows how to influence people. They often travel from town to town preaching their convictions with a fiery passion. The Holy-Roller is as likely to be a charlatan as the real deal. Regardless, the Holy-Roller knows how to motivate and inspire people just the same.

Skill Points

To make an effective Holy-Roller place Skill Points in Personality, Investigation, and Willpower. The Holy-Roller is usually charismatic, clever, and willful in their purposes.

Minimum Holy-Roller Skill Points:

+2 Personality, +1 Investigation, +1 Willpower

Speed

A Holy-Roller’s Speed is 40 feet.

Fortune Dice & Equipment

The Holy-Roller begins the game with 1 Fortune Dice and \$20.00 or 1d3 x \$10.00 starting cash. Holy-Rollers sometimes carry concealed weapons, and most have religious or propagandist texts.

Holy-Roller Grit

Grit/Title	Ability
1. Preacher	5 Skill Points, Healing Hands
2. Shepherd	+2 Skill Points, Preach to the Masses
3. Evangelist	+2 Skill Points, 1 additional Fortune Dice
4. Holy-Roller	+2 Skill Points, Prophecy
5. Prophet	+2 Skill Points, 1 additional Fortune Dice
6. Messiah	+2 Skill Points, Holy Trembling

Holy-Roller Abilities

Healing Hands

You can heal injuries. Roll 1d6 and add it to any character’s Health. The amount of time per day you can use this ability is reflected on the chart below. This ability takes 1 turn to complete.

Grit	Times/day
1-2	1
3-4	2
5-6	3

Preach to the Masses

You may attempt a simultaneous **Personality** check against a number of people equal to your Grit. You can designate whom you use this ability against. Regardless of the group size, only a single check is made and compared with the average Willpower score of the targets present. Willful group leaders may be exempt from this rule at the Judge’s discretion.

Prophecy

You can see into the future to avoid harm, or inflict harm on your enemies. Choose to negate an attack that has hit you or an ally; re-roll a failed check; or cause an attack that missed an enemy to hit them anyway. This can be done a number of times per day according to the chart below.

Grit	Times/day
4	1
5-6	2

Holy Trembling

Cause anyone within 20 feet of you to shake in fear or joy (your choice). This grants you a +2 bonus to **Personality** checks against anyone in a 20-foot radius, or 12 people — whichever number is higher. Regardless of how large or small the group is, only a single check is made and compared with the average Willpower score of the targets present. You may only use this ability once per.

4. Skill Points

The fourth part of creating a **Method B** character is assigning Skill Points. Skills assist with describing a character's strengths and weaknesses. The seven skills are:

- Health
- Defense
- Gunfighting
- Brawling
- Personality
- Investigation
- Willpower.

Two rules apply:

1. At Grit 1 each character receives 5 Skill Points to distribute among the seven skills as the players sees fit. Background requirements often determine where some of these points are spent (see chart below). At Grit 1 a maximum of 2 Skill Points may be spent on any skill.

Minimum Background Skill Points Chart

Background	Minimum Skill Points
Folk Hero	+1 Health +1 Defense +1 Gunslinging +1 Personality
Gambler	+1 Defense +1 Personality +1 Investigation +1 Willpower
Indian Brave	+1 Health +1 Defense +1 Brawling
Outlaw	+1 Defense +1 Gunslinging +1 Brawling
Soldier	+1 Defense +2 Gunslinging +1 Brawling
Holy-Roller	+2 Personality +1 Investigation +1 Willpower

2. After completing scenarios, and upon attaining a new level of Grit, an additional +2 Skill Points are earned. These +2 Skill Points can be spent on any skill. However, only +1 Skill Point can be added to

a skill, unless the skill in question is under the **Highest** as shown on the table below.

Highest & Lowest Skill Points Chart

Grit	Lowest	Highest
1	10/+0	12/+2
2	-	13/+3
3	-	14/+4
4	-	15/+5
5	-	16/+6
6	-	17/+7

Note: The number preceding the slash (-/) refers to Defense or Willpower. The number following the slash (/) refers to Gunslinging, Brawling, Personality, or Investigation. A character's initial Health score is rolled randomly, though a player may still assign Skill Points to it.

A character's highest possible Skill Points at any level of Grit may be determined with the following two formulas:

- Defense or Willpower: Grit + 11.
- Gunslinging, Brawling, Personality, or Investigation: Grit + 1.

This is reflected on the preceding chart. Hereafter follows a brief explanation of the seven skills. For more information see Chapter 2.

Health

Health is a measure of vitality and stamina. The beginning character rolls 1d6+3 to determine the amount of Health they possess, generating a number between 4 and 9. The total Health score represents how much damage you can suffer before becoming **Mortally Wounded** or **Dead** (see the Roll Damage section in Chapter 2). In other RPGs, Health is often referred to as "Hit Points". For obvious reasons a high Health score is preferable.

If you have lost all your Health you are Mortally Wounded; roll 3d6 for a Willpower test. If the result exceeds your Willpower score, you have failed the test, and are dead. If you succeed the Willpower test you are still alive. However, you are reduced to using 2d6 for checks/attacks, and may only move at half your speed. This represents the injuries your character has sustained. Once you

regain Health (by drinking whiskey, resting, or being healed) you can use 3d6 for checks again, and move your normal speed.

Health Variant

Tombstone is notoriously lethal. To ensure characters live longer, the *Judge* may wish to begin characters with maximum Health (9). Alternatively it is possible to roll 2d6+3 for even more robust characters. These variants are advisable for campaign play.

Defense

Defense is the sum of a character's nimbleness and their ability to avoid danger. In game terms your Defense score is the target number opponents must equal or exceed to hit you. In other RPGs, Defense is often referred to as "Armour Class". All characters begin with a default Defense score of 10. The maximum Defense a character may have is 17, though Background abilities may override this limitation.

Gunslinging

Gunslinging is a measure of skill and hand/eye coordination when using a ranged weapon. Your Gunslinging modifier is added to all attacks made with such a weapon. Examples include firearms, bows, or thrown weapons. To make a Gunslinging attack, roll 3d6 and add your Gunslinging modifier. A sum that equals or exceeds the target's Defense is a hit. Thereafter, weapon damage is rolled. All characters begin with a default Gunslinging score of +0. The maximum Gunslinging score a character may possess is +7. It is possible to have a bonus higher than +7, but only due to a special weapon or Background ability.

Brawling

Brawling is a measure of brute force and physicality. Your Brawling modifier is added to all attempts to score a physical hit on an opponent. Examples include using an axe, knife, punching, kicking, and grappling. To make a Brawling attack, roll 3d6 and add your Brawling modifier. A sum that equals or exceeds the target's Defense is a hit. Thereafter, weapon or unarmed damage is rolled. All characters begin with a default Brawling score of +0. The maximum Brawling score a character may possess is +7. It is possible to have a bonus

higher than +7, but only due to a special weapon or Background ability.

Brawling Variant

Judges may allow characters to apply their Brawling modifier when making a ranged attack with a thrown weapon.

Personality

Personality is a measure of charisma and allure. Your Personality modifier is added when your character makes any attempts to charm, use leadership abilities, or daunt an opponent. To make a Personality check, roll 3d6 and add your Personality modifier. A sum that equals or exceeds your opponent's Willpower (or a "Roll Required") indicates success. All characters begin with a default Personality score of +0. The maximum Personality score a character may possess is +7. It is possible to have a bonus higher than +7, but only from a Background ability or equipment.

Investigation

Investigation is a measure of intellect, information gathering, and perception. Your Investigation modifier is added to any attempts to elicit information, notice peculiarities, spot someone at a distance, or track an animal or person. Generally, to make an Investigation check 3d6 are rolled. The character's Investigation modifier is added, and if this total equals or exceeds an opponent's Willpower (or a Roll Required), the attempt has been successful. All characters begin with a default Investigation score of +0. The maximum Investigation score a character may possess is +7. It is possible to have a bonus higher than +7, but only from a Background ability or equipment.

Willpower

Willpower is a measure of courage and resolve. Your Willpower is the number required for an opponent to mentally dominate you in combat, charm, or elicit some information. Willpower is sometimes linked with Background abilities. Willpower is not an active skill but is generally a number against which an opponent rolls. Sometimes the Judge will ask for a Willpower test. To do so, roll 3d6. If the result is equal to, or under your Willpower score, you have been successful. All characters begin with a default Willpower score of 10. The maximum Willpower a character may possess is 17. It is possible to have a bonus higher

than +7, but only from a Background ability or equipment.

Speed & The Fortune Dice

The final act of creating a character, besides buying weapons and provisions, is noting their **Speed** and **Fortune Dice**. These are explained in Chapter 2, but are briefly described here.

Speed

A turn represents 5 seconds of time. During combat all characters may run 40 feet per turn. The exception to this rule is the Indian Brave who can run 50 feet per turn. Characters can move half their speed per turn (20 or 25 feet) and take another action (shoot a gun, throw a rope, make a brawling attack, etc.). Alternatively a character can move their full speed, but receives a -2 penalty to attacks and damage.

The Fortune Dice

Fortune Dice represents luck. Characters begin the game with 1 Fortune Dice — except for the Gambler and Outlaw who begin with 2 Fortune Dice. For further information see Chapter 2.

5. Weapons & Provisions

The fifth part of creating a **Method B** character is purchasing essential items for their adventures. This section details weapons and provisions that are likely to be available to the character. Each character begins with a starting pool of money, which they may use to buy weapons, provisions, or hired help. Characters can roll for starting money on the table below or choose the sums for their background listed below.

Starting Money

Background	Starting \$
Folk Hero or Gambler	1d6 x \$10 or \$45
Holy-Roller or Indian Brave	1d3 x \$10 or \$20
Outlaw or Soldier	1d4 x \$10 or \$30

In *Tombstone*, weapons are purposely broad. Historical realism has been forfeited in favour of playability and simplicity. If you enjoy a game with more granularity, there is plenty of scope to widen weapon and provision choices.

Weapons Chart

Weapon	Cost	Damage	Long Range (feet)	Speed*
Ammo (box)	\$2	-	-	-
Axe	\$3	1d6	Thrown	+3
Bow	-	1d6 (+1)	200+	+2
Brawling	-	1d3	-	+3
Cannon	\$200	4d6	12,000+	+0
Dynamite	\$40-90	3d6-8d6	-	+0
Gatling gun	\$200	6d6	300+	+1
Knife	\$2	1d6	Thrown	+3
Rifle	\$30	2d6	300+	+2
Scope	\$8	-	-	-
Shotgun, single barrel	\$20	2d6 close/1d6 ranged	Special	+1
Shotgun, double barrel	\$25	2d6 close/1d6 ranged	Special	+2
Shotgun, sawn-off	\$20	3d6 close/1d6 ranged	Special	+2
Six-shooter	\$15	1d6	200+	+3
Spear	-	1d6	Thrown	+2
Sword	\$10	1d6	-	+3
Tomahawk	\$2	1d6	Thrown	+3

Long Ranged Weapons

When an attack is made with a weapon, and it equals or exceeds the **Long Range** threshold, apply a -3 penalty to the attack roll. Mounting a scope can minimise this penalty.

Thrown Weapons

Thrown weapons have a range of 20 feet. At the players option, thrown weapons can be hurled further than 20 feet, but incur a penalty as below.

Distance	Penalty
21-30 feet	-1
31-40 feet	-2
41-50 feet	-4
51-60 feet	-8

* Weapon Speed

If you wish to add more detail to your *Tombstone* games, weapon speed is an enjoyable option. The speed for each respective weapon is listed on the Weapon Chart above. Add the listed speed to individual Initiative rolls. Weapons with a speed of +0 are slowest and generally take a turn or two to ready. At the *Judge's* discretion this could take longer. Players engaging in a non-combat activity during combat (e.g. a Personality test) should treat their Weapon Speed as +3.

Weapons Descriptions

Ammo – This is a box of ammunition for any weapon that requires gunpowder. Ammo for Gatling Guns costs \$10 per magazine (20-40 rounds), while Cannons cost \$15 per shot.

Axe – For chopping wood or using as a weapon. An axe can be long-handled or short-handled. Axes deal 1d6 damage on a successful hit.

Bow – An Indian Brave can make a bow from raw materials gathered. Bows are generally wooden. Arrows deal 1d6 damage, and additional +1 damage if attempts are made to dislodge the arrow.

Brawling – “Brawling” includes fists, legs, heads, shoulders, elbows, or any other body part in a fight. When a successful Brawling hit is scored, the damage dealt is 1d3 (1d6 halved).

Cannon – Circa 1865, a cannon constituted a heavy battery used in long-range warfare. The cannon is a devastating weapon, dealing 4d6 damage on impact. A cannon’s area of impact is 20 feet. The artillerist makes an attack roll (3d6), adding their Gunslinging modifier, against every person within the 20 foot area. The results are compared with the Defense scores of the targets. Attacks that equal or exceed the Defense scores deal damage. A cannon can take anywhere between 1-3 turns to ready and aim. At the Judge’s arbitration, very strong walls may provide cover against a cannon.

Dynamite – Crafted using black powder, and imbued with a fuse, dynamite is a deadly weapon. It is capable of destroying bridges, or blowing away solid rock. Fuses can be extended to about 50 feet, or shortened to any desired length. Each foot of fuse takes 1 turn to burn. Dynamite explodes on the same portion of the turn during which it was lit. For example, if someone lit a 1-foot fuse at the beginning of their turn, it would explode at the beginning of the following turn. A single stick of dynamite has an inner blast radius of 15 feet, and an outer radius of 10 feet. Anyone within the inner radius takes 3d6 damage, while anyone in the outer radius suffers 1d6 damage from shrapnel and is stunned for 1-2 turns. Additional sticks of dynamite can be banded together, increasing the damage increment by +1d6 and the inner radius by 5 feet. Dynamite sticks can be bundled for a recommended maximum inner radius of 50 feet, and 8d6 damage. Throwing burning dynamite is a fool’s errand, but if a character wishes to, the guideline below can help assess whether the throw is successful:

Distance thrown	Roll required (on 3d6)*
0-20 feet	10+
21-30 feet	12+
31-40 feet	14+
41-50 feet	16+
51-60 feet	18+

*Optionally, add +1 to the Roll Required for every additional stick bundled beyond the default.

Example: Pete the outlaw wants to throw a regular stick of dynamite up a cliff face and into an alcove where some enemies are hiding. The *Judge* deems it to be a 40-foot throw, with the opponent’s receiving a +2 partial cover bonus. Pete needs 16+ to hit (14+2). 3d6 are rolled with the Brawling or Gunslinging modifier added (player’s choice). The outcome is 14. Not enough to hit where the target wishes. The *Judge* can opt the dynamite rolls back down the cliff and detonates near Pete, or that it gets stuck near the opponents, detonates, but deals less damage.

Gatling gun – The Gatling gun was a precursor to the machine gun, capable of devastation. One person may clumsily operate the Gatling gun, however the magazine must be reloaded every 3 turns, and it takes 2 whole turns to reload.

Contrastingly, if two people are operating the gun, one can reload new magazines while the other continuously fires. The Gatling gun has a crank that must be wound to fire, and each magazine of ammunition holds 20-40 rounds. Up to six hits may be rolled per turn (3d6 roll is required for each hit versus opponent/s Defense). Hits may be distributed to one target, or divided between multiple targets within a shared space of 10 feet. Each successful hit deals 1d6 damage per hit. When a Gatling gun is being fired, heavy smoke billows from the gun making it a visible target. Setting the gun up, or moving the gun’s position takes between 1-3 turns.

Knife – In *Tombstone* a knife constitutes a wide category of short blade — including a bowie knife, Arkansas toothpick, pocketknife, or hunting knife. On a successful hit, knives deal 1d6 damage.

Rifle – Included in this category are Sharps-, Winchester- or Henry-styled rifles. The rifle deals 2d6 damage, and is very effective. Most rifles can be outfitted with scopes for greater precision. Rifles like the Winchester “Yellow Boy” hold 15 rounds. Reloading takes 1 turn.

Scope – A scope fits atop a rifle, allowing greater control and precision over long distances. The Malcolm-style scope is an example. A scope adds +1 to the roll when shooting with a long ranged rifle (see **long ranged** rules above). At the Judge’s discretion a high quality scope may be purchased for double the price, adding a +2 attack bonus when shooting within the long range threshold. The shooter would still incur a minimum -1 penalty for shooting long distance.

Shotgun, single barrel – A shotgun that takes a single shell, and must be reloaded on alternating turns. At close range (point blank to 15 feet) all damage scored is rolled on 2d6. Beyond 15 feet, the shotgun inflicts 1d6 damage. Due to the shotgun’s area of spread, when shooting beyond 40 feet, anyone directly adjacent to the original target may also be hit (roll to determine). If hits are scored, the flying bearings deal 1d3 damage. Once 50 feet is surpassed, secondary damage is reduced to 1 point of damage.

Shotgun, double barrel – The double-barreled shotgun fits two shells. Once the two shells are depleted, reloading takes 1 turn. One shell deals 2d6 damage. Optionally, both shells can be fired simultaneously for a maximum of 3d6 damage at point blank range (within 15 feet). In all other ways it is identical to the single barrel shotgun above.

Shotgun, sawn-off – A sawn-off shotgun takes a single shell, and must be reloaded on alternating turns. The sawn-off shotgun is lethal in close quarters, dealing 3d6 damage at point blank range. Beyond 15 feet, the sawn-off inflicts 1d6 damage. In all other ways it is identical to the single barrel shotgun above.

Six-shooter – Includes pistols and revolvers. Six-shooters vary in quality. Some common brands during the *Tombstone* time period are Griswold & Gunnison, Remington 1858, and Colt 1860 Army. Six-shooters deal 1d6 damage. If a hit is scored at close range the Judge may allow the pistol to deal 2d6 damage. Six-shooters hold 6 bullets, and take 1 turn to reload when depleted.

Spear – A spear can be furnished by an Indian Brave. Spears generally have an adze tip, and a wooden haft. A spear deals 1d6 damage.

Sword – A sword includes sabers, rapiers, large daggers, or a scimitar. Swords deal 1d6 damage.

Tomahawk – See “Axe” above.

Provisions Chart

Item	Cost
Acre of land	\$3-100
Barber	\$0.25
Bible/Book	\$0.25
Bridle	\$10
Candle	\$0.10
Canteen	\$1
Clothing	\$10
Dice	\$0.25
Furs/Pelts	\$10
Gold (per oz.)	\$20
Harness	\$10
Horse	\$115
Horse pack	\$30
Lasso/Rope	\$1
Lantern	\$3
Lodgings (per night)	\$1
Manacles	\$10
Meal (standard)	\$0.25
Meal (fancy)	\$0.50
Medical Bag	\$15
Miner’s Kit	\$10
Newspaper	\$0.25
Pick	\$3
Playing cards (rigged)	\$0.25
Saddle	\$20
Shovel	\$3
Silver (per oz)	\$1.30
Stable (per night)	\$0.50
Stagecoach (ride)	\$10
Train (ride)	\$10
Wagon (ride)	\$5
Wagon	\$50
Whiskey (bottle)	\$1.50

Chapter 3 details additional rules and prices for services and buildings more suited to long-term campaigns.

Provisions Descriptions

Acre of land – Price of land is dependent on quality, location, and whether there are any natural resources.

Barber – Provides a hair cut and a shave.

Bible/Book - For the Holy-Roller this is an important item. Wielding a bible or an esoteric tome gives their messages credibility in the eyes of the audience. Other characters may carry a bible for religious purposes, or simply as an item of interest. The pricing listed is for a quality, hardback item.

Bridle – A bridle is required for controlling a horse (unless your character is an Indian Brave).

Candle – A candle omits a 5-foot radius of light.

Canteen – A metal container for holding water or liquids.

Clothing – A suit of clothing suitable for most weather. Includes boots, pants, undergarments, shirt, jacket and hat; or boots, dress and apron or overcoat for ladies.

Dice – Gaming dice are used in saloons, and for making wagers. A set of rigged dice can be acquired for a similar price as regular dice. It is advised that a Gambler owns a set of rigged dice for maximum profitability. Rigged dice add +1 to gambling dice rolls, however there is a 3-in-6 chance those without the Gambler Background will be discovered for their dishonesty.

Furs/Pelts – The price for a pelt depends on the animal. \$10.00 is an approximate price only.

Gold – For the prospective miner, this gives an indication of what a rich vein may yield.

Harness – A harness is required to control animals, or for mountaineering.

Horse – The average price for a quality horse. Thoroughbred horses will be much more costly, while lame horses can be acquired cheaply.

Horse Pack – A horse pack contains a saddle, bridle, blanket, and feed. These items are necessary unless you are playing an Indian Brave character. If a non-Indian Brave rides bareback for a day deduct 5 miles from the total amount travelled. Additionally the character suffers Fatigue.

Lasso – A lasso is a length of rope that can be used for multiple purposes.

Lantern – A lantern omits a 40-foot radius of light.

Lodgings (per night) – Presumes a hotel or saloon of average decadence. Fancier rooms can be located, as can squalid dives.

Manacles – Lockable, metal clasps, linked by a chain. Manacles are used for binding the hands and/or feet of a prisoner.

Meal (standard) – Assumes a moderately tasty meal.

Meal (fancy) – Assumes a high standard of cuisine.

Medical Bag – This kit is useful for a doctor or characters with minor medical knowledge. The kit contains bandages, scalpels, ointments, retractors and forceps. Correct usage can retract an arrow or bullets with no additional damage to the victim, or the various bandages and ointments can be used

for binding and curative purposes — healing 1d3 points of Health.

Miner's Kit – This kit includes everything a would-be miner requires to get to work — a length of rope, lantern, pick, shovel, and pan.

Newspaper – The daily rag.

Pick – Used for mining.

Playing Cards – Saloons and gambling halls revolve around a staple of card games. A player may elect to purchase a deck rigged for cheating. It is advised that a Gambler owns a set of rigged cards for maximum profitability. Rigged playing cards add +1 to gambling dice rolls, however there is a 3-in-6 chance those without the Gambler Background will be discovered for their dishonesty.

Saddle – A saddle is required for riding a horse, unless a character is an Indian Brave.

Shovel – Used by miners or for digging holes...duh.

Silver (per oz.) – When miners extract silver and bring it to the assayer for weighing, it is measured by the ounce. This gives an approximate value of an ounce of silver. This price (along with the price of gold) is likely to fluctuate depending on availability.

Stable (per night) – The price to lodge a horse for a night, or for a weary wanderer to kip in some straw.

Stagecoach (ride) – A stagecoach ride typically covers a substantial distance, between cities, sometimes for a few hundreds of miles.

Train (ride) – Similar to a stagecoach ride above.

Wagon (ride) – Similar to a stagecoach or train ride above.

Wagon – This price covers the purchase of a wagon.

Whiskey (bottle) – Whiskey was a favoured drink in the Old West. If a character is low on Health, swigging a mouthful of whiskey can heal 1d3 points of Health.

Example of Character Creation

Sally wants to create a rowdy cowgirl character. She reads the Outlaw information, and decides this Background fits her concept. Sally rolls $1d6+3$ for her Outlaw's Health and gets the minimum: a grand total of 4! Sally has 5 Skill Points to distribute for her Grit 1 character. Referring to the Outlaw Background, Sally sees she needs a minimum of +1 Defense, +1 Gunslinging and +1 Brawling. She immediately spends 3 Skill Points in Defense, Gunslinging, and Brawling. She spends her final 2 Skill Points on Health and Willpower. She now has the following:

Health: 5 (originally 4, +1 Skill Point = 5)
Defense: 11 (originally 10, +1 Skill Point = 11)
Offense: Gunslinging +1, Brawling +1 (both originally +0, but +1 Skill Point spent on each).
Personality: +0
Investigation: +0
Willpower: 11 (originally 10, +1 Skill Point = 11).

Next, Sally refers to the Outlaw **Speed**, and sees it is 40 feet. The Outlaw has the **Die Hard** ability granting Sally's character 2 **Fortune Dice**. Finally, Sally rolls $1d4 \times \$10$ for her starting money and gets 3, granting her \$30. Sally spends her starting money on weapons and provisions, names her character, and is ready to play.

Chapter 2: Playing Tombstone

Chapter 2: Playing Tombstone

If you have read the previous chapter, you should have a reasonable handle on creating a character. This chapter builds on that knowledge, and discusses the rules of the game in more depth. Playing or running a game of *Tombstone* is intended to be simple and enjoyable.

What you need to play:

- The Tombstone rulebook.
- One participant to adopt the role of the Judge.
- Two to ten players (3-5 is recommended as an ideal number).
- Pencils and paper, or a mobile device with note-taking capabilities
- A handful of six-sided dice (d6) and a few four-sided dice (d4)
- An imagination

Participants:

Like many role-playing games, *Tombstone* has two types of participants: the player and the Judge (known as “Game Master” in other games). Players adopt the role of a character. Controlling one character per player is typical, although some games may allow more. The player determines their character’s decisions, and experiences the adventure. Conversely, the Judge is responsible for providing the adventures, creating the fictitious world, and filling it with challenges, interesting places, characters, and rewards. The Judge’s job is more work, but it is very rewarding.

Resources:

For beginner Judges a few scenarios have been included in this booklet. They can be read and run with minimal preparation, or the Judge can read them for ideas and create their own. As far as rules are concerned, everything you need to know is here in this booklet. It is also advisable to have some pencils and erasers, some paper for drawing illustrations and maps, and to conceptualise

combat. Grid and hex paper can be handy for scaling maps, though is not required. Using a mobile device or computer can assist with expediting play. This alternative is good for taking notes, recording character details, or uploading maps and files. Otherwise paper will suffice nicely.

Dice:

Tombstone requires two types of dice: six-sided (d6) and four-sided (d4). It is recommended each player have 3d6s and 1d4 at the table. The d6s are by far the most common — the central mechanic in *Tombstone* is rolling 3d6. The d4 are for “Fortune Dice”, which will be explained later in this chapter.

Tombstone can be played with d6s only. Instead of using d4 for the Fortune Dice, replace it with a d6.

Miniatures:

Some groups will enjoy using miniatures in *Tombstone*. Miniatures can be used to represent characters and the foes they meet. There are many websites and hobby stores that supply Wild West styled miniatures. Using miniatures can make combat easier to conceptualise, providing a visual representation to reference. Other groups prefer to rely purely on their imaginations, counters, or illustrated scraps of paper to represent battle. Do what works for you.

Tombstone’s Mechanics

The main mechanics in *Tombstone* are divided into four basic dice rolls:

- 3d6 for most actions that require some sort of resolution — including attacking and checks.
- 2d6 for attacking and making checks when mortally wounded or fatigued; some weapons inflict 2d6 damage.
- 1d6 is used for testing Bravery and Initiative in combat. Most weapons deal 1d6 damage.
- 1d4 used for Fortune Dice.

The primary mechanic in *Tombstone* is rolling 3d6 to resolve an action. This roll is compared with another number — often an opponent’s Defense or

Willpower for example. Alternatively, Checks may be resolved by allocating a target number to a task, rolling 3d6, and having to equal or exceed that amount in order for success to occur. For example:

Task Difficulty Chart (Roll Required)

Task Difficulty	Roll Required
Easy	5+
Average	10+
Difficult	15+
Heroic	18+
Impossible	20+

Sometimes, to alleviate an ill effect, a character may be required to roll 3d6 and roll their Willpower score or under to succeed. These mechanics are discussed in more detail in their respective sections, but when in doubt apply the above as a guideline.

The Fortune Dice

To spend a Fortune Dice roll 1d4 and add it to Health, Bravery, Willpower, Brawling, Gunslinging, Investigation, Personality, or Gambling.

Players begin with 1 Fortune Dice, except the gambler and the outlaw who begin with 2. Fortune Dice represent outstanding luck during times of pressure or risk. A Fortune Dice can be used at any time —during the character’s turn, or in response to another character’s actions. The Fortune Dice requires no time to “kick in”, it resolves instantly.

To spend a Fortune Dice, roll 1d4 and apply it to one of the following:

1. Adrenaline: Grants +1-4 points of Health. Adrenaline can be used to add to a character’s Health total, negate part or all of the attack damage dealt that turn, or to regain Health after a character has been injured.

2. Bravery & Willpower: A character can add a +1-4 modifier to any Bravery test, or a character’s Willpower score. The latter lasts for 1 turn, but makes it harder for characters to be tricked or beguiled. Furthermore, the additional +1-4 bonus makes Willpower tests easier to succeed, making instant death (when Mortally Wounded) less

likely.

3. Lucky Strike: A character can apply a +1-4 modifier to either an attack or damage roll when brawling or gunslinging.

4. Genius & Presence: A character may apply a +1-4 modifier to either an Investigation or Personality check.

5. Flush: A character can add a +1-4 modifier to a gambling game roll.

The outlaw is the only character who can use two Fortune Dice simultaneously. The gambler can use two Fortune Dice simultaneously but only if one of the dice is used for Adrenaline. Besides these exceptions only 1 Fortune Dice may be used per turn. Once Fortune Dice are spent they cannot be used again that day. All Fortune Dice are completely regained after a full night of sleep. Alternatively the Judge may wish to limit Fortune Dice to per scenario, or per Grit.

If you wish to run a game using only six-sided dice, use a d6 for the Fortune Dice. This can be applied either as a 1-6 point advantage (1d6), or for harsher games as a 1-3 point advantage (1d3).

Exploration

This section details the exploration rules within the *Tombstone* game. Only general rules are provided for the many possibilities that may arise during a game. Inevitably, there will be situations not covered within the rules. It is up to the players and the Judge to negotiate fair outcomes.

Mapping

It is advised that players make maps when exploring large buildings, caves, or wilderness. This assists players with gaining their bearings, and prevents characters from becoming lost. When exploring wilderness environments, hex paper can be useful. Alternatively, square grid paper is useful during small-scale or indoor explorations.

Hired Help

When undertaking a scenario, hiring a posse can complement your chances of success. Combat is designed to be extremely deadly in *Tombstone*. Why die when someone else can die for you? Remember: safety in numbers. Hereafter, the character hiring the help will be referred to as the “Patron”. The chart below provides pricing for hired services.

Hired Help Prices Chart

Help	Cost
Cowboy	\$30/month
Dance Partner	\$1/dance
Skilled Gunman	\$100/job
Labourer (unskilled)	\$2-5/week
Labourer (skilled)	\$16/week
Prostitute	\$2-\$25

Loyalty

Hired help will always have a loyalty value. When someone’s services are hired, the Judge should roll 3d6 in secret. The total is added and recorded: this is the hired help’s Loyalty score. This Loyalty score can be improved or lessened by applying the Patron’s Personality modifier. For instance, if the Patron has a +2 bonus to Personality, this is added to the hired help’s Loyalty score.

Fleeing or Betraying:

In times of considerable stress, danger, or temptation there is a chance the hired help will flee or betray their Patron. When this situation arises the Judge rolls 3d6 in secret. If the result is higher than the hired help’s loyalty score, they will betray their Patron or flee from a dangerous situation. It is the Judge’s decision when to apply this check.

Leadership

Some characters will wish to develop their leadership potential. This can be done by attracting and retaining hired help, or forming long-term alliances with an associate. At times, the guiding leadership of the character may be required. Resolving this will be the Judge’s discretion. If a leadership check is required, the character will roll 3d6, adding their Personality modifier. Use the table below, and the “Task Difficulty Chart” as a guide.

Task Example	Roll required
--------------	---------------

Convincing a friendly and motivated associate to accompany you on a journey.	5+
--	----

Asking hired help to scout in friendly territory	5+
--	----

Asking hired help or followers to complete a task they do not wish to complete.	10+
---	-----

Asking hired help to scout in hostile territory.	15+
--	-----

A Holy-Roller convincing his cultists to form a death pact.	18+
---	-----

Leadership checks should only be used when a situation is uncertain or problematic. Most Leadership rolls can be forfeited if the task is fairly reasonable.

Investigation

An Investigation check can be used when attempting to find information or clues. 3d6 is rolled and the character’s Investigation modifier is added to the result. If the modified number equals or exceeds a target number, the investigation yields some result. The table below provides some guidelines for Judges setting difficulties.

Investigating	Roll required
---------------	---------------

A patron’s drinking habits	5+
----------------------------	----

Finding footprints after rainfall	5+
-----------------------------------	----

Finding an abandoned trail	10+
----------------------------	-----

Discovering a spring in a desert	15+
----------------------------------	-----

Discovering the mayor’s darkest secret	18+
--	-----

An Investigation check should only be used when an outcome is uncertain or unknown. Most investigation attempts can be resolved by players asking intelligent questions.

Personality

A Personality check may be required at certain times, to determine how convincing a character is. This can be used in two ways — in combat, or out of combat. The latter is by far easier, as there is no imminent pressure to make a convincing show.

Generally, a Personality check can only be used against 1 target at a time.

3d6 is rolled, and the character's Personality modifier is added to the total. If the total equals or exceeds their opponent's Willpower score, some level of success is indicated. The Judge is welcome to add bonuses or penalties depending on the situation. Generally, a successful check will indicate the opponent will be open to listen to the request, provided it is reasonable. Alternatively, the Judge may set a Roll Required number based on the "Task Difficulty Chart". For example:

Person is attempting	Roll Required
To set up a bar tab/To ask a friend for a favour	5+
To obtain an item for a lesser price when bartering/To make friends	10+
Convince an angered foe not to attack/To tell a convincing lie	15+
Convince an attacking foe to cease/To convince someone to join a cult.	18+

Note: A charmed or convinced individual will not do anything that puts them in physical risk or danger. The Judge may deem the Holy-Roller's persuasive abilities to bypass this general rule.

A Personality check should only be used when an outcome is uncertain or unknown. Most social situations can be resolved through role-playing.

Movement

Characters may:

- Move 40 feet per turn (or 50 for Indian Braves).
- Move half speed and attack (usually 20 feet)
- Move full speed and attack but suffer -2 to attacks and damage.

Travel Per Day:

Characters can walk 24 miles in a day; Indian Braves can walk 30. Horses can walk 30 miles a day, and can run in short bursts at 60 feet a turn.

Running:

Characters can run 40 feet each turn, while Indian Braves can run 50. During combat characters may move half their speed and attack. If a character runs their full speed and attacks, they suffer a -2 penalty to attacks and damage (but always do a minimum of 1 damage).

Moving During Combat:

Characters can move and attack in any order, as long as their maximum speed is not exceeded:

- Move and attack
- Attack and move
- Move, attack, move

Fatigue:

Characters can run continuously at their full speed for an amount of turns equal to their Health score times four ($\text{Health} \times 4 = \text{turns}$). When this amount has been exceeded the character is fatigued. A character will become fatigued after staying awake for long durations (all night or longer). A fatigued character's...

- Speed is halved.
- Checks are rolled on 2d6 rather 3d6.
- Damage rolls suffer a -2 penalty.

If fatigued characters continue to exert themselves for another amount of turns equal to their Health times two ($\text{Health} \times 2 = \text{turns}$) they:

- Cannot move due to exhaustion.
- Roll checks on 1d6 rather than 3d6.
- Suffer -4 to damage rolls.
- Lose half their Health.

A night's sleep removes all effects of fatigue. Fatigue induced by strenuous exercise can be removed if a character rests for 1 hour afterwards.

Combat

1. Roll a Bravery Test (1d6) if either side has an obvious advantage.
2. Declare character actions and roll initiative (1d6).
3. Roll 3d6 to attack. Add the appropriate modifiers and compare the total with the opponent's Defense.
4. If a hit is scored, roll damage.
5. If the other side has not acted, it is now their turn.
6. Repeat steps 2-6. If one side has suffered substantial losses, repeat steps 1-6.

Combat in *Tombstone* is fast and lethal. A well-aimed gunshot can kill a character outright. Having high Health and Defense is useful — ensuring survivability. This section provides guidelines for resolving combats.

Turns

Each turn represents 5 seconds within the game world.

Combat is divided into “turns”. Turns are only used when some kind of conflict emerges, or when a tighter account of time is required. Like most games, each player gets a turn to act and make decisions. Each character's turn represents approximately 5 seconds of time in the game world. A character may do anything in a turn that could be reasonably achieved within 5 seconds. A few examples include:

- Moving
- Brawling or grappling
- Shooting a gun
- Daunting an opponent
- Dragging an object
- Breaking a window
- Throwing an item
- Lighting a fuse
- Anything else you can think of

For actions that take longer than a turn, the Judge may decide two or more turns are required to accomplish the task.

1. Bravery Test

Anytime one side has an obvious advantage over another, roll 1d6 for the disadvantaged party. A roll of 1 indicates the disadvantaged side is surprised or frozen in fear. They cannot act this turn. A roll of 2 indicates the disadvantaged side has automatically lost their initiative.

A Bravery Test is used to determine mettle in the face of danger. A Bravery Test is only required in some situations — during an ambush, or when one side has superior forces or the upper hand, or if two parties are unaware of each other's presence. Any side that is disadvantaged must roll a Bravery Test. Each side (or optionally each combatant on that side) must roll 1d6. If the result is 1, that side (or character) is frozen in fear. They cannot act that turn, but they do retain their Defense score. If the result is 2, the character has automatically lost their initiative. Some character Backgrounds allow re-rolls on Bravery Tests, or bypass this requirement entirely.

“We're gonna die!”

If one side has lost substantial numbers, are clearly overwhelmed, or defeat appears imminent, the Judge should require another Bravery Test. This additional test determines whether the losing party remains to fight to the death, or flee in terror.

2. Declaring Actions & Rolling Initiative

- For mass combats roll 1d6 per side.
- For duels or small combats roll 2d6 per character, adding weapon speed.
- Tied initiative rolls are resolved simultaneously.

After Bravery Tests have been resolved, it is necessary for combatants to declare their actions for the upcoming turn, and roll initiative.

Declaring Actions:

This step is literally just informing the Judge what actions a character intends to take during their turn. It is important players announce their intentions *before* initiative is rolled, as this can impact on the outcome of combat. Before anyone has rolled initiative, the Judge should secretly decide what the characters *not* controlled by the players will be doing.

Rolling Initiative:

After all the players have declared their actions, initiative is rolled. A six-sided dice (1d6) is rolled for each side — one for the players, one for the Judge. The side with the highest number on the d6 wins initiative. Players decide amongst themselves the order in which they will act, and all combat actions are then resolved. Once the winning side has acted — completing their attacks and rolling any damage — the losing side acts. Tied initiative rolls indicate that both sides are acting simultaneously. Thus, it is possible for two opponents to kill each other in the same turn! Once all combat actions have been resolved for both sides, it is a new turn. The preceding process is repeated until one side surrenders, flees, is disabled, or killed.

Options & Alternatives:

To vary the way initiative is handled a few suggestions are offered.

1. If the default initiative system is used, let a different player roll initiative each turn. This means everyone gets a turn at rolling initiative.
2. If it makes it easier, initiative can be re-rolled to break any ties.
3. Smaller combats (2-8 combatants) can be resolved slightly differently. Roll 2d6 for every major character in the battle, adding their weapon speed to the result. The order of initiative goes from highest to lowest.

3. Attacking: Brawling, Grappling & Gunslinging

To attack another character roll 3d6 and add the appropriate modifiers. If the total equals or exceeds the opponent's Defense, a hit has been scored.

Hand-to-hand combat: Roll 3d6 + Brawling
Ranged combat: Roll 3d6 + Gunslinging

Brawling:

This attack involves any type of hand-to-hand combat: grappling, wrestling, bar fights, or attacking with a tomahawk. Optionally, a character's Brawling modifier can be applied to throw a weapon (like a spear, axe, or dagger). To make a Brawling attack, roll 3d6 and add the character's Brawling modifier. If the total equals or exceeds the opponent's Defense, a hit has been

scored. Next, roll the appropriate damage for the weapon (usually 1d6) and deduct this number from the opponent's Health.

Grappling:

If a grappler scores a hit, they can decide to forego all damage, pinning their opponent instead. If this option is used an ally may automatically deal damage to the pinned opponent. However, there is a chance they will accidentally hit their friend. Roll 1d6. If the result is 1, they hurt their friend instead. The grappler doing the pinning may not deal any damage to the pinned opponent that turn. The following turn, if the pinned opponent has not broken free, the grappler may make an attack roll. On a successful hit they can deal damage, as well as maintain the pin. To break a pin, the pinned character is required to roll 3d6. If the total number equals, or is less than the pinned character's Defense score, they have broken free.

Gunslinging:

Gunslinging involves the discharge of any ranged weapon — typically a gun. A 3d6 roll is made against the opponent's Defense score, and the attacking character's Gunslinging modifier is added to the roll. If the opponent's Defense score is equaled or exceeded, a hit has been scored. Roll the appropriate damage for the weapon (usually 1d6 or 2d6), and deduct this number from the target's Health.

4. Roll Damage

If a hit has been scored, roll damage. Most weapons deal 1d6 or 2d6 damage. Check weapon damage on the Weapons Chart. If a character has depleted their Health, they are Mortally Wounded, and may die.

If a hit has been scored during combat (see section 3 above), the attacker must roll damage. Generally weapon damage deals either 1d6 or 2d6 damage, but certain weapons may deal less or more. Other weapons like the Gatling gun deals 6d6 damage! To determine how much damage a weapon deals, identify the weapon on the Weapons Chart. Unless otherwise specified, weapons deal damage equal to the amount shown on the dice roll. Some weapons, like an arrow, will deal more damage in certain situations.

Mortal Wounding:

If a character suffers enough damage to drop their Health to 0 or below they become Mortally Wounded. The character must roll 3d6, and if the total is their Willpower score or less they survive. Failure results in death. If the character succeeds their Willpower check, the injured character suffers the following consequences:

- Speed is halved.
- Checks are rolled on 2d6 rather 3d6.
- Damage rolls suffer a -2 penalty.

If the character takes any additional damage after becoming mortally wounded they:

- Cannot move from their location due to grievous injury.
- Roll checks on 1d6 rather than 3d6.
- Suffer -4 to damage rolls.

Any additional damage suffered results in death.

Rest & Healing:

If a character has been injured, rest and medical attention can assist in their recovery. Normal bed rest recovers injuries overnight. If the character has been Mortally Wounded the recovery process takes longer. Two extra days are required to heal. While this system is not exactly “realistic” it allows for characters to get back into the action quickly. In keeping with the spirit of the game, a good ol’ swig-o-whisky can also assist with healing (adding 1d3 points of Health)!

Additional Combat Options

Newcomers to *Tombstone* may wish to keep the rules as simple as possible. These additional rules are not essential to running the game, but do provide some extra options during combat.

Blaze of Glory:

Against all odds, a character may attempt an action that is incredibly foolish or hazardous — to save their own skin, or a friend’s. A Blaze of Glory may occur when a character chooses to complete an action putting them in a nigh suicidal position. The candidate must have sustained enough damage to drop their Health score to half or below half. During the Blaze of Glory, the character gains a bonus 1d4 Fortune Dice, which may be applied according to normal Fortune Dice

conditions. This dice is special however, and may be stacked with any other Fortune Dice, or other modifiers being applied during the Blaze of Glory. It is up to the Judge to deem whether an action warrants a Blaze of Glory. If the action is valiant, albeit a death wish, with the demise of a character appearing imminent, it is probably a Blaze of Glory. Only one Blaze of Glory may be used per scenario.

Daunting:

A character can opt to “daunt” another character, using intimidation, coercion, manipulation, or trickery during combat. The character doing the daunting must expend their whole turn on this action, rolling 3d6. Their Personality modifier is applied to this roll. If the total equals or exceeds their opponent’s Willpower score, roll 1d6. Match the result on the table below:

Daunting Chart

Roll (1d6)	Opponent...
1	Rolls a Bravery Test
2	Loses next initiative roll
3	Suffers -2 to attacks
4	Suffers -2 damage
5	Suffers -2 to Defense
6	Flees combat

During the next turn the daunted opponent may roll 3d6. If the result equals or is under their Willpower score, they can counteract any of the ongoing effects (3-6 on the daunting chart).

Delaying Actions:

During combat, a player may wish to delay their character’s initiative action until later in the turn, or until another turn entirely. A player may elect to wait until a particular event has occurred (“the bandits have emerged from the building”) before enacting their turn. In this way, a character with worse initiative may still act before a winning initiative roll.

Disarm

A disarm can be achieved by rolling 3d6 and adding the attacking character’s Brawling or Gunfighting modifier (whichever is appropriate). If this modified total equals or exceeds the opponent’s Defense, the attacking character has

knocked the weapon from the hand of their target. The weapon will scatter 1d6 feet away from the two combatants. It generally takes 1 turn to retrieve a disarmed weapon.

Special Conditions

Occasionally, a situation will warrant certain allowances or penalties within the game. Like the preceding section, these rules are entirely optional, but do offer a greater level of detail to the game. If it benefits your game, use them.

Cover:

Hiding behind cover can provide certain defensive advantages. These are represented in the table below.

Cover Table

Cover	Modifier
Partial	+1 to Defense
Half	+2 to Defense
Almost Hidden	+4 to Defense
Hidden*	Cannot be hit.

* The structure must be strong enough to defend against bullets or weapons. A curtain may obscure visibility, but it will not defend against a gun. Dynamite or cannon will generally bypass any form of full cover.

Combat Conditions:

Other combat conditions can alter combatants' ability to attack or defend.

Combat Conditions Table

Condition	Modifier
Attacking from above	+1 to attack rolls & damage
Attacking from below	-1 to attack rolls & damage
Flanking/Crossfiring	+2 to attack rolls
Fleeing Combat	-4 to Defense
Prone*	-4 to Defense

* This assumes the prone combatant is visible and within Brawling range of the attacker. If the prone character is not observable, treat them as "Hidden" on the Cover Table.

Poisoned

This effect can occur from drunkenness, imbibing drugs, or malicious poisoning. When poisoned, characters suffer a disadvantage. At the worst extremes they may die.

Poisoned Tables

Condition	Modifier
Inebriated	-2 to all checks
Poisoned or heavily intoxicated	-4 to all checks
Heavily Poisoned	Mortally wounded
Fatally poisoned	-6 to all checks and may not move. Will die in 4 turns if not assisted.

For the price of poisons see "Additional Provisions" in Chapter 3.

Chapter 3: The Judge

Chapter 3: The Judge

The next two chapters are written for the benefit of the person running the game: the Judge. This chapter provides additional options, rules, and suggestions for creating and arbitrating a game of *Tombstone*. For a more granular or detailed game, variants are offered here which have been purposely omitted from the beginning chapters. This decision is to simplify the initial learning curve of the game. If you have taken up the mantle of running a game, you are faced with the (sometimes daunting) responsibility of:

1. Finalising the rules.
2. Creating the setting.
3. Devising a scenario, or adjoining multiple scenarios for campaign play.
4. Arbitrating the game to ensure it is both fun and challenging for all involved.

Some of Chapter 3 has been omitted in this playtest version.

Where to Begin

When running any type of role-playing game (including *Tombstone*), consider the colloquially named “Rule 0”. Rule 0 refers to the Judge’s ability to change any detail of the game, and make the final ruling when an ambiguous situation arises. Rather than viewing this as an opportunity to lord your “power” over the other players, this is ideally a respectful process. By being a Judge you essentially agree to do your best to run a game *you* would want to play in. In other words, while you have substantial liberties to bend the game to your druthers, you are better off crafting a game that is both fair and fun. But where to begin?

Finalising the Rules

Finalise the rules. Read through the *Tombstone* rules, and if there is anything you wish to avoid in your games, make a note. People often refer to this process as “house ruling”. It is a process of formally or informally codifying the rules to suit you, and those you play with. While you do not need an immediate answer to every question, it is good to have broad familiarity with the rules, providing guidance to your players. The process of finalising the rules will happen primarily through playing. For example, you may try the grappling

rules, and discover they are not to your liking. That is fine. Work out a better alternative, inform your players, and note this change down. House rules are fluid. They are constantly evolving. Communicate these changes to the players, and make sure they understand. If there is player opposition to these changes, there may be a good reason. Be open to discussion (preferably after the session has ended). In my own gaming experiences, a group discussion can determine a ruling that is not only fairer, but yield more player buy-in because the rule has been talked about. Constantly changing rules will cause confusion among the players. A good rule of thumb is to be as consistent as possible.

Creating the Setting

Chapter 4 explores the inferred setting of *Tombstone* in more detail. You do not have to use this setting; in fact, you are encouraged to adapt the setting to fit your preferences. For the group new to *Tombstone*, it is not a bad idea to begin with this information initially, before expanding or diverging from it later. It is an initial safety net to draw upon, until you can run a game instinctually. You may already be a veteran gamer, in which case you will probably be confident to create your own setting. It is recommended that at some stage, you attempt to create your own scenarios and settings. This is a very rewarding aspect of being a Judge. If you feel ready to begin this process, one way is “beginning with a vibe”

Beginning with a Vibe:

This may seem like rather nebulous advice, but there is reason behind it. Determining a “vibe” usually involves asking yourself some questions. Here are a few to begin with:

- How does the setting taste, smell, appear, or feel?
- What media inspires it (books, film, television, something you’ve read on the Internet)?
- What do you hope to achieve by drawing on these inspirations?
- What do you hope the gameplay experience will be like for your players?
- Is the setting governed by natural laws (like science), or is the supernatural or “magic” possible?

- Will the setting be like something the players have experienced in real life? If not, how will it differ, and why is this important?

These types of questions ascertain your motive for running such a game, and help clarify any ambiguities you may have. Once you have established a vibe, progress simply.

Start Simply:

Find a piece of hex paper, grid paper, or blank paper. Begin sketching a rough birds-eye view of a few roads and buildings. The Map of Silverton provides a small town as a guide if you are unsure where to begin. Consider the main geographic features of your setting, the buildings, and key people dwelling in the area. From that starting point, continue to develop. Create entries for important sites. This can be as simple as:

Saloon: This building has two levels. It is owned by Patsy Cole, and has a range of services, including alcohol, food, and gambling. There are between 3-18 (3d6) patrons at any time. One of the patrons lost his horse and wants it found (will offer \$5), while another lost his leg in a recent mining accident, and will pay for someone to kill the foreman whom he blames (\$30).

Continue until you have designed a whole town, wilderness area, or state. You do not need to detail every single building or feature. Just the bits you think are important.

Devising the Scenarios

Once you have decided whether you will be running a single game, or a long-term, ongoing campaign, you will need to develop scenarios to run. This should be relatively simple and hopefully fun. There are multiple scenarios outlined in Chapter 4, or you can make your own. A single idea will suffice. I try not to spend more than 5-15 minutes preparing for a 4-hour scenario. It is hard to predict how long a scenario may last, but with practice you become accustomed to estimating. You can create a scenario by answering a few simple questions about the scenario:

1. What happens, where, and who is involved?

Example: A new sheriff named Mr Cuthbert has arrived in town. He is cleaning things up, but is

actually corrupt — taking bribes to overlook various crimes. He has a deputy named Gilsworth, and four brutish henchmen. A disgruntled citizen shares this information to the characters in a drunken stupor, and tells them about a dodgy deal going down in a week on the outskirts of town.

2. What are the rewards?

Example: Catching the sheriff in the act, bringing him to justice, and telegraphing the nearest town, should result in a \$40 reward for each character.

3. Mechanical information?

Example: Use the Soldier Quick Play for Mr Cuthbert and his deputy. The four henchmen have the following: H 5, D 11, GS +1, BR +1, Per +0, Inv +0, Will 10. FD 0, Rifle (2d6), knife (1d6), clothes, \$5 between all four.

See Chapter 4 “Bestiary” for more information on creating opponents. Creating this scenario took 5 minutes. Once the scenario has been devised, determine whether this challenge is roughly equal to the available resources and strengths of the characters, and whether the scenario will be easy, challenging, difficult, or impossible. The above scenario should prove an adequate challenge for four Grit 1 characters. Using this minimal information, gives the Judge the flexibility to run a game. Every detail or eventuality has not been accounted for, but it doesn’t need to be. Outline the important information only. The rest can be determined during the game. Maybe the characters end up enquiring around town to find other people aware of the sheriff’s subterfuge. Perhaps two other people know about it, and you decide an Investigation or Personality check of 15 or higher is required to reveal this information. Allow the scenario to play out however it eventuates, and don’t worry if things don’t go according to plan. That is half the fun! Finally, consider how each scenario might link up to other scenarios for long-term play, if you are playing a campaign style. Initially you may want more information, and detailing the scenario will enable you to feel more relaxed. But *Tombstone* can be a very low-commitment game, and that is one of its strengths compared with other role-playing games: it’s easy to plan for.

Fair & Fun

There will be times where you cannot have a long discussion about the rules. If a discussion is taking longer than 1 minute, it is probably better to acknowledge the issue, but promise to return to it once the game is over. Make a ruling on the spot and move on. Trust your instinct. Usually it will be fair, but even if you botch it up, you can always amend the error later. Over time you will get better at making rulings, but endeavor to learn something from each game.

An Example of Play

A brief example of play is provided, to alleviate any confusion regarding combat. There are four participants at the table — one Judge, and three players. They are playing the scenario “Trouble on the Corral”.

Players:

Judge: Corey

John Henry (Soldier): Richard

Louis El Bandito (Outlaw): Hugh

Eric (Holy-Roller) & Mangle (Outlaw): Jo

Corey (Judge): Okay, you arrive at the corral. A dusty path departs from the road, winding up the hill. Above is small plateau. You can see a wooden pen filled with cattle, but no cowboys in sight. Oh, and there's also a copse of trees up on a ridge even further back.

Richard (John Henry): Can I look around? John Henry will poke around the area and see if he can find any tracks or something.

Jo (Mangle): Yeah, and I'll plant some dynamite near the trees. I won't light it, but I'll bury it in the ground and maybe hide.

Corey: Louis? What are you doing?

Hugh (Louis El Bandito): I'm going to hide in the pen with the cattle, but keep well out of their way.

Corey knows the cowboys won't return until the morning, but he pretends to consult his notes anyway. He hopes to give the players a sense that anything may happen at this moment.

Corey: Sure guys, all that sounds reasonable. Louis climbs into the pen, being extra careful not to scare the cattle. They seem to mostly ignore him as they munch on hay. John Henry searches the area for tracks. He can see many booted prints coming and going around here. Some lead up to the ridge. Mangle has made his way up to the trees, and has a good perspective of the area. He buries his dynamite...where were you burying it Mangle?

Jo: The direction where I think the cowboys may come from. If they come out of the woods and down the hill, I want them to walk over it.

Corey: Umm...yeah alright. What's your Investigation modifier?

Corey is asking about Mangle's Investigation ability to see whether he could discern a decent hiding place for the dynamite. After looking at Jo's sheet he notices it is above average. Rather than rolling an Investigation check, he rewards Mangle for thinking to look up here in the first place. Corey decides after Mangle searches, he would find a suitable spot to hide the dynamite. After exploring the area, and setting up a strategic position, the characters decide to camp out for the night. They are keeping watches in shifts. The night is uninterrupted by trouble. The morning dawns around 6am. At this point the cowboys return to the corral. All hell breaks loose.

Corey: They look determined and purposeful as they walk down the hill...

Richard: From behind my mound I'll line up the leader with my rifle and fire.

Jo: Remember, I'm hiding just near them, can I get them from where I am? Can I let off the dynamite when they walk near it?

Corey: (laughing) Okay, okay. I'll need to work out the order of combat. Everyone roll 1d6 (Or 2d6+ Weapon Speed).

A Bravery Test could have been rolled for everyone before this point. As both sides are fairly equally matched, both are confident, and both are aware of each other, this roll is forfeited. After rolling initiative, the order of combat is noted.

Corey: You guys are speedy today, winning initiative. What are you doing?

Hugh: I'll pull out my gun and fire at the nearest cowboy. I'm hiding behind the fence too. Does that give me some cover?

Corey: Yep! Roll 3d6 and add your Gunslinging modifier.

Hugh: I got 9, plus Gunslinging...that's 11. Does that hit?

Corey consults the stat block for Louis' opponent. The opponent has a Defense score of 11. Louis' shot equals this score, so the bullet hits. Hugh rolls damage for Louis, who is using a six-shooter (1d6 damage). Louis rolls 4, almost killing his opponent.

Corey: You fire at a cowboy sprinting down the hill towards you. The shot catches him in the shoulder. From what you can tell it was a good hit. He is definitely injured!

The rest of the combat progresses like this, until combat is resolved: everyone is dead; one side has won; or one side has fled.

Expanded Rules

The remainder of this chapter provides expanded rules specifically for the Judge, to assist them in their game.

A Note On Dice

Understanding the way dice work can offer a deeper understanding to the Judge. Gary Gygax, one of the founding fathers of the role-playing game, suggested the following:

Keep in mind that the dice are your tools. Learn to use them properly, and they will serve you well (Dungeon Masters Guide, 1979, pg. 10).

Become acquainted with probabilities, and the effect/s of combining certain dice, and you will find the task of Judge becomes a lot easier to arbitrate fairly.

Design Intentions:

As you will be aware, *Tombstone* uses two types of dice — d6 and d4. *Tombstone* was designed around a 3d6 dice roll for a number of reasons. Rolling 3d6 generates a range of numbers between 3-18. Many

games are based around a twenty-sided dice roll. 3d6 gives a similar range of numbers, but removes the highest and lowest extremes. Rather than a linear numerical increment as with a d20, rolling multiple dice generates a bell-curve effect, meaning certain numbers are more likely to appear when multiple dice are used. The average outcome of a 3d6 is 10.5. Characters will be hit roughly 50% of the time in combat. If you wish to mitigate this likelihood, simply add a free +1-3 bonus to Defense at the beginning of the game, in addition to the 5 skill points all characters begin with.

1d3 Rolls:

Sometimes, the rules call for a 1d3 dice roll. Obviously, 1d3 generates a number between 1-3. This numerical range can be generated on 1d6, counting a result of 1-2 as 1; 3-4 as 2; and 5-6 as 3. The chart below illustrates this visually.

1d3 Chart

1d6 Result	1d3 Result
1-2	1
3-4	2
5-6	3

Characters

The approach to making a character is admittedly simple in *Tombstone*. While this is purposeful, this section provides some additional modifications you may wish to experiment with.

Grit:

By default, characters progress and gain grit at the predetermined rate given on the chart below.

Grit	Scenarios	Rewards
1	0-3	5 Skill Points, Background Ability
2	4-7	+2 Skill Points, 1 new Background Ability
3	8-11	+2 Skill Points, 1 additional Fortune Dice.
4	12-15	+2 Skill Points, 1 new Background Ability
5	16-19	+2 Skill Points, 1 additional Fortune Dice.
6	20+	+2 Skill Points, 1 new Background Ability

Judges can modify the number of Scenarios characters are required to complete before gaining

a new level of Grit. If quicker advancement is desirable, characters can gain a new level of Grit after completing a single Scenario. Alternatively, the Judge may feel the standard rate of progression is too quick. The Judge can increase the number of Scenarios required to advance a level of Grit.

Rewards:

The rewards associated with each level of Grit can be altered too. If you feel players are getting damaged too easily, try removing or increasing the highest maximum Skill for Defense, allowing players to put more Skill Points towards Defense. Similarly, if you feel the rewards are too stingy each level of Grit, try increasing this number to +3 Skill Points per Grit. Instead, you may wish the +2 Skill Point bonus to be available on alternating Grit levels only. Don't be afraid to tweak things. At worst, it doesn't work, and you change it back to how it was!

Grit Progression:

You can remove the Grit progression, and Background abilities to run a simple version of *Tombstone*. If Quick Play is being used, ignore the shaded sidebars, or if Method B is being used, ignore the Rookie ability. Characters will be effectively "fixed" in their ability, or you may wish to allocate new Skill Points after completing a certain number of tasks or Scenarios.

New Backgrounds:

Creating new Backgrounds should not be difficult. Use the Grit Chart as a beginning point. When creating Background abilities, use existing Backgrounds as a reference. It is advisable to create new Backgrounds that are roughly balanced with existing Backgrounds. This will lessen player resentment, in the long-term, as each Background will have something important to bring to the table.

New Background Abilities:

To keep the game fresh, new Background abilities can be added to existing Backgrounds. Again, attempt to achieve relative game balance. Creating new Background abilities will provide players with extra options for their characters. Either introduce a prerequisite for the new ability, or permit players to choose the new ability at a certain Grit level.

Character History

To add more detail to the game, character histories can be generated. Below are some ideas for you to develop. Either roll randomly, or pick something from this list. For random generation, roll 1d4 for the top (horizontal) column, and 2d6 for the downward (vertical) column.

Character History Table

	1	2	3	4
2	Beggar	Driver	Mason	Sailor
3	Architect	Scout	Miner	Engineer
4	Banker	Entrepreneur	Musician	Settler
5	Blacksmith	Explorer	Outlaw	Shipwright
6	Capitalist	Farmer	Pimp	Slave
7	Wainwright	Gambler	Charlatan	Soldier
8	Chandler	Hunter	Prostitute	Spy
9	Priest	Investor	Railway	Tanner
10	Craftsman	Laborer	Ranger	Tradesman
11	Doctor	Leatherworker	Reverend	Carpenter
12	Politician	Sheriff	Criminal	Hostler

Example: A player wants to generate a history for his Soldier character. He rolls 1d4, with the result of 2, and 2d6 with a result of 12. Consulting the table, he sees his character was a Sheriff.

Additional Provisions & Weapon Options

Besides the weapons and provisions listed in Chapter 1, additional pricings and options have been provided here. These provisions are suited to campaign play, rather than one-shots, and are largely up to Judge arbitration for exact prices. For example, a mine can range from \$4000 for a poor or small mine, up to \$400,000 for a rich vein. Determining the quality of the mine will be indicative of the price. When an exact pricing is uncertain, simply approximate.

Item	Cost
Building	\$1000-\$250,000
Fort	\$25,000
House	\$2400- \$250,000
Mine	\$4000 - \$400,000
Poison	\$0.25 - \$50

If you wish to add granularity to weapon choices, you can link costs with weapon quality. Cheap, poor quality rifles may have a useable range up to 150 feet, while high quality rifles may expand this threshold up to 450 feet. Similarly, high quality weapons might be costly, but offer a small bonus to attacks and/or damage (say +1) due to their

superior craftsmanship. These types of weapons should be rare and expensive however.

Expanded Combat Rules

Brawling:

Brawling is discussed in Chapter 2. An alternative system is suggested here, if a bit more variation is desired. To attack:

- Roll 3d6 adding your character's Brawling modifier.
- Compare this number with your opponent's Defense score.
- If a score is hit, instead of dealing 1d3 damage, roll 2d6 and consult the chart below.

Expanded Brawling Table

2d6 Result	Outcome
2	Normal damage (1d3).
3	Stun* opponent for 1 turn.
4	Blundering Miss! Opponent finds an opening and deals 1d3 damage to you.
5	1d4 damage.
6	Blundering Miss! Opponent finds an opening and deals 1d4 damage to you.
7	1d4 damage.
8	Stun opponent for 1d3 turns
9	Blundering Miss! Opponent brought a gun to a fist fight, and deals 1d6 damage to you.
10	Vital hit on opponent. 1d6 damage.
11	Stun opponent for 1d4 turns.
12	Hit opponent in a vital spot. They are either dead or incapacitated. Roll 1d6: 1-4= incapacitated, 5-6 = dead.

*If a character gets stunned, they lose their turn for the duration listed.

Fighting With Two Weapons:

The *Tombstone* rules assume any character can fight with two weapons simultaneously. If a character wants to wield two six-shooters, and make two attacks per turn they are able to do so

without penalty. A few rule alternatives are provided here.

1. A 3d6 attack roll is made for each weapon, but only the highest roll is kept.
2. The first 3d6 attack is rolled normally. The second suffers a -2 penalty to the roll and any damage scored. When a weapon hits, it always deals at least 1 damage (though Fortune Dice can negate this).
3. One 3d6 attack roll is made instead of two, however damage is rolled twice, and the highest is kept, while the lowest is discarded.

Injury & Critical Hits

Tombstone offers a rather abstracted damaging system. For games with slightly more granularity, the following table can be used when an opponent is hit. Alternatively, for greater novelty you can use this chart for when "critical hits" are scored — say when a player rolls at least 2 6s on their 3d6 attack roll. Have the successful attacker to Roll 2d6 and consult the chart below. This is the effect on the opponent.

Expanded Injury & Critical Hits Table

2d6 Result	Outcome*
2	You miss and hit an ally instead. Roll damage against them.
3	You suck! Your weapon malfunctioned. Roll weapon damage, deducting -3 from the total.
4	Roll normal weapon damage.
5	Weapon jammed. Roll weapon damage, deducting -2 from the total.
6	Roll normal weapon damage.
7	Roll normal weapon damage.
8	Roll normal weapon damage.
9	A body part is permanently damaged (Roll 1d6): 1 = arms (-2 to attacks/damage); 2 = legs (-10 feet from total speed), 3-4 = torso (-1d4 Health points); 5 = horrible scarring to face (-2 Personality points); 6 = Roll 1d6 again. That body part is blown off.
10	Roll normal weapon damage, adding +2 to the total.
11	Roll normal weapon damage adding

+3 to the total.

12 Headshot! You're dead sucker.

* Optionally, you may allow players to expend a Fortune Dice to increase their 2d6 result.

A Note on Dynamite

Dynamite is an exciting part of any Wild West adventure, however it should be noted its inclusion has the potential for player abuse. Throwing dynamite or setting it off at opportune times can annihilate an entire group of characters in one swoop. As a rule of thumb, impose the most disadvantageous outcome to the person using it (within reason) to reflect the volatility of gunpowder, but also to discourage players from using it too often in combat. Of course smart use of dynamite should be encouraged, like setting a well-conceived trap for an enemy, or using it to blow up a bank.

Arbitrating The Holy-Roller

The Holy-Roller can be an enjoyable addition to any game, though the guidelines for using their abilities are somewhat more nebulous. For example, how far do their persuasive abilities go? The short answer is, that is up to you, as the Judge. It is recommended that their abilities have meaningful outcomes during the game. In some situations, their ability to persuade groups of people, to inspire and influence, or to cause outright harm can be very effective. Of course, if you have a key character within a scenario who is doggedly stubborn, you may wish to minimise the effect the Holy-Roller can have, especially if changing this person's mind could seriously compromise the outcome of a scenario, making it too easy. Conversely, the Holy-Roller's alluring Personality should be very effective against an average character who is unimportant, or of lesser importance to an overall scenario.

Gambling

In the old West, Gambling was a favourite pastime for many. A few suggestions for emulating gambling games are given below.

Poker

Wagers are decided. All those at the table roll 1d6. The best of 5 rolls wins that round, collecting the wagers.

Slots

The "house" (Judge) rolls 2d6. Before the outcome is announced the player must wager an amount and guess the result. There are three options:

1. A result above 7
2. A result below 7
3. A result of exactly 7

A correct guess of either 1 or 2 doubles the player's money, while a correct guess of 7 exactly quadruples the player's money. An incorrect guess loses all wagered money.

Adding Excitement

When the game lulls, the following tables can be used as inspiration to liven things. Either roll 2d6 and match the result to the list below, or pick one that suits. Otherwise make up your own.

Excitement Table (Town-Based)

Dice roll	Event
2	A dog bites someone.
3	Drunk cowboy.
4	Gambler loses money and causes a brawl.
5	A murder occurs.
6	Someone is hanged/lynched.
7	A chamber-pot is emptied from the hotel window onto someone's head.
8	A duel occurs on main street.
9	A prostitute attempts to solicit patronage from a character.
10	An Indian raid sweeps through town.
11	A wagon filled with explosives (for mining) gets stuck in the mud. In an attempt to move it, it blows.
12	A deathly illness begins sweeping through town killing most who get sick.

Excitement Table (Wilderness-Based)

Dice roll	Event
2	A character has an experience with a poisonous snake (Roll Bravery Test)
3	A group of bloodthirsty marauders are encountered.
4	A well or spring has dried up.
5	A pack of vultures linger in the skyline. Something or someone is dead!
6	A small building is located in the desert.
7	An explosion or the grind of machinery can be discerned in the far-off distance.
8	A small, lone child is found in the woods.
9	Two escaped convicts are on the run. Both wear manacles.
10	Someone rides on horseback with a strange mechanical contraption, and a dog with red fur.
11	A stagecoach (full of cash or wealth) is encountered.
12	A dozen military are encountered, with disastrous news.

Madness

Including permanent or temporary madness effects can be a fun way to add to the chaos of the game. If a character has witnessed something particularly horrible, consumed something deleterious (like poison), or has consistently escaped death by the barest of threads, you may wish to make use of the madness table. Firstly, allow the character to make a Willpower test, rolling 3d6. The test fails if the result exceeds their Willpower score. On a failed Willpower test, roll 2d6, and consult the table below.

Madness Table

2d6 Result	Outcome
2	Compulsive Liar
3	Kleptomaniac
4	Schizophrenic
5	Delusional
6	Manic Moods
7	Homicidal
8	Identity Confusion
9	Paranoia
10	Conspiracy Theorist
11	Twitches or Tics
12	Feverish Ideations

Debauchery!

Characters may wish to have a big night on the town. Roll 2d6 on the chart below to determine what happens.

Debauchery Table

2d6 Result	Outcome
2	Wakes up after a shotgun wedding (literally).
3	Roll 1d6 + 1d4. Times total by 10%. That is the amount spent.
4	Imprisoned! Roll 1d6. 1 = exposes self; 2 = projects human waste onto another person; 3 = violent outburst; 4 = loud and obnoxious verbal outburst; 5 = murder/deadly duel; 6 = theft.
5	Now owns (1d6): 1 = lame horse; 2 = slave (illegally); 3 = a small house; 4 = barnyard animals; 5 = medicine (hoax); 6 = a baby crocodile (on a chain).
6	Boasts to entire bar about (1d6): 1 = size of "gun"; 2 = prowess in a fight; 3 = prowess with the opposite gender; 4 = vast wealth; 5 = political acumen; 6 = a trophy kill of legendary status.
7	Roams the street looking for trouble.
8	Urines or defecates in someone's home or business.
9	Has alcohol poisoning, lies in a hopeless heap.
10	Climbs onto a roof (1d6): 1 =, suffers a tragic "fall" (1d6 damage); 2 = declares true love for someone unexpected; 3 = won't come down; 4 = jumps onto another roof; 5 = takes off clothing; 6 = begins to dance.
11	Plays in gambling game (1d6): 1-2 = loses all money; 3-4 = doubles current money; 5 = loses 3 possessions; 6 = has made an enemy with a local thug after cheating.
12	Gets tired. Goes home at 7pm. "Gotta get an early start."

Chapter 4: The World

Chapter 4: The World

This section is for whoever will be running the *Tombstone* game. If you are a player it is recommended that you do not read this section, as it contains suggestions and scenarios that your Game Master might use. Reading through it will spoil some of the surprises you might otherwise have.

This game is named *Tombstone* after the Old West town in Arizona. Your games can be set anywhere: real or imagined. Maybe you'd like to create a campaign in the South Dakota town of Deadwood, or you might prefer to create your own town, for a series of gunfights.

Similar to the preceding chapter, this one has been excerpted and reduced for playtesting purposes. The reader is recommended towards the full work once it is complete.

The Code of the West

Although lawlessness was rife in many western towns, there were informal codes for living. Adding a code to the game can add some interest to your campaigns/scenarios, and enrich the characters.

Here are a few guidelines:

- 1. Loyalty** — Keep loyal to your friends. Have their back, and be ready to defend yourself.
- 2. Mind Your Gawdamn Business** — Don't look too much into someone's past.
- 3. Drink Whisky** — This is the go-to drink, anything weaker is for...well...just drink it. And make sure you fill yer glass to the brim!
- 4. Whatcher Say Boy?** — When civility goes out the proverbial window — some greenhorn seriously offends you, or threatens to cause you bodily harm — there is always one simple answer. Blow their damned head off.

Religion/Spirituality

In the 1860s religion was a prominent force in many people's lives. The dominant religion in America was Christianity. Within this religion

were three main factions: Catholic, Mormon and Protestant. While there were other religious and spiritual practices (like Judaism, Native American religions, or Mysticism), among "civilised" people, these were the primary divisions.

Catholic — Many Americans practiced Catholicism. Irish immigrants held a strong Catholic faith. Those practicing Catholicism held Mother Mary in high regard as a religious figure.

Mormon — Some Mormon communities were almost independent nations, particularly in Utah (around Salt Lake City). Mormons practiced the teaching of founding prophet Joseph Smith.

Protestant — Protestants held to the old and new testaments of the bible. The Anglican and Quaker denominations were considered Protestant. Protestants believed in both the old and new testaments of the bible, and differed in their beliefs from Catholic and Mormon faiths.

Native American Religion — Includes monotheistic (one god), polytheistic (multiple gods), henotheistic (single god with the possibility of other gods), and animistic (non-human entities like plants, animals or objects can contain spiritual essence) practices. These beliefs often contained rituals and oratory traditions.

In a *Tombstone* game these religions and spiritual beliefs can aid in creating in-game tensions or differences between characters, or assist with creating unique scenarios. Perhaps a Mormon church is travelling through Indian territories. Could this mean war? Conflict? Interaction? Negotiation? Will the Mormon's try to convert the Indian's or will they perceive them as evil heathens?

Bestiary

This section details the various challenges present within the worlds of *Tombstone*. It is by no means a definitive list. Rather, it is presented to the reader in the hope that they can expand and create their own challenges, using this section as a template.

Stat Blocks Explained

If you have read through the previous chapters there should be no surprises in this section. In the interest of clarity, a brief overview has been provided.

Title:

Each entry will have a title. This is to identify the name of the challenge or creature.

Health:

This number equals the amount of damage the creature can suffer before becoming mortally wounded (or dead).

Defense:

This is the number required to bypass the creature's defensive capabilities. The creature's opponent generally rolls a 3d6.

Offense:

Offense is a measure of attacking capabilities. This ability is represented by the Gunslinging and Brawling entries. Every creature should have at least one of these abilities, otherwise they are considered a non-combatant. The modifier is the number added to any 3d6 attack rolls. Generally the type of attack and damage is included in this entry in parenthesis. I.E: (Bite 1d6) would indicate this creature's primary attack is a bite, which deals 1d6 damage on a successful hit.

Personality:

Many animals and creatures will not have an entry for this. If a number is needed assume it is +0. Otherwise, the number represents the personal magnetism and persuasiveness of the individual.

Investigation:

Investigation represents the creature's observational abilities and overall intelligence. Some creatures may be observant, but not particularly intelligent.

Willpower:

Represents the creature's determination. If a creature becomes mortally wounded, roll 3d6. If the result is equal or less than their Willpower, they are mortally wounded. Otherwise they have died.

Speed:

The speed a creature can move per turn.

Fortune Dice:

Not all creatures will have a Fortune Dice, but all the rules applicable to characters apply.

Alligator (Small)

Health: 9

Defense: 13 (Thick Skin)

Offense: Brawling +3 (Bite 1d6)

Investigation: +0

Willpower: 10

Speed: 40 feet (swim 60 feet)

Fortune Dice: 1

Abilities:

Stealth:

Alligators can remain very still, striking suddenly. They receive a +2 bonus to the Roll Required to locate them when an Investigation check is being made. If an opponent rolls a Bravery Test against the alligator, a result of 1-2 indicate frozen in fear, while 3 indicates the character has lost their initiative for that turn.

Thrash:

If an Alligator makes a successful grapple check, and pins its opponent, it can clamp its jaws, flailing its victim. This attack inflicts 2d6 damage per turn. Furthermore, breaking from this pin, requires a character to roll 3d6 and get under their Defense score, as though it were 4 points lower (-4).

Alligator (Large)

Health: 14
Defense: 13 (Thick Skin)
Offense: Brawling +5 (Bite 1d6)
Investigation: +0
Willpower: 12
Speed: 40 feet (swim 60 feet)
Fortune Dice: 2
Abilities:

Stealth:

Alligators can remain very still, striking suddenly. They receive a +2 bonus to the Roll Required to locate them when an Investigation check is being made. If an opponent rolls a Bravery Test against the alligator, a result of 1-2 indicate frozen in fear, while 3 indicates the character has lost their initiative for that turn.

Thrash:

If an Alligator makes a successful grapple check, and pins its opponent, it can clamp its jaws, flailing its victim. This attack inflicts 2d6 damage per turn. Furthermore, breaking from this pin, requires a character to roll 3d6 and get under their Defense score, as though it were 4 points lower (-4).

Bear (Black)

Health: 10
Defense: 13
Offense: Brawling +5 (Bite & 2 Claws 1d6)
Investigation: +2
Willpower: 11
Speed: 40 feet
Fortune Dice: 1
Abilities:

Multiple Attacks:

Although Black Bears are not as aggressive as grizzly bears, it is better not to get into an altercation with them! If they become enraged and attack, they can attack 3 times in 1 turn: 1 bite and 2 claws.

Climb:

If threatened, smaller Black Bears may climb a tree to escape.

Bear (Grizzly)

Health: 20
Defense: 13
Offense: Brawling +6 (Bite & 2 Claws 1d6)
Investigation: +2
Willpower: 11
Speed: 40 feet
Fortune Dice: 1
Abilities:

Multiple Attacks:

If a Grizzly becomes enraged and attacks, it can attack 3 times in 1 turn: 1 bite and 2 claws.

Maul:

As an alternative attack, the Grizzly can use its bulk and weight to maul a victim. On a successful grapple check, the grizzly can choose to pin its victim, or grab it with its claws. A mauling attack deals 2d6 damage per turn.

Boar

Health: 6
Defense: 10
Offense: Brawling +3 (Bite & Gore 1d6)
Investigation: +0
Willpower: 10
Speed: 40 feet
Fortune Dice: 1
Abilities:

Gore:

A Boar can gore an opponent. This attack may be used when charging into a fight, adding +1 to attack rolls and damage, increasing the Boar's damage output to 1d6+1 for a charging gore attack.

Cowboys

Health: 7 (average)
Defense: 12
Offense:
Brawling +0 (Knife 1d6)
Gunslinging +2 (Six-shooter 1d6; Rifle 2d6)
Personality: +0
Investigation: +1
Willpower: 10
Speed: 40 feet
Fortune Dice: 1
Possessions: \$2d6, clothes, weapons (listed above).

Indian Braves

Health: 7 (average)

Defense: 12

Offense:

Brawling +2 (Tomahawk, Spear, or Bow 1d6)

Gunslinging +1 (Six-shooter 1d6 or Rifle 2d6)

Personality: +0

Investigation: +0 (+2 to tracking)

Willpower: 10

Speed: 50 feet

Fortune Dice: 1

Possessions: \$1d6, buckskin clothing, weapons (listed above).

Abilities:

Fearsome Presence:

Can only lose a Bravery Test on a roll of 1. If the Brave initiates combat the opponent is forced to make a Bravery Test.

War Dog

Health: 7 (average)

Defense: 11

Offense:

Brawling +2 (Bite 1d6)

Investigation: +0 (+2 to tracking)

Willpower: 10

Speed: 50 feet

Fortune Dice: 0

Abilities:

Maul:

Provided a war dog manages to score a biting attack, thereafter, for the next two turns, it may clamp onto its victim, rending flesh for 2d6 damage automatically.

The Town of Silverton

Silverton is a small (and fictitious), but quickly expanding town. For reference see the map below two pages down. Silverton is imagined to be located within Arizona. It is in close proximity to a silver vein, bringing prospectors, and new businesses. For this Alpha Playtest, no statistics have been provided for notable characters. If these are required use either Quick Play characters, the ones listed in the Bestiary. Otherwise make up your own.

1. Boothill Cemetery

Where cowboys go to die.

2. Houses

Most houses are small and basic. Some miners live there, while others reside permanently in the Gem.

3. Pearson Corral

A local businessman named Uriah Joseph Pearson owns this large corral (see Scenario I) in addition to one 5 miles outside Silverton. He also owns a nice house next door (see 4 below).

4. Pearson's House

Uriah Pearson's Home (see 3 above).

5. Whiskey Bar

Owned by Clegg and his business partner Oscar. They've opened recently and aim to compete with the saloon. Prices match the Weapons & Provisions section.

Patrons:

John Dwyer

Nathan Fiske

Lucy Fiske

Charlotte Bell

Horace

Jimmy West

6. Silverton Chapel

Run and maintained by the good Reverend Zedlock. Donations welcome.

7. Blacksmith

Silas Hawthorne works here with his apprentice Little Levi. They make horseshoes and other things for the town.

8. Gem Stables

The Gem Stables are owned by the Gem Hotel. Travellers can house their horses here for a small fee.

9. The Gem Hotel

Uriah Camp and his mistress Mary Frances Drake run this hotel. Rooms are reasonable and clean (See Weapon & Provisions for approximate pricing).

10. Assayers Office

Buys and weighs gold and silver finds. Stakes claims. Orville Samuel is the manager.

11. General Store

Owned by couple Peggy-Ann and Dwayne Briar. Sells most items in the Weapons & Provisions section.

12. Pony Express Post Office

The pony express has delivery services. Telegraphs may be sent or received here. Mordecai Lewis and Lucius Harrison are the owners. A cowboy named Buckshot Jo is sending a delivery and a telegram.

13. Bucking Bronco Saloon

Jasper Hall is the owner and proprietor. He is a pimp and bootlegger. The Bucking Bronco is the site of excessive drinking, gambling, and other debauchery.

Patrons:

Philomena Dorset

Badeye

Saul Grigg

14. Land Office

Settles land claims. A man named Columbus Hilcock is the manager.

15. The Bank of Silverton

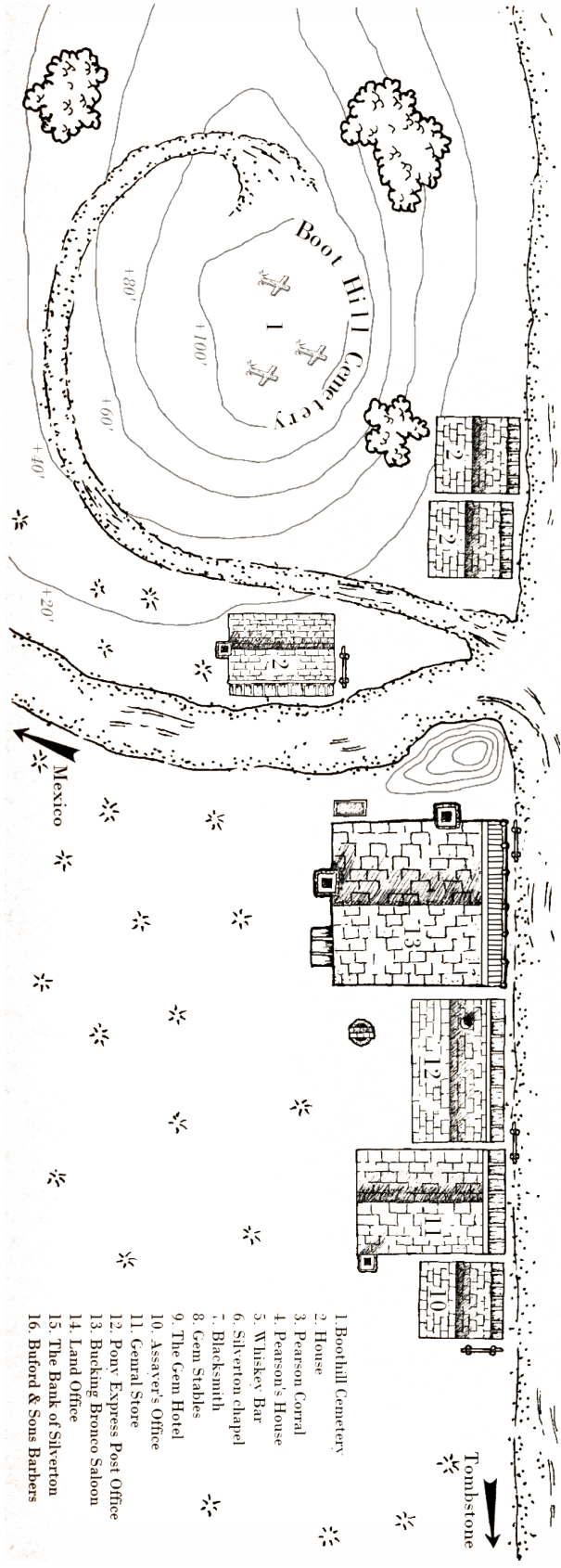
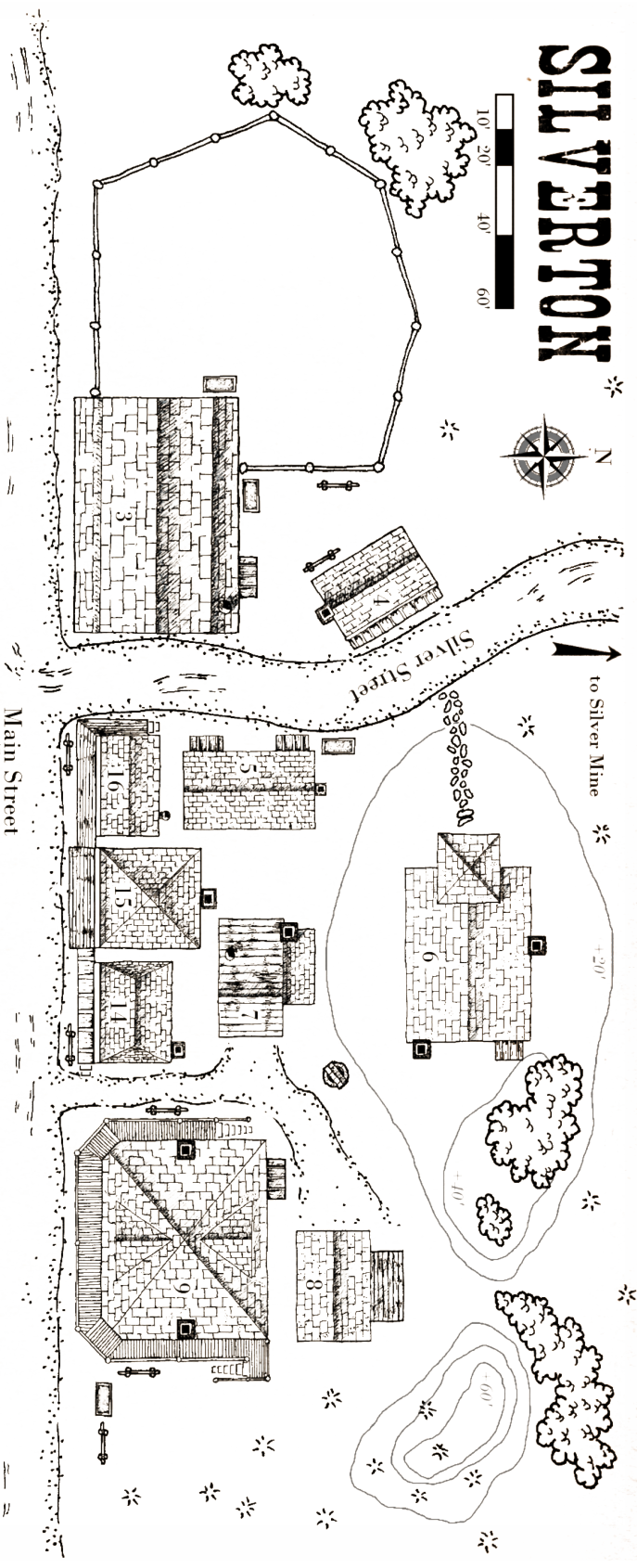
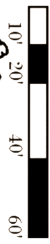
The two bankers are named Isaiah Henry and Sally-Ann. Two armed guards stand outside (Harrison Beaumont and Greg MacKenzie).

Roll 2d6 and multiply the total by 100. That is the amount of gold/money within the safe. Only keys or dynamite can destroy the safe.

16. Buford & Sons Barbers

Lucas Buford and his two sons Lucas Jr. and Jedediah do cuts here. Cuts are \$0.25 (see Weapons & Provisions chart).

SILVERTON



- 1. Boothill Cemetery
- 2. House
- 3. Pearson Corral
- 4. Pearson's House
- 5. Whiskey Bar
- 6. Silverton chapel
- 7. Blacksmith
- 8. Gem Stables
- 9. The Gem Hotel
- 10. Assayer's Office
- 11. General Store
- 12. Pony Express Post Office
- 13. Bucking Bronco Saloon
- 14. Land Office
- 15. The Bank of Silverton
- 16. Buford & Sons Barbers

Scenarios

Here are some scenarios for the Judge to use as written, or borrow ideas from. A scenario need not to be complicated, rather a rough road map to guide the Judge. Scenario maps have not been included in this Alpha playtest version, and some scenarios appearing in the final version of *Tombstone* are omitted.

Scenario I: Trouble on the Corral

This scenario is set in a small town between 1865 and 1870. It is assumed to take place in a mining town with minimal law enforcement, but the Judge may, and should, alter this scenario to fit their needs. The town of Silverton (above) is an appropriate setting for this scenario. It can be run as a one-off for some instant action, or as part of an episodic campaign.

While in town, the characters are approach by a “businessman” (If using Silverton, use Uriah, Area 3). He professes to have overheard rumours, that his cattle are to be rustled from his corral 5 miles out of town. A handful of Cowboys are the suspects, and he wants justice done before they can steal his herd. As there is no official “law” in town, he offers each character \$30 (around \$500 modern) to ambush the rogue ranchers and kill them. They have a secret camp on the outskirts of town near the businessman’s corral.

The businessman neglects to mention, that he owes these “cowboys” money for their work. Their job was to protect the herd from a group of Braves in the area. The “cowboys” feel like they are taking what is rightfully theirs — as payment for their work. The businessman (Uriah) tells the characters to strike quickly as one is an “expert marksman”, hoping the characters will dispose of the problem before asking questions.

Opponents & Strategy

There are 6 “cowboys” total. They approach the corral from the east at 6am the next day, exiting a game trail. The cowboys will (rightly) assume the businessman has hired a new posse to protect his herd, and will attack presuming they have an advantage. If 2 of their number become injured or they are obviously outnumbered, they will flee.

Cowboys

Health: 7, 6, 4, 6, 9, 9

Defense: 12

Offense:

Brawling +0 (Knife 1d6)

Gunslinging +2 (4 x six-shooters 1d6; 2x rifles 2d6)

Personality: +0

Investigation: +1

Willpower: 10

Speed: 40 feet

Fortune Dice: 1

Possessions: \$1d4 each, clothes, box of ammunition, weapons (listed above).

Rewards

- \$30 for each player (Folk Heroes can elicit more as their special ability).
- 1 scenario’s experience
- If the characters find out the truth, award a +1 bonus to Personality checks while within town.

If the characters spare the cowboys’ lives, one or two will offer to join their ranks. This will make an enemy of the businessman however.

Name Suggestions

Businessman: Uriah Pearson

Cowboys: Alistair Moretti, Dunstan Taggart, Cleo Muster, Coyote One-Shot, Lucky Giovanni and Wild Coat Oscar.

Scenario II: Indian Threat — Warpath

During the last year, the area has been quiet (around Silverton). New rumours abound that Indians are on the warpath. A family was attacked and scalped on the northern road. Their remains, and wagon, can be located 10 miles out of town.

To protect the town, the characters have been asked to investigate and stop the threat if possible. For every topknot the characters bring back to town, \$13 can be earned.

Opponents & Strategy

There are a dozen braves and four war dogs. If the characters discover the wagon and bodies, the Indians will attack, having laid an ambush. The numbers may need adjusting for a smaller group, or lower Grit. Halving the opponents would not be amiss in this case. If a sizeable posse is formed in

town, do not alter the numbers. If the characters are taking precautions to track and scout carefully, adjust the ambush accordingly (maybe it is detected). A Bravery Test or an Investigation Check may be required.

Indian Braves

Health: 7 (average)

Defense: 12

Offense:

Brawling +2 (Tomahawk 1d6)

Gunslinging +1 (Six-shooter 1d6 or Rifle 2d6)

Personality: +0

Investigation: +0 (+2 to tracking)

Willpower: 10

Speed: 50 feet

Fortune Dice: 1

Possessions: \$1d4 each, clothes, weapons (listed above).

Abilities:

Fearsome Presence:

Can only lose a Bravery Test on a roll of 1. If the Brave initiates combat the opponent is forced to make a Bravery Test.

War Dogs

Health: 7 (average)

Defense: 11

Offense:

Brawling +2 (Bite 1d6)

Investigation: +0 (+2 to tracking)

Willpower: 10

Speed: 50 feet

Fortune Dice: 0

Abilities:

Maul:

Provided a war dog manages to score a biting attack, thereafter, for the next two turns, it may clamp onto its victim, rending flesh for 2d6 damage automatically.

Rewards

- \$13 per brave topknot
- 1 scenario experience

Scenario III: Indian Threat — The Politician

An important politician is coming to visit Silverton. He arrives by rail at the nearest town some 30 miles away. A group of willing bodyguards are required to accompany his stagecoach to Silverton. The politician will pay any bodyguards a sum of \$30 each.

When the politician arrives safely in Silverton he will pay the characters from his deposit box at the bank. The politician may be coming to set up a business, spread the rail to Silverton, or any other ideas you may have.

Opponents & Strategy

A party of Indians will attack during the journey. They will descend from a valley as the road narrows. This encounter should be scaled roughly to group size. Presuming a group of 3-5 players, there will be 6 warriors on horseback. 3 will have rifles, the rest have bows (1d6+1 damage) and/or tomahawks (1d6 damage). Use the Indian Brave statistics from the previous Scenario, or modify the challenge to better suit your group.

Rewards

- \$13 per topknot (see Scenario II above)
- \$30 per character on completion of mission.
- 1 scenario experience

Scenario VI: Murder!

A prostitute has been found, murdered and thrown behind the stables. The Saloon owner (her employer) wants recompense. The murderer/s must be found and hanged. The Saloon owner will offer \$10 each to anyone who can provide him with information, or better yet, find the culprit.

Opponents & Strategy

The culprit is a scrawny, weasel-like man named Peterson. He gambles and drinks at the Whiskey Bar most days. The only person he has confided in is a drinking buddy named Lars. Lars can be bribed, threatened, or persuaded into talking. He is greedy and will rat out his "friend" for a fairly small price. If this happens, he feels immediately guilty, telling Peterson about it (though he tells Peterson someone else must have seen him in the act and spread the rumour).

Peterson will steal a horse from the stable and attempt to flee town at the first possible opportunity.

Peterson

Health: 5

Defense: 11

Offense:

Brawling +1 (Fist 1d3, Knife 1d6)

Gunslinging +1 (Six-shooter 1d6)

Personality: +2

Investigation: +0

Willpower: 10

Speed: 40 feet

Fortune Dice: 1

Possessions: \$2d6, clothes, weapons (listed above).

Abilities:

Compulsive Liar:

Peterson can re-roll 1 failed Personality test to convince someone of his innocence.

Rewards

- \$10.00 for any information.
- This amount can be doubled (or tripled) if the culprit is found and hanged.
- In the latter case, the Saloon owner will offer a 30% discount on any pleasure for 1 month.

Appendix 1: Glossary

This glossary contains recurrent terms that are used in *Tombstone*.

Background: Think of a character's Background as their profession. It is the archetype that best describes them. In some games, this is referred to as "class".

Character: This refers to either your character or another character in the game, belonging to another player, or run by the Judge.

Checks & Tests: Making a "check" or a "test" refers to rolling a single dice or certain number of dice to find out what happens in a situation. In *Tombstone*, the most common check is made by rolling three six-sided dice (3d6).

Damage: If you take damage it means your Health is dropping. If you take enough damage you will die. Usually damage is determined by rolling six-sided dice (d6s).

Dice: The only dice required for *Tombstone* are six-sided dice and four-sided dice. You can raid a board game or two for at least three six-sided dice. Buy a few four-sided dice from your local hobby store or online. In *Tombstone* a six-sided dice is referred to as a d6, a four-sided dice a d4. This is a common convention found in most role-playing games. If you cannot find/afford a d4, there are rules within this booklet for using d6s only.

Grit: Refers to a character's expertise. In other role-playing games, Grit is often referred to as "level".

Judge: The Judge is a player who assumes the responsibility for creating the game world, running scenarios, and creating the various characters or beasts in the world (besides the player's characters). In any game there is usually only one Judge; the rest are players.

Modifier: A modifier is a number you add to a dice roll (usually). Having a Gunfighting score of +3, for instance, means you add a "modifier" of +3 to you dice rolls when attacking with a six-shooter.

Player: Someone playing a game of *Tombstone*.

Roll Required: A number against which a player rolls. For instance, a Roll Required of 15 would mean on a 3d6 roll, 15 must be equaled or exceeded.

Session: A single game of *Tombstone*, usually over a 2-4 hour period.

Have you enjoyed these rules? The full version of *Tombstone* is coming soon! Thank you for downloading and supporting the Alpha Playtest.

