

SIX GUNTM

THE GAME OF THE WESTERN



“HANG THEM AT BEAR SPRINGS”

**A SCENARIO AND SETTING
FOR SIXGUN**

By

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Introduction

The *"Hang them at Bear Springs"* scenario was put together for use at BURPS REUNICON 2007. It is intended for use with *"Sixgun the Game of the West"* a 1PG game from Deep7 Games. The plot is drawn entirely from two of the brief scenarios provided with the Sixgun rules; *"Tumbleweed"* and *"The Hanging Judge"*.

The setting of Bear Springs itself is my own creation but owes a lot of inspiration to Knuckleduster Publications *"Cowtown Creator"* and to Eric Hotz *"Whitewash City"* for its buildings – if you have access to the Whitewash city floor plans then there is an appendix which identifies which buildings are which at the end of this scenario. Many thanks must also go to Claire Mayne who provided a large number of the capsule backgrounds for characters in Bear Springs.

The scenario is aimed at around three and a half hours of playtime for a group of up to eight experienced role-players and a full set of pre-generated characters are attached, although players may be encouraged to generate their own, or use existing ones, if the GM prefers.

The Premise

The usually dusty and dull Dakota town of Bear Springs is being terrorised by a renegade frontier Judge with a posse of deputised ruffians. The Judge is accompanied by Captain Miles Chisolm, formerly of the US 7th Cavalry, his Sergeant Paul O'Quinn and twenty other men of varying backgrounds.

For three weeks they have been dispensing vigilante law on innocent people. So far, this rag-tag posse has lynched a dozen rural cowhands and Miners stealing from their victims. The Judge and his men have also targeted many local Sioux Indians. The local Sioux, usually tolerant of the inhabitants of Bear Springs are becoming increasingly restless given the antics of the Judge and his posse. The characters are travellers who are going to be drawn into a situation where, for their own safety, they will have to face down these renegades and rid the community of this terror.

The Setup

The characters need have no initial connections at all, they are about to be thrust into the midst of a situation and need know nothing of the Judges and his posse.

The fact that the town is a Wells Fargo coach stop, staging post for cattle drives and has a number of modestly prosperous copper claims in the nearby hills is what keeps the brigands here and indeed has drawn the characters here.

The town currently has no sheriff, the last incumbent disappeared two weeks ago after a "meeting" with the Judge and his posse. The only face of the law in town is Seth Burke, an ageing US Marshall who knows that he is no match for the Judge and his posse. Burke is effectively ignoring events outside of the immediate town, he is no coward but he is, unbeknown to the townsfolk, almost completely blind. The people of Bear Springs are sullen and depressed, as they have no more heroes to look to.





To make matters worse the local Sioux are in an uproar over this Judge hiding behind the “white man’s law”, and there are rumours they are planning to carry out punitive raids on rural white farmsteads.

The Stage is Set

The characters are heading into Bear Springs on the Stage from Deadwood – a lawless frontier town that they are happy to be leaving. They are travelling on (or with) the official stagecoach that passes through Bear Springs every Wednesday.

This is a GM’s contrivance, it brings the players into close quarters and facilitates introductions and ensures that all the characters arrive in town together.

Journeys by stagecoach were long, dusty, and hard. Coaches were usually cramped and loaded down with heavy merchandise and luggage; passengers jammed in like sardines. It was not unusual for as many as ten to twelve people to be aboard at one time, some riding up front with the driver and atop the luggage. These crowded conditions required the establishment of company rules; a list of acceptable and unacceptable passenger behaviour while aboard. Such a list is pasted inside the stagecoach (see player handout A). This may prove an initial talking point!

Indian Attack?

After all the introductions and initial bits of business the Stage will come upon the site of an attack on a trail wagon. The stage will arrive too late to do anything, but as they approach the characters will be able to spot a number of riders heading into the hills on horseback. Should the players choose to pursue these riders the stagecoach will not wait and will continue to town without them, the characters will quickly lose track of the fleeing bandits.

The trail wagon is on fire, the man and a woman to whom it presumably belonged are dead. The man died from a single shot to the back of the head, from close range. The woman shows signs of a sexual attack, and there is blood beneath her nails where it looks as though she put up a fight – ultimately she was strangled. There are also the bodies of three Sioux Indians all dead from gunshot wounds – any character who can make a successful Knowin’ check will be suspicious that the Indians seem to have died sometime before the couple on the wagon.

A group of men from Judge Tatum’s posse attacked the wagon, killed the couple and stole what they could find. They left the bodies of the Indians who they had shot earlier that day intending that they should be framed for the attack.

Gunfight

Soon after their arrival in town the characters should be accosted in one of the town’s saloons by a member of the Judges outlaw posse; Sergeant Paul O’Quinn, who currently is three sheets to the wind. O’Quinn has a set of nasty scratches across his face and is shooting his mouth off about how he and his friends – working for Judge Tatum – killed a number of Indians that had attacked a wagon outside of town. The characters should be suspicious of O’Quinn and his story, but however the





meeting goes O'Quinn will start a fight with the characters. The disturbance can be based on mistaken identity, unmistakable identity or just drunken bravado. In any case, one or more of the characters should be called out to the street. Ordinarily, Sergeant O'Quinn has a Shootin' skill of 2, but is at a -1 due to inebriation. Hopefully the character can outdraw O'Quinn. If not, O'Quinn will brazenly call out the other characters, one by one. Any characters killed by O'Quinn can be rerolled and added immediately as new additions to the town, wondering what all the commotion is about. Once O'Quinn is killed, word will get back to Judge Tatum, and his retribution will be swift.

A Group of Unlikely Heroes

The characters (especially anyone responsible for facing down and plugging O'Quinn) will immediately be approached by the Mayor, Marshal Seth Burke, and several prominent local merchants for a meeting in the back room of one of the saloons. The meeting is attended by several townspeople, including some of whom are distressed by the shooting of O'Quinn, thinking Judge Tatum will wreak his vengeance more mightily and by some who behold the characters as their only hope. The barkeep points out a few saloon girls who have been severely roughed up by the Judge and his posse, and the other girls are quick to offer favours to the male characters.

If the characters are reticent, the banker will offer the characters a two pound bar of gold and 10% of the copper harvest for the next year (or as long as they stay). Any characters not swayed by money or revenge will be taunted by other townsfolk saying, "What makes you think THESE guys are good enough to take on the Judge and his posse?" Personal honour can be a very effective motivating factor as can being called a yellow-bellied coward. Finally Marshall Burke will offer to deputise the player characters, thus giving them immunity to prosecution from any events as they unfold with the Judge. "After all," says Burke, "there ain't no stage 'till Wednesday and if you run now they'll just hunt y'all down like dawgs". Once they have agreed, the relieved citizens of Bear Springs will treat the characters like kings.

Should the Players go a Huntin'

At this point it is not impossible that the characters decide to go out and hunt down the Judge, they do after all have some legal right to do so if they have been deputised by Seth Burke. Should they decide to take this course of action then once in the hills they will be discovered by a Sioux scouting party (keeping in mind the local Sioux have been tolerant to date of the inhabitants of Bear springs).

If the characters go trigger-happy and attack the scouts, the scouts will retreat after one exchange of fire – all the scouts are armed with rifles, and more importantly the characters will miss out on some handy info and backup later.

If anyone has a high Talkin' skill, they should be able to communicate fairly comfortably with the Sioux party. Once the scouts are convinced that the characters motives are honourable, they will give out some information. Evidently, they have seen overheard Judge Tatum and his posse discussing their plans to ride into town to deal with the characters. If a gift is given to the scouts, or the characters explain the faked attack on the wagon train by Tatum's men then the scouts will be available later, should the characters need some help in the final fight. If things go badly for our





heroes five braves will ride into town and join the fight – remaining until two or more of their number are killed at which point they will leave as swiftly as they arrived.

When Judgement Comes to Town

At some point later that day two saloon girls will come running to deliver a message: three riders just came into town, and they're looking for the characters responsible for the shooting of Sergeant O'Quinn. The leader of the three riders is Captain Miles Chisolm, Judge Tatum's right hand man. The three members of the Judge's posse have come to size up the opposition and relay a few messages. Firstly, to the town: *"Judge Tatum is disappointed in this act of violence against one of his trusted men, and retribution will be especially harsh this time. Either the townsfolk bring out and hang these men or face the consequences"*. Secondly, to the characters who shot O'Quinn: *"You have transgressed and been sentenced by Judge Tatum and he will see that due sentence is served. If the cowards of this town won't hang you themselves then the Judge will see to it himself"*. If the characters offer no resistance at this point, the riders will leave town.

The Final Showdown:

The Judge and his posse arrive in the late afternoon - dusk is a good backdrop for this kind of showdown. There is really nothing to say except the townsfolk retreat indoors, leaving the characters to face the twenty man posse who come riding in. Each character should be given a climactic opportunity to show his stuff, either by facing down Judge Tatum, or several opponents at once.

If any characters die, rerolled characters can be added as emboldened townspeople. When Judge Tatum and Captain Mitchell are dead, the rest of the gang will lose heart and flee. The characters collect the bounties, and are free to go or stay as heroes.

Into the Sunset:

The game should end as a typical western - the characters (at least a few of them) should continue with their travels, moving on to the next adventure, riding out of town towards Yankton with the Judge and the renegade posse, dead or alive. They get bullets removed and wounds stitched, buy a bottle at the saloon and head off onto the lonesome road.





Player handout A.

WELLS FARGO RULES FOR RIDING THE STAGECOACH

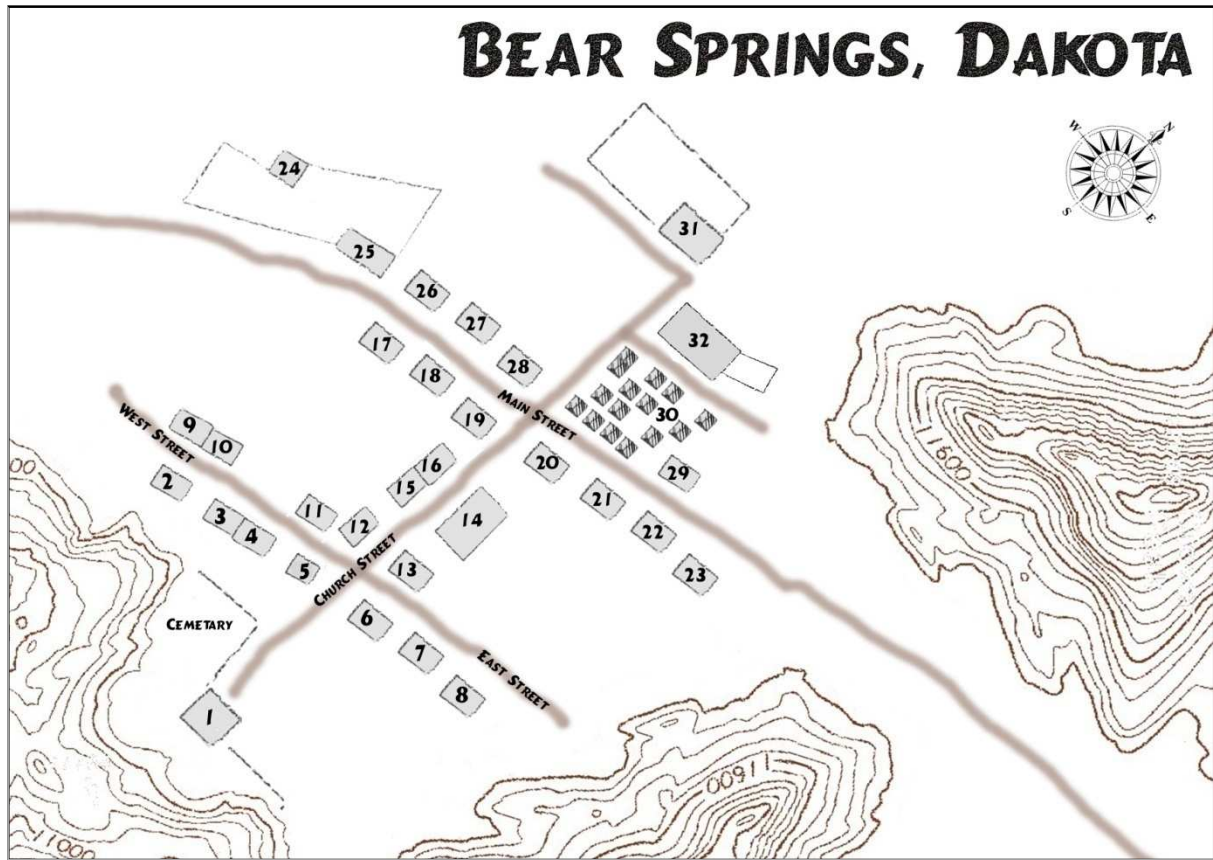
Adherence to the Following Rules Will Insure a Pleasant Trip for All

1. Abstinence from liquor is requested, but if you must drink, share the bottle. To do otherwise makes you appear selfish and unneighborly.
2. If ladies are present, gentlemen are urged to forego smoking cigars and pipes as the odor of same is repugnant to the Gentle Sex. Chewing tobacco is permitted, but spit WITH the wind, not against it.
3. Gentlemen must refrain from the use of rough language in the presence of ladies and children.
4. Buffalo robes are provided for your comfort during cold weather. Hogging robes will not be tolerated and the offender will be made to ride with the driver.
5. Don't snore loudly while sleeping or use your fellow passenger's shoulder for a pillow; he or she may not understand and friction may result.
6. Firearms may be kept on your person for use in emergencies. Do not fire them for pleasure or shoot at wild animals as the sound riles the horses.
7. In the event of runaway horses, remain calm. Leaping from the coach in panic will leave you injured, at the mercy of the elements, hostile Indians and hungry wolves.
8. Forbidden topics of discussion are stagecoach robberies and Indian uprisings.
9. Gents guilty of unchivalrous behaviour toward lady passengers will be put off the stage. It's a long walk back. A word to the wise is sufficient.

Historical note: This list was posted in Silver City's Idaho Hotel stage depot



Appendix 1a – The town of Bear Springs



Key to town buildings

- | | |
|---------------------------------|---|
| 1. Town Church | 18. The Pink House |
| 2. Bear Springs Café | 19. The Eagle Dance Hall |
| 3. Undertaker | 20. Gold Star Saloon |
| 4. Doctor & Dentist | 21. Brooklyn Saloon |
| 5. Patterson's Gun Shop | 22. Pioneer Hotel |
| 6. Newspaper Office | 23. Whiskey Jar Saloon |
| 7. Land Claim Office | 24. Blacksmith |
| 8. Sheriff's Office & Town Jail | 25. Livery & Feed Stable |
| 9. Barber Shop | 26. Stagecoach and Express Office |
| 10. Assay Office | 27. McTavish's Pool Hall |
| 11. Bakery | 28. Imperial Saloon |
| 12. First National Bank | 29. The Orient Saloon |
| 13. Grocery Store | 30. Tent City – Large Tent in the top left is a Restaurant. |
| 14. The Grand Hotel | 31. Cattle Staging Post |
| 15. Dry Goods Store | 32. Overland Freight Office |
| 16. Hardware Store | |
| 17. Longhorn Saloon | |



Appendix 1b – Notable inhabitants of Bear Springs

The profiles below give details of notable inhabitants of Bear Springs, some background, relationships and where pertinent details that link them to the “Hang Them at Bear Springs” scenario. No statistics are supplied for these characters, but for colour a typical quote is provided for each along with their favourite drink.

Marshall Seth Burke

“I say son, that’s not a course of action you want to be takin’ don’t make me fetch my gun”.

Seth burke has been a US Marshall for five years, he came to Bear Springs when he realised that his sight was failing him – looking for a quiet life which it has been until now. Burke knows he is no match for Tatum or any of his posse, but will do all he can, short of getting shot, to help the characters. Marshall Burke can be found in locations 2, 4 or 20. He only drinks milk.

Reverend Cameron McKinley

“And I will plead against him with pestilence and with blood; and I will rain upon him, and upon his bands, and upon the many people that are with him, an overflowing rain, and great hailstones, fire, and brimstone.”

Rev. McKinley is a fire and brimstone, man of the cloth. One of the first settlers in Bear Springs he is a brave man with extreme morals and an uncompromising notion of right and wrong – namely he is right. He will encourage Marshall Burke to deputise the characters if it looks like they will stand up against the Judge and his posse. (If an additional character is needed, reverend McKinley can be played, in very cinematic fashion he will remove his dog collar and get his Winchester rifle from behind the pulpit). The Reverend McKinley will be found either in locations 1, 2 or 9. The reverend will drink whiskey.

Randolph Cummins

“Never work before breakfast; if you have to work before breakfast, eat your breakfast first.”

Randolph is the proprietor of the Bear Springs Café, the food is nothing special, but it is exceptionally clean. The clientele are all the “better members” of the Bear springs community. Randolph is a polite, quietly spoken man whose only topic of conversation is food. Randolph will be found in his café, location 2, or after dark he may be found in location 17 the Longhorn Saloon. Randolph loves the Longhorn Saloon’s “Tiger Spit”.

Clement McTavish (“Old Clem”)

“There’s an old Eee-gyptian proverb: ‘Do not cease to drink beer, to eat, to intoxicate thyself, to make love, and celebrate the good days’ – they were smart folk the Eee-gyptians”.

Old Clem opened the first saloon in Bear Springs, before the acre really got busy. Clem has a passion for playing pool and indeed to this day McTavish’s is the only saloon in the town with a pool table. If anyone can beat Clem at best of three games he insists on buying them drinks all evening. Clem will either be found at location 27, tending bar and playing pool or working off “some stress” at the Pink House, location 18. Clement prefers to drink beer.

Nathan Masterson

“Wealth is power. With wealth many things are possible”.

Nathan Masterson is the wealthiest man in Bear Springs; he owns the Brooklyn Saloon (21), the Imperial Saloon (28), and the Pioneer Hotel (22) where he lives. Masterson loves to keep a hand in his business and will often spend time tending bar although most times the three establishments are managed by his nephews Carl,





Joel and Randy Masterson. After dark Nathan Masterson may be found playing poker in the Pioneer hotel dining room. Nathan prefers to drink sarsaparilla, but will occasionally, for celebrations, have whiskey.

Carl Masterson

"Molly, yew know I love yew..."

Carl Masterson is the youngest nephew of Nathan Masterson and runs the Brooklyn Saloon (21) for his uncle. If he is not at work then he will be at the Pink House spending time with Molly Lampkin with whom, despite her dubious profession, he has become completely smitten. Carl will take a drink of beer.

Joel Masterson

"That's mine, oh, and that's mine as well..."

Joel Masterson is a nephew of Nathan Masterson runs the Imperial Saloon (28), for his uncle. Joel is greedy bad tempered man who is slowly but steadily robbing his uncle and putting aside a nest egg to allow him to open his own place. Despite his nature Joel works hard and rarely ventures far from the saloon. Joel will drink anything that someone else buys...

Randy Masterson

"You'll be payin' in advance for your room."

Randolph "Randy" Masterson is the oldest nephew of Nathan Masterson and runs the Pioneer hotel for his uncle. Randy and his uncle are great friends and they will often be found playing cards together. Randy is hard working and honest, he runs a clean hotel which serves good food and drink. When the characters arrive in town there will be one twin and one single room available at the Pioneer, location 22. Randy doesn't drink.

Travis Speke

"I like it peaceable like..."

Travis Speke came to town about three years ago and quietly worked his claim in the hills, now it is known to be amongst the richest copper mines in the Dakota hills. With his profits he has built and operates the Grand Hotel, (location 14), in Bear Springs. Travis employs a number of experienced miners to work his claim now and spends all of his time at the hotel. Travis is concerned that the Judge and his Posse intend to stay indefinitely in the vicinity of Bear Springs and that their activities are likely to incite the local Sioux Indians which will inevitably be bad for his mining business. The Judge has already attempted to provoke Speke into action by hanging three of his best mine workers, including Michael Nugent the brother of Bill Nugent, one of the player characters. Upon their arrival at Bear Springs there will be three small single rooms available at the grand hotel – recently vacated by the three men murdered by the Judge's posse. Travis Speke will drink whiskey.

Wayne Durango

"Yeehaw!"

Wayne Durango hails from Colorado and has not long been a resident of Bear Springs. He moved here to set up a staging post for cattle drives, with the railroad not yet reaching these parts staging posts like Bear Springs are a welcome respite for cowhands making the long cross country drives, a chance to corral the cattle and rest up in a real town rather than in yet another camp is more than welcome. Wayne also reckons that his staging post will be attractive to the railroad itself when it eventually pushes further into the Dakota territories. The staging post is little more than a livery stable and a number of very large cattle pens, (location 31). Wayne employs eight full time cowhands to help manage the outpost. Wayne's favourite drink is "Panther Piss".





Michael McCreedy & Jancis McCreedy

"Would you be wantin' that sendin' express? Only two bucks extra..."

This husband and wife team of Irish descent operate the overland freight office in Bear Springs, (location 32). Their successful business ships goods to and from all of the major towns and cities within reach by stage or wagon train. An arrangement with the weekly stage makes regular deliveries of smaller packages and items whilst the couple fund and organise larger shipments by wagon train. There is no doubt in anyone's mind that Jancis is the business brain in this organisation, Michael is a quiet but big man whose heavy brows and muscles do not hide his lack of intellect. Nevertheless the couple operate a profitable business without which the other merchants of Bears Springs would struggle. The couple rarely venture from their business and home only infrequently to purchase necessities around town or to attend church on Sunday. They are never seen apart. Neither of the McCreedy's will drink alcohol.

Alastair Patterson

"It'll stop a ragin' bull at fifty paces, ain't no weapon 'fer a woman."

Alastair Patterson is the owner of a Gun Shop, location 5. He is himself an expert marksman and ex soldier, but he is not a brave man and has no intention of becoming embroiled with the Judge and his posse. Patterson will happily sell guns and ammo to the Judge, his men and those that want to kill them. Patterson will not under any circumstance sell weapons to anyone of Indian blood or to women. When his store is closed Patterson can be found playing cards at the Pioneer Hotel, location 22. Alastair will drink bourbon.

Mr Fu

"You want whiskey, go to cheap saloon. You want good Sake, you come to Orient."

Mr Fu is the head of the Chinese community in Bear Springs and the proprietor of the Orient Saloon, the only saloon in town that will serve English speaking Indians and any Chinese. It is also the only place in town that serves Sake, an unusual oriental wine made from rice. Mr Fu also oversees the activities of the "tent city" on the north east side of the town. He collects rents on the lots in the tent city which are homes to many Chinese as well as newly arrived miners or prospectors as well as running the restaurant tent. Mr Fu commands a number of bodyguards all of which are deadly martial artists and who keep the peace in "tent city". Mr Fu knows it is only a matter of time before the Judge and his prejudices are targeted on him and his business activities. Mr Fu will encourage anyone who he thinks may have a chance of seeing off Judge Tatum. Mr Fu can be found either in his saloon, (location 29) or at the restaurant tent in "tent city", (location 30). Mr fu will only drink sake.

Mayor George Wimpey

"I give you my word as a politician..."

Mayor George Wimpey is the first elected mayor of Bear Springs; he is also the manager of the town's only bank, a branch of the First National group. The mayor is desperate for someone to come to town that might be able to rid them of the Judge and his posse. Indeed he has already considered paying a large sum to attract another US Marshall to the area – one who will do something, "not like that old fool burke". As yet he has taken no steps to put such a plan into action. During the day Mayor Wimpey can be found either at the bank, (location 12), or at the café, (location 2). On a Wednesday morning he takes a shave at the barbershop, location 9 and waits to see the stage arrive from deadwood. After dark he has been known to frequent the Pink House, (location 18) and likes to drink in the Brooklyn Saloon, (location 21). The Mayor likes to drink mint juleps.





Peter & Paul Blackstone

"Will you be wantin' a haircut? Or is it a bit more serious?"

It can be slightly disconcerting for newcomers to Bear Springs when the first meet the Blackstone twins, virtually identical the brothers own and run both the Barbers Shop (location 9) and the Undertakers (location 3). Peter and Paul originally came to Bear Springs, like many others, to prospect in the hills but found that they weren't really suited to the hardships of the mining lifestyle. Originally they set up the Barber Shop but as the town grew there became an obvious need for an undertaker. They took on that role as much as a favour to Reverend McKinley as a source of income, but truth be told "Its diversity son; even if you don't want a haircut, you'll be needin' the undertaker one day". The brothers both play a part in each business, helping each other as much as possible. Paul lives in the Undertakers office whilst Peter lives in the Barber Shop. The brothers both like a cold beer.

Catherine Northwood

"What whiskey will not cure, there is no cure for".

Catherine Northwood is the owner and proprietor of the Whiskey Jar Saloon (location 23). The Whiskey Jar stands alone amongst the other saloons in Bear springs, Catherine will not allow any of the towns "loose women" to ply their trade on her premises yet on the other hand they are all welcome to come and spend their money. As such many of the girls fine Catherine's to be a blessed escape. Anyone seen to be "botherin' the lady customers" will be asked to leave – usually at the point of Catherine's shotgun, any girl found to be "hustlin' the male customers" is likely to be thrown out with a good beating.

Catherine is a hard woman who made a living as a scout with the 7th Cavalry for some time. She is strong, has a lightning mind for business and seemingly scared of no one. She doesn't see the judge as a threat to her or her business – but then she "ain't gonna let him nor his ruffians drink here neither". The Whiskey Jar also has the best Piano music in the town and for that reason attracts quite a crowd. After Sundown Luke Parsons, clerk at the Stagecoach Office plays piano for Catherine, she pays him and he makes a modest sum in tips, but he would do it for free being completely smitten and in love with the woman herself. Catherines favourite drink is... Go on, guess.

Lewis & Abigail Warburton

"Abigail, we will be needin' considerably bigger buns!"

Lewis and Abigail run the town Bakery, (location 11). They are a young married couple both from good families in Chicago who decided that they wished to make their own way in the world. They are a naïve couple who, until Judge Tatum arrived in town, have seen little ill in the world and tend to a rose tinted spectacled view of things.

The Bakery has become very popular with many people buying bread and cakes rather than making their own. Recently Lewis has done a deal with both Travis Speke and Nathan Masterson to supply bread and fresh pastries to their hotels. Lewis and Abigail have become firm friends with Travis Speke who admires the idealistic young couple. The Warburton's may be encountered in their store between 7am and 3pm when they close early. They may also be found at church on Sunday (location 1). The Warburton's do not drink.

Madame Jacqueline D'Orre & Her Girls

"Bonjour Monsieur, havin' a good time?"

Jacqueline D'Orre is of French descent; sold into prostitution by a drunken father she has come a long way from those early days of misery. Jacqueline opened the "Pink House" in Bear Springs soon after copper was found in the hills. At that time she had bought herself out of an abusive arrangement with a dance hall owner





in New Orleans and had set off travelling, with nowhere in mind, making money in a variety of establishments on her journey.

The Pink House, (location 18), is superficially very elegant, a passable and chintzy imitation of Victorian and French elegance, the food prepared by the girls in the house is not of the greatest standard and the liquor is watered down and expensive. Prices for a visit to the Pink House are \$2 for a “visit” and \$5 for an “overnight” which includes breakfast with coffee. Almost the entire unmarried population of Bear Springs will visit the Pink House from time to time – business is certainly good.

The girls working at the Pink house are well looked after, Madame D’Orre charges each girl \$20 a week for rent, laundry and doctors visits which are regularly scheduled, beyond that whatever money the girls make they keep. There are currently nine girls working at the Pink House; Bella, Ellie, Sadie, Mattie, Irish Kate, Jenny, Alice, Angeline & Betty. Madame D’Orre ensures that she and all of her girls attend church each Sunday.

Currently Irish Kate is unavailable, she was badly beaten by a drunken Paul O’Quinn and Madame D’Orre is biding her time to find a way to take her retribution. If the characters deal with O’Quinn, they will find that they have a handsome line of credit at the Pink House. The girls and the Madame will drink whatever the “gentlemen want to buy”.

Coop (Cooper) Morgan

“smithin’ requires a mathematical brain and a keen eye rather than strength”.

Coop Morgan is the blacksmith in Bear Springs (location 24) - he is not a particularly large man, but is perfectly capable of the long hours of hard labour his job requires. Coop is a quiet sort who tends to keep himself to himself, but when interrupted during working hours he can be somewhat cranky. Coop takes great pride in his work, often charging less than he should if he feels it is appreciated. Coop doesn’t drink; he finds it disagrees with his constitution!

Kit Fielding

“Them injun’s damn near had my scalp, if I had’na been so quick witted...”

Kit Fielding owns the Gold Star Saloon (location 20). He came to Bear Springs a few years back, claiming to have been chased out of a town ‘far away’ by Cheyenne Indians, but anyone who gets to know Kit will soon realise that this may just be another of his fantasies. Despite being able to lie too quickly for comfort, Kit is a nice, respectable member of the community and is willing to help anyone who is in real need. Kit will drink whiskey, preferably “Red Dog”.

Daniel & Lee Tyler

“We came to Bear Springs to open a bar”

“We actually came to start a business”

“Yeah that’s what I said, we came to start a bar business...”

Dan and Lee Tyler are brothers, both tall and imposing, but really quite friendly. They bought the Longhorn Saloon (location 17) when they came to Bear Springs. They started working nearby as Cowhands, but soon fell in love with the town, deciding eventually to start out a business there – and so, the Longhorn Saloon was born. Dan is the more serious of the two brothers. He works hard and is well-known for being able to make the best ‘Tiger Spit’ in town. Lee, despite being the older of the brothers, is often found sitting with regulars, playing cards, or ‘acquainting himself’ with the ladies. Dan doesn’t drink; he leaves that to his brother who likes nothing more than a cool beer.





Doc Crockett Brady

"I've never done this before, but I'm sure it's a piece of pie",

Doc Brady is Bear Spring's Doctor/Dentist (location 4) and is, in a nutshell, a terrifying man. He is not intentionally scary, but with his wildly unkempt hair, often bloodstained clothing and common exclamations of surprise that his cures are working, people just try to avoid him. Recently, Doc Crockett has been debating retirement, and with incredible support from the entire community, has decided on just that. He is now waiting for his replacement to arrive before he hangs up his bone saw. The doc has been known to mix his own cocktails – many include the use of medicinal alcohol!

Annie & "Mister" (Emmet) O'Neal

"She didn't... did she? Noooo..."

"Woman – hush your gossipin'".

Emmet O'Neal started up the Grocery Store (location 13) with the proceeds from the Hardware Store (location 16), which his wife, Annie, now runs for him. He is a short, stocky man with a large, greying handlebar moustache. He is not a popular figure in town because he alone appears eager to please the Judge and his posse who seem to do a lot of business in his store. Emmet drinks cheap whiskey.

Annie O'Neal co-owns of Bear Spring's Hardware Store (location 16) with her husband, Emmet. She is a hopeless gossip and will often give discounts to anyone who can tell her something interesting. Anyone trying to buy anything in the hardware store will have to pay almost double what you might in a normal store unless they have a little titbit of information for Annie. Recently, her topic of discussion has been Irish Kate – one of Madame D'Orre's "girls" and a "bosom friend" of Annie's. Annie doesn't drink.

Jack Taggart

"Break it up lads or I'll be bashin' yer heads together"

Jack Taggart owns the town's Dry Goods Store (location 15) and is a popular figure in Bear Springs. He is a fair man, who is always helping the sheriff or splitting up fights – being a general peacemaker. He is not happy with the Judge trying to anger the Sioux Indians and resents people like Emmet O'Neal who are constantly "Kissin' butt". He is willing to help anyone who decides to stand up in Bear Springs' name and oppose the Judge and his posse, but will not, for the sake of his family and shop, openly support anyone doing so. Jack doesn't drink alcohol, but always seems to have a cup of coffee with him.

Carey Taggart

"But Dad...."

Carey Taggart is Jack's teenage son. He is very headstrong and independent. Recently, Carey and his father have been arguing about Carey's decision to work for "Mister" O'Neal. The arguments ended when Carey left home and moved his belongings into a room at the Pioneer Hotel. Should anyone wish to speak to Carey, this is where you will find him. Carey has taken to drinking beer, but he finds it leaves him rather heavy headed the next day.

John "Moneybags" Mackie

"I say if John Mackie can't do it for you, no one can, yes sirree just let the boy know what you'll be needin'"

John Mackie runs the Assay Office (location 10) and is possibly the most unpopular man in town. John is well known for giving miners less than they deserve for the amount of ore they obtain, and he seems to do quite





nicely for himself. Some, including Travis Speke, suspect that Mackie has purposely underestimated the value of some miner's claims that he has been asked to assay, in order to then buy them out cheaply – although this is just rumour John does own three claims which he pays to have mined. He is a self-proclaimed “businessman and entrepreneur” and seems very much out of place in Bear Springs, wandering around in an English-style suit, complete with a bowler hat and long sideburns. When not in the Assay Office, ‘Moneybags Mackie’ spends a lot of time in the Pink House (location 18) and the Gold Star Saloon (location 20). John will drink anything that is seen as extravagant, wines – on occasion even champagne.

Buck Lowe

“Would you mind if I just wrote that down?...”

Buck Lowe operates Bear Spring's Newspaper Office (location 6). He makes sure that The Bear Springs Gazette is fit for release every Saturday and can often be seen dashing about town with his arms full of papers, notes and interviews he has just gathered. Buck is an amiable character, but he is always too busy to be of any real use. As well as running the paper, he does any printing that needs doing, such as wanted posters for the Marshal or advertisements, menus and such for local businesses. Buck only ever drinks water, but insists on having it served in a beer glass.

Eugene Hollister

“By the Lord Harry, that's just not cricket”

Eugene Hollister oversees all activity at the Stagecoach and Express Office (location 26). Unlike the self styled John Mackie, he is a real English businessman, strict on principles and good at what he does. He sees the Judge's presence in Bear Springs as a temporary annoyance to be tolerated as best as possible and will not have anything to do with conspiracies against the Judge or his posse. Hollister is hard to impress and he works all of his employees to the highest standard possible. Eugene will drink whiskey, but only if it is Scottish whiskey.

Luke Parsons

“plinkity plonk... doh dah day... dum, dee-dum... doooh!”

Luke Parsons is a clerk at the Stagecoach and Express Office (location 26). He is quiet man, who obviously does not enjoy his work too much. After work every night, Luke goes to the Whiskey Jar Saloon (location 23) to play the piano for Catherine Norwood, who he is very obviously in love with. Luke is not particularly bothered by the Judge and his posse being in Bear Springs and cannot quite work out what all the fuss is about. Luke doesn't really like alcohol, but has taken to drinking the odd glass of whiskey in an attempt to impress Catherine.

Dana White

“Now Children, altogether, Good Morning Mayor”

Dana White started out as a dancer in Nevada, but she soon realised an ambition to open a dance hall of her own. After years of saving, she moved into Bear Springs and opened the Eagle Dance Hall (location 19). The Eagle Dance Hall only opens during the evenings and not at all on a Sunday when Dana can be found in Church (location 1) on a morning and evening. It attracts quite a crowd every Saturday night, both locals and visitors, who are guaranteed to have a good night out. Dana runs a very wholesome establishment, no drunkenness or lewdness is tolerated and you are as likely to find people drinking tea as you are whiskey. During the week Dana runs a school for the town's children in the dance hall focussing on the “three R's” but with “a little bit of dancin' thrown in”. “Miss White” is very popular with the children. Dana doesn't drink.





Thomas Norton

"Do you remember, Coop? When I was a nipper..."

Thomas Norton runs the Livery and Feed Stable (location 25). He is a long term friend of Coop Morgan, the blacksmith and they are often seen together about town, joking about "old times". Norton is a hopeless optimist and is always cheerful and polite. He can be trusted with close to anything and any horse entrusted to him for any period of time will always be returned in perfect condition, sometimes with new shoes, courtesy of Coop Morgan, and always glowing with health. He has hired a young man from Fairmont, Brandon Lazarus, to help out with the horses. Thomas will enjoy a beer or two with company.

Brandon Lazarus

"The ladies love me; they want to hug me... they want to kiss me... they want to marry me..."

Brandon Lazarus works as a stable hand at the Livery Stable (location 25), under the employ of Thomas Norton. Brandon is a bit of a ladies' man, and he is always boasting of how he doesn't need to go to "wastin' his money at the Pink House for some lovin'". He has always fancied himself as more than a stable hand and has contemplated throwing in with the Judge and his posse. Wisely though, Brandon has decided to watch how the Judge handles situations from afar before joining his ranks. Brandon likes to drink red dog whiskey.

David (Professor) Hodgeson

"When I was presented with my Professorship my father was so proud."

Prof. Hodgeson operates the Land Claims Office (location 7). He claims to be a professor from some place or another, he's always very vague about where and seems to have lost his certificate whenever anyone is interested enough to want to actually see it. This is only unusual because "The Prof." is so careful about storing important papers for future reference. However careful the Professor is about storing important papers, he isn't that careful about their safety after they have been stored and his door is often left unlocked. David likes to drink Mint Juleps which he feels make him look sophisticated.

Appendix 2 – The Judge and his Posse

Judge Louis "Shotgun" Tatum

- STURDINESS 2 / Shootin' 1 Fightin' 1
- PURDINESS 2 / Posin' 1
- CRAFTINESS 2 / Ridin' 1 Runnin' 1
- BRAINS 3 / Thinkin' 1 Knowin' 2 Talkin' 2
- BLOOD 18, UMMPH 15
- Shotgun (10 damage +1 Shootin'), Sixgun (8 damage)

Judge Tatum was for many years a fine upstanding honest US Marshall; he was responsible for bringing down all kinds of murderers, robbers and thugs. Eventually he was made a US Federal Judge and continued his work, moving from town to town, city to city wherever he was needed to preside over complex legal cases. Three years ago the Judge himself was a victim of a crime, the stage on which he, his wife and their child were travelling was held up by bandits. The judge survived but his family were slaughtered before his eyes. After this horrible affair the Judge became manically depressed, he hunted down the killers and killed them in cold blood, he also killed their families. Since then the Judge has been on a rampage of vigilante justice and self destruction. Subconsciously he yearns for the lawman who will bring him down, but he won't go without a fight and in the meantime anyone who even looks like they "might" break the law needs to feel the wrath of Judge Tatum's special brand of justice.





Captain Miles Chisholm

- STURDINESS 2 / Drinkin' 1 Shootin' 3 Fightin' 2
- PURDINESS 1
- CRAFTINESS 2/ Ridin' 2
- BRAINS 1/ Thinkin' 1
- BLOOD 18, UMMPH 20
- Sixgun (8 damage), Rifle (12 damage)

Miles Chisholm served with the 7th cavalry under Custer; he was dismissed from service for corruption. His favourite scam was to charge new recruits to keep them “safe from the rowdier elements” by which he meant his own gang of thugs led by Sergeant O’Quinn. Chisholm was also suspected of theft of weapons and intent to supply the natives, but this was never proven – in the end enough was enough and he was discharged. Since then he has gathered a group of men around him, misfits and thieves and they have wreaked havoc across the Midwest. Eventually Chisholm met up with Judge Tatum and the pair complements each other in so much as Chisholm feeds the judges self destructive streak.

Sergeant Paul O’Quinn

- STURDINESS 2 / Shootin' 2 Fightin' 1
- PURDINESS 1
- CRAFTINESS 2 / Ridin' 1
- BRAINS 1
- BLOOD 14, UMMPH 15
- Sixgun (8 damage)

O’Quinn is a braggart and a bully. He takes every opportunity to assert his authority over those that are weaker than he. During his time with the cavalry O’Quinn made his way to sergeant by lying, stealing, cheating, and any other way he could. The only man he has ever been entirely honest or loyal to is “the Cap’n – Mr Chisholm”.

O’Quinn has two weaknesses, women and drink and when the opportunity to combine both presents itself he is a danger to all. Oftentimes he will be so drunk that he is hopeless with the women and takes it out on them in a violent manner. O’Quinn is no stranger to rape and has abused his authority numerous times to this end. Players Characters should be in no mind as to how despicable Q’Quinn truly is.

Posse Member – Type 1 (10 Men)

- STURDINESS 2 / Shootin' 1 Fightin' 1
- PURDINESS 1
- CRAFTINESS 1 / Ridin' 1
- BRAINS 1
- BLOOD 14, UMMPH 15
- Sixgun (8 damage), Rifle (12 damage)

Posse Member – Type 2 (5 Men)

- STURDINESS 2 / Shootin' 2 Fightin' 2
- PURDINESS 1
- CRAFTINESS 1 / Ridin' 1
- BRAINS 2 / Thinkin' 1
- BLOOD 18, UMMPH 20
- Rifle (12 damage), Sixgun (8 damage)





Posse Member - Type 3 (5 Men)

- STURDINESS 2 / Shootin' 2
- PURDINESS 1
- CRAFTINESS 2/ Ridin' 1
- BRAINS 1
- BLOOD 16, UMMPH 10
- Two Sixguns (8 damage each)





Appendix 3 – Using Whitewash City Floorplans

The following table relates the buildings shown on the Bear Springs street map to the Whitewash City building numbers and allows you to use the floor plans, or indeed to build your own scale model of Bear Springs. For those unfamiliar with the Whitewash City PDF models please visit <http://www.erichotz.com/whitewash.html> for full details and to download a free sample model and floor plan.

Location	Bear Springs Name	Whitewash City Product Id#	Whitewash City Model Used (if different)
1	Town Church	2529	
2	Bear Springs Café	2506	Whitewash City Café
3	Undertaker	2514	
4	Doctor & Dentist	2515	
5	Patterson's Gun Shop	2520	
6	Newspaper Office	2523	
7	Land Claim Office	2523	
8	Sheriff's Office & Town Jail	2510	
9	Barber Shop	2517	
10	Assay Office	2517	
11	Bakery	2504	
12	First National Bank	2511	
13	Grocery Store	2521	
14	The Grand Hotel	2509	
15	Dry Goods Store	2507	
16	Hardware Store	2508	
17	Longhorn Saloon	2512	
18	The Pink House	2545	
19	The Eagle Dance Hall	2500S2	Imperial Saloon (Free Sample)
20	Gold Star Saloon	2505	
21	Brooklyn Saloon	2519	
22	Pioneer Hotel	2502	
23	Whiskey Jar Saloon	2535	Saloon ("Zangs" Beer)
24	Blacksmith	2518	
25	Livery & Feed Stable	2516	
26	Stagecoach and Express Office	2540	
27	McTavish's Pool Hall	2534	
28	Imperial Saloon	2500S2	
29	The Orient Saloon	2528	
30	Tent City - Large Tent in the top left is a Restaurant.	2532	Tent Set #1
31	Cattle Staging Post	2516	Livery & Feed Stable
32	Overland Freight Office	2537	

Appendix 4 – Pre-Generated Characters

What follows are eight characters for use with “Sixgun the game of the Western” that have been created with the “Hang them at Bear Springs” scenario in mind. The scenario ideally needs a minimum of four players and the GM is urged to use the remainder as NPC’s to bolster the ranks if need be. The marsh brothers would be the easiest to omit completely if need be and only the Prospector - Bill Nugent has any implicit links to the plot of the scenario. The pregenerated characters can be downloaded from www.miskatonic.co.uk as ready to print PDF files, as can a similarly formatted blank character sheet which you may find useful.



SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS

DRINKIN'

FIGHTIN'

SHOOTIN'

PURDINESS

DRESSIN'

POSIN'

SEDUCIN'

CRAFTINESS

DANCIN'

FIXIN'

GAMBLIN'

PERFORMIN'

RIDIN'

ROPIN'

RUNNIN'

BRAINS

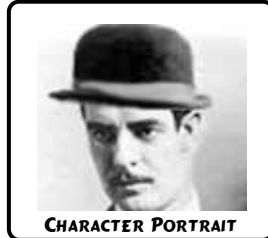
KNOWIN'

READIN'

TALKIN'

THINKIN'

SKILL CHECKS:
ROLLING A 1 IS ALWAYS A SUCCESS,
WHILE ROLLING A 6 IS ALWAYS A
FAILURE.



NOTORIETY

GUTS

PRESENCE

UMMPH

BLOOD

CHARACTER PTS

NOTES

ALLAN WEBSTER - WRITER

ALLAN IS HERE IN THE US FROM HIS NATIVE ENGLAND TO "SOAK UP THE ATMOSPHERE" TO WRITE ABOUT INDIAN BRAVES, GUNFIGHTS, CATTLE DRIVES AND FANCY WOMEN. ALLAN IS WORKING HIS WAY ACROSS THE COUNTRY COLLECTING TALES AND STORIES AS HE GOES. ALLAN HAS A VERY ENGLISH ACCENT AND WEARS A BOWLER HAT. OFTEN TREATED AS A FOOL, WHICH HE MOST CERTAINLY IS NOT. ALLAN IS A TRULY EXCELLENT SHOT WITH A RIFLE.

QUOTE:

"USED TO SHOOT RABBITS ON THE FARM BACK HOME. THEY ARE QUITE SMALL AND JOLLY QUICK, YOU KNOW".

WEAPON		DAMAGE AT RANGE
SPENCER REPEATING RIFLE		12
CLOSE (0) 25YDS MEDIUM (-1) 100YDS LONG (+1) 400YDS		

ARMOUR						
HIT LOCATION	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	0	0	0	0	0

SHOT TRACKER

SHOTS FIRED

SHOTS FIRED

TOTAL AMMO

GENERAL EQUIPMENT	
WOOL SUIT, COTTON SHIRT, BOWLER HAT, \$100 IN READY CASH	
BOX ONE HUNDRED (100) .56 COPPER TIPPED SPENCER CARTRIDGES	

SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS 2

DRINKIN' 1

FIGHTIN' -1

SHOOTIN' 2

PURDINESS 2

DRESSIN' 1

POSIN'

SEDUCIN' -1

CRAFTINESS 3

DANCIN'

FIXIN' 1

GAMBLIN' 2

PERFORMIN' 1

RIDIN' -1

ROPIN' -2

RUNNIN' 1

BRAINS 3

KNOWIN' 1

READIN'

TALKIN' 2

THINKIN' 1

SKILL CHECKS:
ROLLING A 1 IS ALWAYS A SUCCESS,
WHILE ROLLING A 6 IS ALWAYS A
FAILURE.



CHARACTER PORTRAIT

NOTORIETY 3

GUTS 5

PRESENCE 4

UMMPH 5

BLOOD 12

CHARACTER PTS

NOTES

DANIEL MCCOY - PROFESSIONAL GAMBLER AND CHANCER.

DAN WILL BET ON ANYTHING. HIS PREFERRED GAME IS POKER, BUT HE IS AS LIKELY TO BET ON WHETHER A MAN AT THE BAR HAS THREE DRINKS BEFORE HE LEAVES OR ON THE NUMBER OF TINS OF BEANS IN THE LOCAL STORE AS ANYTHING ELSE.

DAN WAS PRETTY MUCH RUN OUT OF DEADWOOD FOR BEING TOO SUCCESSFUL WITH HIS GAMBLING.

QUOTE:

"TWO PAIRS, GENTS, ACES AND EIGHTS - MY FAVOURITE HAND. THERE OUGHT TO BE A SPECIAL NAME FOR A HAND LIKE THAT".

WEAPON		DAMAGE AT RANGE
COLT NEW MODEL ARMY MODEL 1873 SHERRIF'S DEFENDER		10
CLOSE (-1) 10YDS MEDIUM (0) 20YDS LONG (+1) 70YDS		
REMINGTON "DD" DOUBLE DERRINGER		9
CLOSE (-1) 2YDS MEDIUM (0) 4YDS LONG (+1) 8YDS		
BIG HUNTIN' KNIFE (+1 FIGHTIN')		3

ARMOUR						
HIT LOCATION	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	2	0	0	0	0

SHOT TRACKER

1
2
 6 SHOTS FIRED 3
5
4

1
2
 6 SHOTS FIRED 3
5
4

TOTAL AMMO

GENERAL EQUIPMENT	
COTTON SHIRT, COTTON JEANS, STETSON (BURGUNDY) \$1200 IN READY CASH.	
THIRTY (30) ROUNDS .45 AMMO FOR PISTOL.	
TEN (10) ROUNDS .41 AMMO FOR DERRINGER.	

SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS 2

DRINKIN'

FIGHTIN' 1

SHOOTIN' 2

PURDINESS 3

DRESSIN'

POSIN' -1

SEDUCIN' 1

CRAFTINESS 1

DANCIN' 1

FIXIN' 2

GAMBLIN'

PERFORMIN'

RIDIN' 1

ROPIN' 1

RUNNIN' 2

BRAINS 2

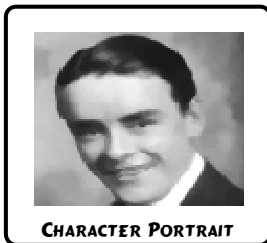
KNOWIN' -1

READIN'

TALKIN' 1

THINKIN' 1

SKILL CHECKS:
ROLLING A 1 IS ALWAYS A SUCCESS,
WHILE ROLLING A 6 IS ALWAYS A
FAILURE.



NOTORIETY 1

GUTS 3

PRESENCE 4

UMMPH 15

BLOOD 10

CHARACTER PTS

NOTES

ELIJAH MARSH - COWHAND

ELI IS THE YOUNGEST OF THE THREE MARSH BROTHERS.
HE IS SLIGHT OF BUILD, GOOD LOOKING AND LOVES THE
LADIES - ALL OF THEM... ALL THE TIME...
ELI HAS WORKED OUT HOWEVER THAT HE DOESN'T GET
ON TOO WELL WITH THE HUSBANDS.
ELI ISN'T REALLY A FIGHTIN' KIND OF GUY, BUT HE DOES
HANDLE A SIXGUN WELL AND IS CERTAINLY NO COWARD.

QUOTE:

"HOW WAS I 'SPOSED TO KNOW SHE WAS MARRIED?"

WEAPON		DAMAGE AT RANGE
COLT MODEL 1877 DOUBLE ACTION "LIGHTNING"		8
CLOSE (-1) 6YDS MEDIUM (0) 15YDS LONG (+1) 50YDS		
HUNTIN' KNIFE		3

ARMOUR						
HIT LOCATION	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	1	1	1	2	2

SHOT TRACKER

6 1
5 **SHOTS FIRED** 2 3
4
6 1
5 **SHOTS FIRED** 2 3
4

GENERAL EQUIPMENT

DENIM SHIRT. COTTON JEANS. LEATHER CHAPS. STETSON (CREAM) \$20 IN READY CASH.
THIRTY (30) ROUNDS .38 AMMO FOR PISTOL.

TOTAL AMMO

SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS

DRINKIN'

FIGHTIN'

SHOOTIN'

PURDINESS

DRESSIN'

POSIN'

SEDUCIN'

CRAFTINESS

DANCIN'

FIXIN'

GAMBLIN'

PERFORMIN'

RIDIN'

ROPIN'

RUNNIN'

BRAINS

KNOWIN'

READIN'

TALKIN'

THINKIN'

SKILL CHECKS:
ROLLING A 1 IS ALWAYS A SUCCESS,
WHILE ROLLING A 6 IS ALWAYS A
FAILURE.



CHARACTER PORTRAIT

NOTORIETY

GUTS

PRESENCE

UMMPH

BLOOD

CHARACTER PTS

NOTES

JOSHUA MARSH - COWHAND

JOSH IS THE MIDDLE OF THE THREE MARSH BROTHERS. HE IS WELL BUILT, BIG, STRONG AS AN OX AND OF A QUIET NATURE. SOME MIGHT EVEN DESCRIBE JOSH MARSH AS A SHY MAN, BUT THAT IS ALL JUST ON THE SURFACE- ONCE JOSH KNOWS YOU HE HAS A GREAT SENSE OF HUMOR AND IS EXTREMELY LOYAL AND HONEST. JOSH LIKES TO READ THE FAMOUS DIME NOVELS AND DAYDREAMS OF RIDING WITH WILD BILL HICOCK TO THE RESCUE OF SOME UNDESERVING TOWN.

QUOTE:

"RIDIN' INTO THE SUNSET... ME AND WILD BILL."

WEAPON	DAMAGE AT RANGE
COLT MODEL 1877 DOUBLE ACTION "LIGHTNING"	8
CLOSE (-1) 6YDS MEDIUM (0) 15YDS LONG (+1) 50YDS	
HUNTIN' KNIFE	3

HIT LOCATION	ARMOUR					
	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	1	1	1	2	2

SHOT TRACKER

6 SHOTS FIRED 3

 6 SHOTS FIRED 2

GENERAL EQUIPMENT

DENIM SHIRT, COTTON JEANS, LEATHER CHAPS, STETSON (BROWN) \$35 IN READY CASH.
THIRTY (30) ROUNDS .38 AMMO FOR PISTOL.

TOTAL AMMO

SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS

DRINKIN'

FIGHTIN'

SHOOTIN'

PURDINESS

DRESSIN'

POSIN'

SEDUCIN'

CRAFTINESS

DANCIN'

FIXIN'

GAMBLIN'

PERFORMIN'

RIDIN'

ROPIN'

RUNNIN'

BRAINS

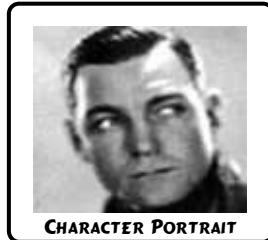
KNOWIN'

READIN'

TALKIN'

THINKIN'

SKILL CHECKS:
ROLLING A 1 IS ALWAYS A SUCCESS,
WHILE ROLLING A 6 IS ALWAYS A
FAILURE.



NOTORIETY

GUTS

PRESENCE CURRENT MAX

UMMPH CURRENT MAX

BLOOD CURRENT MAX

CHARACTER PTS

NOTES

JEBEDIAH MARSH - COWHAND

JEB IS THE OLDEST OF THREE BROTHERS WHO HAVE DECIDED THAT FARMING AIN'T FOR THEM ANYMORE. THE BOYS LEFT HOME AFTER THEIR MOTHER WAS HUNG FOR THE MURDER OF THEIR HARD DRINKIN FATHER. JEB HAS ALWAYS BEEN THE BIG BROTHER - LOOKING AFTER EVERYONE ELSE. HE'S TOUGH BUT FAIR, VERY SELF CONFIDENT AND KNOWS HOW TO LOOK AFTER HIMSELF.

QUOTE:

"NOW CALM DOWN OR I'LL KNOCK YOUR HEADS TOGETHER"

WEAPON		DAMAGE AT RANGE
COLT MODEL 1877 DOUBLE ACTION "LIGHTNING"		8
CLOSE (-1) 6YDS MEDIUM (0) 15YDS LONG (+1) 50YDS		
HUNTIN' KNIFE		3

ARMOUR						
HIT LOCATION	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	1	1	1	2	2

SHOT TRACKER

6 SHOTS FIRED 3

 6 SHOTS FIRED 2

GENERAL EQUIPMENT

DENIM SHIRT. COTTON JEANS. LEATHER CHAPS. STETSON (BLACK) \$75 IN READY CASH.
THIRTY (30) ROUNDS .38 AMMO FOR PISTOL.

TOTAL AMMO

SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS 2

- DRINKIN'
- FIGHTIN' 1
- SHOOTIN' 1

PURDINESS 2

- DRESSIN' 1
- POSIN' 1
- SEDUCIN' -1

CRAFTINESS 2

- DANCIN' -1
- FIXIN' 3
- GAMBLIN' -1
- PERFORMIN' 1
- RIDIN'
- ROPIN'
- RUNNIN'

BRAINS 3

- KNOWIN' 1
- READIN' 1
- TALKIN' 1
- THINKIN' 1

SKILL CHECKS:
 ROLLING A 1 IS ALWAYS A SUCCESS.
 WHILE ROLLING A 6 IS ALWAYS A FAILURE.



CHARACTER PORTRAIT

NOTORIETY 1

GUTS 4

PRESENCE CURRENT MAX 6

UMMPH CURRENT MAX 15

BLOOD CURRENT MAX 13

CHARACTER PTS

NOTES

HESTON "DOC" BLAKE - DOCTOR

WELL, TO BE MORE ACCURATE YOUR UNCLE WAS A DOCTOR. YOU USED TO SWEEP THE FLOOR IN THE BARBERSHOP AS A KID. BUT, WHEN YOUR UNCLE DIED YOU DECIDED TO TAKE THE TWO STEPS NECESSARY TO BECOME A DOCTOR. FIRST, YOU LEFT TOWN AND SECOND YOU STARTED CALLING YOURSELF DOCTOR BLAKE.

SINCE YOU STARTED DRESSIN' GOOD AND CALLIN' YOURSELF DOCTOR BLAKE YOUR LIFE HAS SERIOUSLY IMPROVED. THIS IS DEFINITELY THE LIFE FOR YOU.

QUOTE:

"THIS IS PROBABLY GONNA HURT YOU MORE THAN IT WILL ME"

WEAPON		DAMAGE AT RANGE
SMITH & WESSON MODEL NO. 3 "AMERICAN" .45 REVOLVER		10
CLOSE (-1) 10YDS MEDIUM (0) 25YDS LONG (+1) 75YDS		
KNIFE		2

ARMOUR						
HIT LOCATION	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	0	0	0	0	0

SHOT TRACKER

1
6 2
 SHOTS FIRED 3
5 4

1
6 2
 SHOTS FIRED 3
5 4

TOTAL AMMO

GENERAL EQUIPMENT	
COTTON SHIRT, COTTON JEANS, STETSON (DARK BROWN) \$45 IN READY CASH.	
THIRTY (30) ROUNDS .45 SMITH & WESSON AMMO FOR PISTOL - (NOTE: COLT ROUNDS DO NOT FIT).	

SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS

DRINKIN'

FIGHTIN'

SHOOTIN'

PURDINESS

DRESSIN'

POSIN'

SEDUCIN'

CRAFTINESS

DANCIN'

FIXIN'

GAMBLIN'

PERFORMIN'

RIDIN'

ROPIN'

RUNNIN'

BRAINS

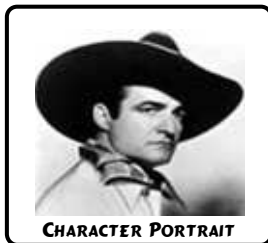
KNOWIN'

READIN'

TALKIN'

THINKIN'

SKILL CHECKS:
ROLLING A 1 IS ALWAYS A SUCCESS,
WHILE ROLLING A 6 IS ALWAYS A
FAILURE.



CHARACTER PORTRAIT

NOTORIETY

GUTS

PRESENCE

UMMPH

BLOOD

CHARACTER PTS

NOTES

MAXWELL RYDE - EX LAWMAN

EVERYWHERE THAT MAX SEEMS TO GO HE ENDS UP AS A LAWMAN; SHERRIF, MARSHALL, DEPUTY - IT SEEMS LIKE A CURSE SOMETIMES. BUT YOU GUESS ITS JUST THAT OVER DEVELOPED SENSE OFRIGHT AND WRONG BUBBLING TO THE TOP.

MAX IS LOOKIN' FOR A QUIET LIFE, SETTLE DOWN , MAYBE MARRY A PLAIN LOOKIN' GIRL AND HAVE SOME UGLY KIDS. BE OBSCURE, UNKNOWN, GROW OLD SLOWLY...

IT AIN'T NEVER GONNA HAPPEN MAX...

QUOTE:

"SON, AS FAR AS YOU ARE CONCERNED I AM THE LAW".

WEAPON		DAMAGE AT RANGE
COLT NEW MODEL ARMY .45 PEACEMAKER (MODEL P)		10
CLOSE (-1) 10YDS MEDIUM (0) 25YDS LONG (+1) 75YDS		
WINCHESTER MODEL 1873 REPEATING RIFLE		9
CLOSE (0) 25YDS MEDIUM (-1) 100YDS LONG (+1) 200YDS		
HUNTIN' KNIFE		3

ARMOUR						
HIT LOCATION	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	2	0	0	1	1

SHOT TRACKER

SHOT TRACKER

6 1 2
5 SHOTS FIRED 3
4

6 1 2
5 SHOTS FIRED 3
4

GENERAL EQUIPMENT

DENIM JEANS, LEATHER WAISTCOAT, STETSON (WHITE), \$55 IN READY CASH.

FORTY EIGHT (48) ROUNDS .45 AMMO FOR PISTOL.

FIFTY (50) ROUNDS .44-40 AMMO FOR WINCHESTER RIFLE.

TOTAL AMMO

SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS

DRINKIN'

FIGHTIN'

SHOOTIN'

PURDINESS

DRESSIN'

POSIN'

SEDUCIN'

CRAFTINESS

DANCIN'

FIXIN'

GAMBLIN'

PERFORMIN'

RIDIN'

ROPIN'

RUNNIN'

BRAINS

KNOWIN'

READIN'

TALKIN'

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SKILL CHECKS:
ROLLING A 1 IS ALWAYS A SUCCESS.
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CHARACTER PORTRAIT

NOTORIETY

GUTS

PRESENCE

UMMPH

BLOOD

CHARACTER PTS

NOTES

WILLEMENA "WILLY" COOGAN - BOUNTY HUNTER

WHEN WILLY WAS THREE HER DADDY TAUGHT HER HOW TO SHOOT. AT FIVE HE BOUGHT HER FIRST GUN. WHEN SHE WAS TEN A GROUP OF WANTED OUTLAWS KILLED HER DADDY AND STOLE HIS CATTLE. WHEN SHE WAS ELEVEN SHE GUNNED DOWN ALL SIX OF THEM AND COLLECTED THE REWARDS. NOW WILLY IS TWENTY ONE AND HAS BOUGHT A NEW GUN... BEAR SPRINGS SOUNDS LIKE A QUIET PLACE TO SETTLE DOWN. WILLY HAS ALWAYS DRESSED LIKE A MAN, LONG LEATHER DUSTER, BIG HAT. MAYBE IN BEAR SPRINGS SHE CAN RELAX A LITTLE AND BUY A DRESS?

QUOTE:

"EXCUSE ME BUT IS THAT A PRICE ON YOUR HEAD?"

WEAPON		DAMAGE AT RANGE
COLT MODEL 1877 DOUBLE ACTION LIGHTNING		8
CLOSE (-1) 6YDS MEDIUM (0) 15YDS LONG (+1) 50YDS		
REMINGTON MODEL 1874 DOUBLE BREECH-LOAD SHOTGUN		10/8/9
CLOSE (-1) 10YDS MEDIUM (0) 40YDS LONG (+1) 100YDS		

ARMOUR						
HIT LOCATION	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	2	2	2	2	2

SHOT TRACKER

6 SHOTS FIRED 3

 6 SHOTS FIRED 3

GENERAL EQUIPMENT

LONG LEATHER COAT (DUSTER), STETSON. \$10 IN READY CASH.

THIRTY (30) ROUNDS OF AMMO FOR PISTOL

THIRTY (30) 12 GAUGE CARTRIDGES FOR SHOTGUN

TOTAL AMMO

SIX GUN™

THE GAME OF THE WESTERN

SKILLS & STATISTICS

STURDINESS 3

DRINKIN'

FIGHTIN' 1

SHOOTIN' 1

PURDINESS 1

DRESSIN'

POSIN'

SEDUCIN'

CRAFTINESS 3

DANCIN'

FIXIN'

GAMBLIN' 2

PERFORMIN'

RIDIN' 1

ROPIN'

RUNNIN'

BRAINS 1

KNOWIN'

READIN'

TALKIN'

THINKIN' 1

SKILL CHECKS:
ROLLING A 1 IS ALWAYS A SUCCESS,
WHILE ROLLING A 6 IS ALWAYS A
FAILURE.



CHARACTER PORTRAIT

NOTORIETY 0

GUTS 6

PRESENCE 4

CURRENT MAX

UMMPH 20

CURRENT MAX

BLOOD 16

CURRENT MAX

CHARACTER PTS

NOTES

BILL NUGENT - PROSPECTOR

BILL IS ON HIS WAY TO MEET UP WITH HIS BROTHER IN BEAR SPRINGS WHERE HE HAS BEEN WORKING A COPPER MINE. YOUR BROTHER MICHAEL WROTE TO SAY THAT HE WAS STRIKING LUCKY WORKING A GOOD MINE IN THE HILLS FOR A LOCAL SALOON OWNER TRAVIS SPEKE.

YOU HAVE ARRANGED TO MEET YOUR BROTHER AT THE GRAND HOTEL IN BEAR SPRINGS, OWNED BY SPEKE AND WHERE YOUR BROTHER IS CURRENTLY LODGING.

QUOTE:

"THERE'S COPPER IN THEM THERE HILLS".

WEAPON		DAMAGE AT RANGE
RICHARDSON MASON COLT ARMY .44 REVOLVER		9
CLOSE (-1) 10YDS MEDIUM (0) 20YDS LONG (+1) 75YDS		
HUNTIN' KNIFE		3

ARMOUR						
HIT LOCATION	1 HEAD	2 TORSO	3 LEFT ARM	4 RIGHT ARM	5 LEFT LEG	6 RIGHT LEG
ARMOR VALUE	0	0	0	0	1	1

SHOT TRACKER

①
⑥ SHOTS FIRED ②
⑤ ③
④
①
⑥ SHOTS FIRED ②
⑤ ③
④

GENERAL EQUIPMENT

DENIM JEANS, STETSON (BLACK), \$27 IN READY CASH

SIX (6) STICKS OF DYNAMITE. DAME 20 IN 5 YARD RADIUS.

THIRTY (30) ROUNDS OF .44 CARTRIDGE AMMO FOR PISTOL.

TOTAL AMMO