

# DEAD LANDS

## THE FLOOD



### Player's Guide



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# THE FLOOD

by  
Matthew Cutter and Shane Lacy Hensley

Additional Material by Matt Forbeck, John Goff, John Hopley, Piotr Korys, Robin Laws, Steven Long, Hal Mangold, Christopher McGlothlin, Mark Metzner, Joe Unger, Paul “Wiggy” Wade-Williams

Edited by Piotr Korys, John Goff, and Rob Lusk  
Graphic Design by Aaron Acevedo and Simon Lucas  
Typesetting by Simon Lucas

Cartography by Jordan Peacock, Chris Malidore, and Alan Penn  
Cover Art by Daniel Rudnicki

Cover Design by Zeke Sparkes and Simon Lucas  
Interior Artwork by

Chris Arneson, Beet, Heather Bruton, Leanne Buckley, Ed Cox, Garem, Anthony Grabski, Friedrich Haas, Paul Herbert, Quinton Hoover, Robert Humble, Mike Kimble, April Lee, Chris Malidore, Tony Moseley, William O’Conner, Paolo Parente, Jim Pavelec, Daniel Rudnicki, Ellym Sirac, Pete Venters, Cheyenne Wright, Darek Zabrocki  
Produced by Simon Lucas

**Savage Worlds by Shane Lacy Hensley**

Dedication: To Maureen, for all her love and support; to Shane, for taking a chance on me; to Dave, for teaching me how to game.

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# Table of Contents

<b>THE TOMBSTONE EPITAPH.....</b>	<b>5</b>
<b>A Letter from the Editor .....</b>	<b>5</b>
<b>War Comes A-Clangin' .....</b>	<b>5</b>
<b>The War to End All Rail Wars.....</b>	<b>5</b>
<b>Hunger Strikes.....</b>	<b>6</b>
<b>The Weird West Coast.....</b>	<b>6</b>
<b>California and the Great Maze.....</b>	<b>7</b>
<b>Strange Locales .....</b>	<b>9</b>
<b>Wild Weather .....</b>	<b>14</b>
<b>MAKIN' HEROES .....</b>	<b>15</b>
<b>The Chinese Fighting Arts.....</b>	<b>15</b>
<b>Enlightened Hindrance .....</b>	<b>15</b>
<b>Enlightened Edges.....</b>	<b>15</b>
<b>New Hindrance.....</b>	<b>17</b>
<b>New Edges .....</b>	<b>17</b>
<b>GOODS AND GEAR.....</b>	<b>19</b>
<b>Travelin' Machines .....</b>	<b>19</b>
<b>Chinese Weapons .....</b>	<b>20</b>
<b>Vehicular Weapons.....</b>	<b>23</b>
<b>Infernal Devices .....</b>	<b>23</b>





## The Tombstone Epitaph's Guide to California

### A Letter from the Editor

LOYAL Readers,

It is with the greatest possible degree of relief that we welcome our prodigal son Lacy O'Malley back into the fold after his long absence. Rest assured, Gentle Reader, Mr. O'Malley has not been idle. As always, he has gone through the ringer to bring you the truth!

Which is not to imply we have fixed eyes upon O'Malley ourselves—rather, his contribution reached us by Wells-Fargo courier from somewhere in Nevada. In a letter attached to the manuscript Mr. O'Malley took great pains to reassure us that he was in good health, no matter what terrible rumors might spring up. His investigations would certainly continue, as he could do naught but follow wherever the story might take him. In reply we can only wish you *Godspeed*, Sir.

Without further ado we present Lacy O'Malley's most recent missive, reporting the perilous places and wide open spaces of California. Mr. O'Malley sincerely hopes it will do some good in a land that's literally starved for it.

Regards,

John Clum

Editor, *Tombstone Epitaph*

### War Comes A-Clangin'

Unexpectedly, we find ourselves in the midst of an Age of Opportunity. The War Between the States has given way to nothing less than a scientific renaissance, spurred by the new "superfuel," ghost rock. The precious ore draws prospectors, miners, settlers, and land agents to California in droves, and fuels just about every one of those newfangled contraptions your Aunt Mabel's been raving about. With the cease-fire between North and South holding, everything *should* be right as rain.

Yet fear is everywhere, from the haunted channels of the northern Maze to Santa Anna's massive armies just south of the Mexican border. In my travels along the shattered

West Coast I've felt a brooding cloud of fear over the city of Shan Fan, overheard anxious muttering beside the gallows at Lynchburg, and witnessed abject starvation in all the scattered boomtowns surrounding Lost Angels.

But everyone's still in a rush to reach the West Coast, and the reason can be summed up in just two words—ghost rock, my friends. Black gold. California coffee. It's an exceedingly valuable commodity to be sure, and the Great Maze is just about busting at the seams with it—but it can't be eaten.

Therein lies the essential irony of the Maze. In a land rife with the most valuable substances known to man, you can't even rely on getting a mouthful of grub or a sip of fresh water. When mothers live in constant fear their children will sicken and die, when men have to fight for their bread on a daily basis, when the hunger and the struggle consume every breath—evil is sure to multiply in the shadows.

I've spent the past few years traveling the busted-up length and breadth of the Great Maze to bring you the guide that follows, in the hope you won't end up as so many others do—starved, alone, and afraid. If you do go to California, remember two things: first, don't ever get between a hungry man and his vittles if you enjoy life; and second, out here *every* man is hungry. Keep those words in mind, and you'll go far.

Your Chronicler

Lacy O'Malley

### The War to End All Rail Wars

Every clang of hammer upon spike and every rail fastened to the earth takes us one step closer to all-out war. The armies of the rail barons are converging on Lost Angels, and who's going to win the race is still anyone's guess. Bayou Vermilion and Dixie Rails forge across the treacherous Mojave Desert, while Iron Dragon lays track from the Pacific Northwest. Union Blue and Black River, operating on Denver-Pacific lines, are also moving troops into place.

Only Wasatch seems destined to fall short of a transcontinental line. We last saw Dr. Darius Hellstromme's operation in 1877, just before their crews vanished into

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# THE TOMBSTONE EPITAPH

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Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

No. 24

---

the great morass of the Rocky Mountains, laboring to blast their way through—some say *excavate under*—that most formidable barrier. Trouble is no one has seen them since. Most are in consensus that Wasatch has all but conceded its defeat, as we at the *Epitaph* have reported since last year.

## Maze Wars

No matter which rail baron reaches Lost Angels first, the others won't be pleased. As the so-called "Great Rail Wars" come to a head, the West Coast will see *total war*, the ferocity of which not even our recent War Between the States can equal. When the rail barons attempt to push into Lost Angels, and Reverend Grimme endeavors to hold back the tide and enforce his Edict of '77, history will be written in letters of fire and blood.

The Confederacy and Union maintain significant military presences in the Maze, but neither has the resources to get involved in a fight for Lost Angels. After years of logistical adjustment and personnel transfers, their chains of command are in disarray. During a drawn-out conflict, expect them to hunker down and let their proxies—Union Blue and Dixie Rails—do the fighting.

## Santa Anna's Revenge

None of this even begins to account for the single greatest military threat facing the Great Maze—the long-anticipated invasion by Santa Anna. Mexico's got a fleet superior to that of the bluebellies or the rebs, and an army ten times the size of anything the North or South could assemble on short notice. Most importantly, Santa Anna's been quietly moving that army into position for the past two years, eliminating California's isolated points of resistance with devastating night raids.

It's the Emperor Maximillian, through Santa Anna, who wields the power to utterly change the face of the Maze. He's still smarting over the loss of Texas, and eager for payback. With starvation and malnutrition as rampant in Mexico as they are in the Maze, pressure mounts on Santa Anna to invade.

Ominous tales persist that Santa Anna's army isn't composed exclusively of old-fashioned conscripts. Refugees fleeing Mexicali report that in addition to his conventional troops, Santa Anna commands a terrible "Army of the Night" that attacks with peerless savagery and can never be defeated. Only time will tell, but it won't be long now given recent reports of Mexican troop movements.

## Hunger Strikes

It's odd, but in the Great Maze people aren't so afraid of war. "Not much a body can do 'bout gettin' shot dead, or blowed up, is there?" was how one sage ghost rock prospector put it to me. Strange as it might sound, the possibility of armed conflict on a scale never before witnessed doesn't frighten these people as much as the prospect of simple starvation. Hunger stalks this land like a lean wolf, ribs showing through her mangy pelt. Fireside tales are told of doomed miners who literally go insane with a hunger that spreads like sickness.

## Salted Earth

Since the Great Quake of 1868 shattered California into a ghost-rock-laden jigsaw puzzle, crops mostly refuse to take root. It's no surprise when you consider the western half of the state is broken into a vast labyrinth of high-walled channels, all of them flooded with seawater that constantly leaches salt into the land. Farther inland one finds the occasional arable valley, but these can be as much a source of conflict as they are a source of sustenance. Banditry is so common that even rail companies have been known to raid farms when the need strikes.

## The High Cost of Living

Even imported foodstuffs spoil sooner than expected nearly everywhere in the Maze. "Must be something about the climate," is what the locals say (no matter where those locals are from), usually with a nervous shrug, as if it's something they'd rather not fret about. You can tell they're fretting anyway.

For the most part fresh food needs to be imported, which makes it scarce and pricey. Provisions, meals, and most other goods cost about five times the normal price on the West Coast. Amazing, but true. That's just a general guide—you'll want to avoid buying your gear in places like H.J. Kent's of Lynchburg, where the going rate is more like eight times the suggested retail.

All you penny-pinchers might consider a trip to the Confederate port of Shannonsburg, where the CSA mandates pricing and cracks down on gougers ruthlessly. In Shannonsburg everything costs just what you'd expect it to, though friends of the Union might end up paying a higher price than they figured on.

## The Weird West Coast

So are we all doomed? Probably not. But things will definitely change when war reaches the Maze. Prices of food and other goods, already inflated, will skyrocket out



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# THE TOMBSTONE EPITAPH

---

Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

No. 24

---



of control. Entire towns will most likely be blown off the map overnight as claims are jumped by extremely powerful and unprincipled villains.

## California, Here I Come

There are an awful lot of regular folks bound to get caught in the crossfire when so many factions start shooting at one time. Yet, strangely, people continue to emigrate to the West Coast in droves. Ever since the Sixty-Niners came in search of the first veins of ghost rock, California—and the West Coast of North America in general—has been the destination of millions of immigrants from all over the world. Thousands more will arrive before these words go to print.

California is home to an amazing variety of people who come to try their hands at digging fundamentals out of the earth—*fundamentals* being anything valuable that's currently covered by dirt. Everywhere you go you'll find men and women hoping to cash in on gold or silver or ghost rock, and boomtowns springing up wherever they do. But there are just as many ghost towns left in the wake of exhausted claims, a stark reminder of how fast one's fortunes can change.

It's also a reminder that evil stalks the West Coast. You know we here at the *Epitaph* have always endeavored to the highest ideals of journalism and strive to bring you the truth in all matters. So consider yourself duly warned, Dear Reader, that the Maze is home to a myriad variety of cunning and vicious critters—*terrors*, some would say—that would just as soon kill you as scratch an itch.

## California and the Great Maze

As you know, what we call the Maze was created when the Great Quake of '68 cracked the California coast from top to bottom. Thanks to a vote in which the state's residents opted to follow neither the USA nor the CSA, today much of it is lawless—except for the law that resides in the barrel of a gun, and with the man who holds the rope.

Geographically speaking, the Maze consists of miles and miles of broken outcroppings and mesas of all shapes and sizes, surrounded by water-filled canyons. In these canyons are nestled thousands of veins of ghost rock—new ones discovered every day—and atop the mesas sit the boomtowns looking to exploit them. From certain vantage points, one can see literally dozens of small towns.

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# THE TOMBSTONE EPITAPH

---

Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

No. 24

---

## The Great Melting-Pot

Nowhere is California's diversity more in evidence than in the Great Maze. In my travels I met countless settlers and prospectors from Back East, as well as members of such diverse Indian tribes as the Cuahilla, Chumash, Costanoan, Gabrielino, Mojave, Southern Paiute, Serrano, and Tupal, among others. Add to that mix a massive influx of Chinese immigrants, Union and Confederate soldiers, the Mexican forces of Santa Anna, thousands of scientists seeking the region's ghost rock, the pirate fleet of the Warlord Kang...I could go on, but you get the picture.

With so many different folks trying to eke out a living, and no central government keeping everyone in line, only one group stands between the Maze and economic chaos—the Greater Maze Rock Miners' Association.

## The Rockies

The R.M.A.—or “Rockies”—is a cartel of shipping magnates that considers itself the authority on ghost rock. It purports to be the only official validating body for new claims and the only legal means of exporting fundaments in the entirety of the Maze.

In reality that's a tall order for any one organization to maintain, especially when faced with such rivals as the rail barons, the Union and Confederate armies, the Shan Fan Triad, Grimme's Church of Lost Angels, and scheming scientists galore. An extensive salvage industry has grown on the smoking wreckage created by this conflict, sometimes referred to as the Maze Wars.

There are two big problems with the Rockies' authority, both of them causing no end of friction with the mining population. The fact that they vested the authority in themselves is first and foremost, but their refusal to buy ghost rock from anyone who won't play their game is a close second.

In past years the Rockies have used the Rail Wars as a pretense to raise the price of ghost rock (despite record levels of production), and subsequently issued a warning that any miners caught selling directly to rail companies would have their claims revoked immediately. They have serious power, resources, and influence—a true monopoly for the time being—but whether they can defeat all comers is another thing entirely.

A few years ago ships flying the colors of the railroads appeared in the Maze, steaming up and down the major channels and snapping up any ghost rock they could find. Armed clashes between railroad ships and Rockies forces were only the next logical step. There have been some attempts at negotiation in the past year, but with so many players it's impossible to get them all around the same table, much less agree to the same truce.

Needless to say, the Maze Wars continue to simmer, with recent developments threatening to blow off the lid.

## The Mining Life

While the Big Bosses, wealthy industrialists, and heads of state wrangle and make war, the multitudes of the Maze go about their daily lives. They struggle for their next meal, chipping their livelihood out of the rocky channels that surround them. In this land the true measure of success is mere survival.

Some call the Maze the “Fast Country,” because living a year there is like living five anywhere else. It's a harsh and unforgiving land, where the strong prey on the weak. But it's also a place where a man can strike it rich just by staking a claim to some land. There are enough rags-to-riches stories out here to motivate many a man and woman.

## Staking a Claim

The actual practice of ghost rock mining is nothing spectacular. Mostly it involves spending long days hanging from a scaffold on the sheer side of a mesa, chipping nuggets of ghost rock into a special leather harness worn over the shoulders. When the entire band is depleted, one chips down to the next layer and starts over.

Some impatient prospectors opt for a different tactic—they find a promising cliff and detonate the entire thing with dynamite from the safety of their vessel. Tons of earth and ghost rock fall into the channel, the miner cherry-picks what he wishes, and then he putters off in search of another vein. These “Boat Rats,” as honest miners call them, are universally despised for their sheer wastefulness.

Where there are large ghost rock deposits, entire towns spring up atop the mesa, with steam-powered lifts that connect the town to the docks in the channel below. Most of the time, though, the entire population of a mesa consists of one miner, and maybe his nearest and dearest.

## Spirits of the Earth

All manner of weird tales circulate in mining communities, but none hits so close to home as those of rocks that come to life and kill miners. These spirits—or “hoodoo,” as the miners call them—are thought to be angry about ghost rock. Some witnesses claim they're angry about ghost rock being taken from them, while others maintain they're fuming because it's here in the first place. All agree that the hoodoos express their rage by smashing miners to bloody pulp and then vanishing back into the rocks.

## Here Be Pirates

The Maze is full of folk even more hated than Boat Rats, cruel opportunists who make their living jumping other people's claims—Maze Rats. Every miner is constantly on

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# THE TOMBSTONE EPITAPH

---

Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

No. 24

---

the lookout for pirate ships, for their arrival can mean the loss of everything he holds dear—his livelihood, his family, and even his life.

Kang maintains an entire fleet of ships dedicated to seizing ghost rock from those too weak or poor to keep it. These ships typically make port and resupply at one of Kang's pirate cities—Dragon's Breath, Lion's Roar, or Bear's Claw. Needless to say, these mesa towns are off-limits to non-Chinese, but it's possible for anybody to sneak in if they have a good reason and are determined as all get out.

Countless independent pirates roam the Maze's channels, as well as Mexican raiders under the command of the dreaded Capitan Sangre (that's *Captain Blood*, for all you gringos). Even the Union and the CSA have been known to raid each other's towns, a problem that's been growing worse of late. With the rampant banditry inland, it all adds up to a place where you're well-served to keep a shooting iron handy.

## Strange Locales

Against all odds a multitude of large towns and settlements thrive among the jagged waterways of the Great Maze, and you need to know a bit about them before you light out for your final destination. When you get to the West Coast, you'll most likely begin in one of the biggest cities—Lost Angels or Shan Fan.

### Lost Angels

The Reverend Ezekiah Grimme was the first to start sorting people out after the Great Quake, and a movement grew up around him until finally it became a full-blown church. A mighty settlement was begun, and it grew into the most influential burg in the Great Maze—the city of Lost Angels.

The city was built in concentric circles according to Grimme's heavenly inspiration, and situated at the convergence of the three major channels of the Maze with the Pacific Ocean—a location of enormous strategic importance and prime real estate for a rail depot. Add to that a

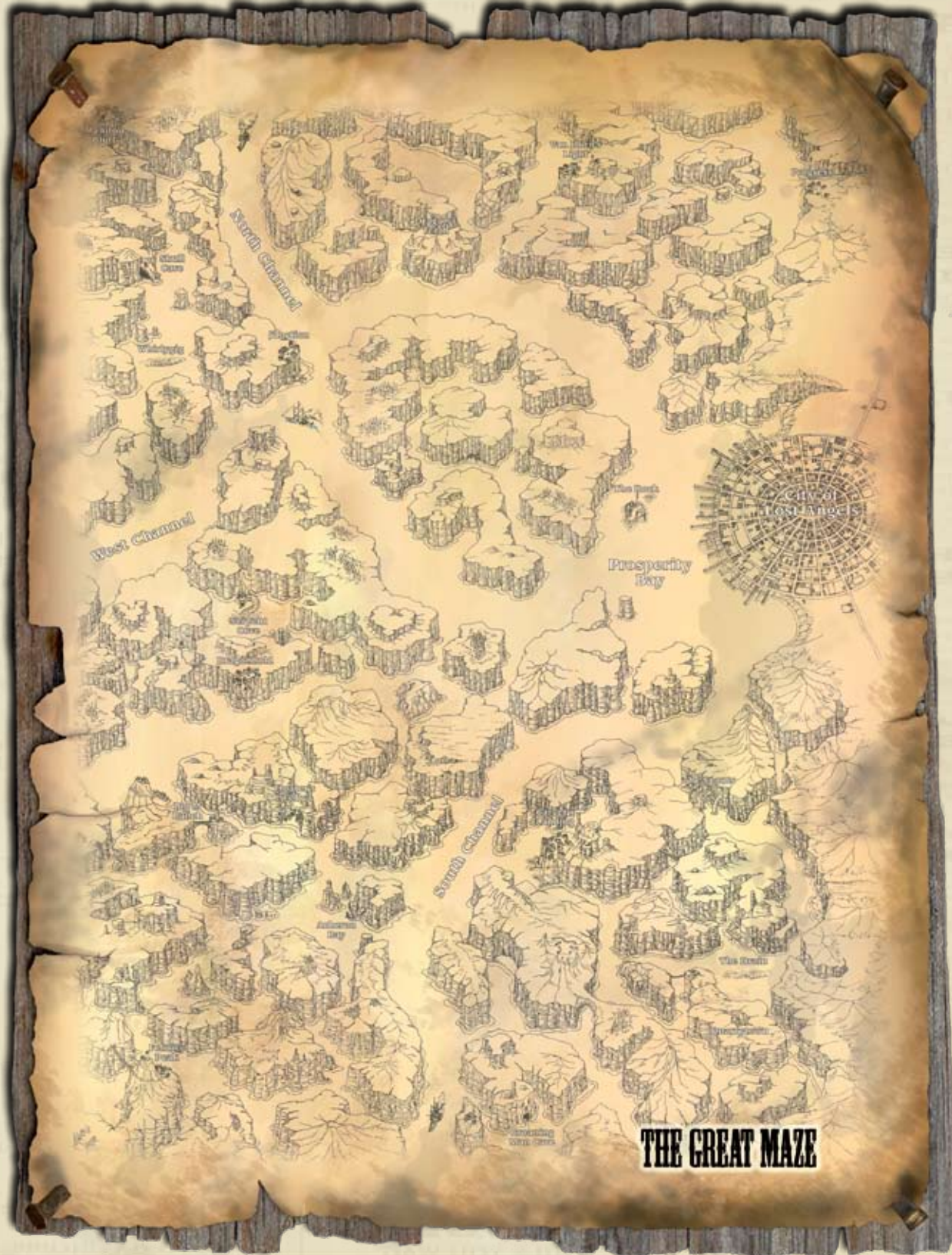


# THE TOMBSTONE EPITAPH

Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

No. 24



---

# THE TOMBSTONE EPITAPH

---

Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

No. 24

---

fanatically loyal population of true believers, and you've got a recipe for pure power. Grimme's never been shy about flexing his muscles.

Lost Angels is by far the Maze's most active port, shipping over half of the fundement that leaves the region annually and taxing it heavily. Yet despite its prosperity, and the fact that its inhabitants are undoubtedly better off than the rest of the Maze where sustenance is concerned, there's an aura of sin and debauchery that clings to Lost Angels like a tick to warm skin.

## Church Law

Perhaps it's the odd set of laws, which allow murder and require residents to be members of the Church of Lost Angels, but what should be a beacon of hope feels more like a prison. Visitors are wise to mind their Ps and Qs, lest they receive a visit from the Guardian Angels, the city's red-robed police force.

Cross the Church of Lost Angels and you might get hauled before one of the Archangels—that's what they call judges. Make a real nuisance of yourself and you could end up in a cell in Rock Island Prison, the city's maximum security jail in Prosperity Bay. Nobody comes back from The Rock.

Some Brothers and Sisters of the Church tell tales of *actual angels* in their midst. The heavenly entities appear somewhat shabby but penitent, and are said to have joined Grimme's holy crusade in an attempt to redeem themselves. Far be it from this publication to exhibit skepticism, but no one has yet been found who will testify to having seen an angel with his own eyes.

The Angel of Death's existence, on the other hand, is a proven fact. The mysterious leader of the Guardian Angels is the only one who wears a black cowl and robes, and his presence earns immediate respect from all Brothers and Sisters of the Church—even Grimme himself. The story is often told of how the Angel of Death once sprouted black wings to carry a sinner into the night sky, and a red rain of blood fell on the believers below.

## Grimme Giveth

The biggest thing Lost Angels gives its flock is sustenance. Every Sunday there's a feast at the cathedral, all the church's faithful get their bellies filled with stew, and they chalk it up to Grimme's generosity and good works. That's a pretty powerful statement in a land racked with hunger, and the people are willing to put up with a lot in return for the promise of regular meals.

## The Southern Maze

The immediate vicinity of Lost Angels is one of the busiest places in the Maze. Amongst the neverending parade of freighters and ironclads steaming back and forth from the Pacific, there are a number of strange attractions within a days' travel from Lost Angels.

## Progress

The city of Progress, located due north of the city, is run entirely by "new scientists." A few months back one Hiram J. McGillicuddy founded a "steamboat safari" business that allows paying customers to shoot varmints out in the Maze from the safety of an ironclad vessel.

So far there have been no casualties (except for critters), and the trip has received glowing reviews from hombres who fancy themselves big-game hunters. Flushed with success, Hiram McGillicuddy is looking for investors—and a suitable town near the Mojave Desert—for an expansion into the "steam wagon safari" business.



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# THE TOMBSTONE EPITAPH

---

Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

No. 24

---

## Van Horn's Light

Van Horn's Light, an old lighthouse situated on a mesa top due west of Progress, has been the site of repeated odd events. Built by one Maarten Van Horn back in 1870, the lighthouse still functions erratically, as it seems to be rigged with some sort of timer. Some nights it lights up, and others not at all.

These days the mining town named for the lighthouse is the mesa's main attraction, as Van Horn died penniless in '74. Rumors persist that the lighthouse shelters a ghostly presence, but if there is one it failed to manifest for this reporter.

## Serpent Cove

Make sure you charter a boat out to Serpent Cove for the day. The town of Dragonhold (formerly Pete's Perch) is where you buy tickets for one of the area's oddest attractions—a captive Maze dragon. These massive, serpentlike creatures inhabit the channels of the Maze, and are accepted as natural (if a little dangerous). At Serpent Cove they've got a real live Maze dragon on display! For \$1 a head you can sail right into the creature's lair and toss fish into the toothy maw of this "Misunderstood Leviathan of the Deep."

## Sunken City

The ruins of San Diego, sunk under thirty feet of water by the Great Quake, are less than a day south of Lost Angels. Salvagers are always active there—most notably Wang Mo Salvage and Blumquist Recovery, Ltd.—dredging valuable relics out of the old city on a regular basis. Some of them hire freelancers for protection, and they pay well for those services.

Take great care when traveling this region, and take stock of the risks before you hire on with a salvage company. The Mexican Navy uses the area as a rendezvous and resupply point, so its Maze runners and gunboats are constantly on the prowl. To the south a pall of smoke stains the sky over Mexicali, where factories are hard at work manufacturing weapons for Santa Anna's army.

Worst of all, salvagers and soldiers alike have reported recent encounters with "fish men." These scaly, razor-toothed, web-footed beasts are said to swarm up from the undersides of ships, dragging hapless sailors into the churning water. The horrors give away their presence with a pungent stench like rotten fish and ammonia.

## Shan Fan

Imagine what Chinatown is like wherever you live, then imagine an entire city just like that, and you've got a good picture of Shan Fan. Some people call it New Shanghai, or the Maze's City of Jade.

The trip from Lost Angels north to Shan Fan—popularly known as the China Run—takes anywhere from a day to three days, depending on your captain's navigational skills and what happens along the way. Since there's no easy access to Shan Fan from the Pacific, most steamers enter the Maze at Lost Angels, then take the North Channel to the city. The Maze being even more dangerous than the open seas, a successful landing at Shan Fan is never guaranteed.

Shan Fan is run by the Hsieh Chia Jên, which means "Family of Deliverance." Most people just call it the Shan Fan Triad.

## Big Ears Tam

When old San Francisco was smashed to flinders in the Great Quake, the race was on to see who would replace it. Constructed by Chinese immigrants, Shan Fan initially served as a home for the multitudes arriving from China, but soon became a haven for miners and salvagers who craved a venue less pious than Grimme's Lost Angels. With that influx of miners came a steady stream of wealth.

The triad, run by "Big Boss" Big Ears Tam, is the only authority that has ever ruled in Shan Fan, and despite activities that would be considered illegal (at best) anywhere else, frequent bloody turf wars between kung fu tongs, and scheming and maneuvering among lieutenants, the Shan Fan Triad remains one of the most well-respected authorities in all the Maze.

Just as Lost Angels has its tales of angelic hosts, Shan Fan is lately rumored to be a den of Chinese demons. Certain sources who wish to remain anonymous report kung fu tongs accompanied by eight-foot-tall beasts possessed of paper-white skin and bulging eyes in their foreheads. The stories haven't been confirmed, but tourists ought to exercise caution regardless.

## The Neighborhoods

Shan Fan is divided into several districts, and you'll want to be able to tell them apart so you don't end up in the wrong place at the wrong time. The city is spread out above Shan Fan Bay, with streets originating at the Waterfront and fanning out into the hills over town. The Waterfront is where visitors are most likely to arrive, amidst the many sampans, junks, and steam-vessels that frequent this busy harbor.

Next door is Stinktown, where the dirty work is done. Slaughterhouses abound in this meat capital of the northern Maze. To the north you'll find Red Lantern Town, a wild neighborhood of saloons and pleasure palaces, where a miner can let his hair down and throw back a few whiskies after long weeks out on some God forsaken mesa.

Taeltown is Shan Fan's financial district, and the place where most of the triad's Bosses make their homes. Splintertown is the heart of the northern Maze's lumber industry and the destination for millions of redwoods and sequoias

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# THE TOMBSTONE EPITAPH

---

Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

No. 24

---

from Kwan Province. Finally there is Prawn Valley, the odor of which competes with Stinktown on a hot day, where fish of all kinds are processed for food and oil. Much of the city's Chinese population dwells here as well.

Three large islands sit in Shan Fan Bay—Angelfish Island, Sweat Island, and the Isle of Ghost's Tears. Angelfish Island was the local source of ghost rock until it was completely mined out; now that industry has moved on to Sweat Island next door. Travelers are warned to give the Isle of Ghost's Tears a wide berth—according to locals in Red Lantern Town, it really is haunted!

### **Kwan's Triad**

Shan Fan's triad isn't the only one. The Warlord Mu-T'uo Kwan runs a powerful triad of his own from his formidable base at Fort Norton. The fort is so-named for the triad's putative leader, a white man and known eccentric who calls himself Emperor Joshua Norton I. Whether he wields any real power is unknown.

No matter who he's got leading it, Kwan's organization is nothing to scoff at. Kwan Province is made up of all those towns that pay tribute to the General, and he maintains an

army of nearly 1600 Chinese immigrants, outlaws, Mexican expatriates, and Indian braves. Recently Kwan's been expanding into other cities and chafing with other triads.

### **New Tomorrow Triad**

The communal cities of the New Tomorrow triad—New Opportunity, Harmony, and Goodwill—are models of tolerance. Here Chinese immigrants live side by side with members of displaced Indian tribes, all contributing to the welfare of their communities and attempting to trade openly with others.

Tai-Shou Ch'uan, the triad's founder and dogged leader, seeks to silence his critics with success—but his critics are many and vocal. The message of New Tomorrow is that everyone must work together to succeed, and first and foremost this means Chinese immigrants must assimilate to American ways. Tai-Shou preaches that the Chinese can succeed on American terms, and that it behooves them to do so.



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# THE TOMBSTONE EPITAPH

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Volume 1.

Tombstone, Arizona, Sunday, September 5, 1879

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That the New Tomorrow Triad has three settlements under its banner is a testament to the resonance of its message. But they have a lot of work to do, between the hidebound Chinese traditionalists and prejudiced Americans who speak out against them.

## **Kang's Triad**

Even the Warlord Kang has a triad of his own, competing with the others for control of vices up and down the coast. Though the leaders of Kang's Triad are probably based in Lion's Roar—even *we* don't know for sure—they do most of their business (and, it's said, spend most of their time) in the shantytown east of Lost Angels called Ghost Town. Between his pirate operations, Iron Dragon's bid to secure Lost Angels, and his triad's illegal activities, the Warlord Kang is a safe bet to take control of the Great Maze with an iron grip should other authorities fumble their power.

## **The Northern Maze**

The coastline between Shan Fan and Lost Angels is where most of the ghost rock is concentrated, which means it's also got the largest concentration of boomtowns and mining settlements on the continent. Here's a few other locales you might visit, and what to look out for when you get there.

## **Fort Lincoln**

This small but reasonably prosperous mining town serves as the Union naval base and main army outpost in the Maze. Union leadership maintains an uneasy truce with the Shan Fan Triad, since it's better for business. Plus, the Union's got enough trouble dealing with the ragged remains of the Confederate Navy and Kang's many pirate vessels, not to mention hiding from the Mexican Navy's raiders.

Brigadier General Malcolm Gill commands Fort Lincoln as best he can, bent on maintaining a U.S. presence in disputed California, but he's constantly at odds with Lt. Commander Locke, the head of the Union Navy. It's believed Locke would rather fight it out than hang on by the fingernails.

Fort Lincoln maintains strong allegiances with the inland cities of Sacramento and Placerville, which are exemplified by well-maintained Union Blue rail lines.

## **Lynchburg**

No boomtown is more feared for its frontier justice than Lynchburg, located just a few days south of Shan Fan. Over the years Mariposa Lil has taken control of the local Vigilance Committee, to the point where it's she who dispenses the justice of the rope. Stay on the right side of the law!

The law isn't the only reason to walk carefully in Lynchburg. Strange tales concern one H.J. Kent, owner of Lynchburg's general store. It's said the man is in league with

the devil. While his price-gouging and penny-pinching ways have been confirmed by this reporter, no hard evidence of infernal alliances has surfaced yet.

## **37th Chamber**

When the Chinese came to California, they brought the mysterious kung fu tradition with them. While that tradition has mostly assimilated into various communities, sometimes communities are based solely on the martial arts. Such is the case with the monastery known only as the 37th Chamber.

Or so the rumors say! This reporter never laid eyes on the fabled Shaolin monastery southeast of Lynchburg, said to lie in low hills cloaked with pine trees and fog. There celestial masters of the martial arts practice their craft, and sometimes take on new students. The proliferation of orange-garbed monks and wars between rival kung fu schools suggest that the 37th Chamber does truly exist, even if it's exceedingly elusive.

## **Wild Weather**

We'd be remiss if we failed to mention one last piece of advice for West Coast travelers—only fools trust the weather. The specifics vary from place to place, but the one thing you can count on from the weather is that it will be rotten at some point. "Always be prepared to get caught unprepared," is what Mazers say.

The Great Maze and California are arid to semi-arid country, which means the weather is almost uniformly hot and dry. But the real trouble is in the water patterns. Since most travel through the Maze is done by plying the channels in various watercraft, sailors, travelers, and prospectors alike need to be aware of the deadly hazards that rear their heads nearly every time one sets foot on a boat.

To begin with, the tides are so extreme that a perfectly navigable channel might end up bone dry when the tide goes out. If one finds enough water to sail in, there are so-called "water dogs" that can shake a ship to pieces. Riptides sweep unpredictably through the Maze, buoying boats along or smashing them like toys against the rock walls. Powerful whirlpools, unpredictable waterspouts, and boiling sulphur pools in regions of volcanic activity—all are common perils capable of capsizing even the largest vessels.

The only rule of West Coast weather is that it doesn't follow any rules. And while the above phenomena get most of the column inches, the real day-to-day danger is from the weather that no one predicts. Squalls, sand storms, floods, mudslides—these sorts of catastrophes have been encountered all over the Maze.

Be prepared to get caught unprepared!



# MAKIN' HEROES

Martial artists have a lot of options in *Deadlands Reloaded*, between specializing in the various fighting schools and harnessing the powers of their chi. This chapter gives your fu-fighting hero even more ways to cause havoc as he goes up in rank. (There are some goodies for everyone else too.)

Chances are if your hero's a martial arts master he's also Chinese. That isn't always the case, but it's likely enough that we ought to talk a little bit about how so many immigrants came to live in the Maze.

The first Chinese immigrants came to California in the wake of the gold strikes in '49. They received worse treatment than Indians at the hands of whites but that didn't do much to deter them. The Great Quake of '68 turned that trickle of immigrants into a deluge. Today there are over 35,000 Chinese people in California, all told.

Most Chinese folks live in Shan Fan and the northern half of the Maze. As their numbers grow, discrimination against them has waned. This could be due to familiarity with Chinese culture and gradual acceptance of it, but there's also a degree of hard-earned respect. After all, you never know when someone's packing a roundhouse kick with your name on it.

Some of the elders say a big chunk of the Chinese spirit accompanied them to this broken land, and they might be right. These days you might run across a mist-shrouded temple full of kung fu masters, a huge martial arts tournament held at the center of town, a deadly street fight between rival schools, or maybe even a few creatures of Chinese legend (if you're unlucky).

## THE CHINESE FIGHTING ARTS

The following Hindrance and Edges are available only to "enlightened" characters—those who have both the Arcane Background (Chi Mastery) and Martial Arts Edges.

### Enlightened Hindrance

#### The Cup Overflows (Major)

Your chi energy is potent enough to wreak havoc on your character's surroundings. Whenever your hero makes a Fighting roll to attack with bare hands or feet or uses a chi power, her internal energy manifests as external displays of chaotic energy.

If your kung fu character uses a power to land a blow, it's accompanied by the sound of a spectral gong. Spin kicks throw up dust devils, showers of sand and pebbles, or flurries of leaves. Punches sound like thunderclaps. Got a chi power listed as having "No visible effect"? You can forget about that, amiga—even an innocent *boost trait* or *aim* causes your hero's aura to glow and pulsate with arcane energies.

Normal folk flee your hero's chaotic displays like you're the abomination that devoured their Uncle Merl, and when they come back they're typically armed with pitchforks, torches, and a hangman's noose. More knowledgeable folk might target your character first in a fight, guessing that she's the most powerful of the bunch. Anywhere your hero goes, she's challenged by all manner of martial artists eager to prove their salt.

### Enlightened Edges

#### Celestial Kung Fu

**Requirements:** Veteran, Superior Kung Fu, Spirit d8+, Fighting d10+

Some fighters of the Maze have the skills to knock just about anyone out of their way. Then there are the grand masters, whose blows shake the very pillars of heaven. That's what we mean by celestial—even the spirits sit up and take notice when the hombre with this Edge adopts a fightin' stance.

When you take this Edge, the martial arts style you picked for Superior Kung Fu is improved as listed below. The benefit for Celestial Kung Fu replaces Superior—it doesn't stack on top of it!

# DEADLANDS: THE FLOOD

If your character has mastered multiple styles of Superior Kung Fu, you may take this Edge multiple times to improve them.

**Drunken Style:** Your hombre now has +2 Parry, and his Pace is only reduced by 1.

**Eagle Claw:** Your Fighting attacks inflict Str+d6 damage at AP 2.

**Mantis:** Discard and redraw cards of 8 or lower dealt to your character in combat.

**Monkey:** Your peerlessly aggravating hombre now gets +4 when making Taunt rolls or performing Agility tricks.

**Shaolin Temple:** Your hero's devastating Fighting attacks inflict Str+d8 damage.

**Shuai Chao:** When your cowpoke elects to inflict damage to a Grappled foe, he now causes Str+d6 damage.

**Tai Chi:** Opponents are knocked back 1d6" per success and raise on your character's Fighting roll.

**Tan Tui:** Your hombre's kicks now cause Str+d8 damage.

**Wing Chun:** Your hero ignores the off-hand penalty of -2 (as though he were Ambidextrous), and gains a +1 Parry when using bare hands and feet.

## Chi Focus

**Requirements:** Novice, Spirit d6+, Martial Arts

Chi is the inner force certain martial artists can tap into. The hero uses his Spirit for damage instead of Strength when using martial arts.

## Feet of Fury

**Requirements:** Veteran, Agility d8+, Fighting d8+

Your hero has mastered a variety of kicks designed to engage foes quickly, knock them off-balance, or simply deal gratuitous damage. This Edge may be taken multiple times; choose a different kick each time.

**Foot Sweep:** Your martial artist has learned to drop into a crouch and deliver a spin kick with blinding speed. This attack does no damage, but if it hits the target is knocked off his feet and has to make a Vigor roll or be Shaken. With a raise on the Fighting roll, the Vigor roll is made at -2. A character may not move during the round a foot sweep is attempted.

**Flying Kick:** A flying kick is a running attack that begins with a leap, followed by the attack, and ends with the attacker running past his opponent, all in a single movement. If the hero moves at least 2" before making an attack against an adjacent opponent, he may kick and then Withdraw from Combat without his foe, or other adjacent opponents, receiving a free attack.

All movement after the attack must be in the same direction as the original movement (the character must move in a straight line). Note that the attacker is still subject to First Strike attacks from foes he moves adjacent to during a flying kick.

**Spin Kick:** The spin kick is feared for its quickness and the power it packs. The martial artist suffers a -2 to the attack roll but gains +4 to damage. A hero may not move in the round he spin kicks, nor can it be combined with a Wild Attack.

## Lightning Strike

**Requirements:** Seasoned, Strength d8+, Fighting d8+

Just as lightning splits the mighty oak down its center, so this martial artist can sunder objects with his bare hands. When rolling to Break Things, make a Fighting roll at -4. If the attack succeeds, the fu fighter does double damage to whatever object he's trying to bust.

## Mind of Quicksilver

**Requirements:** Legendary, Smarts d12+, Notice d8+

The grand masters of the Chinese fighting arts are so observant, so wise, they can learn an opponent's techniques just by observing her for a few moments in battle. Whenever a character with this Edge sees another martial artist use an Enlightened Edge or arcane chi power he can make a Smarts roll as an action. Subtract 1 from the roll for each point of Grit the target has. If your hero succeeds, he gains the use of that power for 3 rounds, or 5 with a raise.



The Mind of Quicksilver can't be used to raise the level of a power or Edge that's already known, and it can't be used against a target who doesn't have Arcane Background (Chi Mastery).

## Mongoose Leap

**Requirements:** Novice, Fighting d8+

The Mongoose Leap allows a martial artist to strike enemies who aren't adjacent by hopping and lunging toward them. The character gains +1 Reach when attacking with hands or feet. He may not combine this Edge with First Strike, Frenzy, or Sweep.

## New Hindrance

Any character can take this Hindrance.

### Cursed (Major)

Everybody's got skeletons in the closet, but yours are trying to claw their way out! Your hero has done somebody wrong, either through past affiliation or dark, unspoken deeds. While most folk don't know or care, the Fella Upstairs sure does—and he ain't too pleased. No beneficial miracles can ever work on the character, no matter how good his intentions are now. Miracles that harm or otherwise hinder the character work just fine.

## New Edges

Any character who meets the requirements can take these Edges.

## Background Edge

### Captain

**Requirements:** Novice, Command, Boating d8+

This hombre has lived near water a long time, maybe his whole life, and he has a Maze runner (see page 21) of his own to get around in. The Maze runner may have been purchased, inherited, or stolen, but that's all in the past now (which is why this is a Background Edge).

Your hero is now in charge of maintaining and fueling the ship, hiring crew (up to 2 others), and paying their wages. Treat that vessel with care! If your ship gets busted up and sunk it's your responsibility to procure another in-game.

If a ship's cannons fire on the Captain's action (by either the gunners or the captain going on Hold), the gunners can ignore the Unstable Platform penalty as the Captain chooses the moment to fire.

## Combat Edges

### Blind Fighting

**Requirements:** Seasoned, Martial Arts, Fighting d8+, Notice d10+

## HEY, WHERE'S MY TEN-FOOT PUNCH?

At a glance it might seem like some of your favorite chi powers from classic *Deadlands* didn't make the cut. But you can emulate all kinds of kung fu abilities using the Edges and powers provided in *Savage Worlds* and *Deadlands Reloaded*. It's just a matter of adjusting your Trappings.

Block, Dodge, First Strike, and Two-Fisted are all obvious choices for martial artists. Florentine seems less appropriate, but what if the two "weapons" are the martial artist's fists? Call the Edge "Discipline of the Doubled Mind" and you've got a classic kung fu image—the lone master who engages in two fights at once.

Likewise, Frenzy could be considered a rapid series of blows ("Righteous Hailstorm"). Hard to Kill and Nerves of Steel are for the martial artist who has learned mental disciplines that affect the body's processes ("Harmonious Breath"), rather than your average tough-as-nails hombre. No Mercy might mean the martial artist strikes pressure points for additional damage ("Dragon's Touch").

The powers in *Deadlands Reloaded* give you Trappings tailored to martial artists, but nothing's stopping you from making up your own. A *bolt* could be considered a "Ten-Foot Punch," *boost trait* used by a martial artist to aid his companions might be called "Lion and Her Cubs," and a strike used to *lower trait* is the dreaded "Mantis Pinch."

As long as the mechanics of the Edge or power don't change, just about any Trapping is possible. The important thing is to use your imagination, and always consider how an Edge could be tweaked for kung fu action. It's always a good idea to talk it over with your Marshal before you make a final decision, so everybody's on the same page.

Whether your cowpoke's blind as a bat, or just well-versed in night-fighting, the advantage is his in darkness. The character receives no penalties for darkness when attacking foes within 3", and can sense their movement well enough to move toward them as if he could see them. Characters with the Blind Hindrance suffer no penalties when making Fighting rolls against opponents within 3".

### Cannoneer

**Requirements:** Seasoned, Shooting d10+

A sailor who can take out enemy ships with a well-aimed shot quickly grows in the admiration of his shipmates. It takes training and a good eye, and the Cannoneer has both.

# DEADLANDS: THE FLOOD

When dealing damage in ship combat, the character may modify his roll on the Critical Hit Table by 1 point either way, as he chooses. He does this after rolling the dice for a Critical Hit.

## Counterpunch

**Requirements:** Seasoned, First Strike, Fighting d8+

Martial artists or bare-knuckle fighters with this Edge know how to respond instantly to an enemy's mistakes. Once per round, the character receives a free Fighting attack against one adjacent foe who failed a Fighting attack against him. This attack is made at -2. The Counterpunch must be a straight attack (no Disarm, Wild Attack, or other maneuvers) and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver (but not the Full Defense maneuver).

## Improved Counterpunch

**Requirements:** Veteran, Counterpunch

As above, except the character may make a free attack with no penalty.

## Improved Martial Arts

**Requirements:** Veteran, Martial Arts, Fighting d10+

Your character has truly mastered the fighting arts—either his body and his chi are one, or he's as mean as a viper after a three-day binge. By standing still and concentrating, the hero subtracts 2 points of modifiers for a Called Shot on the next Fighting attack made with hands or feet. The character cannot move during the round this Edge is used.



## Martial Arts Master

**Requirements:** Legendary, Improved Martial Arts, Fighting d12+

As Improved Martial Arts, but now the pugilist can subtract 4 points of modifiers for a Called Shot.

## Iron Parry

**Requirements:** Heroic, Improved Block, Martial Arts

Some pugilists can bust up an opponent pretty bad just by blocking an attack. If an adjacent opponent using an unarmed attack fails a Fighting roll against the character, the opponent suffers damage equal to the hero's Strength. If he is using a melee weapon, he suffers the weapon's damage instead.

## Movement of the Serpent

**Requirements:** Veteran, Martial Arts, Agility d8+

Your hero's about as slippery as a greased pig. A character with this Edge can Withdraw from Combat without giving any adjacent opponents a free attack.

## Ten-Tiger Punch

**Requirements:** Novice, First Strike, Agility d6+, Fighting d8+, Intimidation or Taunt d6+

Your hero is as threatening as a lion or as tricky as a panther—either way, he can put his catlike qualities to good use in a fight. If he succeeds in a Test of Will against an adjacent opponent, the character receives an immediate free Fighting attack against that opponent. This attack does not incur a multi-action penalty.

## Professional Edge

### Silver-Tongued Devil

**Requirements:** Novice, Snakeoil Salesman

Your fancypants character doesn't just have a way with oratory; he could talk a bird into giving up its feathers. With a successful Persuasion roll, this hero reduces a location's Price Modifier by 1, to a minimum of 1, for a whole day. On a raise he lowers the Price Modifier by 2. Only he and his allies gain the benefits of the preferential pricing.

## Weird Edge

### Nose for the Rock

**Requirements:** Novice, Spirit d8, Notice d6

Whether it's a sixth sense, deductive reasoning, or just dumb luck, your hero has a nose for ghost rock and other fundamentals (gold, silver, etc.). He's not much of a prospector, but he can almost smell it once it has been excavated. He has little trouble tracking down sellers of ghost rock in a new burg. On the minus side, those who are "in tune" with ghost rock often seem a bit odd to right-thinking folks.

Any Investigation, Notice, or Streetwise rolls used to locate ghost rock are made with a +4 bonus. Characters with this Edge also receive +2 on rolls to avoid contracting "rock fever," and to shake it if they do.

# GOODS AND GEAR

Prices in the Great Maze are typically **five times** the listed prices here and in *Deadlands Reloaded*. Some locations offer lower prices and some charge much more. The Marshal's section has the complete lowdown. Remember, increased prices only apply to gear and goods your hero purchases during the game, not during character creation.

## Minimum Agility

To simulate the risk involved in using tricky Chinese weapons, most of them have a listed Minimum Agility requirement. A character who fails to meet the minimum Agility and rolls a 1 on his Fighting die (regardless of Wild Die) has hit himself for normal damage.

## Weapon Notes

**Fighting Fan:** Unlike your typical fan that'll keep a lady cool on a hot day, a fighting fan has a thin metal edge running along the top of the fan, which allows it to be used as a slashing weapon. The fan, when spread, can be used to distract and confuse foes. When performing the Defend maneuver, the user receives an additional +1 Parry bonus.

**Flying Claw:** This weapon is a wicked metal claw attached to chain. Like a whip, when the wielder scores a raise on his Fighting roll, the attack does not inflict an additional d6 damage. Instead, the victim suffers Parry -2 until his next action.

**Flying Crescent:** Similar to a flying claw, the flying crescent is a half-moon-shaped blade attached to a length of chain.

**Flying Guillotine:** This extremely uncommon weapon is used only by the most ruthlessly evil kung fu warriors. It looks like a wire mesh bag attached to a ring. Inside the ring are a series of telescoping, ultrasharp blades. The ring is attached to a long, steel chain. To use the weapon, the bag is flung through the air, landing over the target's head like a ring-toss. Then, a simple yank on the chain delivers a Called Shot to the victim's neck. All attacks with the flying guillotine are made at -4. Foes underneath eaves, low-hanging branches, or wearing large hats cannot be targeted. On a successful hit, the weapon deals Str+d6 damage, +4 for the head shot.

**Nunchaku:** This weapon is standard issue for tong gangs in Shan Fan and elsewhere in the Maze, and consists of two small staves (or handles, if it suits you) linked by a short length of chain. The "nunchuks," as they are commonly known among Mazers, originated from grain flails used by Chinese peasants. They may look simple, but it takes training and coordination to use them in a fight without walloping oneself.

**Sai:** The sai is a three-pronged pig-sticker. The central prong is the actual damage-dealing end, while the other prongs serve to catch weapons. The wielder receives a +1 bonus to make Disarm attacks when using these weapons.

**Shuriken:** Shuriken, or throwing stars, come in a variety of shapes. The tall tales of Mazers have turned them into lethal weapons, but in reality they're used to distract foes or deliver poison at range. That said, a lucky shot with one of these babies hurts like blazes.

**Three Section Staff:** The three section staff comprises three wooden poles, each around 2' long, joined by a short length of chain to form what looks like Paul Bunyan's nunchuk. The weapon can be used as a staff, nunchuks, or a whip. The wielder can make Disarm and Grapple attacks at a range of 1".

## Travelin' Machines

There are plenty of ways to get a ship (or other vehicle) in the Maze. The honest ways are to buy one or charter one with a crew. Renting isn't typical—for some reason few merchants are keen on the idea of renting boats to the scum of the earth in the most dangerous waters in the world. If you're lucky you might inherit a boat, or simply come across an unwanted one in your travels. That ain't too likely. You'll probably have to save up your hard-earned cash and buy one.

Buying a boat in the Maze is *expensive*. Demand is high, and supply is limited. We've listed the prices for buying these craft outside the Maze, so you can use these vehicles in other parts of the *Deadlands* world. In the Maze, apply the local Price Modifier to get the true cost. (The Marshal has more info.)

# DEADLANDS: THE FLOOD

## Chinese Weapons

Weapon	Damage	Weight	Price	Min. Ag.	Notes
Fighting Fan	Str+d4	1	\$4	d6	Parry +1 with Defend maneuver
Flying Claw	Str+d4	3	\$30	d8	Parry -1; Reach 2; see notes
Flying Crescent	Str+d6	4	\$50	d8	Parry -1; Reach 2
Flying Guillotine	Special	6	\$150	d10	Ranged: 4/8/16; see notes
Nunchaku	Str+d4	4	\$30	d8	
Sai	Str+d4	2	\$6	d6	Parry +1; see notes
Shuriken	Str+1	.5	\$3	-	Ranged: 3/6/12
Three Section Staff	Str+d4	8	\$45	d10	Parry +1; Reach 1; requires 2 hands; see notes

Used boats are available, but you get what you pay for. El cheapo boats generally have weird quirks, and are subject to the same benefits and disadvantages as any other el cheapo gear (see *Deadlands Reloaded*).

### Charters

Chartering a ship complete with crew is cheaper, but it's still going to cost the heroes. Plus, they have the crew sticking their noses into the business at hand.

The normal fee is 1% of the ship's cost per day (just take away two zeroes) plus fuel costs. (So a steam launch costs \$20 a day to charter, or \$100 in most parts of the Great Maze.) Good skippers can get as much as twice this. Sleazy types may work for less, but you need to keep an eye on them 'round the clock.

### Boats and Such

Most Maze-going vessels run on ghost rock. After some spectacular failures early on, boiler designs were simplified in sea-going craft. The gains in reliability and general safety were so impressive that maritime ghost rock boilers became relatively simple affairs from then on. All of which is a long-winded way of saying there's no chance of Malfunction for these vessels, even though they're technically Infernal Devices. Don't worry, amigo—the Maze is dangerous enough!

To figure out how far one of these boats can travel in a full day (eight hours), multiply the Top Speed x5 and read it as the miles traveled. For example, a trusty Maze runner can cover 150 miles in eight hours of Maze travel. Bad weather and other hazards can modify this figure, so be wary!

### Barge

**Cost:** \$1000

Barges are used to carry large shipments of bulk cargo, such as ghost rock. Barges are unpowered and must be pushed or towed by another ship (see Tugboat). They are not very maneuverable nor particularly seaworthy, so they

are typically encountered in the relatively calm waters of the Maze's main channels. The hull acts as Armor +3. Treat all critical hits during vehicular combat as Chassis or Crew.

**Common Weapons:** Most barges are unarmed when carrying cargo. Empty barges can be fitted with nearly any weapon imaginable and carry the crew to man them. The Rockies have a number of "war barges" they use in areas with pirate problems. The walls have been built up to resemble a small, floating fortress, complete with firing parapets and cannon ports. Even the boldest Maze Rats think twice before tangling with one of these vessels. Heavily armed and armored barges are also used by many toll booth operators, to ensure that they actually collect the fees they're charging.

**Acc/Top Speed:** 0/0; **Toughness:** 13 (3); **Crew:** 2+100; **Cost:** \$1000 **Notes:** +50% to fuel consumption; -2 to Boating rolls; -1 Acc and Top Speed.

### Freighter

**Cost:** \$30,000

These are ocean-going ships used to carry all sorts of cargo. The freighters that frequent the waters of the Maze normally arrive filled with food and merchandise and leave with a heavy load of fundamentals.

Smaller freighters are maneuverable enough to leave the main channels and service many of the more remote mesa towns. Most carry a steam launch to ferry goods to towns along dangerous or extremely narrow channels.

Large freighters serve the same function as their smaller cousins, but lack the speed and maneuverability to safely leave the main channels. These ships call on Lost Angels and Shan Fan and trade with some of the major towns along the West and North channels.

**Common Weapons:** Most small freighters carry a Gatling or two for protection; one cannon is common.

Large freighters carry at least a pair of Gatlings. Matched pairs of port and starboard cannons are common, with another set fore and aft. Ships that spend a lot of time away

## GOODS AND GEAR

from the main channels are better equipped—Gatlings are standard, and the larger ships may have any number of side-mounted cannons.

### Small Freighter

**Acc/Top Speed:** 4/10; **Toughness:** 13 (3); **Crew:** 6+14; **Cost:** \$30,000  
**Notes:** Travels 25 miles per pound of ghost rock.

### Large Freighter

**Acc/Top Speed:** 2/5; **Toughness:** 16 (5); **Crew:** 12+28; **Cost:** \$75,000  
**Notes:** Travels 10 miles per pound of ghost rock.

### Gunboat

**Cost:** \$40,000

These armed patrol ships are common among the three navies fighting for control of the Maze. There are quite a few in civilian hands as well—the Rockies and the various rail barons own a whole mess of them. Though they can't match the Maze runner in speed and maneuverability, gunboats are rugged and reliable.

**Common Weapons:** Minimum armament for these ships is a pair of wing-mounted Gatlings and a pair of port and starboard mounted cannons. Most have an additional stern mounted Gatling and “bow chaser” cannon to boot.

**Acc/Top Speed:** 8/20; **Toughness:** 12 (2); **Crew:** 8+10; **Cost:** \$40,000 **Notes:** Travels 30 miles per pound of ghost rock.

### Ironclad

**Cost:** \$100,000

These ships were designed for use in the Maze and are much smaller and more maneuverable than standard ironclads. Their heavy armor and low freeboard make them vulnerable to the currents of the Maze. The vast majority of these ships are in the service of one of the three navies in the Maze, but a few have been seen flying railroad colors.

**Common Weapons:** The most common weapon configuration for these ships is three muzzleloader cannons mounted port and starboard, and another two cannons mounted fore and aft. More are possible.

**Acc/Top Speed:** 5/15; **Toughness:** 18 (7); **Crew:** 12+20; **Cost:** \$100,000 **Notes:** Travels 10 miles per pound of ghost rock.

### Knife Boat

**Cost:** \$5000

This is a fast and maneuverable ship capable of quickly closing with the enemy for a boarding action. It is little more than a hull and an engine; the boarding party waiting on the rear deck of the boat is fairly exposed.



**Common Weapons:** Most crews carry a number of pistols, a sword or knife, and the occasional scattergun, thus preparing for hand-to-hand combat. Some crews like to have a sharpshooter or two aboard to pick off any enemy gun crews they can put in their sights. The knife boats have a two-man crew that stays aboard during the fighting. One man pilots while the other mans a Gatling gun mounted on the starboard side.

**Acc/Top Speed:** 20/40; **Toughness:** 8 (2); **Crew:** 2+13; **Cost:** \$5000 **Notes:** Travels 50 miles per pound of ghost rock.

### Maze Runner

**Cost:** \$15,000

The Maze runner is a ship specifically designed for use in the canyons of the Great Maze by Smith & Robards. It's a speedy number with independently geared side paddlewheels. These can rotate in opposite directions, allowing the ship to pivot in place.

The Maze Runner has an open rear deck with bench seats and a partially enclosed driver's cockpit. There's room for cargo or bunks in a small bow cargo hold.

**Common Weapons:** Those who can afford one of these babies usually like to protect their investment—a Gatling gun or two is the norm. A fully tricked-out Maze Runner direct from the Smith & Robards factory also mounts a cannon and a trio of steam Gatlings.

**Acc/Top Speed:** 10/30; **Toughness:** 10 (2); **Crew:** 3+5; **Cost:** \$15,000 **Notes:** Travels 30 miles per pound of ghost rock.

# DEADLANDS: THE FLOOD



## Steam Launch

**Cost:** \$2000

These are the most common boats encountered in the Maze, the real workhorse of the everyman. They are lifeboat-sized craft powered by a small steam engine (think *African Queen*).

Most mining towns have at least one of these boats around for supply runs and taking mined fundamentals to the Rockies' collection ships. Many larger ships carry one as a lifeboat, and the majority of the ferry services also use these useful little boats.

**Common Weapons:** Usually only the personal weapons carried by crew and passengers. In a pinch, you could fit a Gatling in the bow.

**Acc/Top Speed:** 4/10; **Toughness:** 8 (2); **Crew:** 1+7; **Cost:** \$2000 **Notes:** Travels 40 miles per pound of ghost rock.

## Steam Sled

**Cost:** \$3000

One of Smith & Robards' latest offerings, the steam sled has gained instant popularity in the Maze. The sled is a small ghost-rock boiler mounted on a large pontoon. Two high-speed screws propel the sled through the water. The crew sit on the pontoon in front of the boiler.

**Common Weapons:** Normally only the driver's personal weapons.

**Acc/Top Speed:** 20/40; **Toughness:** 5 (1); **Crew:** 1+1; **Cost:** \$3000 **Notes:** Travels 80 miles per pound of ghost rock.

## Tugboat

**Cost:** \$10,000

Tugs are short, stubby craft with oversized engines. They're not fast, but they are powerful. They usually have a small cabin on deck for the crew and are maneuvered from a tall conning tower that allows visibility all around the ship.

Tugs are used to push ore barges through the Maze, and occasionally to help heavily-laden freighters away from the docks. Whenever a tug is encountered, roll 1d6-3. The result is the number of ore barges the tug is pushing. Each full barge subtracts 1 from the driver's Boating rolls, reduces the tug's Acceleration and Top Speed by 1, and increases fuel consumption by +50%. Halve these penalties for empty barges (rounded down).

The Rockies have a few tugs dedicated to towing the war barges mentioned earlier. No one likes to see one of these steaming toward their town. It's a sure sign that trouble is brewing.

**Common Weapons:** Most tugs carry some weapons to defend the barges. Gatling guns mounted on the roof are the most common, and a bow and stern cannon are typical. The crews of most tugs are well-armed too.

**Acc/Top Speed:** 5/10; **Toughness:** 12 (2); **Crew:** 4+10; **Cost:** \$10,000 **Notes:** Travels 25 miles per pound of ghost rock.



# GOODS AND GEAR

## Vehicular Weapons

### Clockwork Torpedo

Costs \$2,000 (for torpedo tube)

Clockwork torpedoes allow ships to engage waterborne targets from longer distances than Gatlings or hand cannons allow. Maze runners, gunboats, and other vessels can employ torpedoes when equipped with launching tubes.

The torpedo is a long cylinder packed with explosives and propelled through the water by a precision clockwork motor. The torpedo explodes on contact with the target, usually doing tremendous damage. When launched in groups, they can be devastating.

Be warned, however. A solid grounding in geometry and physics—or at least a steady hand—is needed to employ these murderous weapons with any accuracy at longer ranges. If a Shooting die comes up 1 (regardless of any Wild Die), the torpedo has a mechanical fault and fails to function. On snake eyes, the torpedo explodes inside the tube, doing full damage to the vessel and setting off any other explosives in range.

A canny pilot can attempt a Boating roll (−4) to avoid oncoming torpedoes. A separate roll is required to evade each one.

### Mines

Smith & Robards manufactures three models of aquatic mine: limpet, anchored, and depth. A simple success on a Repair roll is needed to set a mine. If the Repair die comes up 1 (regardless of any Wild Die), the mine is a dud. On snake eyes, the mine detonates while being set, dealing full damage to the technician and anything else in range.

**Limpet mines** are designed to be attached to the hulls of enemy ships. When pressed against the hull, spring-loaded spikes stick into the ship, firmly anchoring the mine. A timer on the mine (set before placement) allows the attacker to leave the area before it detonates.

**Anchored mines** are used to create a barrier against enemy ships. The mines are attached to a heavy anchor and a length of chain. The length of the chain can be adjusted to set the mine at its desired depth. The mine activates one minute after it is placed in the water. Large rods extend

from all sides of the mine. Anything that pushes on one of these rods with more than 5 pounds of force sets the mine off.

**Depth mines** are designed for use against underwater threats. They are equipped with a special detonator that is sensitive to water pressure. When dropped into the water, they sink to the desired depth and then explode.

## Infernal Devices

### Diving Suit

**Cost:** \$2000

Golden treasure awaits those brave enough to venture beneath the waves! For centuries the sea jealously guarded the treasures lost in her depths, but now it's possible to retrieve some of these riches from her grasp. A diving suit provides a diver with fresh air and allows him to stay submerged for long periods of time. When using the diving suit with an air pump or tanks, you can explore beneath the sea indefinitely.

For \$2000 you get the suit, metal helmet, an assortment of ballast weights, and all the fittings necessary to attach air hoses and tanks. Air tanks cost \$250 each, and a deluxe, steam-powered air pump costs \$900.

**Malfunction:** If a 1 is rolled on the user's Boating or Swimming die (either can be used to operate the suit), regardless of the Wild Die, the suit's air hose becomes clogged or tangled and stops functioning (but may be repaired). On a result of snake eyes, the helmet bursts, doing 2d6 damage to the wearer. In either case, consult the Drowning rules in *Savage Worlds*.

### Waterproofed Dynamite

**Cost:** \$10/stick

This dynamite is specially sealed with wax and secret additives to make it waterproof. It functions with normal detonation wire, so charges can be placed underwater and set off from a safe distance. In desperate circumstances a special fuse that will remain lit underwater can be used, but it must be sparked above water (which doesn't leave a swimmer much time to get where he's headed). In all other respects, it's just like dynamite.

**Malfunction:** If a 1 is rolled on the Smarts check to place a charge, the payload fails to detonate. On a result of snake eyes, the charge detonates while it's being placed, doing full damage to the demolitionist.

Weapon	Range	Damage	RoF	Burst?	Price	Notes
Clockwork Torpedo	30/60/90	4d8+2	4	Large	\$500	AP 10; HW
Limpet Mine	—	4d6	—	Medium	\$150	AP 15; HW
Anchored Mine	—	4d6	—	Large	\$100	AP 10; HW
Depth Mine	—	4d6	—	Large	\$200	AP 10; HW

HEED THE WORDS OF THE GOOD BOOK:

HITHERTO SHALT THOU COME, BUT NO FURTHER

JOB 38:11

