



THE GREAT RAIL WARS
DOGS O' WAR
DALL'S FAIR

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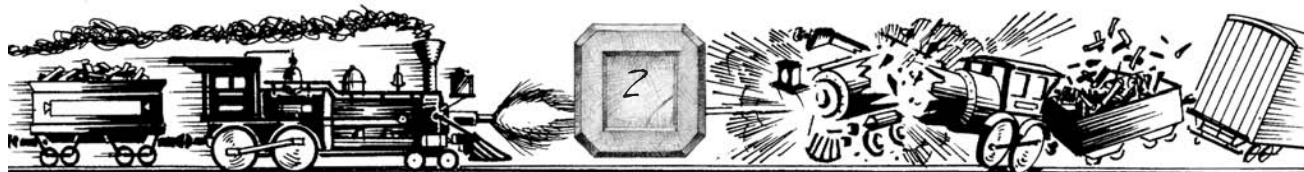
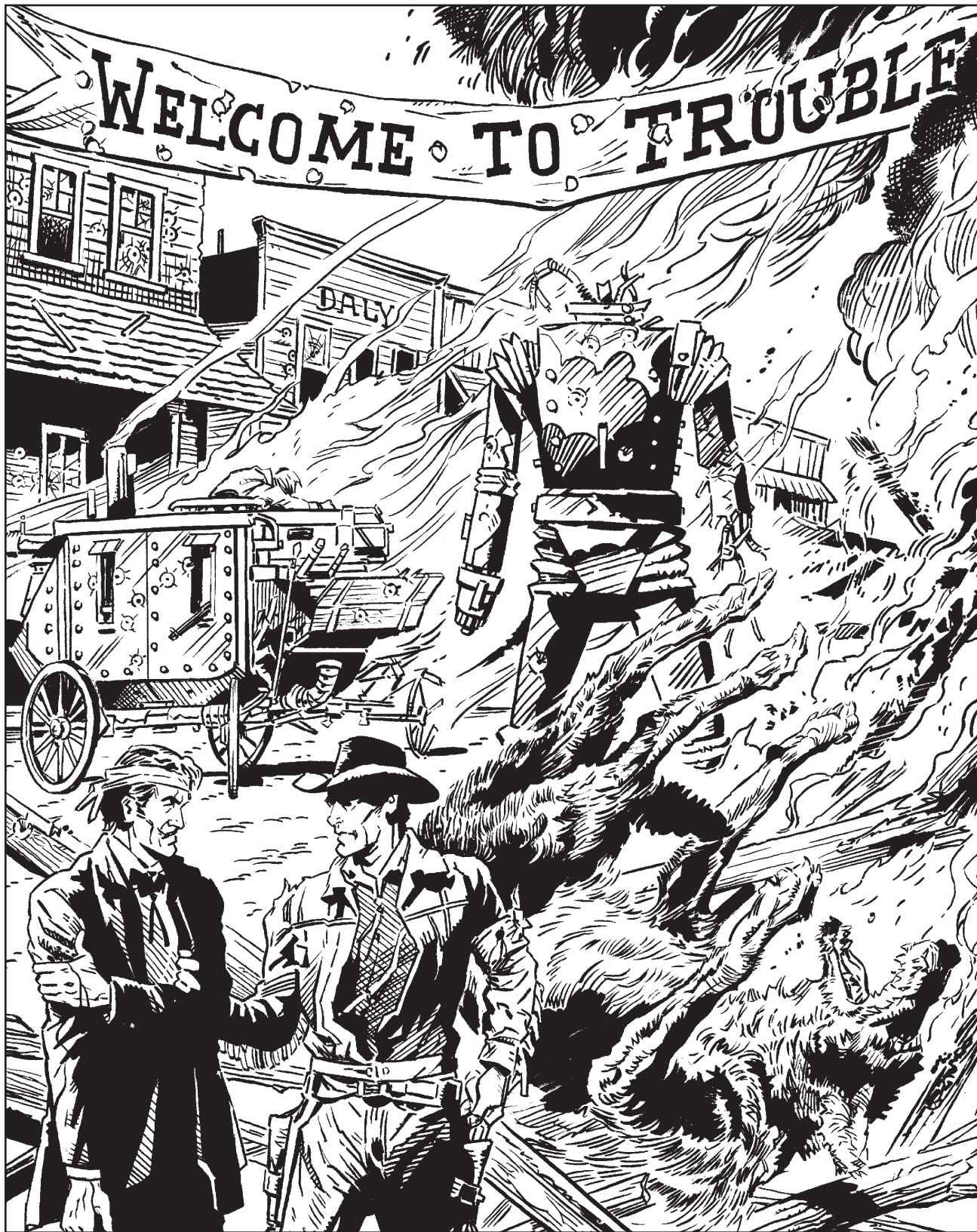
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Dedicated To:

Patrick Phalen, Dave Ross, Aaron Isaac, Rich Ranallo, Tom Huntington, and the entire Flatlands Gaming Group, for your infinite patience and support.

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CHAPTER ONE: THE WAR RAGES ON



Welcome to Dogs o' War: All's Fair, an army book for The Great Rail Wars. In these pages are a huge assortment of new troops, gizmos, powers, and lots of new ways to cause destruction and mayhem with them.

This first chapter tells you all about what's going on as the Great Rail War rages across the Weird West in 1878. Find out how your railroad is faring and what your despicable rivals are up to.

Next up is a look at your latest recruits. As the Rail Wars get ready to shift into high gear, all of the Rail Barons are adding lots of new and interesting troop types to their forces.

In addition to meeting your new wet-behind-the-ears recruits, you also get some reports on the veteran units and heroes which have joined your cause!

At the end of the section on the rail gangs is a look at some strange new players in the Rail Wars—the Church of Lost Angels! That's right—that's a whole new faction for you to play, partner! This one's got fanatical cultists, hideous undead, contagious plague-bearers, new spellcasters, and even a massive famine-inducing demon! How could you go wrong with that kind of mix, amigo?

The Great Rail Wars are about to heat up after a long hiatus. We know you're itching to get fighting, so here's what your average rail hand knows from gossiping around the evening chuckwagon.

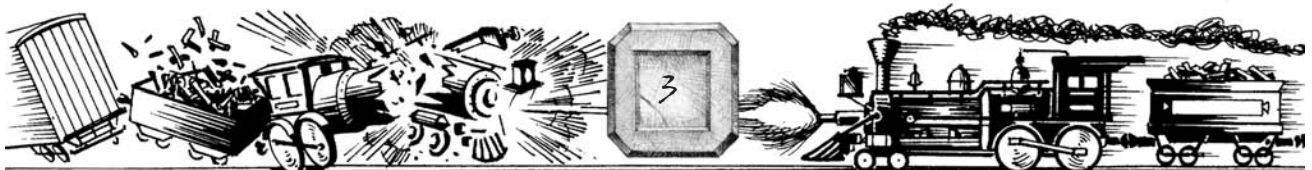
THE WAR ENDS!

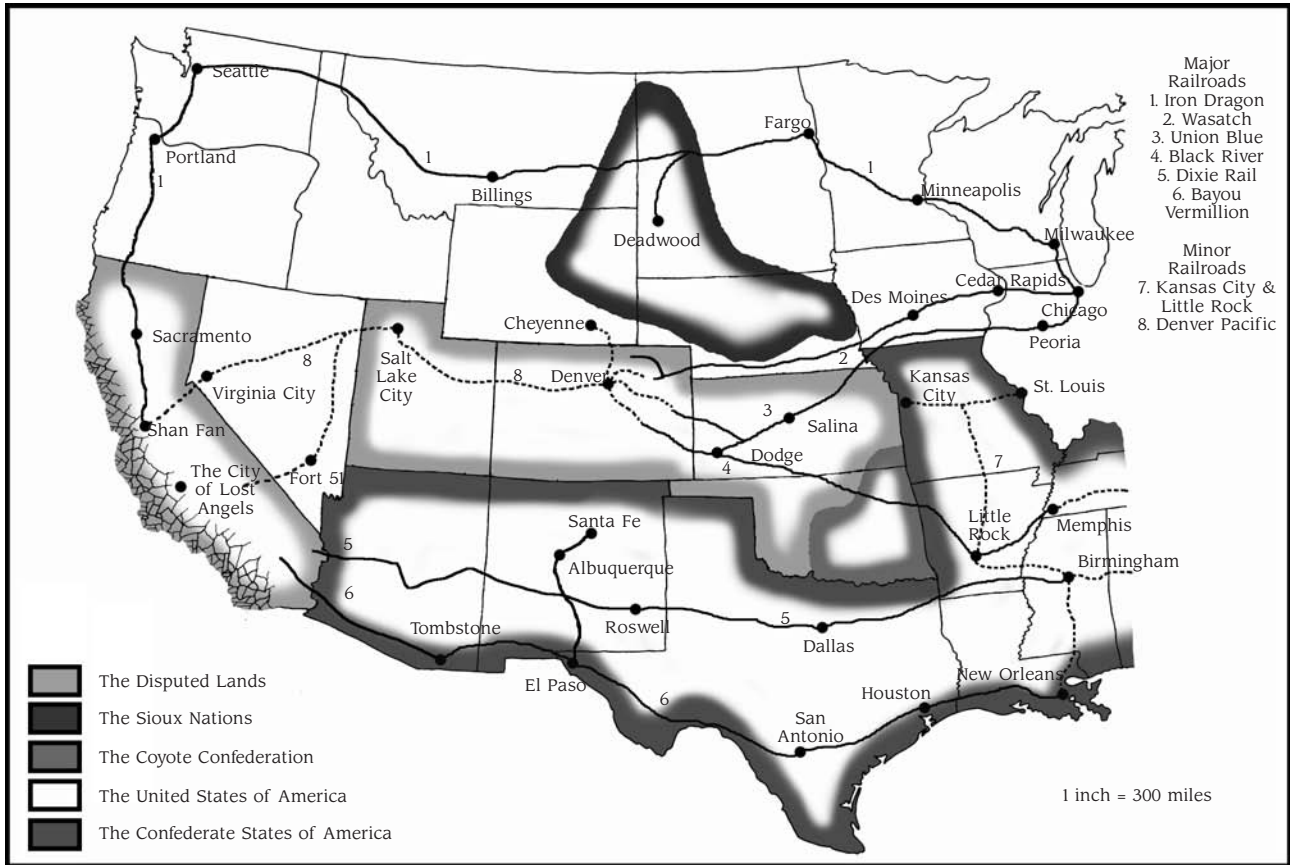
Not the Rail Wars, amigo. We're talking about the American Civil War.

It all started—for most folks—with the mysterious death of General Robert E. Lee in the desert of Arizona. His private Dixie Rails train was attacked by persons unknown and "Marse Roberts" was gunned down by bloodthirsty assassins. Less than a month later, President Jefferson Davis was also assassinated in his capitol at Richmond. His city was also destroyed by a massive explosion which seems to have originated in Libby Prison.

At first, hot Southern blood could only believe Union saboteurs were behind this reign of terror. Then acting President Eric Michele (that's "Michael," friends) confirmed that the assassin was actually a high-placed member of President Davis' own bodyguard, Colonel George Robert Alexander.

Charged in 1872 with bribery, Alexander was incarcerated in Libby Prison and later pardoned by President Davis himself. He was then placed in charge of the Confederate President's elite "Nightwatchers." Former Secretary of War, now Acting President Michele, later stated that President Davis had quietly begun peace talks with the Union, something that did not sit well with the bloodthirsty Alexander. The assassin then began plotting to frame Union spies and commit an act so unspeakable the war must go on—the assassination of General Lee.





Unfortunately for Davis, his plans for a negotiated settlement continued and he became the next target of assassination. It is unclear why half of Richmond was destroyed in Davis' death.

Colonel Alexander was later hunted down by unknown adventurers and sent to a watery grave as he attempted to escape via the James River in a submersible.

(All of these events—and the REAL story about what happened—are explained in the Deadlands adventure, *Dead Presidents*.)

THE COLD WAR

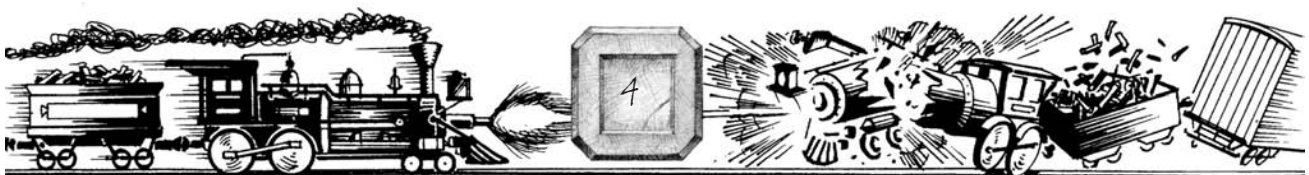
The day after Davis was assassinated, acting President Michele called for all Confederate troops to stand down. There are still quiet skirmishes between vengeful commanders here and there, and shots are still sometimes fired when soldiers in blue and gray come too close together, but officially, America is at peace. The "cold war" has begun, and spies on both sides are quickly infiltrating their rivals to ensure no surprise attacks are forthcoming.

THE GREAT RAIL WARS

Neither the North nor the South are being too quick to pare down their armies, but the cease-fire has allowed them to trim the fat a bit. One of the first side-effects of the war's end is that both nations released thousands of soldiers whose enlistments had already expired, or who were considered too old, infirm, or mentally unstable to remain in the ranks.

After the Battle of the Cauldron, the Rail Barons' ranks had been decimated. This stalled both the fighting and the progress as there were fewer guards for those who actually did the hard work of laying track. The former soldiers have now replenished the railroad's armies and the fighting has already begun to heat up once gain.

Many former soldiers also headed west hoping to find their own vein of ghost rock. Unfortunately for everyone, a large number of these would-be tycoons find the hard work involved in mining aren't to their liking. They enter the Rail Barons' service where it's easier to pull a trigger than swing a pick, and easier to take ghost rock from someone than mine it honestly.





THE DENVER PACIFIC

Bad blood began in earnest when the Denver-Pacific ended their business arrangement with Darius Hellstromme's Wasatch railroad. The DP's owner, Smith and Robards, literally threw Wasatch cargo off their rail lines—sometimes dumping hundreds of thousands of dollars worth of expensive gadgetry in the desert—and declared their former contract null and void.

Strangely, Hellstromme remained silent. Most everyone expected an immediate reprisal by Wasatch's merciless minions, but eerily, nothing happened. Confidants inside DP claim this scared Smith and Robards even more than an overt attack. They doubled their guards, added more war trains to their lines, and raised the cost on their other contracts, most notably Union Blue and Black River.

The Tombstone Epitaph managed to get its star reporter, Lacy O' Malley, in to see Dr. Hellstromme for a statement, but his reaction was polite and peaceful. Some believe Brigham Young's Mormons have calmed the fiery and often violent inventor. O'Malley himself believes that Hellstromme has simply lost interest in the Rail Wars and is now working on other projects.

Recent battles in the High Plains prove Wasatch troops do not share in their owner's malaise. New legions of automatons and other mechanical soldiers have squashed their rivals with their typical relentlessness.

KISSING AND TELLING

In Dodge City, rumors continue to fly that Union Blue President Joshua Chamberlain and Black River CEO Mina Devlin are having a sordid affair. Chamberlain denies the rumors profusely, but it is true those two railroads have not fought since the end of the Civil War. It is also true that neither railroad has lain track past Dodge, though both have numerous bands of Enforcers across the California border along the growing Denver-Pacific line. The enforcers of the two lines have an uneasy truce, though neither acknowledge it publicly.

Rumors are also flying about a missing heir to the Devlin fortune. Mina has put out quiet rewards among numerous bounty hunters for a teenage girl who closely resembles Mina herself. Stories in the Epitaph suggest the girl is a love-child of Chamberlain, raised from a babe to a teenager in a year by Mina's dark witchcraft.

Chamberlain denies everything, but it is said his men search for the girl as well.

LACROIX'S IMMUNITY

As you might recall, Baron LaCroix of Bayou Vermillion managed something of a coup by bushwhacking the owner of the Santa Fe & El Paso Railroad and linking the two rail lines. LaCroix now owns the lines entirely and the former owners now serve the Zombie Master in undeath.

LaCroix has always been careful about using his "special forces" around civilians, but he had no qualms about sending his zombie rail workers into Apache territory. The Baron figured the Apaches for ignorant savages and spared little thought for what they might think about his abominations. This proved a frightful miscalculation.

The Apaches under Geronimo, who abhor the dead—let alone groaning undead—savaged his forces as soon as Bayou Vermillion passed Tombstone, Arizona. Needless to say, help from the Texas Rangers was slow in coming.

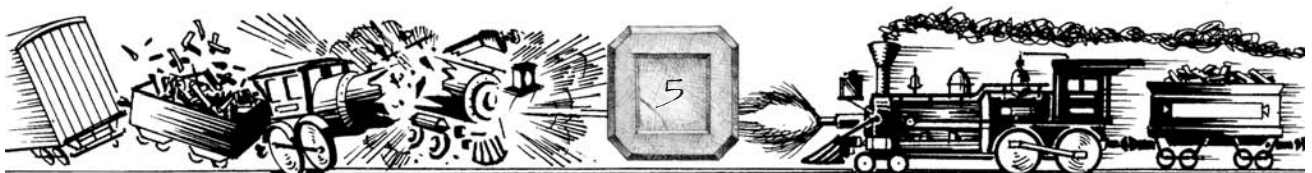
For its part, Dixie Rails quickly passed BV's furthest railhead, and might well have made Lost Angels were it not for the assassination of the rail line's president, Robert E. Lee, and the events at the Confederate capitol in Richmond.

Bayou Vermillion has finally secured most of their tracks, however, and begun to catch up with the flagging Dixie Rails. Troops from each railroad never formally announce their allegiance before firing on each other, but everyone knows who's working for who. Saying so publicly, however, might get BV shut down by the government, or incur LaCroix's arcane wrath on the fledgling Confederacy. Neither side wants to enter a public conflict at such a delicate time.

KANG LOSES FACE

Warlord Kang laid the most actual track in the previous year, but was foiled in his plan to quickly reach Lost Angels. Prior to the Civil War's cease-fire, Kang had made a deal, perhaps less than scrupulously, with the owners of the Great Northwestern. His plan was to quickly forge ahead with his line to Seattle, then buy out and link up to the Great Northwestern line, which reaches all the way past Sacramento.

A recent popular vote to maintain California's status quo must have inspired the GN's owners to do the same, however. They turned Kang down in a most humiliating fashion. Kang had scheduled a public signing to take over the GN. Respected members of the press, legions of his loyal tongs, Japanese ronin in their most elegant komonos, and visiting officials of the state's





territorial government, all showed up to witness what would surely give Iron Dragon the edge it needed to win the Great Rail Wars.

Then the owners of the Great Northwestern pulled a no-show. The spectacle would be embarrassing for anyone, but for an Oriental warlord—well, let's just say Kang left the festivities in quite a huff.

Once again, everyone expected an all-out war between Kang's goons and Great Northwestern's hired guns. Once again, everyone was disappointed. Then, exactly one week after blowing off Kang's party, the owners of the Great Northwestern quietly sold their line to Iron Dragon for a paltry \$100,000, a fee that doesn't even cover the iron used in the GN's line.

Many speculate on just what Kang threatened to do to the GN, but so far, no credible reports have surfaced.

SUDDEN DEATH

As you can see from our updated rail map on the previous page, the Rail Wars are about to come to a close. And in typical Weird Western style, they're set to go out not with a whimper, but with a big bloody bang.

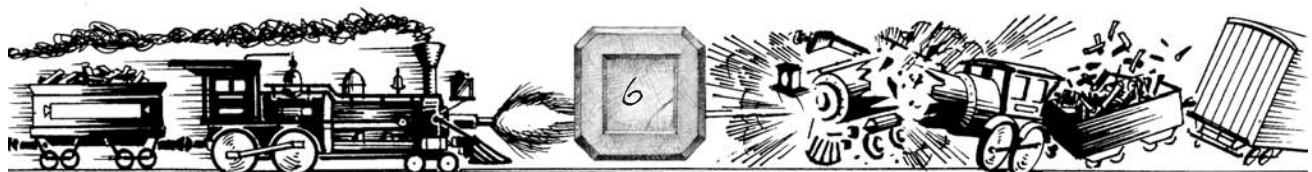
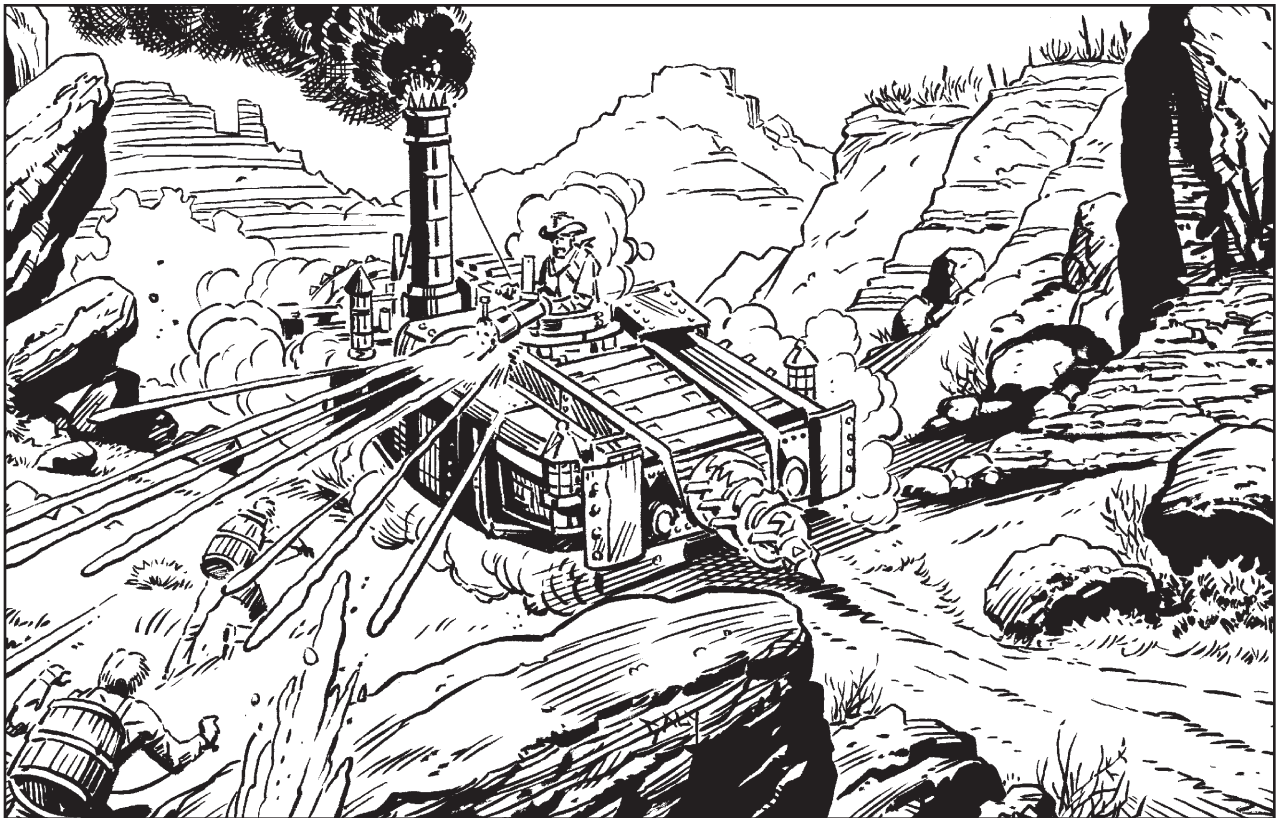
Awake of new recruits and the bait of billions of dollars in ghost rock have bloodied the waters. The sharks have begun to frenzy. And God help anyone who gets in their way.

Battles take place on a near daily basis. Alliances and treaties last as long as the man with the knife in his back can stagger.

RAIL WARRIORS

Now it's time to get to the heart and soul of this book. On the following pages are sections dedicated to each railroad, what they've been up to, and the new troops they've hired. You'll also find new heroes and veteran units to add to your unholy host.

We don't make specific models for some of the heroes and veterans listed here. These have a short entry called Figure(s) which lets you know what the "official" miniature for that troop type is. The hero Papa Natanga, for example, uses a standard Houngan figure since we don't make a specific Natanga model. Of course, you're always welcome to customize a figure for your own games. Just make sure all the other players know who's who once the lead starts flying.





BAYOU VERMILLION

President: Baron Simone LaCroix
Headquarters: New Orleans, Louisiana

INSIDER INFORMATION

The Confederacy under Jefferson Davis left LaCroix alone, even though it was widely known by the administration that the Rail Baron consorted with dark forces. The new president, Eric Michele, has a very different attitude toward LaCroix. He's authorized a select group of senior Texas Rangers to begin a covert investigation—and elimination—of LaCroix's supernaturally gifted employees.

The Rangers have already taken out a number of hougans and lesser conjurers. As LaCroix and his business is important to the Confederacy right now, the Rangers attempt to make these actions look like the work of local do-gooders (and it often is).

But LaCroix knows the truth. He's begun to gather his own forces to wipe out the Rangers. In the meantime, he's created a horde of undead to attack Dixie Rails. He figures that with Dixie Rails knocked out of the race and Mina in bed with Union Blue, President Michele has to rely on Bayou Vermillion to reach Lost Angels first. He also knows Michele won't publicly accuse him of the attacks because the government can't admit the existence of such creatures to the masses.

Given the recent events of the war, Dixie Rails has suffered greatly. The undead hordes have claimed many a retired Confederate veteran, and DR's sudden rush of progress has come to a bloody halt. Only the few Texas Rangers actively hunting down the zombie masters have had much success. This is called the "Zombie Hunt" by those Rangers participating, and is led by a veteran lawyer named Hank "One-Eye" Ketchum.

Ketchum knows LaCroix is out to squash Dixie Rails. He's gathered more junior Rangers to bolster the railhead's defenses while he and his men hunt down BV's necromancers.

CAJUN HUNTERS

Baron LaCroix, after one too many encounters with Dixie Rails' sharpshooters, decided to recruit his own marksmen. The Cajuns of southern Louisiana were the perfect choice. Although LaCroix bought bright, shiny, new Winchesters for all of his new Cajun units, the stubborn hunters refused to give up the muskets they're used to.

Muskets: Muskets are slow weapons compared to modern repeaters. A troop can only reload if it does not move in a turn (mark the figures with a small gaming bead to show they are loaded). Also, prone troops must stand between shots to reload. Muskets have the following stats: Range 36"; ROF 1; Damage 2d8.

PROFILE (POSSE)

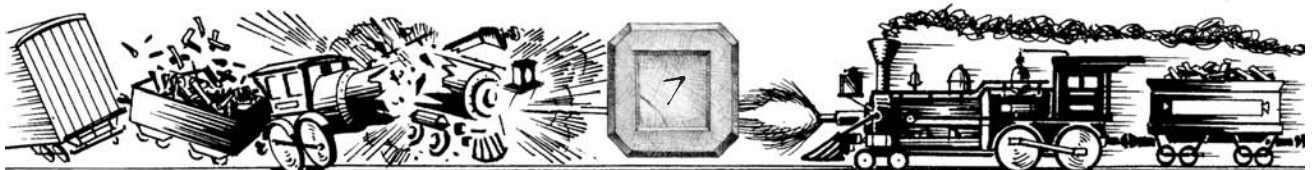
Strength d6 **Shootin' d10**
Smarts d6 **Fightin' d6**
Vigor d6 **Guts d6**

Weapons: Muskets

Special Abilities: Crack Shot, Sneaky

Bounty: 13

Cost: 65





DEADBEAT BAND

LaCroix has recruited some musical talent to "liven" up his troops.

The Deadbeat Band consists of three musicians: a trumpet player, a saxophone player, and a drummer. This unholy trio can add a spark of life to any undead army and strike fear into the hearts of mortals.

YOU GOTTA PAY YOUR DUES

Before the Deadbeat Band joined the ranks of LaCroix's legions, they were simply a group of down on their luck musicians trying to make a living playing jazz in the saloons of New Orleans. They weren't especially good, but they weren't bad either.

One night, while performing on the streets for passersby, a gambler who had wined and dined Lady Luck that night heard them play. He generously gave them each a \$100.

Unfortunately, some less charitable souls saw this transaction and ambushed the musicians while they were making their way to their apartment. All three of them were brutally beaten to death. The thugs took their money and sold their instruments to a pawn shop.

LaCroix heard of the murders and instantly knew he could use the event to his advantage. He purchased the band's instruments and used them in an arcane ritual to summon their spirits back to the land of the living and into host bodies he had prepared for them.

As long as LaCroix possesses the instruments, he can recall the band's spirits to do his bidding. Each time they are killed on the battlefield, he must find new bodies for their spirits to inhabit. The Baron has found that the bodies of young musicians produce the most favorable results.

BATTLEFIELD INFO

Because of the Deadbeat Band's unique origins, there may never be more than one posse in play at a time. If two Bayou Vermillion players wish to field a Deadbeat Band, they should each roll a d20. The player with the highest roll gets to use the band.

INFERNAL MUSIC

The Deadbeat Band swings to unearthly music on the battlefield. To the Walkin' Dead this music is a lively tune that brings back memories of their days among the living and energizes their rotting carcasses. To those who are still on this side of the grave, the music is a Hellish wailing that makes brave men shiver on a hot day in the Mojave.

All Undead units within the band's area of effect (including the band itself) receive a +1 bonus to all rolls they make.

All living units within the band's area of effect, friend or foe, suffer a -2 penalty to all Guts rolls.

I CAN'T HEAR YOU!

The band's music affects an area 8" in radius per musician. Musicians which are Eatin' Dirt don't count toward this total.

PROFILE (POSSE OF THREE)

Strength d6 **Shootin'** d6
Smarts d6 **Fightin'** d6
Vigor d6 **Guts** -

Weapons: None

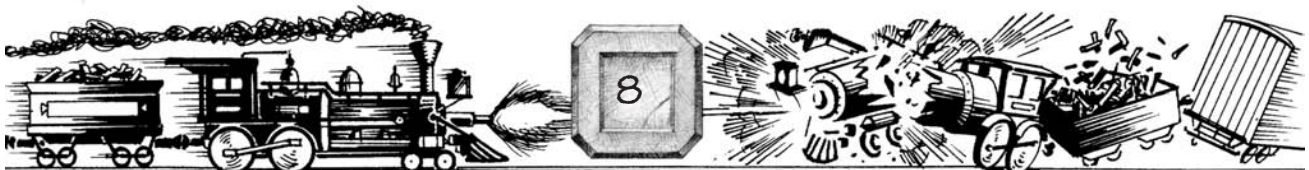
Special Abilities: Fear, Fearless, Infernal Music, Undead

Bounty: 20

Cost: 60

FERAL DEAD

A few years back, a Bayou Vermillion train carrying a batch of Baron LaCroix's reanimation





elixir crashed. The elixir eventually got into the local cemetery and quite a ruckus ensued.

The "accident" in Nacogdoches came as quite a surprise to Baron LaCroix. Not the part about the train crashing, but the part about the dead digging their way out of the cemetery. For years he had made his reanimation elixir in strict accordance with the formula taught to him by his mentor. It had been firmly drilled into his head that any deviation from this formula would only result in wasted elixir. The dead in Nacogdoches should have stayed that way!

Of course, that was before the Reckoning. LaCroix has found that by varying the dosage, ingredients, and freshness of the animated corpse, he can create Walkin' Dead with a wide variety of characteristics. Most of the undead he has created through these experiments have been, like the Nacogdoches zombies, good for little more than target practice.

The Feral Dead are a notable exception. The formula used to create these undead is capable of reanimating the body but has little effect on dead brain tissue. Only the parts of the brain directly associated with survival tasks like fighting and eating are revived. The result is an undead killer with an insatiable appetite.

LaCroix has developed a certain fondness for his newest creations. He uses them to patrol inside the wall of his estate at night. He's also fed more than a few of his most distressing enemies to these flesh-hungry ghouls.

BATTLEFIELD INFO

BUSHWACKERS

Like the hunters they are, the Feral Dead have an uncanny knack for hiding themselves in unlikely places. A favorite trick of theirs is to bury themselves in the dirt and then erupt out of the ground to grab their prey's ankles.

Treat this as the normal Bushwack ability with a twist. Because the Feral Dead often hide in places no living creature could or would hide—a full rain barrel, a dung heap, under ground—they get a +4 to all Fightin' rolls made on the action they reveal themselves. Their opponents just don't see them coming!

HUNGER

The formula used to animate the Feral Dead leaves them with a gnawing hunger for human flesh which can never be fully satiated. It's this hunger which draws them toward the enemy with a Pace of 8.

In hand-to-hand combat, this hunger often gets the better of them. Whenever a living enemy model is Put Down, all the Feral Dead which were fighting that model must make a Hard (8) Smarts check or spend their next action chowing down. Any hero consumed by Feral Dead has no chance of returning as a Harrowed. He has a great chance of coming back as a zombie turd, however.

PROFILE (POSSE)

Strength d6 **Shootin' -**
Smarts d6 **Fightin' d6**
Vigor d6 **Guts -**

Weapons: Claws (STR+2)

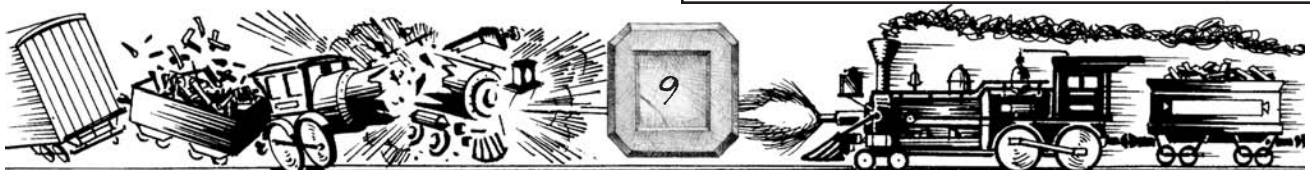
Special Abilities: Bushwack, Fear, Fearless, Frenzy, Hunger, Pace 8, Undead

Bounty: 8

Cost: 40

PAPA NATANGA

Papa Natanga is an old time houngan from Haiti. No one's sure how old he is, but some say he fought alongside Toussaint L'Ouverture against the British and Spanish invaders in 1793. Papa refuses to confirm these rumors, but he does nothing to discourage them either.





The crotchety old coot doesn't work for LaCroix, he works with him—and he makes sure everyone knows that. The geezer has his own reasons for working with the Baron, but he has yet to reveal them.

Natanga constantly belittles LaCroix's mastery of the black arts because he knows it infuriates the younger man. LaCroix puts up with this abuse for a number of reasons. First, Papa is an extremely skilled houngan who can teach LaCroix many things. Second, the old guy is damned handy to have around. More than once he has turned the tide of a losing battle by sending an enemy leader to the Hunting Grounds. Third, Papa knows LaCroix's origins and how he came by the title of "Baron." The old man hasn't told anyone what he knows, but the threat that he might keeps LaCroix civil.

BATTLEFIELD INFO

OW, QUIT IT!

Papa Natanga has taken the art of making voodoo dolls and evolved it into a science. The dolls he makes are much more potent than those made by the average houngan. Papa considers



these lesser dolls a waste of time because they merely torment the victim. In his hands, a voodoo doll can kill.

Each action, Papa Natanga can use his voodoo doll to torture an enemy hero. Roll Papa's Smarts against the target's Smarts. If Papa wins the contest, the targeted hero loses his highest Action Card (or his Hold Counter). In addition, the hero takes the difference between the Smarts rolls as damage.

Papa can target any enemy hero with his doll, but once he has picked a target he must perform rituals on the doll before he can pick a different victim. To target a different hero, Papa must use an action to make a Hard (8) Smarts roll to prepare the doll. If the roll is missed, he may try again on later actions.

ROLL THE BONES

Papa has a set of knucklebones (he won't say whose) he can cast prior to a battle to divine the portents for the fight. The old man is extremely protective of these bones and has killed men simply for reaching in their direction. Some suspect they belong to the houngan who taught Natanga the ways of voodoo.

If Papa is in your army, he consults the bones prior to battle. Roll an Easy (4) Smarts check before chips are drawn. If he succeeds, draw four chips and keep the best three. If he fails, draw four chips and throw away the highest.

PROFILE (HERO)

Strength d4 **Shootin' d8**
Smarts d12 **Fightin' d6**
Vigor d8 **Guts d8**

Weapons: Musket (see Cajun Hunters for Musket rules)

Special Abilities: Arcane Background, Geezer, Knucklebones, Voodoo Doll

Spells: Any 8 Houngan spells.

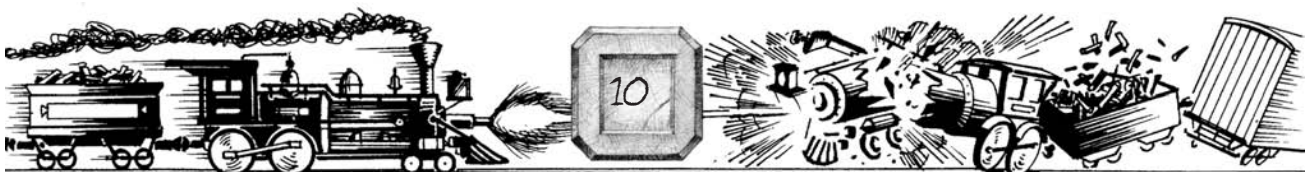
Bounty: 65

Cost: 65

Figure: Use a Houngan for Papa Natanga. Paint him well. Natanga doesn't like to look sloppy for those he's about put the hoodoo on.

BORDER RUFFIANS

This feared Bayou Vermillion unit is the legacy of none other than Bloody Bill Quantrill. These undead raiders are all veterans of his savage raids throughout Missouri and Kansas. Each one is a skilled marksman and a master of the ambush.





The Border Ruffians are used to staying on the move one step ahead of their enemies. They must be prepared to fight anytime, anywhere, so each one carries a small arsenal of weapons. They each carry two pistols, a rifle, and a shotgun, and enough ammo to break a horse's back.

BLOODY BILL

Quantrill was the leader of a group of Southern guerillas known for their bloodthirstiness. In 1863, he and his men burned the town of Lawrence, Kansas, and killed over 150 men, women, and children. Later the same year, he defeated a small unit of Union cavalry and executed 17 noncombatants. Some Union boys finally caught up with him in Kentucky and put him six feet under.

Unfortunately, he didn't stay planted. Quantrill returned as a Harrowed with the power to create Walkin' Dead under his control. Bloody Bill's manitou was running the show when he first dug his way out of the grave. It put together an unholy host of undead raiders and set about terrorizing the innocent civilians of Missouri and Kansas.

On the rare occasions Quantrill gets to control his body, he is terrified of this band of Walkin' Dead. He's gone quite mad and believes he somehow escaped from Hell and that the Border Ruffians are some sort of demonic posse come to drag him back. Bloody Bill flees whenever he catches sight of them, and his Walkin' Dead loyally follow him wherever he goes.

The last time Bill was in control and his undead posse caught up to him, he screamed in desperation, "Go away, and leave me be!" To his surprise, it worked. The Border Ruffians rode off to see what mischief they could get into without their master.

After cutting a bloody swathe through Missouri and Arkansas, the group eventually hooked up with Bayou Vermillion. LaCroix has put their talents to good use. He sends the Border Ruffians wherever he needs to cow opposition through sheer terror.

LaCroix has no idea how long he may have use of Quantrill's men, so he's determined to get the most murder and mayhem before Bloody Bill's manitou gets the better of him again.



BATTLEFIELD INFO

The Border Ruffians can't use their Bushwack ability when mounted.

Only one posse of Border Ruffians may be in play at a time. If two Bayou Vermillion players wish to use the unit, each should roll a d20. The player with the highest roll gets the Ruffians.

PROFILE (POSSE)

Strength d6 **Shootin' d8**
Smarts d6 **Fightin' d8**
Vigor d8 **Guts -**

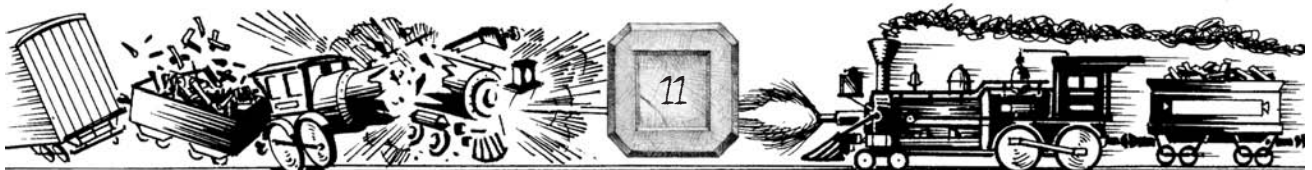
Weapons: 2 pistols or a shotgun

Special Abilities: Bushwack, Fear, Fearless, Undead. The posse may be mounted for an additional 10 points.

Bounty: 18

Cost: 90

Figures: Use a posse of Walkin' Dead for the Border Ruffians.





BLACK RIVER

President: Mina Devlin
Headquarters: Memphis, Tennessee

INSIDER INFORMATION

Buckle in, amigos. This one's a bit long, but a lot has happened in the Weird West since we started the tale of the Great Rail Wars.

Mina and General Joshua Chamberlain of Union Blue have reached a secret agreement—though rumors of a romantic liaison are completely false. Their agreement is with Smith and Robards. Smith, a devout patriot to the United States, is taking secret payments from Union Blue in the form of discrete overpayments for their high-tech gizmos. The United States Army is also quietly protecting Smith & Robards headquarters, as well as their rail lines.

In exchange, the DP has agreed to sell its line to Union Blue once it reaches Lost Angels. In addition to the "advances" they already receive, Smith & Robards will get \$1 billion paid out over the next decade, and enjoy federal protection from Hellstromme after the Rail Wars end.

Mina knows all this, so what's her angle? That's a weird one.

THE CACKLER

A brief while back, Mina took a trip to Merry Old England and found a lot that was old but little that was merry. Especially this Cackler fellow she ran into.

The Cackler is an old Harrowed with magical powers far greater than even Mina's. After fulfilling a dark debt to the Reckoners for his rebirth as a "lich," he looked for a way to resurrect his long-dead mother, an greater sorceress of a long-gone age. The Reckoners whispered that his mother might be reborn in his own blood line, so the Cackler had been searching for her in England and Europe for some time, but with no success. Then he ran into Mina Devlin late one night.

The alluring witch was just about to meet

her end when she struck a bargain with the lich that she could help him. The Cackler gave her a chance, let her use her witchy ways, and was surprised to discover that she did indeed have a clue as to his descendant's whereabouts.

Mina saw a young girl named Rachel with raven-black hair. She couldn't tell exactly where the girl was, but she was sure she was somewhere in the American West. The Cackler chortled his dry, raspy laugh and gave Mina one year to find the girl. He would venture to the West himself at that time and claim her.

Mina raced home and made some friends in strange places to help her—notably Baron LaCroix and the twisted family of sorcerers known as the Whateleys. They narrowed the search further, but as yet, Rachel has still not been found.

The full details of this encounter and Mina's attempts to fulfill the pact are laid out in the Deadlands sourcebook, *The Black Circle*.

ENTER THE GENERAL

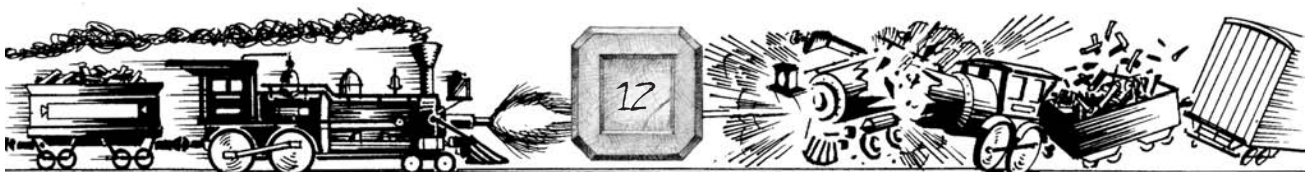
That's where Chamberlain came in. During one of their many meetings, Mina confessed some of her story to him (leaving out her alliance with the "Black Circle.") The general had never seen Mina afraid of anything, but the Cackler had certainly put the fear of something in her otherwise cold heart.

He promised to protect her from the Cackler when he arrived if she would turn the mysterious child over to him when she was found. She must also agree not to interfere with his arrangement with Smith and Robards over the Denver-Pacific.

Mina agreed. Besides, she thinks she'll just charm Smith and Robards when the time is right and have them sign over the DP to her. She just hopes Chamberlain and the Agency kill the Cackler before anyone reaches Lost Angels so she doesn't lose her champion (though Chamberlain would honor his bargain anyway).

That's why her troops have been quite active in the Rail Wars. She's not trying to win—she's just trying to stall the whole thing until the Cackler gets here. If that means throwin in her lot with Union Blue, so be it. If it means hiring a few guns through a third party to harry the Federals, that's fine too.

Mina Devlin is a scared little girl right now, a very unnatural state for this normally relentless bitch. Chamberlain knows this, and is beginning to fear the coming of this Cackler fellow himself.





ALPHA WOLVES

Black River's wolf packs were the bane of Union Blue troopers during the drive toward Dodge. These ferocious predators would slink into the Union Blue camps at night, rip out the throats of their sleeping victims, and vanish into the darkness before the guards could react.

As well as the wolves did in these hit-and-run raids, they did not fare so well in stand-up battles. The wolves often got caught in the open plains by enemy gunmen and suffered heavy casualties. Those that didn't get shot often broke and ran.

Mina asked Black River's beast handlers to see if anything could be done to increase the wolves' effectiveness. They began a selective breeding program using the biggest and most aggressive wolves from their packs. The result was a foul-tempered mass of fur and teeth with a howl that could curdle milk.

When mixed with the other wolves, these new Alpha Wolves immediately assumed control of the packs. The few wolves who challenged the Alphas' supremacy have since been turned into an assortment of mittens and hats (there wasn't enough left to make a full-fledged coat).

Mina has been extremely pleased with the results of the breeding program. She keeps two Alpha Wolves as pets. Despite their aggressive nature, the two wolves don't fight with each other—they know better than to displease their mistress. Mina takes the pair with her wherever she travels. A few of the Wichita Witches have taken to keeping them as pets also.

STAMPEDE!

The Alpha Wolves first fought against a Dixie Rails work crew surveying near the Santa Fe Trail in New Mexico.

The Alphas used their howl to stampede a herd of longhorns through the work crew's camp. The other wolves ran along just behind the fleeing cattle and were able to get in among the stunned rail workers before they even realized they were under attack. There were no survivors.

BATTLEFIELD INFO

Alpha Wolves are single-figure units. Although they function in many ways like heroes, they are killed like any other single figure. Don't roll on the Critical Hits Table for them.

When buying troops, you may not purchase more Alpha Wolves than Wolf posses.

HOWL

The Alpha has a special howl ability. Using it counts as the Alpha's attack for the current Action Card. Each time the Alpha howls, he can do one of two things (but not both).

Cause Fear: All enemy troops within 10" of the howling Alpha must make an Easy (4) Guts check.

Rally Wolves: All friendly Wolf packs within 10 inches of the Alpha which are Panicked or Shaken may make an immediate Guts check to rally. This does not count as an action for these units.

PROFILE (SINGLE)

Strength d8 **Shootin' –**
Smarts d6 **Fightin' d8**
Vigor d8 **Guts d8**

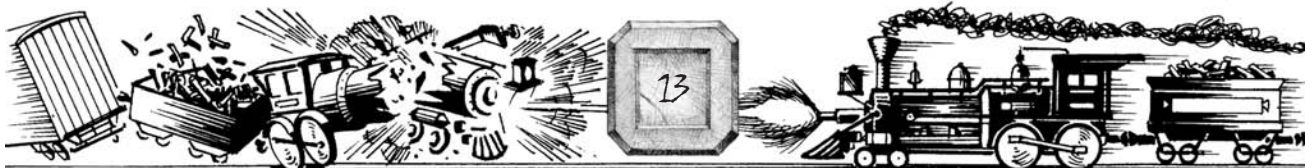
Weapons: Fangs (STR+2)

Special Abilities: Fleet-footed, Frenzy, Howl, Leadership, Pace 8

Bounty: 15

Cost: 15

Figure: Use a single wolf, muchacho.





COVEN O' WITCHES

When rumors of Mina Devlin's witchcraft were printed in the Tombstone Epitaph, numerous covens of wicked young girls sprang up to imitate her dark power. Publicly she denied the charges, but privately she encouraged those who wrote to her. She corresponded with many groups of wayward young women across the country. Those who showed promise were invited to meet with her.

Mina worked with these impressionable young women and introduced them to the secrets of her dark art. Those who had a true talent for magic entered Black River's service. Those who didn't make the cut performed one last bit of magic and "vanished."

Mina's fledgling witches are fanatically loyal to their mistress—for now. Like most who become involved with the black arts, the witches of Black River's Covens are thirsty for power. Their training is far from complete, and none of them want to displease Mina and risk being cast out before they can learn all of her sinister secrets.

The Covens have performed well on the battlefield. Despite being wet behind the ears, a full Coven can often rival the power of more

experienced spellcasters when they pool their power. Union Blue troopers learned the hard way not to underestimate their power and now consider them priority targets.

BATTLEFIELD INFO

ARCANE BACKGROUND: COVEN

The Coven of Witches are young and inexperienced and must combine their powers to cast their deadly hexes.

To cast a spell, roll the witches' Smarts. Add +1 to the roll for every witch over 1 that remains in the posse. With no casualties, for example, add +4 to the roll.

Whenever a casting roll comes up 1, roll backlash separately for each witch.

HOWDY, MA'AM

Covens have the Sheep's Clothing ability, described here.

Most Covens consist of young women and girls, many of them in their mid-teens. They don't openly carry weapons—their daggers are usually tucked away up a sleeve or in a boot. All in all, they look like a group of typical civilian women (barring the occasional pentagram necklace, of course).

As bad as things have gotten in the Weird West, few people are willing to simply gun down unarmed women in cold blood. The Covens use this to their advantage and try to appear as innocent and harmless as possible until they are ready to sink the knife in.

All living human male troops must subtract -2 from their Shootin' or Fightin' rolls. Go by the figures on the table—if someone goes to the trouble of separating out our female figures just to kill your covens, well, all's fair in love and war, amigo.

PROFILE (POSSE)

Strength d6 **Shootin' d4**
Smarts d6 **Fightin' d4**
Vigor d6 **Guts d8**

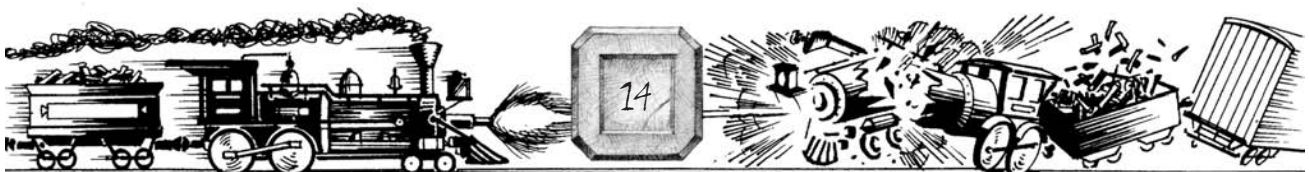
Weapons: Dagger (STR+2)

Special Abilities: Arcane Background: Coven, Occult, Sheep's Clothing

Spells: Any two Witch spells.

Bounty: 12

Cost: 60





WEREWOLVES

Werewolves are feral, two-legged wolf-men who rend their prey with incredibly strong claws and teeth. They're not the kind of folks you want to meet in a dark alley—or anywhere else for that matter.

In the wild world of The Great Rail Wars, most Werewolves change into their furry alter egos only on nights when the full moon rides the sky. Only a rare few individuals can control their change by sheer force of will.

BAD MOON ON THE RISE

Mina Devlin offered a reward to anyone who could bring one of these individuals to her. She ended up having everything from poodles with dental work to humans with fur pasted on their skin paraded past her, but she eventually got her hands on a genuine lycanthrope who could actually control his transformations.

Mina offered this unfortunate individual a large sum of money to participate in some experiments. Participation in this case meant being strapped to a table while Black River witches and alchemists performed a wide range of unusual and often painful experiments on him. The Black River researchers also performed a number of tests and rituals on the Werewolf's blood.

The end result of all this poking and prodding was the creation of a serum which could infect any person taking it with lycanthropy. When taken in large doses, the serum actually causes the subject to undergo the transformation to Werewolf form regardless of the phase of the moon.

These Werewolves are savage, feral creatures barely able to understand which side they're on. After a few years of exposure, however, the human mind begins to dominate the beast inside. When a werewolf can completely control its transformation without serum, and retain its intelligence while in wolf form, the individual becomes a "Wolf Man." Both are available to help Mina fight the Great Rail Wars.

BATTLEFIELD INFO

MAKING WEREWOLVES

Black River has forbidden her Werewolves from transmitting their "blessing" to others, so figures killed by werewolves do not rise as werewolves themselves.

The two versions below reflect the savage,

less-mature Werewolves and the more veteran Wolf Men. Those who "graduate" to the latter stages are now crafty enough to become "heroes."

WEREWOLF (SINGLE)

Strength d12+2 **Shootin' –**
Smarts d6 **Fightin' d10**
Vigor d10 **Guts d12**

Weapons: Claws and bite (STR+2)

Special Abilities: Fear, Fleet-Footed, Frenzy, Un-earthly (Weakness: Silver)

Bounty: 75

Cost: 75

WOLF MAN (HERO)

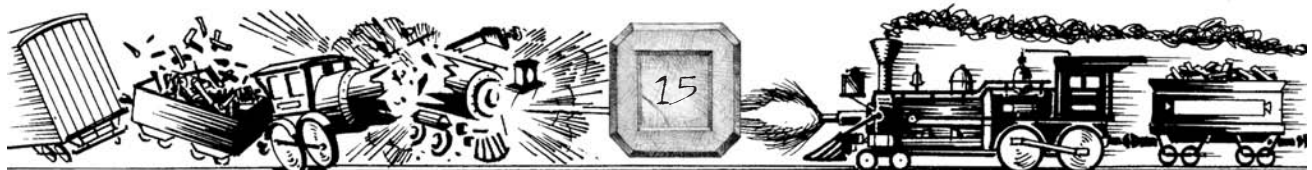
Strength d10 **Shootin' d10**
Smarts d8 **Fightin' d10**
Vigor d10 **Guts d12**

Weapons: Claws and bite (STR+2), any basic weapon

Special Abilities: Fear, Fleet-Footed, Frenzy, Un-earthly (Weakness: Silver)

Bounty: 100

Cost: 100





YOUNG RATTLEERS

Rattlers are huge, wormlike creatures that roam the deserts and plains of the Weird West. Unlike most abominations in The Great Rail Wars, the public knows of Rattlers and accepts their existence as spectacular but normal.

Nothing could be further from the truth. The return of the manitous in 1863 awakened these slumbering giants from their long rest, and they have returned to fulfill their part in the Reckoners' evil plans.

YOUNG 'UNS

Young Rattlers remain underground except for a curious period of about two months when they are urged to the surface by their mothers and encouraged to hunt. Then they return to the earth and remain there until full grown.

Black River witches have found that while the Rattlers are young they are susceptible to the same spells which allow the witches to control other small animals. Regular expeditions to the Mojave Desert and the salt flats near Salt Lake City, equipped with the latest in Rattler hunting gear, capture the Young Rattlers and then hightail it out of there before Momma shows up!

On the battlefield, Black River likes to use the Rattlers to give their opponents an unwelcome surprise. In particular, they like to use them to dig out those sneaky Union Blue Sharpshooters.

RATTLER VS. IRON HORSE

When Mina wants to wreck a train belonging to an opponent and wants to make it look like an accident, she uses her Young Rattlers. Before the target train shows up, the Rattlers burrow back and forth beneath the tracks, weakening the ground supporting them. When the weight of the train crosses this area, the ground collapses, the tracks bend, and the train takes an unexpected detour.

The Young Rattlers have caused a number of really spectacular crashes by burrowing under the supports of enemy rail trestles.

BATTLEFIELD INFO

NOISE SENSITIVITY

While they're making their way through the dirt, Rattlers navigate completely by sound. Small hairs along their flanks can sense even the small vibrations made by a cowpoke tiptoeing his way through meadow muffins.

Because they are so sensitive to noise, extremely strong vibrations can sometimes disorient them or even drive them mad. Whenever a Young Rattler is within 6" of an explosion (a Boom! template caused by dynamite, a ball o' doom, and so on), it must make an Easy (4) Smarts roll. If the Young Rattler succeeds at the roll, nothing happens. If the creature fails the roll, it becomes disoriented. It immediately burrows underground and moves in a random direction. Immediately move the Rattler its full Pace plus Burrowing die in a random direction (use a d12 and the Boom! Template). This does not count as an action for the Rattler.

YOUNG RATTLER (POSSE)

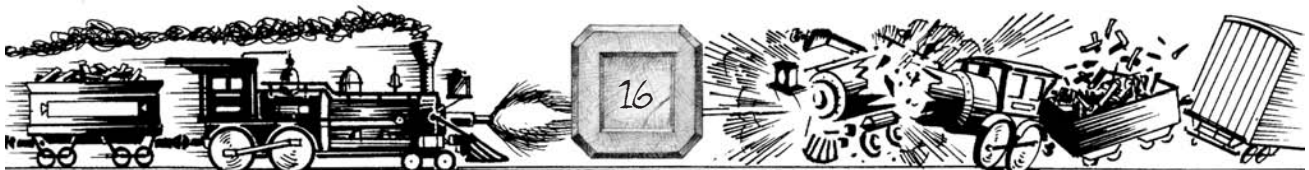
Strength d6 **Shootin' -**
Smarts d4 **Fightin' d6**
Vigor d8 **Guts d6**

Weapons: Teeth (STR+2)

Special Abilities: Burrowing +d10, Fear, Noise Sensitivity, Pace 6

Bounty: 6

Cost: 30





VIOLET ESPERANZA

Violet is Mina Devlin's right-hand woman and the leader of the Wichita Witches. She's a merciless killer who rarely takes prisoners. When she and her gang rampaged through the south on their fund-raising tour, they left only two witnesses to their crimes—only because Violet didn't see them.

SOUTH OF THE BORDER

Violet wasn't always a stone-cold killer. Born in Mexico, her family fled north when Santa Anna and his Army o' Death swept across their farm. Unfortunately, they leapt out of the frying pan and into the fire. In southern Arizona, Violet and her family ran into a group of thugs who made their living raiding settlers traveling the Ghost Trail. Her mother and father died before her eyes, and she killed her first man while defending her virtue from the marauders.

Violet and her younger brother escaped and headed east into Texas. She found a job as a barmaid in El Paso and worked there for almost two years. One night a gunfight broke out in the saloon, and Violet's brother was killed. Once the shooting stopped, she grabbed a gun off the loser's body and put three bullets into the back of the man who had shot him.

Violet left El Paso with a price on her head. She ended up in San Antonio and found work in a stockyard. There she learned to use the bullwhip which has become her trademark.

A few months after arriving in San Antonio, Violet was recognized by some cowpokes. She killed two of them on her way out of town.

Violet headed north because she heard Black River was looking for shootists and hired women. Mina saw that this tough señorita had potential and took her under her wing.

BATTLEFIELD INFO

VIOLET'S WHIP

Violet has become a legend in her own time. Many a brave man has been known to run like a dog when they learned that she was gunning for them. Like Wyatt Earp and others, the Weird West has imbued some of the objects associated with her with legendary qualities of their own.

One of these items is Violet's trademark bullwhip. The whip has developed a taste for blood which must be sated.

Violet must make an Easy (4) Smarts roll on each of her actions. If she succeeds, she may

take her action as normal. If she fails, she must run toward the nearest enemy figure and make a Fightin' attack against it. Once Violet Puts Down an enemy with the whip, she no longer needs to make these rolls for the rest of the battle.

Each time Violet puts a human enemy down with the whip, one of her Traits is increased by a die type (player's choice) for the rest of the battle.

PROFILE (HERO)

Strength d6 Shootin' d8

Smarts d12 Fightin' d8

Vigor d8 Guts d10

Weapons: Violet's Whip (STR+3), Pistol

Special Abilities: Arcane Background, Belongin's:

Violet's Whip, Bloodthirsty

Spells: Any 6

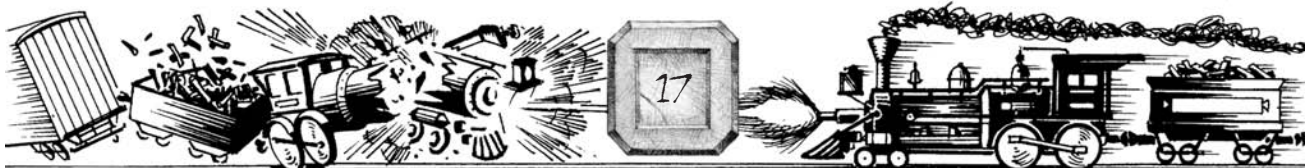
Bounty: 60

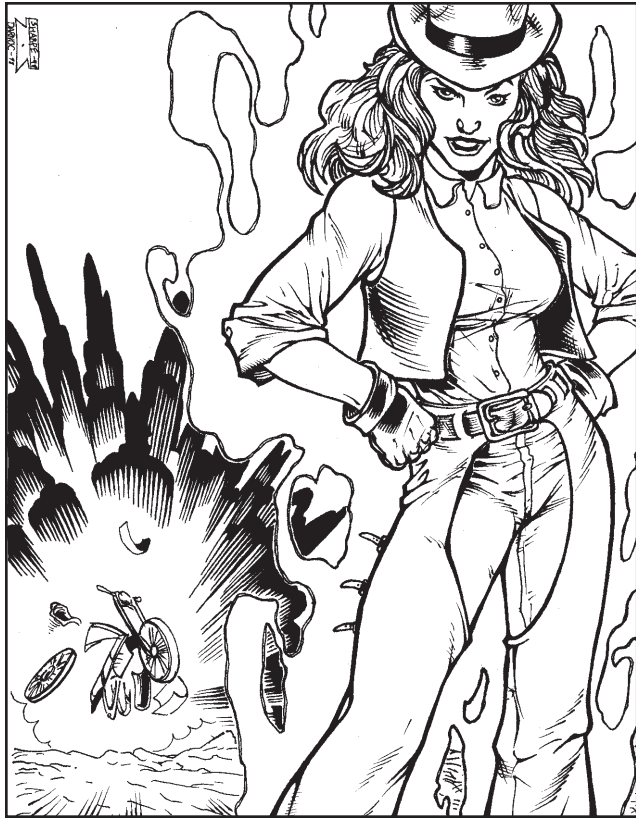
Cost: 60

Figure: Use a standard Witch, painted in black leather.

VETERAN WICHITA WITCHES

The Wichita Witches are the cream of Black River's considerable crop of female shootists. The best among them not only know which way to





point the business end of a gun, but also have some knowledge of the black arts.

Mina uses the Witches as her troubleshooters (often in the literal sense). When the railroad needed money, she sent them out to rob banks. When the Confederacy offered Mina money to stop the supplies headed for Fort 51, she sent the Witches to raid DP and Union Blue trains in Utah and Nevada. Now that she's decided to make a temporary truce with Union Blue, the Witches serve side-by-side with Chamberlain's troops.

BACKGROUND

The Wichita Witches are a large gang, numbering close to 100, though they operate in groups of five on the battlefield. The group shown here is typical of those who might accompany Violet Esperanza.

Becoming a member of the Wichita Witches is not easy. First, you have to be a woman. Second, you have to have worked for Black River for a year or more. At the rate Black River has gone through troops, this isn't as easy as it may sound. Lastly, you have to beat out all the other competitors who want to join the gang.

The gang holds "auditions" on a periodic basis. There's no set schedule; it's just whenever the

gang needs some fresh blood—usually after an extended campaign. The festivities are usually presided over by Violet or Mina herself. Each prospective Witch competes in a series of contests to test her skills. Normally only the top 10% or less of the competitors are accepted into the gang.

A FICKLE MISTRESS

One of the most experienced groups of Witches is led by the twin sisters Esmeralda and Juanita Alonzo (they're both evil twins). This group rode with Violet on her crime spree through Texas and New Mexico.

Most recently this group was involved in the attacks on the DP and Union Blue trains in Nevada. They had such success they even attacked Fort Clark, one of the outpost forts guarding the DP spur to Fort 51. They nearly succeeded in taking the fort, but were foiled by a group of diehard train guards which were trapped in the fort when their train crashed.

This group of Witches has now moved on to Utah, where they are helping Union Blue troops guard the same trains they were raiding only months before. There are some hard feelings between the two groups, and an occasional fight is not uncommon. (Neither are one-night trysts.) The Witches are trying to make the best of the situation and are anxiously waiting for the day Mina decides to sink her dagger in Chamberlain's back.

BATTLEFIELD INFO

The Witches cast spells as a Coven.

PROFILE (POSSE)

Strength d6 **Shootin' d8**
Smarts d10 **Fightin' d6**
Vigor d8 **Guts d8**

Weapons: Rifle, pistol, or shotgun

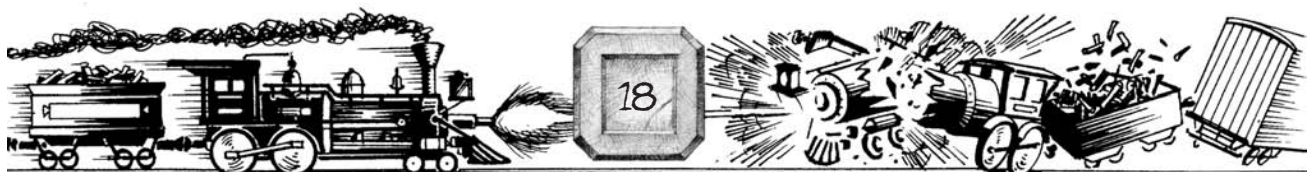
Special Abilities: Arcane Background: Coven

Spells: Any 4 Witch spells for the whole group.

Bounty: 17

Cost: 85

Figures: Use a Coven of Witches. Paint them all in shiny black for their leather duds.





DIXIE RAILS

President: Fitzhugh Lee (with heavy subsidization by the Confederate government)
Headquarters: Jackson, Mississippi

INSIDER INFORMATION

Dixie Rails is in dire straits when it comes to the Great Rail Wars. First, though the public believes Jefferson Davis was assassinated by a member of his "Night Watch," Colonel Robert Alexander, the truth is far more complex. As the Secretary of War, Michele discovered several years prior that Davis was bent on war, destruction, and mayhem. At first he believed the President had succumbed to some sort of madness, perhaps some dark brain fever contracted in the swamps of Davis Island, his home away from Richmond. But as time went on and Davis' insanity became more focused and malignant, Michele began to suspect another cause.

He had long ago learned the world had changed in 1863, that monsters were real and something called the "Reckoning" was upon them. He and the rest of the administration, as well as their enforcers, the Texas Rangers, had worked to keep this secret from the rest of the fledgling nation. As Davis continued his bloody reign, avoiding every overture of peace hinted at by the North, Michele began to believe the man wearing the President's shoes was not Jefferson Davis.

This proved true, and a complex series of events led a group of independent troubleshooters to root him out, expose Davis for an evil doppelganger, and execute him. Colonel Alexander was in league with the thing, and so was made a scapegoat so that the truth could remain secret without sacrificing the valiant heroes who killed Davis. (This story is told in the adventure Dead Presidents.)

Now Michele is in charge and has declared a cease-fire, and the Union seems to be honoring it as well (though perhaps only because they are facing possible trouble from the British in Canada and the Indians in the Sioux Nations).

This gives the Confederacy itself time to breathe, but Dixie Rails is still in deep bull

caa-caa. Black River seems thoroughly in bed (perhaps literally) with Union Blue, and Bayou Vermillion has pulled ahead and sends waves of undead against DR's rail crews.

As bad as this is for Dixie Rails, Acting President Michele realizes it's even worse for the South itself. Baron LaCroix will not offer his company's services cheaply should he win, and it means Michele's Texas Rangers can't throw the mad houngan in some dark hole like they'd wish. LaCroix has a lot of blood on his hands, and the new administration would rather chop them off than wash them clean.

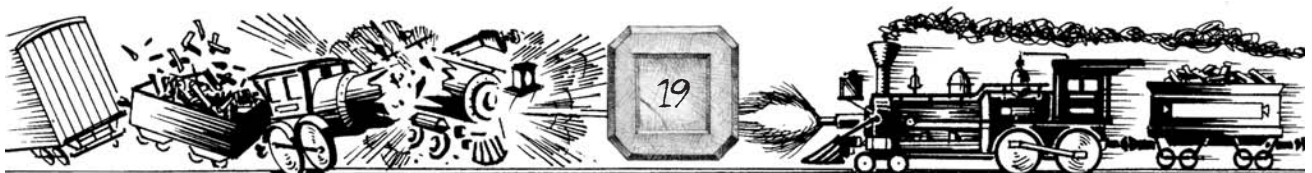
As if having to kowtow to LaCroix weren't bad enough, there are rumblings from south of the border that the long-anticipated Mexican invasion is in its final planning stages. Even if DR could win its way past Bayou Vermillion, the Apaches, any competing railroads, and Grimme's Lost Angels, the railhead might still find itself overrun by a horde of screaming Mexicans coming up their flank.

Acting President Michele's first term is not set to be an easy one.

Michele has decided to combat these threats methodically; one at a time, day by bloody day. The first threat, from his point of view, is Baron LaCroix. It seems LaCroix targeted the more peaceful members of the previous administration for death even before Davis' "assassination." This means LaCroix was working at the same purposes as Davis. Michele is also alarmed that the houngan's black magic gives him such a power. The Acting President isn't a cowardly man, but realizing LaCroix can kill him or his cabinet from a thousand miles away, anytime, anywhere, has definitely set him on edge.

To protect himself and his inner circle, Michele has authorized a special group of Texas Rangers under veteran Hank Ketchum to begin a discrete "seek and destroy" mission on LaCroix's hougans. Eliminating Bayou Vermillion's lieutenants means eliminating their foot troops as well. By that time, Michele hopes to find a way to prosecute LaCroix and seize his rail line, which will: A) double Dixie Rails east-west capacity, B) provide a quick means of transporting troops to any front opened by Santa Anna, and C) eliminate his most direct threat so that he can rush the railhead to Lost Angels.

That's the plan, anyway.





CONFEDERATE OFFICERS

Dixie Rails has some of the finest leaders to be found among the six railroads involved in the race to the Great Maze. Almost all of them have had some military experience prior to becoming involved in the Great Rail Wars. Some are retired Confederate Officers who have come to aid their nation in its time of need; others are still on active duty and on loan from the Confederate Army. Each one of them is highly skilled and motivated and dedicated to the cause of the South's new future.

The strong leadership of these extraordinary Officers has often turned the tide of battle in Dixie Rails' favor. The savvy and experience these Officers possess, along with the courageous example they set for their men, allowed Robert E. Lee's outnumbered troopers to hold off Bayou Vermillion's repeated attacks even when the situation seemed utterly hopeless.

Many of Lee's men have said they would follow their Officers through the gates of Hell. After fighting off LaCroix's undead legions, those men feel they've proved the truth of their words.



THE ACADEMY

Before his death, Lee recognized the value of these stalwart leaders and took steps to ensure his troops always had the benefit of their inspired leadership. He set up an academy at Dixie Rails' headquarters in Jackson, staffed by his best officers, to train new leaders. Lee himself often lectured the new recruits. Even newly recruited officers in the Confederate Army sometimes come to the academy to listen to the old warhorse's lessons.

Lee stepped up the training schedule at what has become known as "the West Point of the South" shortly before his death. He feared that, with the coming offensives (now postponed by Michele), many of the officers serving with him would be recalled back to their regular units. Lee wanted to make sure he had suitable replacements for them when the time came.

Lee tried his best to discourage his new recruits from leading from the front (he can recall having lost too many good officers this way), but his words seem to have fallen on deaf ears. The latest batch of officers, inspired by tales of the others' exploits and the South's strong military tradition, continue to put themselves in harm's way.

BATTLEFIELD INFO

RECKLESS

Many Confederate Officers have gained a reputation for recklessly endangering themselves by leading from the front. Although some have died, most seem able to walk through murderous fire unharmed while at the head of their units.

The officers and many of their foes have come to believe in their invulnerability. While a Confederate Officer is leading a troop, treat him as if he has the Death Wish Hindrance. On the plus side, all ranged attacks against him suffer a -2 penalty to hit while he's attached to his unit.

PROFILE (SINGLE)

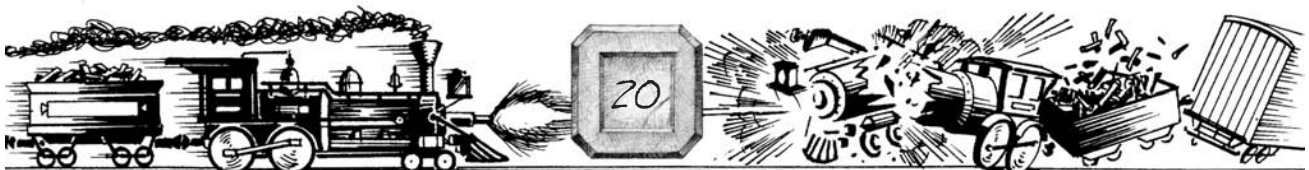
Strength d6 **Shootin' d8**
Smarts d8 **Fightin' d8**
Vigor d6 **Guts d8**

Weapons: Pistol, Saber (STR+2)

Special Abilities: Leadership, Reckless, The Voice

Bounty: 15

Cost: 15





CROW DOG SOLDIERS

Dixie Rails has made a deal with the Crow tribe to provide warriors and scouts in exchange for guns and ammo. The Crow desperately need the weapons because they are the bitter enemies of many of the tribes of the Coyote Confederation and war with them often.

The Crow tribe's most feared troops are the dreaded Dog Soldiers. These reckless and cunning warriors are known for their stealth, fearlessness, and skill in battle. Few other native bands have the cunning and sheer skill to surpass these born warriors on the field of battle.

The Dog Soldiers are members of a powerful warrior society that spans multiple tribes. Many of the tribes in both the Sioux Nations and the Coyote Confederation, as well as a number of the independent Plains tribes have Dog Soldier societies, but the Crow are some of the fiercest.

THOSE DOGS CAN HUNT

The Dog Soldiers have served Dixie Rails well in skirmishes against both Black River and Union Blue. They have proved particularly useful against Bayou Vermillion due to their natural hatred of the undead. When faced with LaCroix's abominations, the Dog Soldiers often refuse to leave the battlefield until they are certain every last undead creature has been put down for good.

Dog Soldiers accompanied Fitzhugh Lee on his Hell Ride against Bayou Vermillion's rail line (see The Great Rail Wars). They were indispensable as scouts and foragers. The column was moving fast and had few supplies. The Dog Soldiers' incredible survival skills and well-aimed muskets made sure the Dixie Rails troops had some fresh meat for the stew pot when they stopped for the night.

BATTLEFIELD INFO

LEASHING

Some groups of Dog Soldiers demonstrate their bravery and gain favor with the spirits by driving a stake into the ground and then leashing themselves to it. Once a Dog Soldier has leashed himself to a spot, he refuses to leave it until the battle has been decided.

A troop of Dog Soldiers may sacrifice an action to leash themselves to a spot. It's all or nothing; the whole posse must leash themselves or none of them do. This must be in open terrain. Place a Leashed counter on the battlefield near the troop. All members of the Dog Soldier troop must remain within 4" of the counter at all times.



Once leashed, the warriors remain this way for the rest of the battle. Leashed braves lose their Sneaky ability, but gain the Nerves o' Steel Edge. They always choose to stand their ground if Panicked.

The braves' guardian spirits respect this show of bravery and honor it by granting the Dog Soldiers a +2 bonus to all of their rolls (including damage but not rolls on tables) while leashed.

PROFILE (POSSE)

Strength d8 **Shootin' d8**
Smarts d6 **Fightin' d8**
Vigor d8 **Guts d8**

Weapons: Muskets (which may not be fired while mounted), Tomahawks (STR+2)

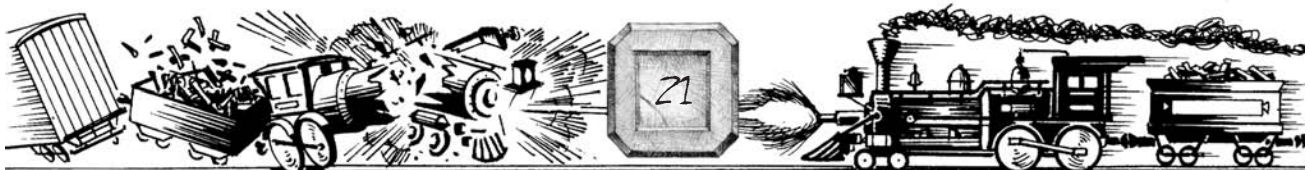
Special Abilities: Leashing, Sneaky. May be mounted for 10 more points.

Bounty: 14

Cost: 70

ROSWELL SQUADS

Despite the current cease-fire, the laboratories at the rebel base at Roswell continue to churn out new gizmos for the Confederate troops to carry into battle. Unlike the weapons produced





before the last Southern offensive, these gizmos tend to fall apart if someone just looks at them sideways.

THE ROSWELL STORY

The reason such shoddy gizmos are being produced goes back to before the Confederate assault that temporarily captured Washington.

Back in the late 1860s, things looked desperate for the Confederacy. The events of the Reckoning and the subsequent supernatural weirdness which followed bought the South some breathing room, but the North's greater manufacturing capacity still gave the Union an edge. Despite some aid from Great Britain, the war seemed sure to end in a Confederate defeat.

Then came the Great Quake of '68 which created the Great Maze. The discovery of large deposits of ghost rock caused Jefferson Davis to look into the tales he had heard of the miraculous things that could be done with it. The "new science," as it was called, seemed to offer salvation to the Southern cause.

Davis had a secret base constructed in Roswell, New Mexico. He sent out squads of Texas Rangers to recruit mad scientists to work

there. Due to the secrecy around the project, those who refused the offer met with unfortunate "accidents." Many who did come to Roswell were not exactly willing recruits.

The scientists were held against their will and forced to make weapons. The gizmos they built enabled the Confederates to take Washington.

THE GREAT ESCAPE

Shortly after the Battle of Washington, the most talented of the scientists, led by Jason Smith of Smith & Robards, sabotaged the base and escaped in the confusion. After their escape, Smith and the others spread stories about the wretched conditions at Roswell.

The base has been rebuilt, but the scientists which now staff it do not have the skill of the original scientists. The only scientists willing to work there are those who lack the skills or the sanity to find work with Smith & Robards or Doctor Hellstromme. The only true talent at the facility belongs to some of the original scientists who were recaptured by the Texas Rangers shortly after their escape.

FIELD TESTING

As a result, the gizmos produced at Roswell are inferior in quality to those made elsewhere. To remedy this, the Confederate Army has formed special squads to field-test the equipment.

Most of these squads have been loaned out to Dixie Rails because the railroad's troops see more action under a wider variety of conditions than the Army troops guarding the Confederacy.

PROFILE (POSSE)

Strength d6 **Shootin' d6**
Smarts d6 **Fightin' d6**
Vigor d6 **Guts d6**

Weapons: Varies

Special Abilities: Choose any gizmo (if not a weapon, add Rifles, Pistols, and Shotguns for 10 points), Malfunction d4.

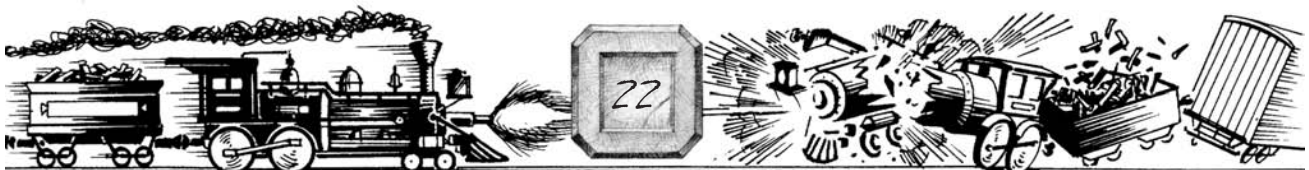
Bounty: 11

Cost: 55

Figures: Use X-Squads, painted in Confederate uniforms. They're an elite unit, so feel free to add special trim or piping to their outfits.

VETERAN CANNON CREWS

Most of the artilleryists serving with Dixie Rails are war veterans who joined up with the railroad after their enlistments expired. Many of them are still devoted to the Southern cause. They left the army because they felt they could further the





cause better by helping General Lee's railroad reach the Great Maze first (it doesn't hurt that the pay is better as well).

Early in the war, the Confederate Army was severely outgunned by the Union in the artillery department. The only guns the Confederacy had were those which had been stolen or captured from Federal arsenals and garrisons. Because of this, most Confederate batteries had a mixture of gun sizes. This often made it difficult to keep the battery properly supplied during battle. The South had little industry capable of producing new cannons, and these facilities were also responsible for building locomotives and rolling stock for the Southern railroads.

This meant the loss of any cannons on the battlefield was a severe blow to the Southern cause. Confederate artillerists went to extraordinary lengths to keep their guns from falling into enemy hands.

THE BATTLE OF GILMER

This dedication paid off for Dixie Rails during the Battle of Gilmer, a small town in northern Texas. At the time Bayou Vermillion launched its all-out assault against Dixie Rails, it was the last stop on the DR line. General Lee set up his headquarters in Gilmer's only saloon and coordinated his troops from there.

The BV troops got wind of Lee's location and attacked the town. There were pitifully few defenders there—most of the Dixie Rails troops were west of Gilmer defending the railhead. The only forces Lee could muster were a few squads of troopers, the sheriff and his deputies, and a battery of 6lb. cannons which had just arrived by rail. The artillerists rolled their guns straight off the flatcars and into battle.

This was the first time many of them had encountered LaCroix's undead servants, but despite being unnerved by the walking corpses, they stuck by their guns and poured volley after volley of canister into their ranks.

Despite the murderous fire, some of the Walkin' Dead reached the batteries. The artillerists refused to abandon their guns and fought the zombies hand-to-hand. They drove LaCroix's minions back and finished off the last few animated corpses with their revolvers.

The artillerists' valiant stand broke the assault's back, and the remaining Bayou Vermillion troops beat a hasty retreat. Their courage prevented Lee from being killed, captured, or worse.



BATTLEFIELD INFO

NERVES O' STEEL

Although the South's production capabilities have increased and the Confederate Army has received many new guns from England, many veteran artillerists carry on their proud tradition of sticking to their guns. These veteran gun crews have the Nerves o' Steel Edge.

PROFILE (4 CREW, 1 GUN)

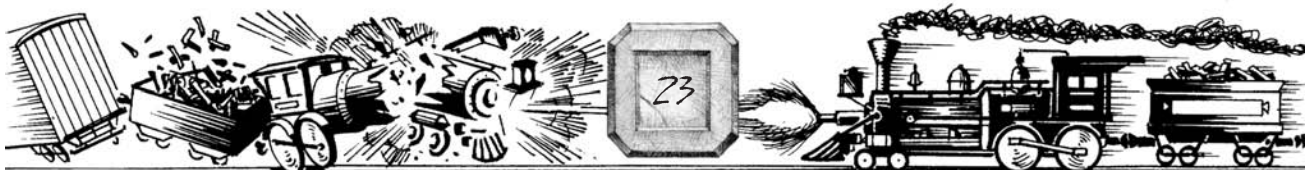
Strength d6 **Shootin' d6**
Smarts d6 **Fightin' d6**
Vigor d6 **Guts d8**

Weapons: 6lb. Cannon, Pistols

Special Abilities: Artillery d10, Nerves o' Steel, cannot unlimber and fire.

Bounty: 16, and whoever Puts Down the last troop gets 16 Bounty Points for the gun.

Cost: 80





DOC HOLLIDAY

John Henry Holliday came West in '72 after being diagnosed with tuberculosis. Although he's worked as a dentist, he makes most of his money at the poker table. He's a dangerous man to cross. He knows he's dying, so he doesn't fear death—some say he courts it.

Holliday spent some time in Dodge City working as a dentist. While he was there, he met and befriended one of the local deputies, Wyatt Earp. Doc's timely appearance with a shotgun saved Wyatt's life during a run-in with a bunch of drunken cowboys.

THE COWBOYS

Doc moved west to Tombstone because he hoped the dry climate might help his lungs. Holliday hadn't been in Tombstone long before he got into it with the local bullies, a gang that calls themselves the Cowboys. This group of thugs is run by Old Man Clanton. They're a bunch of no good, cattle-rustling lowlifes. Clanton's sons—Ike, William, and Phineas—ride with the gang, but it's Curly Bill Brocius who calls the shots when the old man isn't around.

The Cowboys spend most of their time

rustling cattle south of the border. When they're flush with cash, they like to ride into town for a "jollification." This consists of getting stone drunk and then tearing around town on horseback, shooting at anything that moves.

Doc had had about enough of their shenanigans and was about to put a stop to it when an even bigger menace hit town.

ENTER LACROIX

The arrival of Bayou Vermillion's first train in Tombstone was greeted by the town band. The coming of the railroad meant good times for the town: goods from Back East and settlers passing through on their way to the Great Maze.

It also had a dark side. Drunken BV gunmen often started trouble in town, and the occasional citizen or two would go missing.

The Cowboys were drawn to Bayou Vermillion like flies to a dungheap. They began working as enforcers for the railroad, running people off their land, getting rid of troublesome muckrakers and the like.

Doc knew he could not handle the Cowboys and their new supernatural buddies alone, so he signed up with Dixie Rails. Once he's proved his worth to General Lee, he plans to return to Tombstone with some Dixie Rails troopers and settle his score with the Clantons.

BATTLEFIELD INFO

LOYAL TO THE END

Doc made one thing clear to his employer when he signed up with Lee's outfit: for no reason would he fight his friend Wyatt Earp.

If Doc is ever on the opposite side of a battle from Wyatt, he refuses to attack his friend or allow any attached troop to fire on Wyatt or any troops he is leading.

PROFILE (HERO)

Strength d6 **Shootin' d12**
Smarts d10 **Fightin' d6**
Vigor d6 **Guts d8**

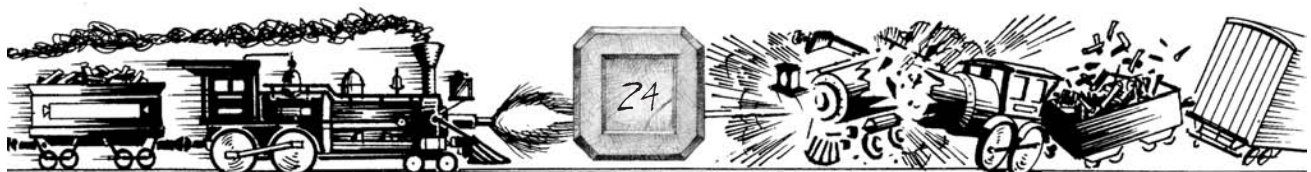
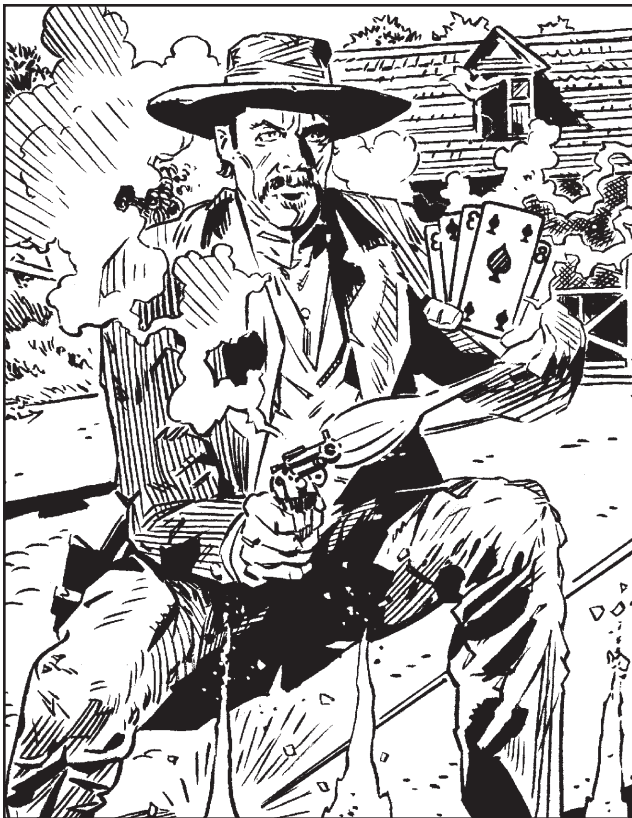
Weapons: Pistol, Knife (STR+1)

Special Abilities: Ailin', Arcane Background, Death Wish, Fannin', Fearless, Legendary, Loyal (Wyatt), Two-Fisted

Spells: Helpin' Hand, Missed Me!, Shadow Walk, Soul Blast, plus any other 3 Huckster spells of your choice

Bounty: 85

Cost: 85





HUNLEY'S DEVILS

Hunley's Devils are veterans of the Battle of Washington. They were one of the first Confederate units equipped with gizmos from the Roswell facility. Their weapon of choice was and still is the flamethrower.

This unit acquired a fearsome reputation for itself during the battle. The Confederate onslaught had mostly caught the Yankees napping, but here and there scattered units attempted to make a stand. Whenever the Union troops put up too much of a fight, Hunley's Devils were called in to burn them out.

FLANK STEAKS

The Devils participated in one of the turning points of the battle. Late in the second day of the fighting around Washington, Grant managed to stabilize the line, and the Confederates were momentarily halted and thrown back. The Union troops quickly dug in to resist the next Rebel attack.

The Confederates attacked again that night under the cover of a heavy fog. Two regiments advanced around what was thought to be an unguarded flank, but they ran into a force of entrenched cavalry. The dismounted Union cavalry ambushed the advancing infantry in the fog and threw them back.

Hunley's Devils were called in. Despite putting up a valiant fight, the Union horse soldiers simply couldn't hold against the Hellish fires which filled their trenches. The cavalry's retreat exposed the Union flank, and the Reb infantry quickly rolled up their line. Washington fell the next day.

(Ronan Lynch was one of the Union soldiers caught in this attack—see *Perdition's Daughter* for more details.)

BATTLEFIELD INFO

HEAVY FLAMETHROWERS

Hunley's Devils use an experimental new type of flamethrower that also allows them to shoot a glob of flame at targets as well.

In game terms, you may use the flamethrower in the standard fashion, or fire a Boom! template-size glob. Unfortunately, the pressure is somewhat sporadic, so the range is 2d10". Nominate your target, then roll the range and place the template that many inches in that direction. Those within suffer damage as usual.



PROFILE (POSSE)

Strength d6 **Shootin' d6**
Smarts d8 **Fightin' d6**
Vigor d6 **Guts d8**

Weapons: Heavy Flamethrower
 Special Abilities: Malfunction d8
 Bounty: 12

Cost: 60

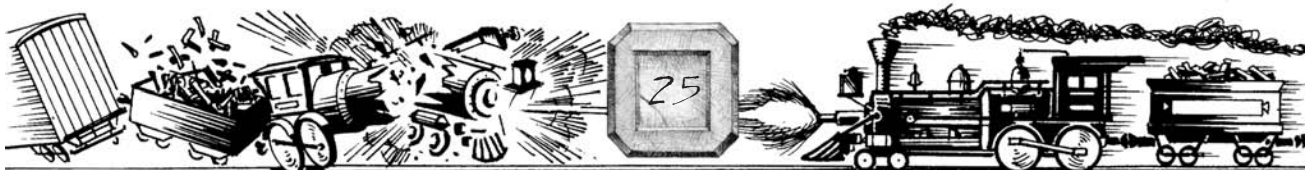
Figures: Use X-Squads with Flamethrowers, painted in Confederate gray.

MALFUNCTION!

Minor Malfunction: The flamethrower's fuel pressure drops. Its damage is reduced to 2d6 for the rest of the game.

Major Malfunction: The pilot light is damaged. The flamethrower can't fire until it's been repaired. This requires a Hard (8) Smarts roll.

Catastrophe: The high-pressure fuel tank explodes. Place a Boom! Template over the figure. Everyone under it takes 3d10 damage. Arcs of burning fuel shoot out in random directions and scorch the countryside. Make 1d4 Flamethrower attacks in random directions (use a d12 and the Boom! Template), each doing 2d10 damage.





President: Kang
Headquarters: Dragon's Breath, the Great Maze

Much like the scales on a dragon's back, it has been a year of ups and downs for Warlord Kang. It began spectacularly, with his rail crews laying hundreds of miles of track in a very short time. His negotiations with the owners of the Great Northwestern had also gone well. Kang's emissaries managed to talk the GN's Board of Directors into a sweet deal that involved no up-front cash. If they would sell their rail line to him—a vast track leading from Seattle to Sacramento and beyond.

Then a bunch of trouble-makers in California performed one of those dark rituals the American round-eyes are so in love with—an election. The Californians decided to retain the status quo for now—no North, no South, no independence. Kang had no idea the trouble this would cause as he and his “royal” entourage went to attend the public signing of the buyout. Everything seemed perfect. It was a sunny day, his Silver Tigers were radiant, agents of his enemies were present and in shock at the sudden deal, and even the famous Lacy O'Malley was on hand to report his coup to the world.

Then the Great Northwestern owners failed to show up.

Kang was first humiliated, then furious. He left in a storm without saying a word. A few bums and drifters disappeared that night, and rumors abound that Kang took out his anger on their sorry carcasses before dumping them from his private train into the Maze.

“YOUR DAUGHTER IS VERY CHARMING”

Frank Stiles was by far the most influential member of the Great Northwestern's Board of Directors. He had everything going for him—plenty of money, a beautiful wife and daughter, and the support of all the good people of Sacramento (at least those who favored independence).

Then, while out surveying a new track between two mesas north of Sacramento, Frank

received a message from Kang. It said simply, “Your daughter is very charming.” Frank rushed home with his hired guns. His wife and daughter Emily—were perfectly fine. Emily even thanked her father for having fresh flowers on her bed when she woke up. Frank rushed to Emily's room and saw blood-red pedals all around Emily's bed—the calling card of Kang's right-hand-girl, the bloodthirsty Red Pedals Sue.

That night, Frank drank himself into a stupor. He loved Emily even more than he loved his railroad—and that was saying something. The next morning, he gathered the other directors, said he'd been wrong when he'd earlier talked them into independence, and asked that they present their offer to Kang once again. To Frank's surprise—no one argued. They had received red pedals in their beds as well.

Frank took the offer to Kang himself. He even lowered their take from five to four percent as an “apology” for any embarrassment the board might have caused. Kang dropped Frank's proposal into the fire, then handed him another. This one sold the Great Northwestern to Iron Dragon for the small sum of \$100,000. Frank's ire rose once more and the conversation went something like this:

Stiles: “That's extortion, you bloody Chinese bastard!”

Kang: “Your daughter is very charming.”

The next sounds were those of Frank's pen scribbling across the proposal's bottom line. Kang paid in cash there on the spot. Frank took the money back to the board, disbursed it, and went home in silence.

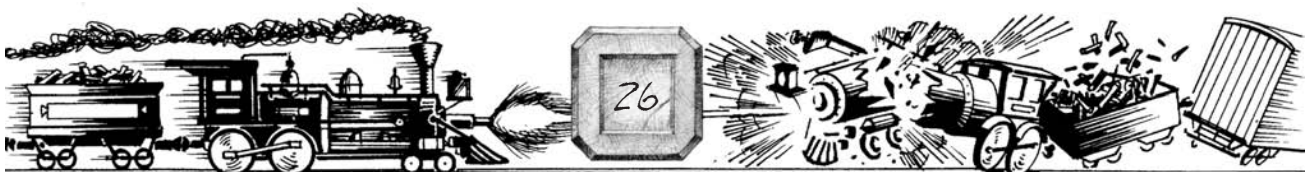
The Great Northwestern was dissolved and its rails incorporated into Iron Dragon.

THAT'S A BIG RAIL LINE!

Now Kang's railroad stretches all the way from Chicago to Seattle to Shan Fan—that's one big rail line. It's also very profitable, or at least it's beginning to be. Americans are still a somewhat racist lot, and so are a little shy about climbing on a rail car filled with Chinese. First class cars are all service and humility. Other cars are bare wooden seats with angry Chinamen yelling at everyone to hurry up. When sales pick up, the lower-class cars are almost certain to be packed to the windows—not a comfortable ride.

CHINESE OGRE

One of the most bizarre additions to the rail warriors under Kang's control are the Chinese





Ogres. These demons from Chinese mythology are myth no more, thanks to the Reckoning and Iron Dragon's sorcerers.

Ogres are minor demons from the Chinese version of Hell. Most Ogres are 8-12 feet tall, weigh about half a ton, and have bizarre facial features. Their hair is usually green, red, or blue. Their skin is most often deathly white but might be some other bright color. Most of them have an eye on their forehead; for some Ogres that eye is the only peeper they've got.

THE ANTI-RAILROAD LEAGUE

Kang's newest troops are the result of his acquisition of the Great Northwestern. A group of ranchers and Maze-miners in northern California (perhaps urged on by former GN owners), won't sell right-of-ways to Iron Dragon. Some of them even seem to know just how Kang acquired the Great Northwestern, and call him a "terrorist and a pirate."

Kang tried burning a few of the holdouts out, but all that accomplished was to unite a bunch of them into forming an Anti-Railroad League. The League organized the resistance against Iron Dragon and even sent a petition to Washington requesting the aid of a US Marshal and Federal troops against the railroad. Grant's initial reaction was "Go to Hell. Your state just tried to become independent." Then cooler heads prevailed and he promised to send some officials to look into these "charges of corruption." They haven't arrived yet, so hands from the League ranches have fought pitched battles against Kang's troops on their own.

Kang knew he had to break the League up quickly—both to prevent it from inspiring others down the line and to keep the government from becoming involved, so he decided to try something a little more subtle (for him). He turned to his sorcerers. After some research, they summoned up a mess of Ogres from the Chinese Underworld.

Kang let these demons loose on the ranchers and they did the trick. The ranchers could handle blasting martial artists and samurai warriors, but the mere sight of these pallid giants often caused them to turn tail and run. Most were so spooked by these bizarre creatures that they sold their ranches to Iron Dragon at well below their market value.

There were a few holdouts, of course, but Kang sent his Ogres to do more than look in windows and spook cattle. The last few League ranchers sold out to Kang within the week. Best of all, the Ogres can't be traced to Iron Dragon—they're just

another of the bizarre creatures of the Maze to the Agency, and something to be covered up by the government.

The Agency has sent some agents to investigate the Ogres and see if they are connected to Iron Dragon in some way, but none of them have reported back yet—or ever will. Kang already dispatched the first group of young Agents, which wasn't hard to do when you consider the fact that two of them traveled to the area on Iron Dragon trains.

PROFILE (SINGLE)

Strength d12 Shootin' d6

Smarts d6 Fightin' d8

Vigor d10 Guts d8

Weapons: Huge Sword (STR+4)

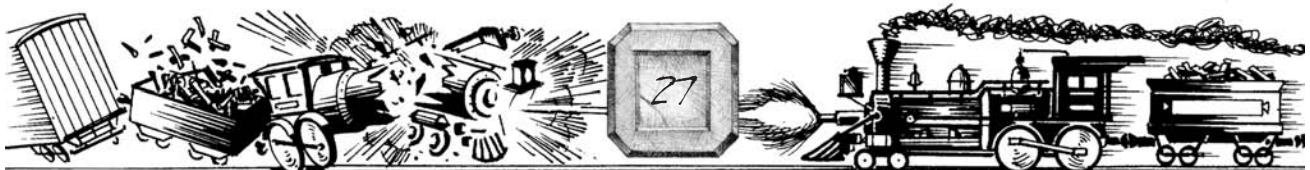
Special Abilities: Armor 2, Fear

Bounty: 65

Cost: 65

HUMAN BOMBS

The reports of anti-railroad fanatics covering themselves with dynamite and recklessly charging into enemy fire gave Kang an idea. He often had troops which had failed or displeased





him in some way executed out of hand as an example to the others. If he assigned these troops to suicide squads instead, he could use their deaths to not only set an example but inflict damage on his enemies at the same time.

Kang had the Iron Dragon Pyromasters rig up some vests with dynamite sewn into them and formed his first Human Bomb squad. One of the vests was a fake, so one of the squad would survive the battle and be allowed to return to Kang's service, all past failures forgiven.

This suicide squad was used against Wasatch troops and proved highly successful. The squad was able to destroy almost an entire troop of Hellstromme's Automatons. Unfortunately, the member of the squad wearing the fake vest was gunned down by the one remaining Automaton.

The Human Bombs were so successful, Kang immediately discovered 20 men who had displeased him, and he ordered them into new squads. Assignment to a Human Bomb squad has now become Kang's punishment of choice.

Now that Human Bomb squads have become a regular part of Iron Dragon's forces, Kang has randomized the number of dud vests handed out to the troops. Sometimes entire squads survive; other times the entire group goes boom.

The warlord has found that the random distribution always keeps the hope alive that the vest any particular squad member is wearing is a dud. In the early trials where each squad had one dud vest, the Human Bombs would often try to pull off their vests and run away when one of their squadmates failed to explode.

This hasn't affected the terror these units strike into enemy troops one bit. They can't afford to take the chance that the Human Bomb coming their way isn't a dud.

BATTLEFIELD INFO

DYNAMITE VESTS

The dynamite vests worn by Iron Dragon's Human Bombs are made from old, sweaty dynamite that can go off if jarred too hard. Each time a Human Bomb takes damage, regardless of whether he's Put Down or Eatin' Dirt, roll 1d6. If the die comes up 1, the vest goes off.

The trooper wearing the vest can also detonate the vest himself—but only if there is at least one enemy model in the vest's blast range, Kang has made it clear that the families of any Human Bomb who sets off his vest prematurely will suffer long, slow deaths.

When a Human Bomb sets off his vest, roll 1d6. If the roll comes up a 2 or better, the vest goes off. If the roll is a 1, the soldier was assigned a dud vest. He flees immediately toward the nearest board edge and is removed from play.

The vests are packed with 20 sticks of dynamite, so when they go off they make one heck of an explosion. Vests use the new Ka-Boom! Template. Center this over the exploding bomber. Everything under it takes 3d10 damage.

PROFILE (POSSE)

Strength d6 **Shootin' –**
Smarts d6 **Fightin' d6**
Vigor d8 **Guts d10**

Weapons: Dynamite Vests

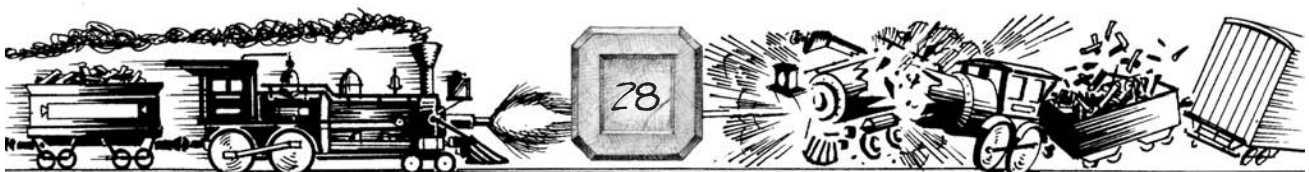
Special Abilities: Armor 1

Bounty: 5

Cost: 25

SORCERERS

Not to be outdone by Black River, Iron Dragon has its own particular brand of magic. Kang has enlisted the aid of Chinese Sorcerers. Steeped in Asian mysticism and trained in the martial arts, these wizened sorcerers perform their magic in a way different than any of the other spellcasters





of the Weird West. The mental discipline imparted to them by the martial arts allows them to tap into the Hunting Grounds directly without the aid of manitous. They can funnel the tremendous energy of the spirit world through their minds and shape it into various spell effects.

The aid of these sorcerers did not come easy. Most are old beyond imagining, having used their arcane knowledge and the power of the Hunting Grounds to live many lifetimes. They have little interest in the affairs of men, preferring instead to spend their days in meditation and the perfection of their art. They are most definitely not interested in the petty rivalries between a bunch of upstart railroads.

Kang's followers in China had to search long and hard to find these ancient wise men. Most dwelt in the most remote and inhospitable portions of the Chinese wilderness. Once they found them, the warlord's lackeys had to work even harder to gain an audience with them. It was only through sheer persistence (and the deaths of a number of said lackeys at the hands of angry sorcerers) that Kang was able to gain the services of some of these most ancient of spellcasters.

It was not without its price. The sorcerers only became interested after they learned of Kang's ghost-rock mines. This substance and the effect it seems to have on the normal spiritual cycle intrigued them. Those who have agreed to work for Iron Dragon have demanded enormous amounts of ghost rock in payment.

The exact amount is unknown, but reports from the Great Maze indicate that at least five large cargo ships filled to the gunwales with ghost rock sailed for China recently. Rumor has it that this shipment was only the first installment of many.

BATTLEFIELD INFO

The statistics below are for a typical Chinese sorcerer. This should also clear up any confusion about the mysterious Sorcerer spells you saw in the Great Rail Wars main rulebook as well—which were included for completeness.

SORCERY

Chinese sorcerers cast spells using the same procedure as other characters—with one big difference. These sorcerers have been practicing their art since before the Reckoning and are quite good at it. They also tap into their personal ch'i instead of contacting a nasty manitou to relay power to them. This is a much safer way to

channel arcane power, and protects the sorcerers from the personal harm that often befalls more reckless Hucksters, Witches, and Hougans.

Whenever a sorcerer rolls a 1 while casting a spell, roll his Smarts die again. Only if this roll is also a 1 does the caster suffer backlash.

PROFILE (HERO)

Strength d6 **Shootin' d6**
Smarts d10 **Fightin' d8**
Vigor d8 **Guts d8**

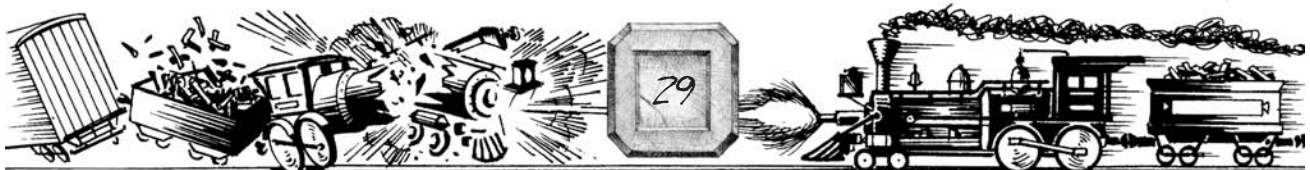
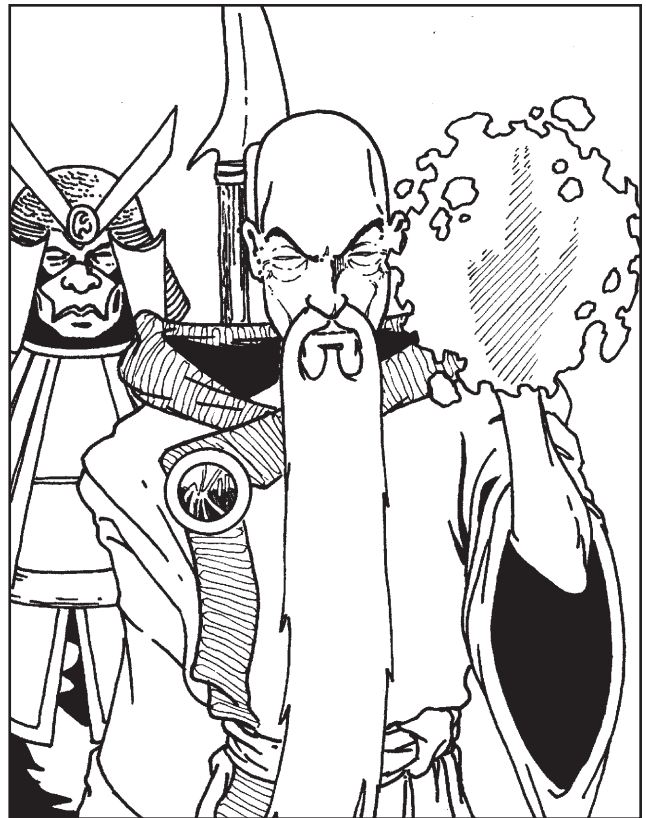
Weapons: None

Special Abilities: Arcane Background: Sorcerer, Cautious, Martial Arts

Spells: Any 6 Sorcerer Spells

Bounty: 45

Cost: 45





SORCERER SPELLS

Chinese Sorcerers not only practice magic differently from other spellcasters, but they have a different selection of spells to choose from. Much of the magic they practice is based on the classical elements of Earth, Air, Fire, and Water.

The Sorcerers recruited by Kang have been at it for quite some time, so they begin play with more spells than most other types of spellcaster. They actually know even more spells than this, but these are the ones which have some practical application on the battlefield.

PADDLING DUCKS

Range: Smarts
Duration: 1d4 turns

Kang's pirates love this spell!

Paddling Ducks can be cast on a troop (single or posse) to grant its members the buoyancy and swimming ability of, well, ducks.

The effects vary with the potency of the spell. If the caster makes a TN of 4, the target troop does not have to make Strength rolls on its first action each turn in the water (see Derailed!) and may move a number of inches equal to half its Strength die.

If the caster makes a TN of 8, the troop not only does not have to make Strength rolls each turn, but the figures may move at their normal Pace in the water and even run. If the troop doesn't run, it may fire its weapons normally while in the water.

ROCKS CRY OUT

Range: 36"
Duration: Instant

When this spell is cast, the sorcerer calls forth the elemental Fire from within the Earth of a boulder. If successful, this causes the boulder to shatter explosively and shower the area around it with hot rock fragments.

This spell may only be cast on a boulder field in sight of the caster. Place the Boom! Template over the boulder field so that the center of the template is somewhere over the boulders. Everything under the template takes 3d8 damage from flying rock splinters. Troops in the boulder field get no Armor bonus from the rocks they are sheltering in, and all the boulders under the template are destroyed and removed from play.

The farther away the boulders are, the harder it is for the caster to call forth the Fire within them.

ROCKS CRY OUT

Range	TN
Short	4
Long	8

SHIFTING SANDS OF TIME

Range: Twice the caster's Smarts
Duration: 1d4 turns

This spell allows the caster to remove the Water from a patch of Earth, turning it into a powdery sand that can swallow men instantly.

Once the spell is cast, place the Ka-Boom! template anywhere within range. All non-vehicle figures caught in the sand must make a Strength roll. If the roll makes a Hard (8) TN, the figure is fine and moves at half Pace through the sand. If the roll only makes an Easy (4) TN, the figure may not move and takes 1d6 damage from inhaling sand (Undead and mechanical troops are immune to this). If the roll is failed completely, the figure vanishes beneath the sands and is Put Down. If playing a campaign it may not be recovered. Troops in the sand must make another Strength roll on their first action of each turn.

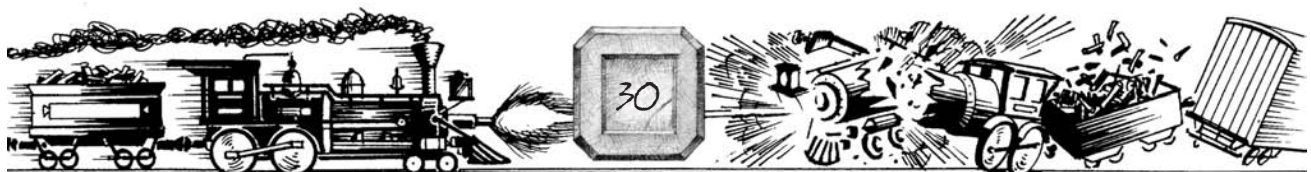
All land rigs which are caught in the sand must make a Hard (8) Drivin' roll to avoid bogging down. If the rig fails this roll, it is stuck in the sand and may not move. The driver may roll again on his first action of each turn.

SHIFTING SANDS

Range	TN
Smarts	4
Smarts x 2	8

SORCERER SPELLS

Ball o' Doom
Corporeal Tweak
Corporeal Twist
Flight
Mental Tweak
Mental Twist
Missed Me!
Paddling Ducks
Rocks Cry Out
Soul Blast
Shadow Walk
Shifting Sands of Time





HANZAI

Hanzai comes from very humble origins. He arrived in the Great Maze as just another Chinese peasant fleeing from the excesses of the Manchu government back in China. Penniless, he wandered the Shan Fan waterfront until he landed a job on a small cargo ship which made regular freight runs from Shan Fan to the City of Lost Angels.

Hanzai rose quickly in rank and was soon the ship's first mate. This was due to a combination of his own natural talents as a leader and the fact that most ships in the Great Maze go through crew members like a baby goes through diapers. The natural hazards of the Maze combined with all the pirates and creepy-crawlies hanging about keeps the lifespan of most Maze sailors shorter than a snowball in a ghost-rock furnace. Only Hanzai's intelligence and his ability to kick the snot out of people has kept him alive that far.

ADVANCEMENT OPPORTUNITY

Eventually, Hanzai's ship was ambushed by Kang's pirates. Hanzai used his martial arts skills to kill or cripple many of the pirates attacking his ship, but he was overwhelmed by numbers. He fully expected to be put to death as an example of what happens to those who resist Kang's men, but luck was with him that day.

Kang himself was commanding the pirates. Something about the way Hanzai had defended the ship even though he knew the battle was hopeless reminded the warlord of himself when he was younger. He ordered Hanzai's life spared and offered him a position among his crew. Hanzai, grateful to be alive, quickly accepted.

To his surprise, the young sailor found he enjoyed the life of a pirate. His incredible martial arts abilities won him a reputation among the other pirates, and his nimble mind again allowed him to rise quickly through the ranks.

After a few years with Kang's pirates, Hanzai was the master of his own ship. He and his crew often sailed to areas the other pirates avoided, raiding ships and settlements right under the noses of both the Union and Confederate fleets.

Hanzai's daring raids brought him to Kang's attention again. Hanzai became one of the warlord's most trusted lieutenants and often commanded entire pirate fleets on raids into well-patrolled territory.

SAILOR ON HORSEBACK

After Iron Dragon's troops suffered severe losses in the Battle of the Cauldron, there were several openings among Kang's enforcers (see The Great Rail Wars). Hanzai was a natural choice, and was given a chance to prove himself on land. He did so, and drove his crews at a breakneck pace to finish the Montana to Seattle line.

PROFILE (HERO)

Strength d6 **Shootin' d4**
Smarts d10 **Fightin' d12**
Vigor d8 **Guts d8**

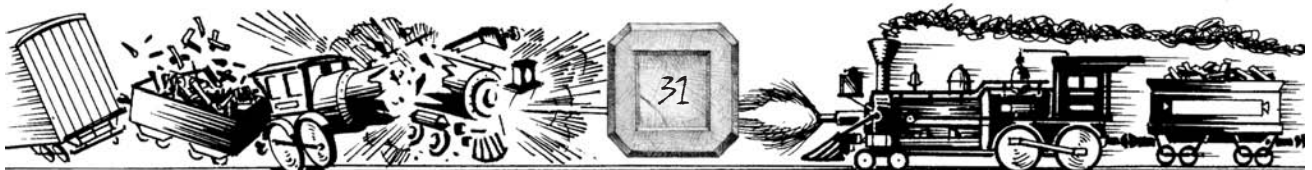
Weapons: Three-section Staff (STR+3)

Special Abilities: Martial Arts, The Voice, Outlaw, Kung Fu: Closing the Gate, Devastating Ape Strike, Seize the Pearl of Death, Ten-Foot Punch.

Bounty: 50

Cost: 50

Figure: Use the Tong Gang member with nunchaku.





THE SEVEN

Iron Dragon's forces have benefited from the arrival of many samurai from Japan. The Japanese government recently outlawed the wearing of the daisho (the katana and wakizashi swords, the symbol of a samurai). In protest, many of the samurai left Japan and came to the New World to swear allegiance to the new Daimyo of the West, Kang.

Back in Japan, the samurai hear stories of the great warlord Kang, who has established his own kingdom in the New World. Most of these stories talk about his wealth and power and his need for good warriors. Few of the stories mention that he is a pirate and a scoundrel (perhaps because most of the stories were started by Kang's agents).

Many of these honorable warriors have heard these stories and left Japan to serve a new master. Once they arrive in America, they discover the stories aren't all they seemed, but by then most have already sworn allegiance to their new lord. A few samurai, once they discovered the truth about their new master have committed seppuku.

SEVEN HORSEMEN

A new group of samurai joined Kang's forces recently. Seven Ronin appeared at Kang's fortress in the Maze and pledged themselves to his service. They told a tale of having rescued a small village from a band of desperate brigands.

These samurai are powerful warriors and have already made themselves felt on the battlefield. They fight with a ferocity which is unmatched by any of Kang's warriors.

Unfortunately these warriors are not entirely happy with their new boss. It took some time before they realized the truth that Kang and his men were often no better than the brigands they had fought back in Japan. They refuse to dishonor themselves by breaking their vows to Kang, but they also refuse to take part in his more underhanded schemes.

The Seven, as they have become known, fight in battle for Kang, but they have made it clear to him they will not do anything which would violate their bushido code or bring dishonor upon them.

THE RAILROAD IS COMING

The Seven have taken to riding ahead of Iron Dragon's advancing rail crews and visiting the towns in their path. They try to peacefully persuade the townspeople to grant Iron Dragon the right-of-way so that Kang isn't forced to resort to other methods.

The Seven try to keep ahead of Kang's rail gangs. If a town agrees to grant the right-of-way to Iron Dragon, the samurai sends a message to the local Enforcer to inform him of this and to make sure the town is not visited by Ogres and other thugs. In a few cases where the news did not reach the Enforcer in time, the Seven have actually defended the town from them.

BATTLEFIELD INFO

The Seven are (duh) a seven-figure unit.

PROFILE (7 FIGURES)

Strength d8 **Shootin' d8**
Smarts d8 **Fightin' d12**
Vigor d8 **Guts d8**

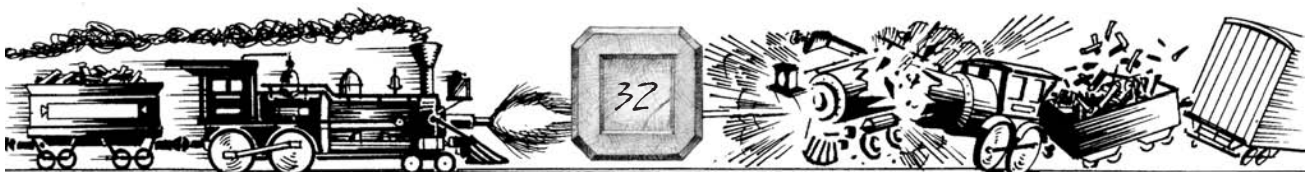
Weapons: Katana (STR+3), Bow
 Special Abilities: Armor 2, Frenzy, Martial Arts,

may be mounted for 10 points

Figures: Use 7 Iron Dragon Ronin.

Bounty: 17

Cost: 120





KUNG FU

In the past few years, many Chinese immigrants have come to North America to escape the oppressive Manchu regime in China. Some have set up shop in the Great Maze, and others have found work with Iron Dragon. Besides their culture and some great new foods, they also brought with them knowledge of the ancient fighting art of kung fu.

Many of the thugs working for the Iron Dragon railroad have learned this style of fighting. The majority of them are not devoted students of the martial arts. They just learned a few fancy maneuvers which let them crack skulls more efficiently.

There are a few, though, who have had the self-discipline and mental strength to truly master the martial arts. These powerful individuals have learned to tap into their internal power, or ch'i, and bend it to their will. They have walked the true path of enlightenment. The knowledge and insight they have gained from this inner journey allows them to not only crack skulls, but to do it from across the room.

The cowpokes of the Weird West have learned the hard way not to mess with these kung fu masters. A shooting iron doesn't do much good when your target can pluck the bullets out of the air.

KUNG FU POWERS

Troops with the Martial Arts ability may purchase kung fu powers. Each power has a cost which is added to the unit's cost. Pay that cost once per single or for the whole posse—don't multiply it by the number of figures. For example, buying a 5-point power for Hansai costs 5 points (making him a total of 55 points). Buying a 5-point power for a 30 point Tong Gang costs 5 points as well (making them a total of 35 points).

A troop may know as many kung fu powers as it has levels in its Smarts die type, counting d4 as level one. A Tong Gang with a d6 Smarts, for instance can know two powers. Each +1 above d12 counts as an additional level.

BUYING NEW POWERS

You can always buy a new kung fu power for your veteran troops if they haven't reached the limit due to their Smarts die. Just pick a new ability and add its cost to the troop's cost as normal.

THE POWERS

BLOOD OF GOLD

Cost: 5

This power is for heroes only.

Heroes with Blood of Gold can use their ch'i to quickly repair damage to their body. A hero with this power can remove a Winded! or Lame! counter by spending an action and succeeding at an Easy (4) Vigor roll.

CLOSING THE GATE

Cost: 10

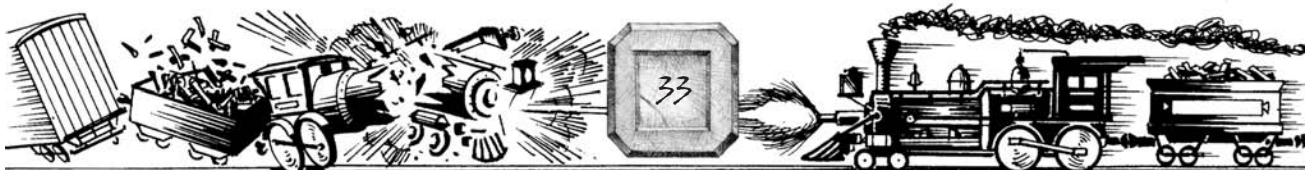
You can't keep a good fu fighter down.

Troops with this power can tap into their ch'i and use the energy to quickly recover from shock and fatigue. A figure with Closing the Gate automatically recovers from Eatin' Dirt on its next action, but it cannot act on that action unless it also makes an Easy (4) Vigor roll.

DEVASTATING APE STRIKE

Cost: 10

A martial artist with Devastating Ape Strike can transfer his ch'i power to his target when he strikes him. This is not only painful for the





target, but also for the warrior using this power. Whenever a martial artist uses this power (you must declare before rolling damage dice), he doubles the damage he inflicts on the target, but he also must make an Easy (4) Vigor roll or Eat Dirt himself.

This side effect has caused some warriors to refer to this power as the "desperate ape strike."

MONKEY GOES TO THE MOUNTAIN

Cost: 5

Troops with this power can cover great distances in a single action. Although it may appear as if they're flying, they are actually making a series of acrobatic leaps where they just barely contact the ground before springing off again.

Troops with Monkey Goes to the Mountain ignore terrain and obstacles (up to and including one-story buildings) while moving. They can even skip across water with this ability. The only catch is that to use it safely, the troop must run and use every inch of its movement.

A figure which doesn't use its entire running Pace must make a Hard (8) Fightin' roll. If the roll fails, the troop falls hard and Eats Dirt.

RIGHTEOUS REVERSAL

Cost: 10

A warrior with this power can use his ch'i to turn the fury of an enemy's attack back upon itself, making it very dangerous for an opponent to attempt to strike the fu fighter in hand-to-hand combat.

Whenever a figure with Righteous Reversal is hit by a Fightin' attack, roll the defender's Smarts die. With no success, the figure takes damage as usual. With an Easy (4) success, the figure suffers damage and the attacker suffers a like amount! On a Hard (8) success, the attacker still suffers damage, but the fu fighter is unharmed.

SEIZE THE PEARL OF DEATH

Cost: 10

This power can just ruin a gunslinger's day.

Troops who know Seize the Pearl of Death can pluck bullets headed for them right out of the air. Whenever a warrior with this power is hit by a Shootin' attack that came from an enemy to the figure's front, he may make an Easy (4) Fightin' roll. If the roll is successful, he has caught the bullet and takes no damage. Otherwise he takes damage as normal.

To add injury to insult, if the warrior got an 8 or better on his Fightin' roll, he can throw the bullet back at his attacker if the shooter is

within the kung fu master's Smarts in inches.

This attack hits automatically and does normal damage for its weapon type.

If a Martial Artist ever rolls a 1 while using this power, he takes double damage from the shot (you shouldn't put your hand in front of speeding bullets).

This power does not work against explosions, cannonballs, flamethrowers, or shotguns.

STEP BACK TO WARD OFF MONKEY

Cost: 10

Step Back to Ward Off Monkey is useful against bullets and other deadly missile attacks. It is a series of body movements which confuse the eye and make aiming at the troop hard.

Shootin' attacks against troops with this power are resolved as if they were Fightin' attacks. Roll the attacker's Shootin' against the target's Fightin'. Add +4 to the target's roll if the attacker is firing from long range. If the attacker rolls higher than the target, the shot hits, otherwise it misses.

TEN-FOOT PUNCH

Cost: 10

Remember what we said about cracking skulls from across the room? A warrior with Ten-Foot Punch can use his ch'i power to project his attacks at a distant enemy.

A troop with this power may make Fightin' attacks at a range in inches equal to half its Smarts die. Troops attacked with this power may defend themselves but cannot strike back.

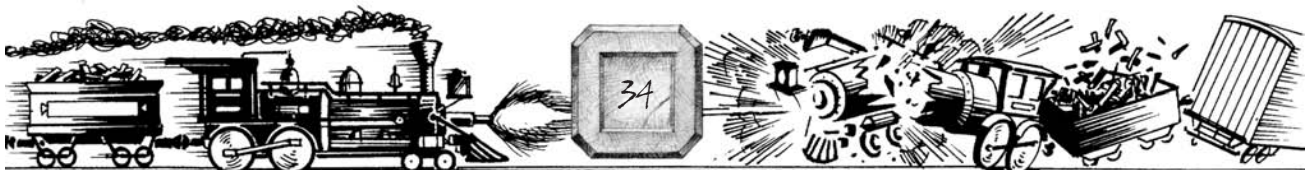
WIND BLOWS OVER THE EARTH

Cost: 10

A warrior with this power has been trained to use her opponent's weight and momentum against him. When a generous helping of ch'i energy is added to this maneuver, it turns from a simple throw to a devastating toss which slams your opponent down on the ground—hard!

Whenever a Martial Artist with this power beats a human-sized (or smaller) opponent's Fightin' roll by 4 points or more, she can choose to throw her opponent 1d4 inches in any direction. Don't roll damage; the target automatically Eats Dirt.

The warrior must actually grab hold of her opponent to perform this maneuver, so this power cannot be combined with Ten-foot Punch.





UNION BLUE

President: Joshua Lawrence Chamberlain (with heavy subsidization by the United States Government)

Headquarters: Chicago, Illinois

The "Most Honorable Man in the West," as the Tombstone Epitaph has labeled General Joshua Chamberlain, has had a very odd year. It's almost been too easy.

First, Mina Devlin went away for a while. To England, the Agency informed the General. When she returned, Chamberlain prepared for trouble, but the sulky seductress was nothing but demure. Then General Lee was assassinated. Once again, Chamberlain prepared for war, this time from enraged Confederates. But before any serious action resulted, Davis was also assassinated and the culprits weren't Union spies as had been claimed, they were members of Jeff Davis' own administration!

Then the Confederacy declared a cease-fire. It isn't peace, and it isn't war, but in either case it allowed Union Blue to get some serious track-laying done.

Then, the cream on his mint julip came when Mina came forward and proposed an alliance—if Joshua could help her with a little problem. Seems the lovely widow ran into someone particularly unpleasant while she was in England. Neither she nor Chamberlain's contacts in the Agency know the "gentleman's" true name, but he is known by the nom de guerre of "the Cackler."

THE CACKLER

All that's known about this fellow is that he's a black magician of the highest order, and that he must be one bad hombre if he can scare Mina Devlin.

Mina claims she must find a raven-haired girl named Rachel or the Cackler will kill her when he arrives sometime later this year. Rumors have spread that "Rachel" is Mina's daughter, and even a love-child of her and Chamberlain, but in truth, neither know who—or what—the girl is.

Knowing the Cackler would have to be dealt with in any case and that the girl known as Rachel should be protected (or slain if she

is some sort of abomination), Chamberlain discussed Mina's offer over with the Ghost and President Grant. The three agreed to protect Mina and lay off Black River if she would slow her building—at least in the westerly direction.

Chamberlain's no fool—he knows Mina will turn on him when the chance presents itself. He also knows she's had secret discussions with Baron LaCroix and the inbred, black-magic summoning, and downright creepy Whateley clan. An investigative reporter named Daniel Clark uncovered the connection first and named it the "Black Circle." (Want to know more? Pick up *The Black Circle: Unholy Alliance* for the full scoop on this sinister trio!)

Chamberlain has come into possession of several charms and relics that should protect him from the black magic headed his way in the coming year. He knows his all-too-good fortunes have to change soon and has tried to be prepared.

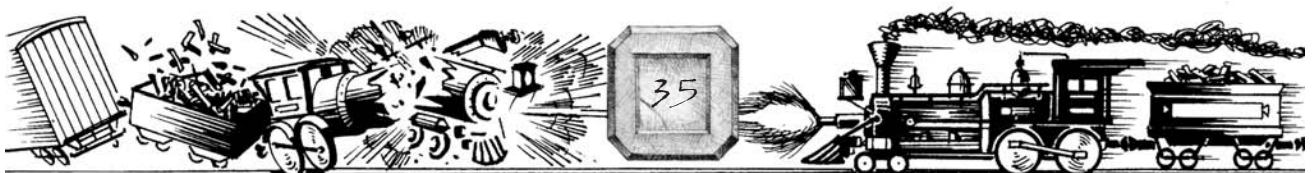
THE CULT OF LOST ANGELS

With Mina off his back, at least for a while, Chamberlain is looking West. With his constant contacts in the Agency, he knows far more about the "Right Reverend" Grimme than most. Specifically, that Grimme and his highest level followers are the Weird West's most powerful black magic cult. And a bloody cannibalistic cult at that!

Grant has promised Chamberlain some troops from the now-quiet Eastern theatre to deal with Grimme and the final push into Lost Angels, but the reinforcements have been detoured to the mid-West to help with a minor Indian uprising in the Sioux Nations.

Like his long-dead counterpart Thomas "Stonewall" Jackson, Chamberlain has taken a risk. He's split the Federal forces assigned to protect his railroad. One group remains split among small patrols along the rail line. The other has set off West to "negotiate" with Grimme. A major battle between the Cult of Lost Angels and the forces of Union Blue is almost certainly in the cards.

A third group of hired troubleshooters has been hired to find Mina's mysterious Rachel. This adventure has yet to take place, but fortune tellers and visionaries across the Weird West claim that finding her will change the face of the world forever.





FLYING BUFFALOES

Few people haven't heard of the Flying Buffaloes. These intrepid soldiers have been the subjects of numerous Tombstone Epitaph articles and even a few sensational dime novels.

The entire unit is equipped with the latest rocket packs from the Fort 51 laboratories. The new model has caused the Flying Buffaloes to revamp their tactics. It allows them to actually fly instead of making short hops (see Derailed!).

THE GHOST TRAIL

The Flying Buffaloes are most famous for their exploits along the Ghost Trail, the trail leading overland from Tombstone to the Great Maze. They raid the Confederate wagon trains loaded down with ghost rock that make the long trek back and forth along the trail.

Their raids against the Rebel ghost rock caravans have been so successful the Confederate government hired Black River to raid the trains supplying Fort 51. This attempt to starve the Flying Buffaloes into submission met with some success until the raiders got greedy and tried to take out a fort guarding the tracks. Their defeat at Fort Clark ended the raids.

Once the threat to their supply line had been removed, the Flying Buffaloes hit the Ghost Trail caravans harder than ever and cost the Confederacy nearly a full two months' worth of ghost rock production.

PATROLLIN' THE RAILS

Squads of Flying Buffaloes have been loaned out to Union Blue to help Chamberlain's troops keep the trains headed for Fort 51 safe. They're particularly useful against Black River's flying Devil Bats. Their aerial duels are spectacular to behold.

BATTLEFIELD INFO

SURPRISE!

The Flying Buffaloes have always used the mobility given by their rocket packs to appear unexpectedly and surprise their opponents. The Buffaloes assigned to patrol duty with Union Blue are no different.

They have had the scientists at Fort 51 throw together a few special train cars for them to use. These cars look like normal boxcars, but they have a specially designed roof which has been hinged and counterweighted so that it can be opened with the pull of a single lever. The soldiers like to hide in the boxcar until the last minute and then open the roof, fly up, and surprise the pants off their opponents.

When playing scenarios with a train, you may designate one car as one of these special cars if your train includes a boxcar and at least one troop of Flying Buffaloes. You may only have one such car regardless of how many Flying Buffalo units you have.

The roof of this car may be opened or closed by any figure in the car without sacrificing its action.

PROFILE (POSSE)

Strength d8 **Shootin' d8**
Smarts d6 **Fightin' d8**
Vigor d8 **Guts d8**

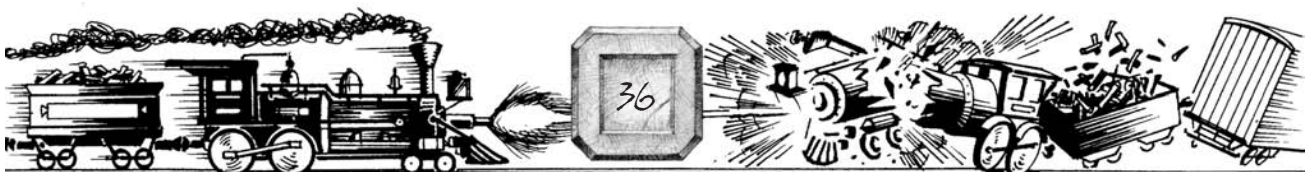
Weapons: Rifle

Special Abilities: Improved Rocket Pack, Malfunction d6.

Bounty: 16

Cost: 80

Figures: Use X-Squads with Jumpacks, painted in Federal blue.





SQUAD 51

Fort 51 was built after the Battle of Washington proved to Union leaders the value of the gizmos being made by so-called "mad scientists." This remote facility out in the Nevada desert now houses some of the brightest minds in the Western hemisphere—all focused on creating new and better ways to blow up their fellow man.

Like Dr. Hellstromme and the scientists at Roswell, the eggheads at Fort 51 need someone to test their newfangled gadgets—someone expendable. When the fort was first built, this was Squad 51. As the facility expanded, the unit grew from a 10-man squad to a 100-man company. The unit kept its original name out of tradition.

Although casualty rates are sometimes high, morale is good among the members of Squad 51. The unit is comprised entirely of volunteers who are proud of the service they perform. They see themselves not as expendable guinea pigs, but as an important part of the research and development team at the fort. Much of this attitude is due to the unit's dedicated commander.

Squad 51 is commanded by Major Tom Goolsby. Goolsby is a scientist himself, and he tries to pass on some of his knowledge to his troops. He holds daily lectures to teach his men how to operate and repair the equipment. This knowledge has proved invaluable in the field because it allows Squad 51 to repair both their own equipment and that of other units.

OVER HILL, OVER DALE

As Squad 51 has grown, so have its responsibilities. The original unit was responsible only for testing new gizmos as the lab turned them out. Squad 51 members are now responsible for a portion of Fort 51's security. Regular troopers provide the bulk of the garrison, but two squads of Squad 51 members are always on call to respond to emergencies.

Members of Squad 51 often accompany members of the Flying Buffaloes on their raids along the Ghost Trail.

On the last raid, which went particularly deep into Southern territory, Squad 51 provided an escort for the Flying Buffaloes' ground support team. The steam wagons which carried extra fuel and spare parts for the Buffaloes were attacked by Apaches, but the Indians were driven off by the flamethrowers and Gatling rifles of Squad 51.

THE RAIL WARS

Squad 51 members are often loaned out to Union Blue for testing purposes. The battles of the Great Rail Wars are an awesome test bed for new gizmos because the railroads' troops fight under such varied and unusual conditions.

The addition of these gizmo testers to Chamberlain's forces has been invaluable. They give Union Blue troops the technological edge they need to beat foes like Dr. Hellstromme who rely heavily on mad science.

Squad 51 members can be found nearly everywhere Union Blue has troops stationed.

PROFILE (POSSE)

Strength d6 **Shootin' d6**
Smarts d6 **Fightin' d6**
Vigor d6 **Guts d6**

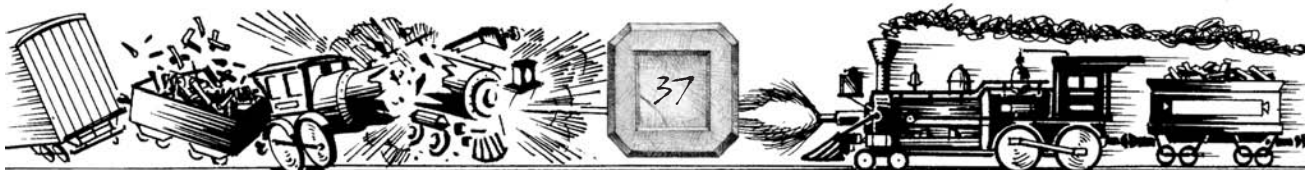
Weapons: Varies

Special Abilities: Choose any gizmo (if not a weapon, add Rifles, Pistols, and Shotgun for 10 points), Malfunction d6, Mechanically Inclined.

Bounty: 12

Cost: 60

Figures: Use X-Squads, painted in Federal blue.





UNION OFFICERS

Like Dixie Rails, Union Blue has a solid cadre of leaders for its troops. Unlike Lee's railroad, most of these Officers are not combat veterans. The vast majority of Chamberlain's Officers are young second lieutenants fresh from West Point.

These recent graduates have been sent by the War Department to serve with Union Blue. There's not much actual fighting between the Union and Confederate armies at the moment, so the powers-that-be decided this would be a good way to blood the Officers and get them some real command experience.

OUT OF THE FRYING PAN...

The young lieutenants have been blooded and more! The first group of West Pointers arrived in Kansas during the height of the fighting between Union Blue and Black River and were immediately thrown into the fight. Despite their lack of command experience, they had an immediate effect on Chamberlain's forces.

Many of the Union Blue troops had become demoralized by Black River's magic and supernatural creatures. The discipline and enthusiasm brought by the new Officers restored

morale and tightened security. Losses from night raids dropped dramatically.

INTO THE FIRE

The Officers had been with Union Blue less than a week when some of them were given an important assignment: rail patrol. They had to take small detachments out and walk the rails, looking for any signs of sabotage or ambushes.

This was extremely hazardous duty because the demolition charges left by Black River saboteurs were often booby-trapped. Occasionally, a sniper would be left behind to watch over a charge. When the Union Blue troops stopped to defuse it, the sniper would ventilate the Officer in charge of the detachment and then vamoose.

A few Officers died this way, but the rest quickly learned the ways of small-unit tactics.

BATTLEFIELD INFO

BATTLE DRILL

Union officers trained at West Point are well-trained in close-order drill. Those who have entered the service of Union Blue have brought this discipline to the rowdy rail warriors of Chamberlain's railroad.

Instead of using his normal Leadership ability, an Officer with Battle Drill may attach himself to all friendly units within his Smarts in inches. All of these troops gain the benefits of his Leadership.

There some restrictions on this however. The Officer may only use Battle Drill on Union Blue troops (who are mostly war veterans), not on generic or allied troops. Also, all troops under the command of a single Officer must act in unison. If one unit moves forward 4", they all must move forward 4". If one unit fires, all the units must fire at the same time, etc. Troops firing together may pick different targets, however.

PROFILE (SINGLE)

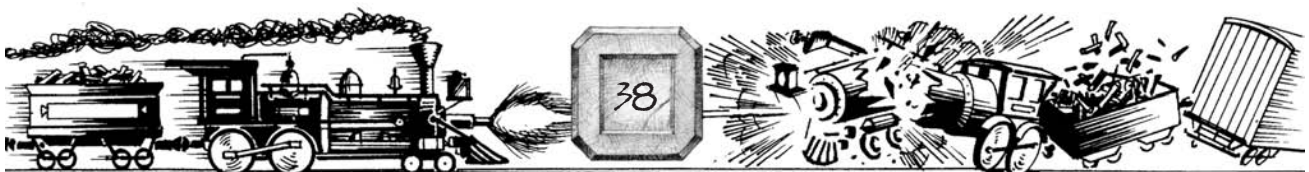
Strength d6 **Shootin' d6**
Smarts d8 **Fightin' d8**
Vigor d6 **Guts d8**

Weapons: Pistol, Saber (STR+2)

Special Abilities: Battle Drill, Leadership, The Voice

Bounty: 15

Cost: 15





VETERAN CANNON CREWS

Union Blue has its own share of experienced artillerists. Like Dixie Rails, many are veterans whose enlistments expired, so they decided to put their skills to work for better pay.

Whatever their origins, they are an important part of Union Blue's force. These experienced crews can lay their guns faster and more accurately than the strictly mercenary crews used by the other railroads. Union Blue commanders have come to rely on these veterans to quickly knock out any enemy artillery which dares to show itself.

BATTLEFIELD INFO

ENEMY

The rivalry between the veteran artillerists of Union Blue and Dixie Rails is of epic proportions. Treat this just like the Enemy Hindrance; whenever a Union Blue Veteran Cannon Crew Puts Down the last man of a Dixie Rails Veteran Cannon Crew, or vice versa, the player controlling the crew gets a blue chip and a bonus of 50 Bounty Points.

ARMOR-PIERCING AMMO

After the Confederates surprised the Union forces with their new gizmos at the Battle of Washington, the War Department made development of anti-vehicular munitions a priority. Many different types of ammo have been developed, but most have been abysmal failures, killing more artillerists than targets.

The latest armor-piercing rounds from Fort 51 have been sent out to veteran artillery crews for field testing. Production of these new ghost-steel shells has been slow, so the number of rounds each crew has is limited.

Each Veteran Cannon Crew is issued 1d6 armor-piercing rounds at the beginning of each battle. Roll separately for each crew and place a corresponding number of gaming beads or other counters on the crew's card. Each time an AP round is fired, discard a counter.

Rather than keeping track of what type of round is loaded in the cannon, simply tell your opponent when you wish to fire an AP round. Because the ammunition is experimental, draw a card from your deck each time an AP shell is fired. If you draw a Joker or a two, you need to check for a malfunction using the standard rules.

Armor-piercing ammunition is a solid shot which does 3d10 damage and negates 4 levels of the target's Armor.

MAJUNCTION!

Minor Malfunction: Bad ghost steel! The shot shatters harmlessly against the target's Armor, doing no damage.

Major Malfunction: The hard steel of the round's shell strips the cannon's rifling. All further shots from this cannon suffer a -2 penalty for the rest of the battle.

Catastrophe: The shell jams in the barrel, causing it to burst. Place a Boom! Template over the cannon. Everyone beneath the template takes 2d8 damage. The cannon is destroyed.

PROFILE (4 CREW, 1 GUN)

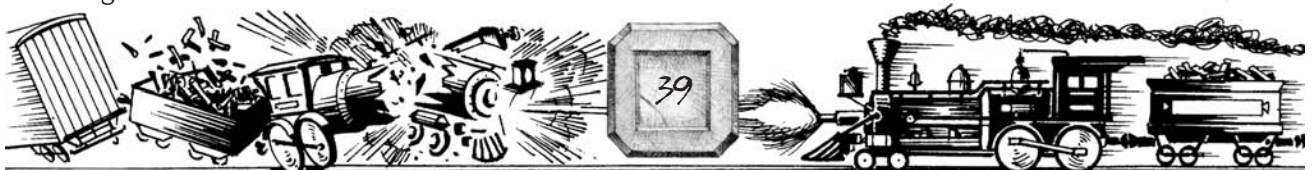
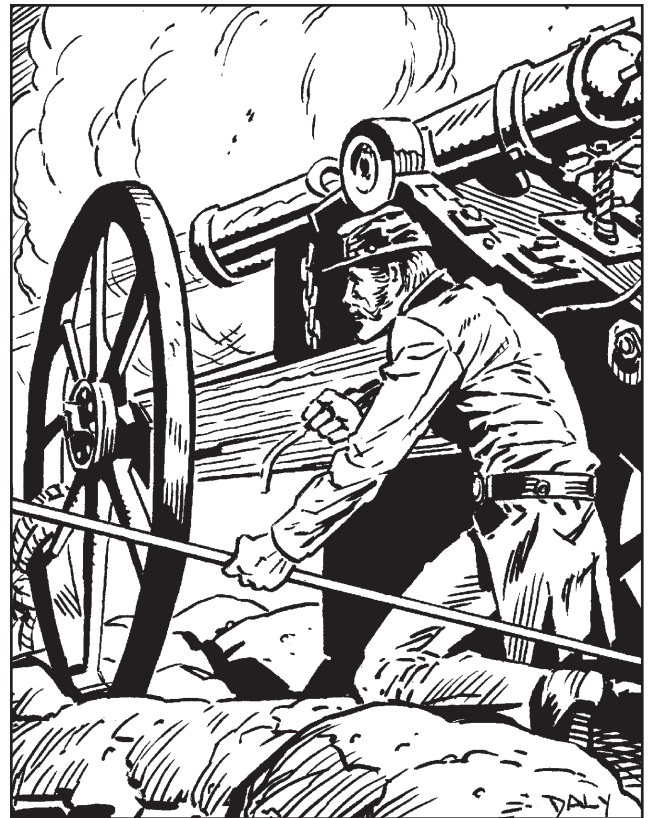
Strength d6 **Shootin' d6**
Smarts d6 **Fightin' d6**
Vigor d6 **Guts d8**

Weapons: 6lb. Cannon

Special Abilities: AP Ammo, Artillery d10

Bounty: 16, and whoever Puts Down the last troop gets 16 Bounty Points for the gun.

Cost: 80





WYATT EARP

Wyatt Berry Stapp Earp began his career as a lawman in Wichita, Kansas. He served as deputy marshal there until he got into a fist-fight with William Smith, who was running for marshal at the time. Following the scuffle, Wyatt was fined and sacked.

He moved on to Dodge City, where he again found work as a deputy marshal. The founders of the town were determined to create a peaceful oasis in the midst of the bloody guerilla war which has ravaged Kansas: a place where people of any political persuasion could live in peace—and make a quick buck if they were so inclined. This suited Wyatt just fine, and he did his best to keep Dodge City's streets safe for all.

Wyatt made quite a reputation for himself in Dodge. He earned the respect of the law-abiding townsfolk with his ability to defuse potentially dangerous situations without resorting to gunplay. Many a would-be troublemaker has awakened in Dodge City's jail sporting a large knot on his head from the butt of Wyatt's revolver.

IRON HORSES

The arrival of the railroads in Dodge only made Wyatt's job harder. Besides dealing with guerillas both Northern and Southern, Confederate and Union spies, and drunken cowboys and buffalo hunters, he now had to contend with feuding rail gangs who had spent the last few months fertilizing the Plains with each others innards.

The Union Blue and Black River gangs behaved well enough when a lawman was around, but this was only because the Mayor had threatened to revoke the right-of-way of any railroad whose troops violated the peace. As soon as Wyatt or one of the other deputies was out of sight, however, the gloves came off. The number of unsolved shootings in Dodge went through the roof.

Wyatt became tired of keeping the peace in a town where everyone was anything but peaceful, and he accepted a job with the US Marshal Service. At his own request, he was assigned as a marshal in Kansas and began a one-man campaign to bring some real law and order to this disputed state. He's still based in Dodge, and helps Union Blue out when asked.

As a representative of the US government, he often finds himself fighting alongside Chamberlain's men.

BATTLEFIELD INFO

One night in Dodge, Wyatt found himself facing off alone against a band of cowboys out for blood. Just before everyone threw down, Doc Holliday appeared with a shotgun and backed Wyatt up. The cowboys suddenly had a change of heart and headed off for the nearest saloon.

The two struck up a friendship and remained close even though each went his own way.

If Wyatt is ever on the opposite side of a battle from Doc Holliday, he refuses to attack his friend or allow any attached troops to fire on Doc or his attached troops.

PROFILE (HERO)

Strength d6 **Shootin' d8**
Smarts d8 **Fightin' d8**
Vigor d8 **Guts d10**

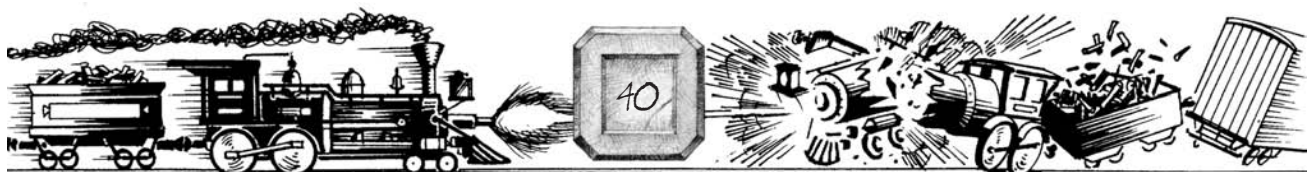
Weapons: Buntline

Special Abilities: Heroic, Law Man, Legendary,

Level-Headed, Loyal (Doc Holliday), Luck o' the Irish, The Voice, Vengeful, Earp's Star.

Bounty: 80

Cost: 80





TANK 13

Tank 13 was the 13th tank to roll out the doors of Fort 51's laboratories (hence the name).

It began its military career inauspiciously. The tank's first crew refused to set foot in the vehicle until threatened with a court martial. Even then, the rig was plagued by mysterious mishaps and unexplained breakdowns—some of which caused serious injury to the crew.

Tank 13 first saw combat in the desert just south of Fort 51. The platoon to which it was assigned ran across some Confederate troops on their way north to retaliate for the Flying Buffaloes' raids against the Ghost Trail caravans.

In the first few minutes of the battle, the tank was hit by a cannonball which failed to penetrate its armor, but popped some rivets loose. One of these flying rivets caught the driver square in the head, killing him. The driverless rig careened out of control and drove through a squad of Union troopers, squashing them flat.

Before the crew could regain control of the rig, a second solid shot plowed into the tank's side and ruptured the boiler. The three remaining crewmen were cooked alive inside their vehicle.

SURPLUS

The knocked-out rig was towed back to Fort 51 and easily repaired. It was not so easy to find another crew, however. No one at the fort was willing to go near the rig—court martial or no.

The commander at Fort 51 eventually admitted defeat and declared the tank surplus equipment. It was sold for a pittance to Union Blue.

The tank performed well for its new crew, although the tank's commander began to be troubled by strange dreams. His sleep was often interrupted by nightmares as he relived each of the original crew's deaths in his dreams.

Not long after, the tank was part of a column ambushed by Black River troops.

In the confusion, a Union Officer climbed aboard Tank 13 and directed the rig's fire. He had an uncanny knowledge of where the enemy was hiding, and the tank's fire soon turned the tide of battle in Union Blue's favor. Once the fighting stopped, the mysterious Officer vanished as quickly as he had appeared. Only later did Tank 13's commander realize the Officer was one of the men in his dreams.

BATTLEFIELD INFO

HAUNTED

Tank 13 is haunted by the ghost of its original commander, Jake Montgomery. The tragic circumstances surrounding his death have linked him to the vehicle, and he is always nearby whenever the tank or its crew are in danger. He acts as a guardian angel, protecting the tank from harm and guiding its shots.

Tank 13's player may draw three chips for the tank. These must be kept separate from the player's other chips and may only be spent on rolls made for the tank.

The crew has standard Rig Crew statistics (see Derailed!).

PROFILE (RIG)

Durability: d12+1

Size: +2

Pace: 3/6/12

Crew: 4

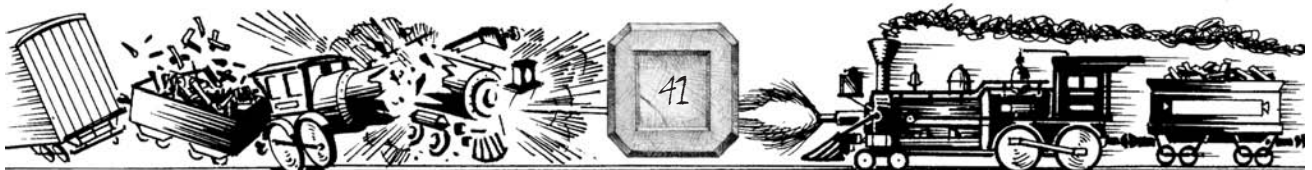
Weapons:

Special: Heavy Armor 8, Malfunction d6, Haunted, Tracked.

Upgrades: Armor, Improved Tracks, Ram Plate, Reinforced Frame, Springs

Bounty: 225

Cost: 265





WASATCH

President: Dr. Darios Hellstromme
Headquarters: Salt Lake City, Utah

INSIDER INFORMATION

Smith and Robards really rusted Doctor Hellstromme's bucket. The two back-stabbing knock-off artists (at least in Hellstromme's eyes) canceled their contract to carry Wasatch goods on Denver-Pacific trains without notice. The legal claim? That Wasatch was one day late in paying its last invoice.

To make matters worse, the DP waited until several particularly valuable shipments of weapons and other gizmos were aboard their trains. Then they threw the priceless cargo off into the desert where they were picked up by "scavengers." Never mind the fact that witnesses saw some of these "scavengers" waiting with buckboards, and that many of the items were then resold to S&R at pennies on the dollar. Many items "bought" by S&R in this underhanded debacle are now up for resale in their latest catalog. Others, no doubt, are deep in the holds of Smith and Robards' mountain-top fortress undergoing rigorous reverse engineering.

THE BLOW THAT NEVER FALLS

The top bosses of Wasatch prepared for an all-out assault on Denver-Pacific's lines and the Smith and Robards facility. Indeed, numerous automatons and other devices were shipped out (via Wasatch lines or steam wagons this time) and made ready.

But the attacks never came. Even more unimaginably, work on Wasatch's westward lines came to a halt. Funds for lucrative spurs and repairs have been sent, so it seems as if Hellstromme is preparing for eventual victory, but no actual work on the lead line has occurred since just after Smith and Robards' treachery. With the other railroads nearing the final heat to Lost Angels, Wasatch enforcers wonder just what their boss is up to, and are growing increasingly paranoid.

THE MCBRYDE EXPEDITION

With Hellstromme mysteriously silent, the only slight glimmer of hope the enforcers had lay in the McBryde Expedition.

Professor Angus Q. McBryde, a Scotsman and close friend of Hellstromme himself, claimed to have solved the company's greatest problem. Specifically, Wasatch has had a very difficult time finding safe passage through the Rockies. The other railroads beat them to the best trails, and subsequent experiments with mad science have failed—sometimes spectacularly.

McBryde had a corp of veteran Gunmen, X-Squads, and a horde of Automatons with him. Rumors of a vast tunnel leading underground flew about the local papers, and Lacy O'Malley of the Tombstone Epitaph even paid the expedition a visit. But a massive explosion near McBryde's railhead took the expedition, the rail crew, and even the famed Lacy O'Malley with it!

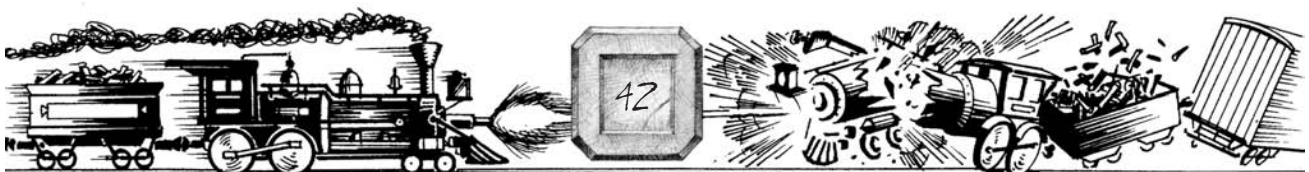
Several groups of troubleshooters have been dispatched to the area, but as yet, no one has been able to reach the site. Fierce storms and more than a few creepy critters have chased off any would-be rescuers.

Scuttlebutt around Denver is that McBryde's group ran into something they couldn't handle in the high mountains. The local telegraph office claims Lacy O'Malley sent a dispatch to the Epitaph just before the disaster. In it, O'Malley claimed McBryde had encountered some as-yet unknown horror high in the Rockies. Those who know O'Malley speculate that he might have dynamited the tunnel himself to seal in some horrid creature man was not meant to know.

More common rumors are that McBryde angered his temperamental employer over his slow progress. Already frustrated with Smith and Robards' actions, Hellstromme might have decided to call off the entire endeavor and had McBryde and his entire expedition wiped out.

WHAT'S REALLY GOING ON?

Not even Hellstromme's enforcers (that's you, amigo), know for sure what happened to McBryde. Nor do they know why their boss isn't laying track west. A few enforcers have quietly contacted their rivals looking for work. This probably isn't a good idea though, as some have gone missing shortly thereafter. Their replacements don't claim to know what happened, but neither do they ask many questions. If you're the Wasatch player in your group, know that Hellstromme is up to something—we just can't say what yet.





STEAMJACKS

Hellstromme Industries is involved in more than just making mad-science gizmos. In the quest to make money to fund Hellstromme's experiments, his company has expanded and diversified so that it has its fingers in just about any industry you could imagine.

One of those industries is logging. Many of the logging camps in the Wasatch Mountains are owned and operated by Hellstromme Industries. The wood produced by these camps is used to build Hellstromme's ever-growing maze of factories in the Junkyard. The excess production is sold to new Mormon converts building homes in Salt Lake City.

These are no ordinary logging camps. Each one showcases the many marvelous gizmos produced by Hellstromme Industries. Breakfast is served by flapjack machines, and the loggers fell mighty trees in seconds with the aid of their steam-powered chainsaws.

Due to Wasatch's troop losses, some of these sturdy loggers have been pressed into service with the railroad. Their growling saws make short work of anything which stands in their way, be it brush, trees, or flesh and blood.

BATTLEFIELD INFO

TERRAIN CLEARING

In the course of their normal work, Steamjacks routinely use their chainsaws to clear the terrain they're working in. Wasatch commanders have found this to be a handy ability on the battlefield.

When moving through terrain covered with scrub or woods, a Steamjack figure may move at half Pace and clear a path 4" wide. The cleared area is now treated as whatever terrain is under the cut vegetation. Steamjacks often use this ability to quickly cut paths for vehicles and artillery through overgrown areas.

Steamjacks can also use their chainsaws to cause breaches in wooden obstacles like fences and building walls. To do this, the model sacrifices its attack action and rolls its Fightin' damage against the obstacle. If the attack causes 10 or more points of damage, a breach 1" wide by 1 1/2" tall is created in the obstacle. Thick walls, like those of a fort, require the breaching model to do 20 points of damage in a single attack. If there is any question, you and your opponent should decide how tough certain obstacles are before play begins.

PROFILE (POSSE)

Strength d12 **Shootin' d6**
Smarts d6 **Fightin' d6**
Vigor d8 **Guts d6**

Weapons: Steam Chainsaw (STR+4).

Special Abilities: Malfunction d6, Terrain Clearing, Gizmo: Chainsaw.

Bounty: 8

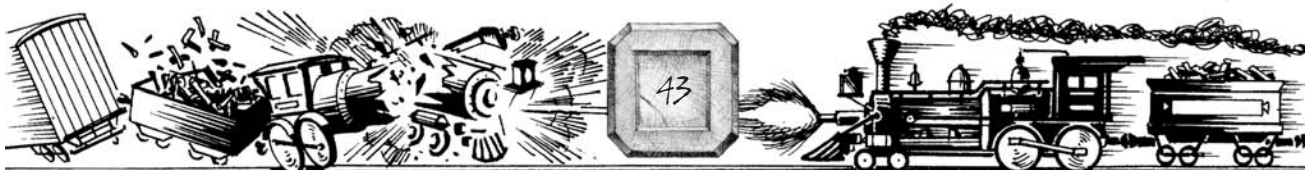
Cost: 40

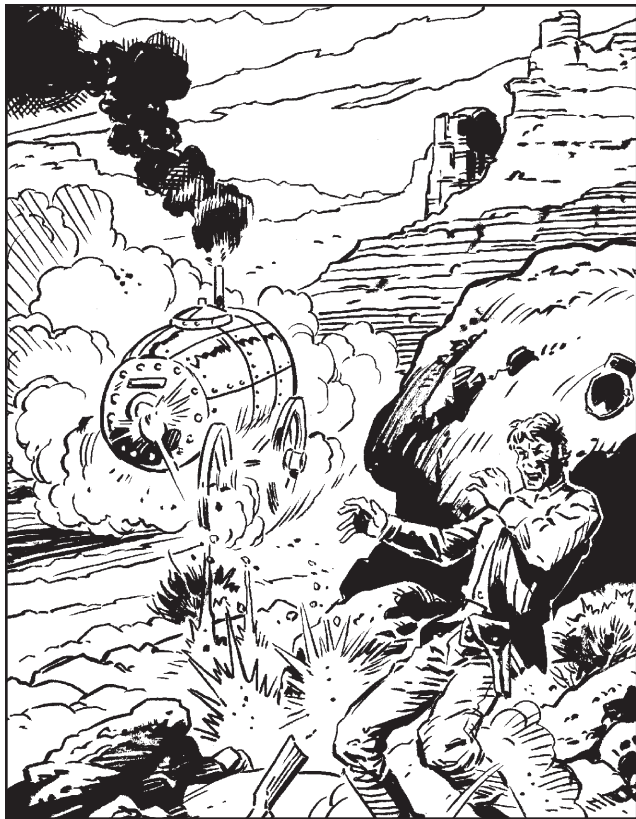
MALFUNCTION!

Minor Malfunction: The steam pipe powering the saw has sprung a leak. The saw won't operate until the Steamjack makes an Easy (4) Smarts roll.

Major Malfunction: The saw's chain snaps and flails around wildly. The user and every model within 1" takes 2d6 damage. The saw is inoperable until the chain is replaced. This requires a Hard (8) Smarts roll.

Catastrophe: The boiler which powers the saw overheats and explodes. Place a Boom! Template over the model. All models under the template take 2d8 damage. The poor sod wearing the boiler is Put Down.





STEAM TURTLES

Steam Turtles are one of Doctor Hellstromme's new toys. They are much simpler to build than Automaton, nearly as rugged, just as sinister, and pack some serious firepower. Just like Automaton and Clockwork Tarantulas, the things are powered by steam and gears and controlled by a zombie brain tucked away in a sealed case in the chassis.

To all appearances, a Steam Turtle is little more than an armored egg on wheels puffing steam. Then it hits the battlefield and its undead brain smells mischief. Then it zips along on its iron-rimmed wheels, spewing lead and death from a rotary air pistol. Anything in its path is riddled with thousands of tiny pellets.

Hellstromme's Factory #20 in Salt Lake City has been devoted entirely to the production of Steam Turtles. As soon as a "pod" of five is completed, it's loaded on a rail car and shipped off to guard some portion of the good doctor's growing empire. Until Automaton production can replace the losses from the last year's activities, Steam Turtles will be a vital part of Hellstromme's army.

BATTLEFIELD INFO

AIR PISTOL

The Steam Turtle's primary weapon is a powerful air pistol. It is powered by a compressed air reservoir which is constantly refilled by the pumping action of the turtle's steam pistons. The interior of the Steam Turtle is packed with thousands of lead pellets which feed automatically into this rapid-firing weapon.

The Turtle doesn't have the ability to select its targets, so it just blankets the area in front of it with lead. The air pistol fires continuously while the turtle is in action, but covers only a narrow swath. Before moving a turtle, place the flamethrower template straight out from the contraption's front. Move the template with the turtle. After it has finished moving, roll 2d4 Damage against each model (friend or foe) which the template passed over.

SELF-DESTRUCTION

Steam-turtles self-destruct just like Automaton, with the same damage and blast radius (see The Great Rail Wars).

Being powered by malicious manitous, the Steam Turtle can always "elect" to detonate (the player may detonate the turtle at any time). This is the only real attack option the thing has should it run out of ammo due to a minor malfunction.

PROFILE (POSSE)

Strength d6 **Shootin' d6**
Smarts d4 **Fightin' -**
Vigor d8 **Guts -**

Weapons: Air Pistol, Self-Destruct Charge

Special Abilities: Armor 4, Fearless, Malfunction d8, Pace 15, Self-Destruction

Bounty: 6

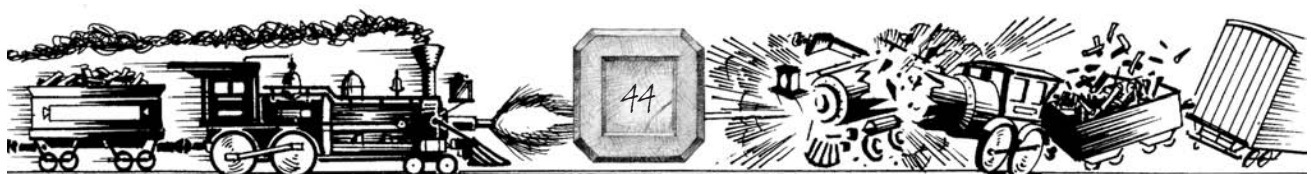
Cost: 30

MALFUNCTION!

Minor Malfunction: The turtle has exhausted its supply of pellets. It no longer fires its air pistol, and should it explode, the charge only does 2d6 damage.

Major Malfunction: The turtle's brain loses connection with its chassis. It moves in a random direction each turn until it makes an Easy Smarts roll.

Catastrophe: Adios. The Steam Turtle self-destructs.





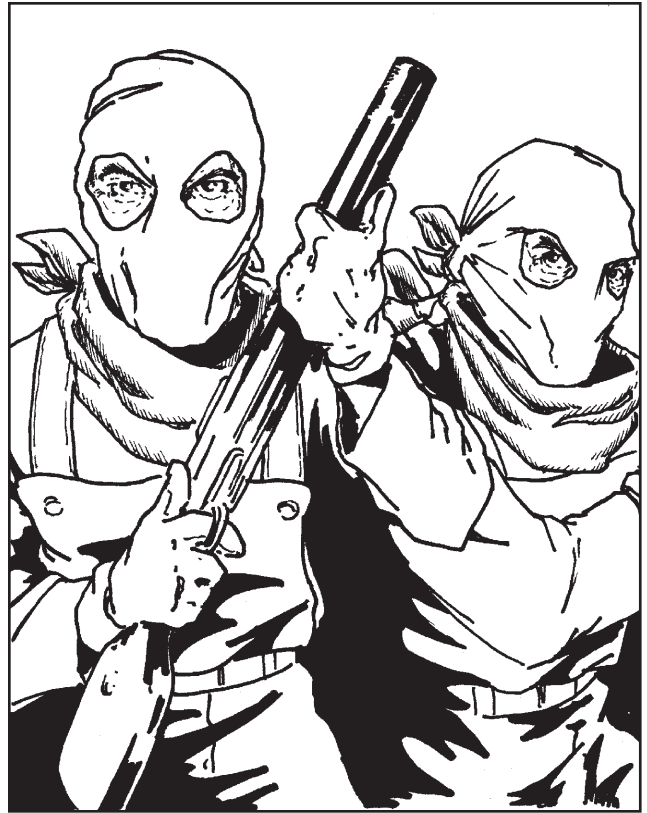
THE DANITES

THE DAN WHO?

The Danites are the secret enforcers of the Mormon Church. They exist to protect the faithful by any, and we mean any, means possible. That is, if you even believe they exist.

The church claims the Danites are a myth started by anti-Mormons. Evidently no one told Brigham this, however, because he refers to them in his sermons all the time. In one of his discourses in the *Deseret News* he said "If men come here and do not behave themselves, they will not only find the Danites, whom they talk so much about, biting the horses' heels, but the scoundrels will find something biting their heels. In my plain remarks I merely call things by their own names." (A real quote, friends.)

If you do believe in them, then they were started back in Missouri in '38 as the "Daughters of Zion." Some of the men didn't care much for this, so the name was changed to "Flying Angels," then "Destroying Angels," then the "Big Fan," then "Brothers of Gideon," then finally "Sons of Dan." When the identity crisis was over, everyone called them Danites.



YOUNG'S WATCHFUL EYES

Dr. Hellstromme has converted to Mormonism, not out of any true religious convictions, but so that he can live in peace in Salt Lake City and continue his research. Brigham Young, the Mormon's leader, knows Hellstromme is reckless, dangerous, and murderous and joined the church under false pretenses.

So why does a holy man maintain such a close relationship with the devious doctor? For one thing, Hellstromme's factories employ hundreds. It is also Hellstromme who provides the city with clean drinking water, electrical power, and a reputation as the most technologically advanced city on earth.

But even all those things would not let Brigham turn a blind eye to Hellstromme's misguided evil if he didn't think a greater good was served. The reason he continues his relationship with the Weird West's foremost mad scientist is because of the one revelation Brigham received in his life. Young foresaw that Hellstromme would one day bring about a Hell on Earth. Young also foresaw that if he fought Hellstromme, he would lose. His only chance to change the future was to bring Hellstromme into the fold and hopefully, change his evil ways.

Young "offered" a few select squads of these Holy slayers to the Wasatch cause—so that they could keep an eye on Hellstromme's activities and keep him from committing any truly grotesque atrocities.

BATTLEFIELD INFO

HOLY SLAYERS

Danites have been blessed by Brigham Young himself. Anytime they cause damage with any sort of weapon (or even their hands), add +2 to the result! This ability does not work on fellow Mormons. This gift from Young is also responsible for the Danites' occult ability.

PROFILE (POSSE)

Strength d8 **Shootin' d8**

Smarts d6 **Fightin' d8**

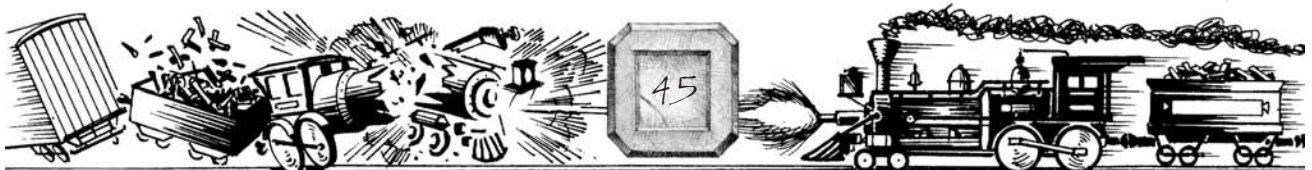
Vigor d8 **Guts d8**

Weapons: Pistols, Rifles, or Shotguns plus large knives (STR+1)

Special Abilities: Brave, Bushwack, Occult, Tough as Nails

Bounty: 14

Cost: 70





TINKERERS

The proliferation of rigs, gizmos, and mechanical troops among Wasatch's forces have forced the railroad to hire a small army of mechanics to keep everything running in top shape. As the need for field repairs has increased, these Tinkerers have moved from the workshop to the battlefield.

Wasatch's combat mechanics are recruited from the best of Hellstromme's many factory workers. As new Tinkerers are needed, tryouts are held in each of Hellstromme's factories. Each competitor is given a broken gizmo to fix and is timed while he works on it. To simulate battlefield conditions, one of the judges often stands behind the mechanic and fires a pistol just behind the contestant's head.

Those who complete the repairs in the shortest time are inducted into Wasatch's corps of mechanics. These lucky workers get free company housing and are paid nearly twice what their factory-bound friends make. Of course, their average life-span to date is less than half that of the typical factory worker.



ACTION MECHANIC

Battlefield mechanics were the brainchild of Professor Angus Q. McBryde (now missing in the Rockies). Watching his opponents use a train-load of ammo to kill a single automaton filled him with glee, but he hated the relief they felt when they finally downed one.

McBryde found it hilarious when one of his mechanics rushed out and repaired the thing, forcing his opponents to start all over again.

BATTLEFIELD INFO

BATTLEFIELD REPAIRS

Tinkerers are the Sawbones of the mechanical world. They can repair Knocked Out rigs, malfunctioning gizmos, and mechanical troops. They also carry around heavy bags of spare parts, such as automaton heads and the like, so that they even can repair those which self-destructed.

To repair a device, the Tinkerer must move adjacent to the device in question. He can then make a Smarts roll to fix it. The TN for this roll is Easy (4) for Knocked Out rigs (modified by Damage counters as usual), or the TN specified in the device's Malfunction description.

Tinkerers can also restore mechanical troops which have been Put Down. This requires the Tinkerer to spend an entire action adjacent to the downed troop and make a Hard (8) Smarts roll. If the roll succeeds, the troop is repaired. If the roll fails, the troop is too badly mangled to be fixed on the battlefield. Remove that particular troop from the battlefield—it's too far gone to be fixed by anyone.

Tinkerers do not have to reach the damaged troop on the turn it was shot.

If you are using the campaign rules from *A Fist Full o' Ghost Rock*, Tinkerers may assist in recovering casualties just like mad scientists.

PROFILE (SINGLE)

Strength d6 **Shootin' d6**
Smarts d8 **Fightin' d6**
Vigor d6 **Guts d6**

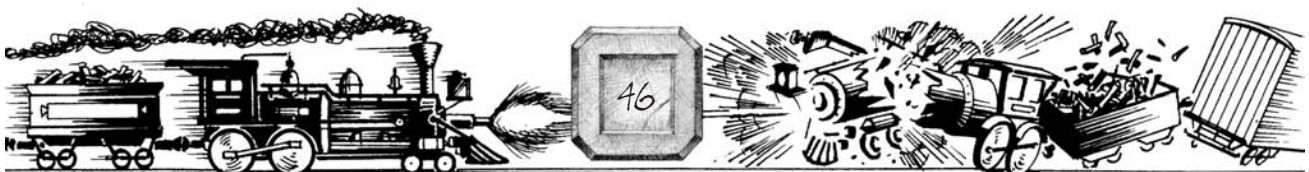
Weapons: Large Wrench (STR+2)

Special Abilities: Drivin' d6, Mechanically Inclined, Pacifist.

Speed: 1

Bounty: 10

Cost: 10





DOC AUGUSTUS

Now one of Wasatch's most feared battlefield leaders, Doc Augustus was once simply a mild-mannered scientist working for Hellstromme Industries. Barnaby Horvat had the misfortune to be working late one night when a bunch of thieves broke into his laboratory. They weren't too thrilled about having someone watch them carry off their loot, so they used poor Barnaby for target practice.

The lab's security guards—who had been playing poker in the guard shack instead of making their rounds—rushed in when they heard the shots. They found Barnaby in a pool of his own blood, at the brink of death.

Dr. Hellstromme was quickly informed of the break-in via the telegraph lines which link all of his facilities. The doctor instantly decided Barnaby was an ideal candidate for Project Phoenix, a secret project which had been trying to implant a living brain into an Automaton body without success.

Barnaby was whisked off by Auto-Gyro to the Phoenix laboratory beneath Dr. Hellstromme's mansion. Hellstromme himself performed the surgery. Things were touch-and-go for a while, but Barnaby's condition eventually stabilized. The operation was a success!

I AM AUGUSTUS!

The man who awoke in the brass and steel Automaton body was not the same man who had nearly bled to death on his laboratory floor. The physical and emotional trauma of having his brain transplanted into the metal monstrosity he had become was simply too much for him. His mind, none too stable before the operation, snapped.

Barnaby, a scrawny, 100lb. scientist prior to the operation, was overwhelmed by the power of his new body. He began referring to himself as Dr. Augustus and insisted all those who were observing him do likewise. One scientist who slipped and called him Barnaby got a personal demonstration of Doc Augustus' spiffy new steam Gatling.

Despite repeated attempts, Hellstromme has never been able to repeat the success of this operation. He eventually concluded that further observation of Barnaby in the lab was pointless, and he sent him out to lead his mechanical legions. Hellstromme still keeps an eye on Doc Augustus through the Iron Bunch and their Epitaph cameras.

PROFILE (HERO)

Strength d8 **Shootin' d8**
Smarts d12 **Fightin' d6**
Vigor d8 **Guts —**

Weapons: Steam Gatling, Steam Chainsaw

Special Abilities: Arcane Background, Armor 6,

Death Wish, Fearless, Malfunction d8, Mechanically Inclined, Pace 4, Slowpoke.

Bounty: 75

Cost: 75

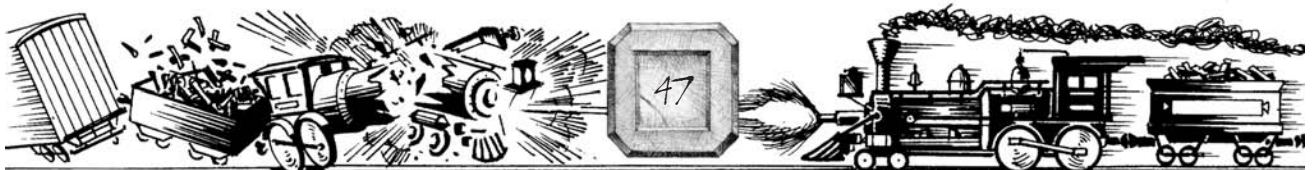
Figure: A standard Automaton.

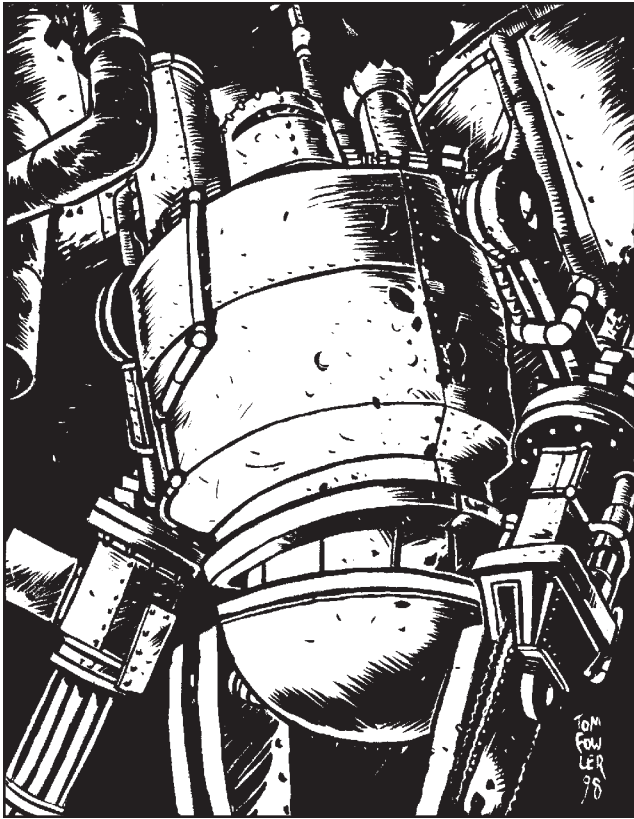
MALFUNCTION!

Minor Malfunction: Doc Augustus' drive system conks out under the strain of his armor. He cannot move again (he may still fire) until he makes an Easy (4) Smarts roll.

Major Malfunction: Doc Augustus goes berserk and attacks the nearest troops—friend or foe. Treat him as a rogue troop until he makes a Hard (8) Smarts roll.

Catastrophe: Doc Augustus gets to meet his maker—the first one. He explodes. Place a Boom! Template over his figure. Every model unlucky enough to be under the template takes 3d8 damage.





THE IRON BUNCH

The Iron Bunch are a group of specially modified Automaton which were personally created by Dr. Hellstromme to serve as Doc Augustus' bodyguard. Doc's fearlessness, coupled with the Death Wish caused by the few remnants of Barnaby Horvat's personality which still lurk in the dark corners of his mind, often get him into trouble. The Iron Bunch are there to see that any trouble he encounters is dealt with quickly and permanently.

Like Doc Augustus, the members of the Iron Bunch are equipped with steam Gatlings and increased armor plating over their vital mechanisms. These heavy additions cause a noticeable reduction in their mobility.

SMILE!

Unknown to Doc Augustus, the Iron Bunch serve an additional purpose beside keeping him "alive." Each of the Iron Bunch is equipped with an Epitaph camera.

Hellstromme is still intrigued by why Barnaby's transplant took while all the others have failed. After each battle, he examines the pictures taken by the Iron Bunch looking for some clue

in Doc Augustus' behavior that might explain the mystery. Most of these pictures get locked away in Hellstromme's vault, but he occasionally uses an especially good picture for propaganda purposes.

BATTLEFIELD INFO

CANDID CAMERA

Treat the cameras like the Tale-Tellin' ability with a twist. For starters, it can only be applied to Doc Augustus. No other hero can benefit from it.

Second, the Iron Bunch Automaton are usually too busy fighting to be concerned with the composition of their photos. Most of them are a blurry mess with the Automaton's Steam Gatling over the lens. At the end of each battle in which both Doc Augustus and the Iron Bunch participated, make a separate Smarts roll for each surviving member of the troop against a Hard (8) TN. If at least one of the Iron Bunch succeeds at the roll, a good propaganda picture has been taken. The player controlling the Iron Bunch receives a 50 Bounty Point bonus.

You must have purchased Doc Augustus before you can purchase the Iron Bunch.

PROFILE (POSSE)

Strength d8 **Shootin' d8**
Smarts d6 **Fightin' d4**
Vigor d8 **Guts -**

Weapons: Steam Gatling

Special Abilities: Armor 6, Fearless, Malfunction d8, Pace 4, Slowpoke, Tale-Tellin' (Doc only).

Bounty: 40

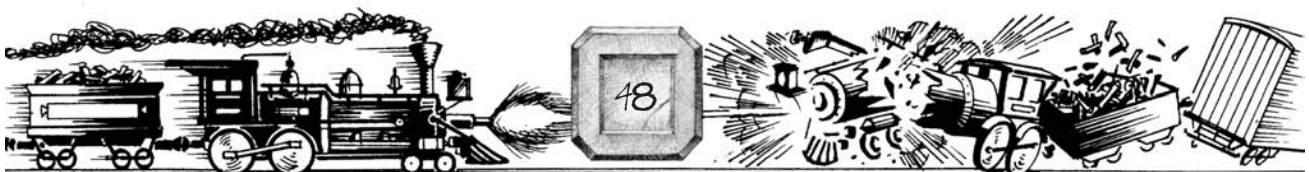
Cost: 200

MALFUNCTION!

Minor Malfunction: The Automaton's overloaded drive system conks out under the strain of the figure's armor. It cannot move again (it may still fire) until it makes an Easy (4) Smarts roll.

Major Malfunction: The Automaton's fire control system malfunctions. Make an immediate steam Gatling attack against the nearest figure. The Automaton cannot fire again until it makes a Hard (8) Smarts roll.

Catastrophe: The Automaton explodes. Place a Boom! Template over the figure. Every model under the template takes 3d8 damage.





Minister: Right Reverend Ezekiah Grimme
Headquarters: Lost Angels

We promised you a new faction in this chapter of the Great Rail Wars, and here it is. With a shiver down on our spines, we introduce you to the Church of Lost Angels.

Before you do-gooders get too excited, you should know that Grimme's little congregation isn't all purity and light. In fact, it's quite the opposite. The "church" of Lost Angels puts on a good face for the public and even feeds everyone who shows up for the Right Reverend's sermons every Sunday. That's important in the Maze, because food is hard to come by.

But the core of the Church of Lost Angels is actually the Cult of Lost Angels. See, Grimme is one of the few direct servants on Earth of the Reckoners themselves, and he uses the good face of the church to hide his evil deeds. And they are evil, friend, with a capital E. See, Grimme is the "servitor" of one of the Reckoners—Famine, to be specific. Famine keeps the Maze, and everyone in it, hungry as Hell. He's softening it up for his coming and eventual "Hell on Earth." (You can check out Hell on Earth if this all news to you, amigo.)

So where does Grimme get the food he serves every Sunday? Well, let's just say a lot of troublemakers and homeless people go missing in Lost Angels, and the Church serves a lot of fresh meat...

THE FOUNDING

The Church and the city both began back in '68, right after the Great Quake which started the whole ghost rock craze nonsense. Food was scarce following the earthquake and a lot of those trapped out on the island mesas of the Great Maze starved. Grimme led a group of survivors landward through the Maze. Although game and fresh water were nearly impossible to find, Grimme's prayers kept his people fed and saw them through the worst of it.

To thank the Reverend, his followers turned on

him, and when the going got tough, they killed and ate him.

The Reckoners chortled with glee and promptly summoned up a new abomination to take Grimme's place. The thing—now Grimme—did so, and formed the cannibals into a gruesome cult disguised as a benevolent congregation. The church/cult even founded a new city by the sea. They took to calling their city after their church, the "Lost Angels," and it stuck.

The city is located where the three main channels of the Maze converge. It has become a prospering port and the shipping point for the majority of the ghost rock mined from the Maze's rugged cliffs.

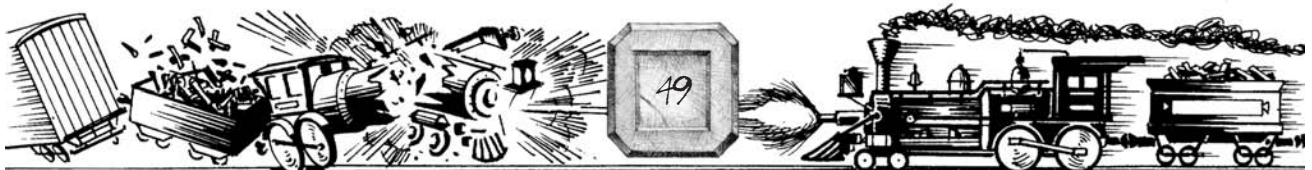
Grimme and his minions rules the city with an iron hand wrapped in a velvet glove. The Reverend's magic makes all of his dark miracles and creepy servants appear heavenly within 75 miles of Lost Angels itself. Some of his servants even carry a bit of magical stone with them that maintains the illusion farther away from home. (See Heart o' Darkness.)

In the famous "Edict of '77," Grimme cemented his power by declaring Lost Angels a "free and holy city." This allowed him to create his own army and openly attack the approaching railroads, which he hates with a passion.

HELL ON RAILS

Grimme misses no opportunity to let his congregation know how he feels about the coming railroads. They are a blight upon the land, he says, poisoning the earth with their foul smoke and spreading greed and corruption across the continent like a cancer. The evil of the Rail Barons "races toward Lost Angels in a locomotive crafted in the forges of Hell with Beelzebub himself at the throttle."

Now in 1878, Grimme's foot soldiers have ventured out of the Maze to create satellite churches and new believers throughout the West. On their way, they take every opportunity to attack any rail crews they happen across. Rarely a week goes by without reports of a group of fanatics attacking a rail crew somewhere. Even the government railroads, Union Blue and Dixie Rails, are fair game for Grimme's assaults. The worst part for the North and South is that they can't openly attack the Church of Lost Angels lest their campaign be considered an attack on religion itself—even though they know the awful truth about Grimme's inner circle.





AVENGING ANGELS

The Avenging Angels are the mid-level commanders of the Guardian Angels. Most of these captains in Grimme's army of the faithful began at the bottom as Guardian Angels themselves. Only those with the proper display of faith, necessary political savvy, and a lust for power ever advance to the rank of Avenging Angel.

All Angels who have advanced to this rank have been initiated into Grimme's cannibal cult. Avenging Angel candidates who can't stomach the truth about Grimme's true nature get to participate in the initiation ceremony in a way they never dreamed possible.

WOLVES AMONG THE SHEEP

Avenging Angels are drawn from the most blindly ambitious of the congregation. When Grimme finds a likely candidate, he or one of his highest level associates (the Archangels) fan the candidate's lust for power and wealth by giving him a small taste of it. If the servant bites, Grimme begins a slow process of corruption through wealth and the trappings of rank. Then the Reverend arranges situations which force the

new recruit to choose between his conscience and his new-found power. Those who stay on the straight and narrow fail the test, are demoted, and eventually find their way into a stew pot. Grimme reels in the ones who put their conscience behind them.

Newly invested Avenging Angels are given their red robes of office, a Bible (Grimme's version of the Good Book), and their first set of Bloody Ones Bones. They are firmly on the path of evil at this point.

BATTLEFIELD INFO

BLACK MAGIC

Avenging Angels use black magic in the guise of miracles. Within 75 miles of Lost Angels, or whenever they carry a special shard given to them by Grimme (standard equipment), their spells appear as miracles just like those of the blessed. Without a shard, their spells are as black and disturbing as any other black magicians.

Below is the spell list for Grimme's blessed.

Armor o' Righteousness, Battle Hymn, Black Lightin', Bloodhound, Brimstone, Dervish, Devil's Plaything, Dispel, Falter, Graveyard Mists, Helpin' Hand, Imposter, Long-Winded, Missed Me!, Phantasm, Puppet, Reassurance, Reflect, Smite, Strike Blind, Stun. Temptation, Touch o' Death

THEM BONES

Each Avenging Angel carries a set of Bloody Ones Bones. These bones have been ritually enchanted so that when cast on the ground by one of Grimme's cultists they transform into a posse of hideous Bloody Ones (check out the next page for all the grisly details).

Each Avenging Angel can summon one posse of these creatures. It takes an action to cast the bones and summon them. The Bloody Ones act immediately and are dealt in normally on the following turn.

PROFILE (HERO)

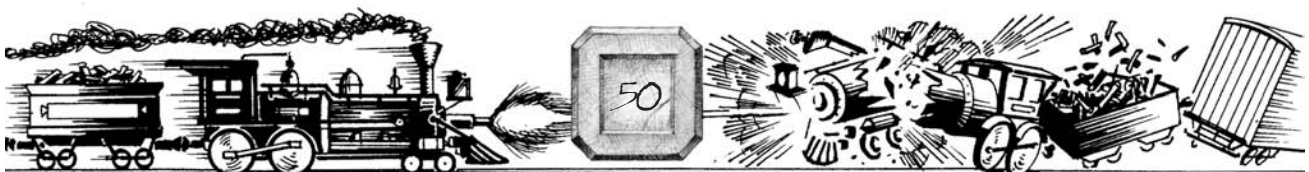
Strength d6 **Shootin' d8**
Smarts d8 **Fightin' d6**
Vigor d6 **Guts d10**

Weapons: Pistol, Rifle, Sword (STR+2)

Special Abilities: Arcane Background, Brave, Leadership, Relic: Bloody Ones Bones, The Voice, Spells: any 5 from the list above.

Bounty: 75

Cost: 75





BLOODY ONES

Bloody Ones are created from the grisly aftermath of the cannibalistic rituals Grimme and his Inner Circle practice out in Prosperity Bay at the Rock Island Prison. The bones of their unfortunate victims are collected, cleaned, and enchanted with some of the Reverend's dark magic. These ensorceled bones are carried by all the members of Grimme's Inner Circle. These people are all members of the original group which escaped from the Maze under his leadership. Reliable members of the Guardian Angels, like the Archangels and most of the Avenging Angels, are also often entrusted with these minor relics.

When cast on the ground by a member of Grimme's cult, the bones undergo a hideous transformation into gore-covered zombies. Bloody Ones never speak, but they do occasionally let out a slurpy laugh which raises the hackles of anyone who has the misfortune of hearing it.

BATTLEFIELD INFO

CAMERA SHY

As powerful as they are on the battlefield, the Bloody Ones are also a potential liability for Grimme and his followers. Grimme has successfully passed himself off as a man of the cloth, if the truth about his cannibal cult and the disgusting rituals they perform in the privacy of Rock Island Prison were to come to light, it could destroy everything he has built.

Although there have been occasional rumors about the food Grimme provides at his worship service every Sunday, he has explained these away as the natterings of jealous minds.

To reduce the possibility that any real evidence might surface, Grimme has given strict orders that those of his servants entrusted with the bones of Bloody Ones never, ever, under pain of dismemberment and death, use them on a battlefield where there are Muckrakers present.

In game terms, this means that Bloody Ones can be safely used if your enemy has no Muckrakers. If intrepid members of the press have graced the battlefield with their presence, Bloody Ones can still be used, but with caution (and you must tell the opposing player about this rule).

For a Muckraker to get a winning picture, he must get within 6" of the Bloody One (a picture from farther away would be too blurred to reliably identify), have an unobstructed line of

sight to the critter, and make an Easy (4) Smarts roll. If the roll is successful, the reporter has managed to take a clear picture of the creature. Now all he has to do is escape! If the Muckraker survives the battle, his player receives a 100 Bounty Point bonus.

SHORT LIFE

These creatures dissolve into a pile of steaming gore not long after being summoned. If you are playing a campaign, Bloody Ones appear for one battle and then are lost.

PROFILE (POSSE)

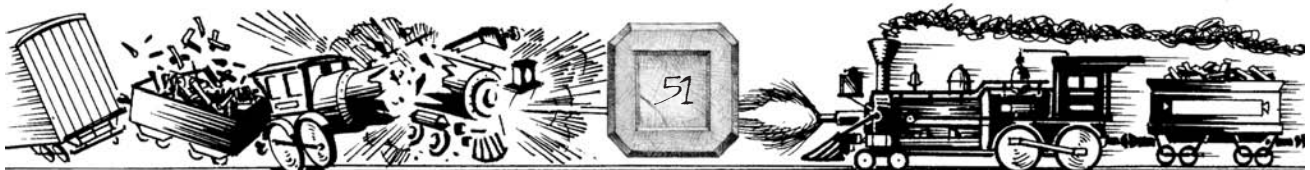
Strength d8 **Shootin' -**
Smarts d6 **Fightin' d10**
Vigor d8 **Guts -**

Weapons: Claws (STR+1)

Special Abilities: Camera Shy, Fearless, Terror, Undead

Bounty: 13

Cost: 65 (Bloody Ones may be bought normally, or appear for free if summoned by an Avenging Angel.)





FAMINITES

As any of you who tangled with them in *A Fist Full of Ghost Rock* knows, Faminites are bad news. Taken individually they're not too dangerous, but as a group they can be deadly.

For those of you haven't encountered Faminites before (and shame on you), they are unfortunate souls who have been infected with a plague that wastes away their bodies and gives them a ravenous hunger. No matter how much they eat, they can never satisfy this craving for food.

THE HUNGER SPIRIT

The plague has supernatural origins. It's caused by a hunger spirit which was brought to the Great Maze from the Far East.

The creature somehow got aboard the *Gien*—a frigate carrying goods between the US and the Far East—and possessed a crewman. The thing then used its power to spread famine and starve the rest of the damned crewmen to a slow death during their long trip across the Pacific.

The last surviving crewman somehow managed to steer the *Gien* into the Maze before he died, and the ship eventually wrecked upon a

series of sandbars called the Shallows.

It didn't take long for salvagers to discover the wreck of the *Gien* and become infected with the Hunger Spirit's disease. Soon after, the sailors spread the disease throughout the Maze.

OUTBREAK

There was a large outbreak of the hunger plague a few years back. Hundreds of people were infected and roving hordes of Faminites scoured the landward side of the Maze in search of food. People and livestock were all fair game and many small towns and isolated farms were wiped out by the marauding plague victims.

Grimme took drastic measures to halt the plague in *Lost Angels*. Anyone who showed any symptoms of the plague was immediately taken to a special floating plague ward set up on a barge in the harbor. There they were "treated"—their bodies were taken by ship to a remote island and burned. Grimme only likes a faminite outbreak when he needs one to keep his people in line.

RIDE 'EM IN

Although there haven't been any serious outbreaks of the plague in a while, there is still an occasional flare up. Grimme has put the unfortunate victims of these outbreaks to use. He herds them together and transports them in cages to the battlefield where he unleashes them on his enemies.

BATTLEFIELD INFO

HUNGER PLAGUE

The disease carried by the Faminites is both deadly and fast-acting. Whenever a living human is Put Down by a Faminite, roll a d6. On a roll of 1-3, the figure is Put Down. On a roll of 4-6, the figure becomes a Faminite and joins the posse which killed it.

PROFILE (POSSE)

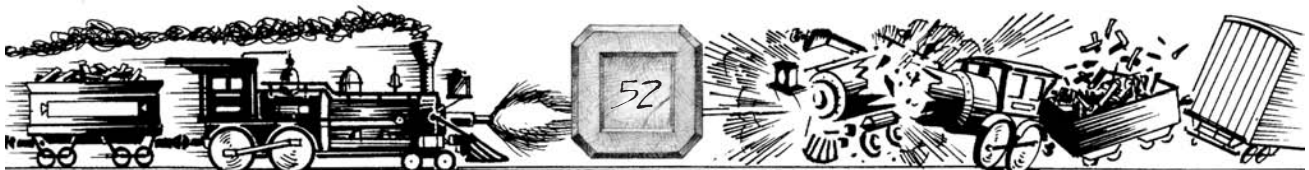
Strength d6 **Shootin' –**
Smarts d4 **Fightin' d6**
Vigor d4 **Guts –**

Weapons: Claw (STR+1)

Special Abilities: Fear, Fearless, Hunger Plague

Bounty: 10

Cost: 50





GUARDIAN ANGELS

The Guardian Angels are the lowest officials of Grimme's army. In Lost Angels, they act as a police force, and are primarily responsible for maintaining the spiritual cleanliness of the city in preparation for the Second Coming. To that end, they arrest anyone who shows evidence of having "trafficked with Satan or his minions." This includes hucksters, shamans, Harrowed, the occasional scientist, and anyone they or Grimme take a disliking to. In reality, this is just a good way for the Right Reverend to keep his most dangerous opponents under watch.

Some of the Guardian Angels are good folks who believe they are truly doing the Lord's bidding as revealed by His servant on earth, the Reverend Grimme. The rest simply needed work or like cracking skulls and want to get paid for it. It's these last kind of recruits which go far in the organization—and who are generally sent eastward to deal with the rail gangs.

Most Guardian Angels have no inkling that Grimme leads a cannibal cult or that such a cult even exists. They do know Grimme can be one mean son of a gun when he wants to. Most don't care. Those who do usually rationalize that these dark times call for extreme measures.

GRIMME CRUSADE

Grimme has sent out a number of "missionary" expeditions into the West to spread his word and share the miracles of the Lost Angels with the "starving and downtrodden." These expeditions are led by an Avenging Angel and guarded by a large number of well-armed Guardian Angels. Groups of ravenous Faminites are kept in sealed "paddy-wagons" nearby, and can also be used on the battlefield should the need arise.

New recruits are often added into the "congregation" near civilized areas. (Meaning Lost Angels employs Gunmen and other hired guns.) The Angels don't employ their more gruesome troops when "newbies" are present.

The modus operandi of these groups is to go into key areas, particularly those having food problems, and use the miracles of the Lost Angels to feed the population—thereby turning them friendly to the church's future plans. (And of course, if a little famine needs to be conjured up to make this happen, the Avenging Angels are ready to summon up Hunger Spirits, described in the next entry.)

BATTLEFIELD INFO

FANATICS

Grimme's Guardian Angels are fanatical in their devotion to the cause. They have the Brave Edge.

OCCULT

Guardian Angels often serve alongside Bloody Ones and other horrors, and so have a fair amount of Occult knowledge. Because their knowledge base is somewhat limited however, the cultist must make a Hard (8) Smarts roll after Putting Down an Unearthly foe. Only if the roll is made is the creature truly dead. The cultist may roll again on his subsequent actions if the thing has not recovered.

PROFILE (POSSE)

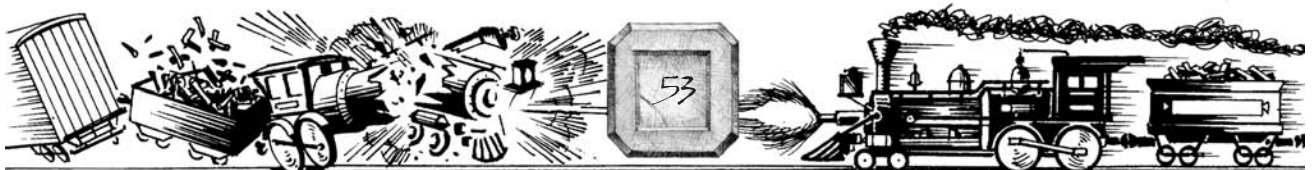
Strength d6 **Shootin' d6**
Smarts d6 **Fightin' d6**
Vigor d6 **Guts d8**

Weapons: Pistols, Rifles, or Shotguns

Special Abilities: Brave, Occult

Bounty: 12

Cost: 60





HUNGER SPIRIT

A few years back, Captain Timothy Morton was hired on to the *Gien*, a sea-borne freighter who had recently lost her captain to a pirate attack. Morton was a fearless man, known to run a tight crew and keep up his ship's defenses. The Captain's stern command did not make for a happy crew, but did manage to keep them alive long enough to complete several trips to the Far East and back.

In 1876, Morton rewarded his now-disciplined crew with a night of leave at the Chinese port of Hong Kong. The sailors dispersed into the night and staggered in late the next morning. More than a few carried away "souvenirs" of their revelry.

One of the sailors, a scurvy dog by the name of Mario Bansen, came back with a large and beautiful sealed urn. The thing was so large that Bansen had to literally walk it up the gangplank. The other sailors, already on board, teased and derided Bansen as he slowly maneuvered the thing aboard.

Morton was busy chewing out another

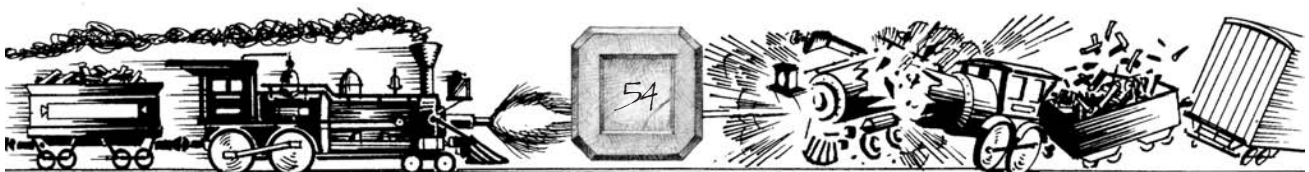
drunken sot and so missed the entire episode.

Bansen just managed to get the large—and he hoped valuable—urn into the crowded hold before Morton started confiscating goods.

Bansen was a few loads short of a full wagon anyway, and he didn't know what was inside the urn he'd stolen. Late one night, as the *Gien* set sail back towards the Maze, Bansen slipped down to the hold and pried off the wax that sealed the urn.

Inside was a curious discovery—a mass of ashes and a long gnawed bone. Bansen cursed his luck. He'd hoped the urn was full of treasure or wine at least, but still, he knew the urn itself would fetch a handsome price back at Lynchburg or Lost Angels. So he stuck the lid back on, went to his hammock, and went to sleep.

But in the urn, something stirred. The bone slowly grew bloody, then bits of meat began to appear up and down its length. New bones—ribs—grew from the flesh. Two hours later, the thing had burst from the urn and "sprouted" into a gigantic rib cage! By morning, a fully-formed human corpse lie writhing in the dark hull. The thing was eight feet tall and gaunt as a rail. It's





rib cage was exploded outward, and in the center snarled an evil, savage face filled with jagged teeth.

A Hunger Spirit was born.

These demons had ravaged the Orient in centuries past, raised by severe famines and droughts. The one Bansen let loose had been defeated and placed there by holy men nearly a century ago. The sacred urn wound up in a long-abandoned building, its surface covered in warnings that no "round eye" could read.

THE WRECK OF THE GIEN

Slowly, the Hunger Spirit worked its foul magic on the crew above. The shipmates grew hungry and ate their normal rations before they were halfway home. Their ravenous appetites only grew worse as the days crawled by. Eventually, the crew were unable to control their urges and became full-fledged Faminites. They killed each other for fresh fish catches, then eventually turned to cannibalism.

By the end of the voyage, the Gien was a ghost ship. It wrecked upon the shallows of the Maze, and that is where it sat until Reverend Grimme received a vision of the thing and sent the rail gangs to fetch it. What followed is related in "The Many Tasks of Grimme." (As told in A Fist Full o' Ghost Rock.)

After the fight at the Gien, Grimme sent his minions to the wreck and had them dig out the blasted remains of the thing—its nearly indestructible rib bones. A few blood sacrifices and dark rituals later, a brand new Hunger Spirit was born.

Grimme smiled, killed the thing (again), and gave one of its rib bones to eight of his most trusted Avenging Angels (he kept the others for himself and his Archangels).

The eight Avenging Angels are to go out into key areas of the West and use the ribs to conjure up new Hunger Spirits. The creatures can then work their insidious magic to create famine and hunger in the area, and the benevolent church can step in to feed the masses. It worked in Lost Angels, and Grimme is quite certain it will work elsewhere as well.

One of the Avenging Angels who have such a relic is Brother Elijah, who was dispatched to Dodge City, Kansas. Elijah's tribulations, and the reactions of the local rail gangs, is told in the last chapter of this book as a mini-campaign.

BATTLEFIELD INFO

HUNGER PAINS

The Hunger Spirit works its magic over large areas of land—a radius of about 10 miles from its "nest." Those within this circle find themselves hungrier than usual and eat more often than they might otherwise. Over time, the effects become more pronounced. Those who remain in the area for more than a few months are hungry most all of the time. The most unstable elements of the population might even restore to theft, murder, and even cannibalism if they go hungry for too long.

Up close and personal, the Hunger Spirit can exaggerate its effects as a sort of defense. On its action, every living figure—not undead or machines—within 10" takes 1d10 damage. This does not require an action by the Hunger Spirit—it's a passive effect.

CREATE FAMINITE

Any figure killed by the Hunger Spirit's Hunger Pains (see above) rises the following turn as a Faminite. Figures that are Put Down as a result of the thing's claws do not contract faminism.

New Faminites created in this way fall immediately under the control of the Lost Angels player.

Note to Players of A Fist Full o' Ghost Rock: The Hunger Spirit presented here is slightly different than the one in that book. Grimme's tinkered with them a bit to ensure their toughness.

PROFILE (SINGLE)

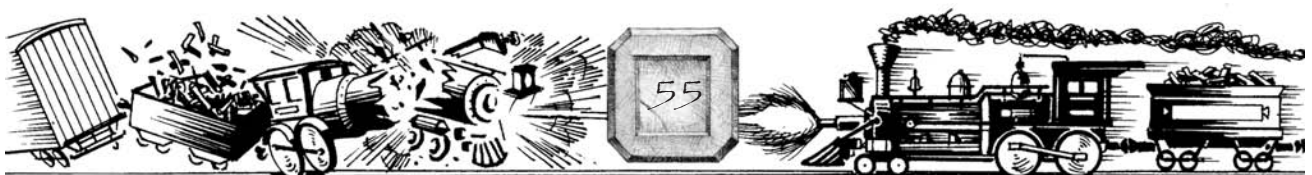
Strength d10 Shootin' –
Smarts d6 Fightin' d8
Vigor d6 Guts –

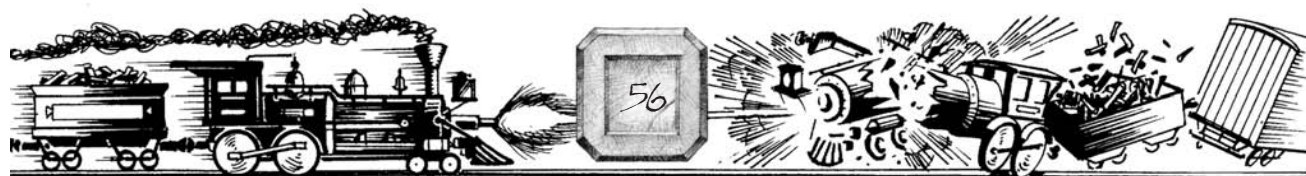
Weapons: Claws (STR+4)

Special Abilities: Frenzy (with claws only), Unearthly (Partially). The spirit resides in an elongated animated corpse and can be seen leering at its opponents from the corpse's guts. Characters with occult affect the spirit normally, but so do regular attacks if they hit the gizzards. Roll on the Critical Hit Table for every normal attack before rolling damage. If the shot hits the gizzards, roll damage normally. Otherwise it has no effect. Don't treat the Hunger Spirit like a hero—just use the chart to determine hit location.)

Cost: 60

Bounty: 60







CHAPTER TWO: PAYBACK!



"Grimme tricked us, Colonel. He had us run all over tarnation completing these little tasks for him. Said he'd give favor to whichever railroad did the best job. Even threw us against some nasty critter he called a 'hunger spirit.' Turned out he was just whittlin' us down. In the end, he gathered up a horde of his own and blocked us from the city. We gathered up what we had left to fight 'im. Even allied with those other bastards—Iron Dragon, BV, Black River, Hellstromme. The bluebellies too. We drove 'em off, but we didn't have enough to take the city. Especially when that backstabbing Kang threw his tongs at us."

Colonel James Bartholomew Polk continued shining his Ranger's badge. "That was a year ago, Major George. Things have changed. Grimme's declared his city's independence and is openly at war with the railroads."

"Beggin' your pardon, Colonel, but we had newspapers out at the front. I done know all that."

The Colonel pinned his badge back on his vest and looked up at the veteran Texas Ranger before him. "I know that, Edward. Now let me finish." The Colonel stood and looked out the window onto the streets of Tombstone.

"Things are different now. None of us are gettin' into Lost Angels 'til Grimme's pushin' daisies. Not Dixie Rails, not Union Blue, nor any of those other troublemakers. Nope. We're eventually gonna have to take out Grimme hisself."

"I don't think I'm ready for that, Colonel," Major George gulped.

Polk snorted a laugh. "No. You're not, son. Neither are the Rangers. The war ain't been over a month yet. We're still trying to stop a few skirmishes here and there. Seems some of our boys—and some o' theirs—don't know there's a cease-fire yet."

"What we can do, however, is keep Grimme from spreadin' his religion out here."

"You mean the pilgrims?"

"You can call 'em that if you want. I know most of 'em think Grimme's got sunshine comin' outta his ass, but there's plenty who know what's comin' outta his ass is people. If you catch my drift."

George nodded. The Rangers had known for some time that Grimme's inner circle were cannibalistic cultists.

"Now, this 'hunger spirit' you fought. You killed it, right? For good, I mean?"

"Yessir. I'm damn sure o' that. Wasn't nothin' left but a greasy spot full o' bones."

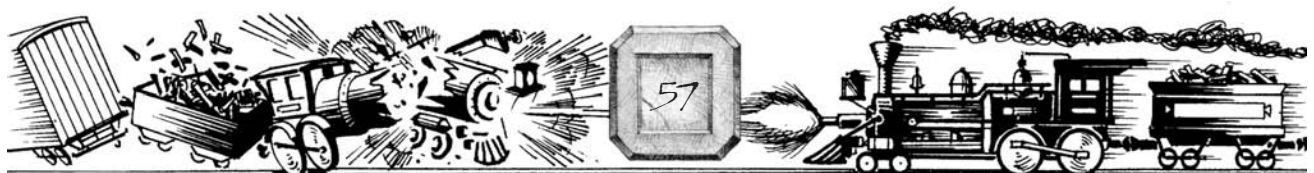
"Then they've found a way to conjure up another."

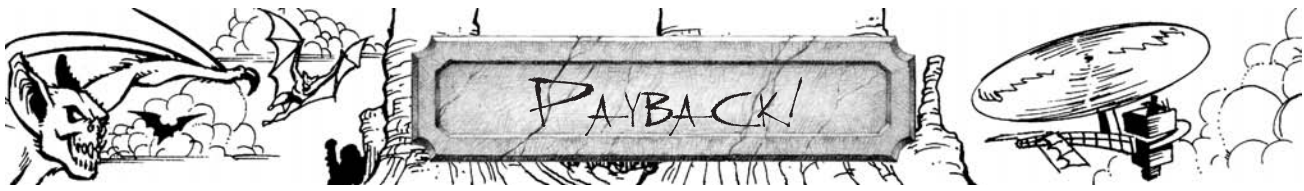
George sighed. Now he knew why he had been summoned here. "That thing killed half my men last time, Colonel."

"I suspect it'll do so again, Major. But you'll get it in the end."

George stood. The "briefing" was over. "Where's it at, Colonel?"

Polk turned, his wide body silhouetted by the blazing Arizona sun. "Dodge City, son. Dodge."





PART ONE:

LETHAL WEAPONS

Those of you who played "The Many Tasks of Grimme" in *A Fist Full o' Ghost Rock* will appreciate a little payback. This is your chance.

If you haven't played that legendary scenario, you might want to do so first. Don't sweat it if you can't though, here's a quick summary. About a year ago, Grimme (through his puppet, Mayor Miller), declared an informal contest of sorts for the approaching railroads. Several tasks needed some muscle, and the rail gang that best helped the city with its problems would almost certainly be guaranteed the right-of-way.

It was all a lie. After wearing down the railroad's strength, Grimme gathered an angry congregation, made up some false stories to get 'em riled, and sent them armed and angry against the remaining forces of the Rail Barons.

It wasn't long after when Grimme declared the city independent and kicked everyone out anyway.

Now groups of Grimme's missionaries are traveling east from Lost Angels. One major group has just taken up residence in Dodge City, Kansas. It's time for a little payback.

The trouble is, a group of heroes already ran into one of these groups, and the lousy cultists summoned up one Hell of an ally.

THE HUNGER SPIRIT

One of the best things to come out of "The Many Tasks of Grimme"—at least from Grimme's point of view—was the discovery of the Hunger Spirit. The Lost Angels player can read more about just how Grimme "enlisted" these things into their service, but suffice it to say that the church's Avenging Angels are now able to summon the creatures onto the battlefield.

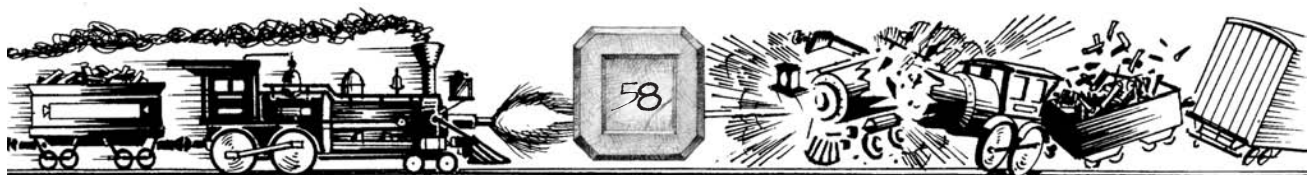
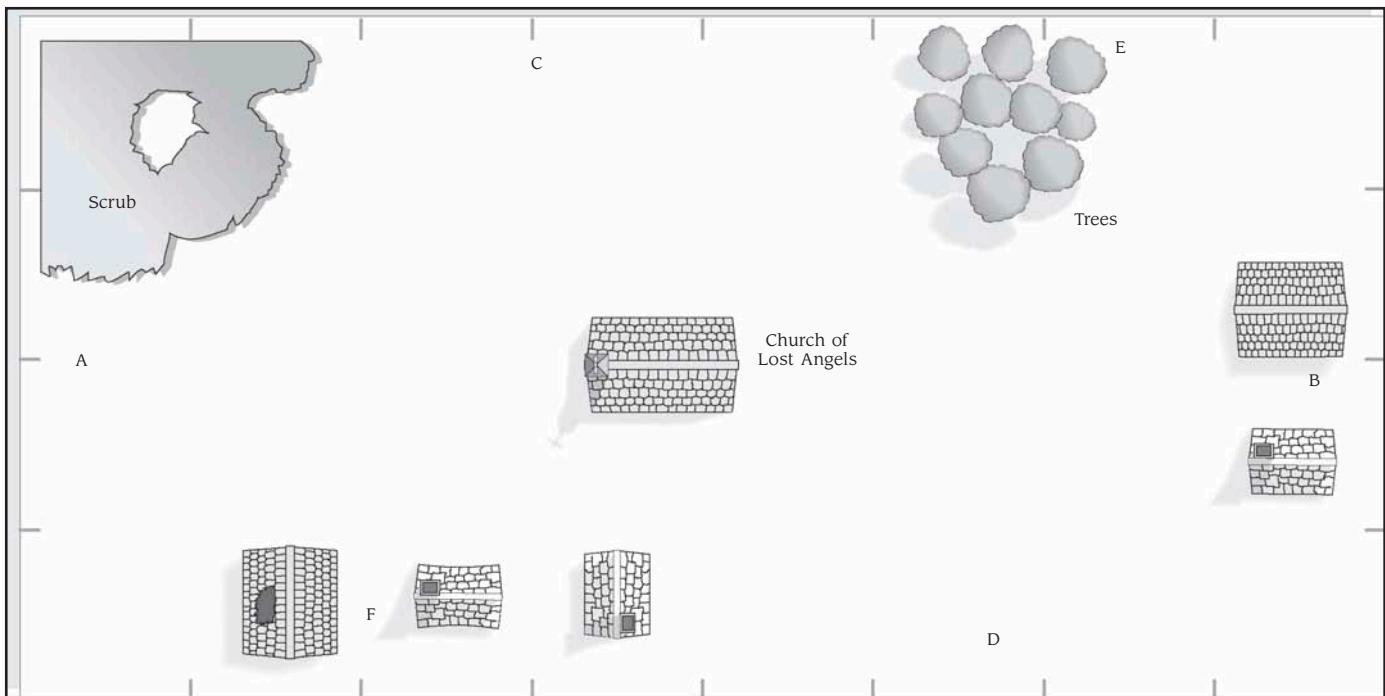
The public still doesn't know about all the wacky supernatural shenanigans of the Rail Barons. Tales of Devil Bats and Walkin' Dead are subjects fit only for rags like the Tombstone Epitaph. But troops who fight for the Rail Barons quickly learn the truth. And they've drawn the unlucky task of wiping out the Dodge City congregation and killing the Hunger Spirit.

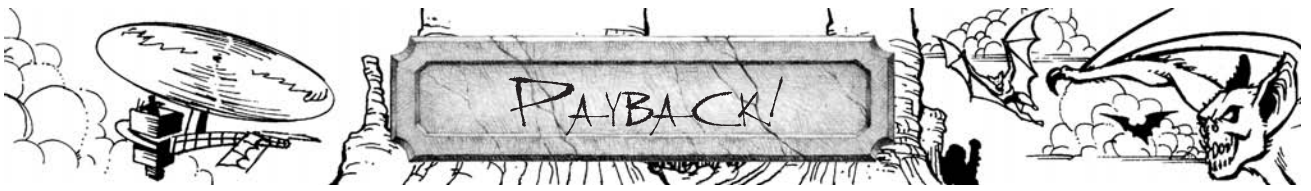
Dodge City is about to get hot, friend.

PLAYING THE CAMPAIGN

Campaigns in *The Great Rail Wars* feature something you won't find in other miniatures games. The Briefing tells you what your rail gang is up to, giving you secret objectives that might conflict with other players—or might even cause you to cooperate. At least for a while.

Most scenarios also feature Events. These are special surprises that occur under certain conditions. When something happens to trigger an Event, go to the numbered entry and find out what mischief occurs.





Don't read the Briefings or Events that follow this chapter until you're instructed to do so by the scenario. They're mixed up randomly to make accidental reading a little harder, but the best way to play it is to copy the Briefings and Events, cut them up, and then hand them out as appropriate.

The rest of the information follows the standard format. The Battle gives you the basic scenario information. The Setup elaborates on the map, noting any special terrain features, buildings, and so on. Troops either refer you to a specific troop list for the battle or give you a point value for your force. You must have at least one Hero in your force—this is your gang's Enforcer and the leader of the gang. Be sure to read your Briefing before purchasing troops—some particularly strange units can't be employed too near populated towns. Being seen in the company of Devil Bats or Walkin' Dead can do serious damage to a railroad's popularity.

THE BATTLE

The first battle in Payback! requires at least one player to take on the role of the Lost Angels. Come on, they're a new faction and you know someone in your group is dying to play them anyway. This lucky soul is going to get a whole lot more troops than the rest of you—at least at first—but he also faces the unenviable task of fighting everyone else.

THE SETUP

Set up your board as shown on the map. This is the back end of Dodge near where the new Church of Lost Angels is being built (see the Deadlands sourcebook Dodge City for more information if you're interested).

Don't worry if you can't match this map exactly—as long as the church is in the center, you're in good shape. And don't sweat the fact that some approaches offer good cover and others don't—that's part of winning the contest to choose entry points (see Deployment, below).

The church itself is made out of wood, but thanks to the cult's blessings, it can take double the usual damage before collapsing.

TROOPS

Each rail gang gets a certain number of points worth of troops detailed in their Briefings. You should find this first force—a small but efficient group for the mission—gunning down a bunch of surprised and surrounded cultists.

The Lost Angels player's troop list is detailed in his Briefing. All you other players need to keep your grubby paws outta there.

DEPLOYMENT

Grimme's troops set up first in the center of the board, at least 12" away from any board edge. You may place as many troops as will fit into the church if you like as well.

The rest of the rail gangs march onto the battlefield at the various lettered entry points. With two players, use the Lost Angels and Point A, with three players use the Lost Angels and Points A and B, and so on. This should help you scatter everyone enough to make the fight interesting.

To pick entry points, all non-Lost Angels players should roll their Enforcer's Smarts. No chips may be spent on this roll. Whoever gets the highest total goes first, then the next highest, and so on. Players who tie keep their positions relative to the other players, then roll off with each other.

BONUS

Consult your individual Briefings. Your main goal is to get a little payback on the Lost Angels, but there may be other, more secretive objectives for each of the rail gangs as well.

EVENTS

If any rail gang member enters the church, immediately read Event 6.

If the leader of the Lost Angels (the Avenging Angel Brother Elijah) is Put Down, read Event 3.

If the church is destroyed read Event 5.

BRIEFINGS

The Lost Angels player reads Briefing 3.

All other players have the individual goal of destroying the Lost Angels troops, who are worth double their usual bounties. Opposing troops are worth Bounty Points as usual. In addition, each railroad should read the following additional Briefings:

Bayou Vermillion: 2

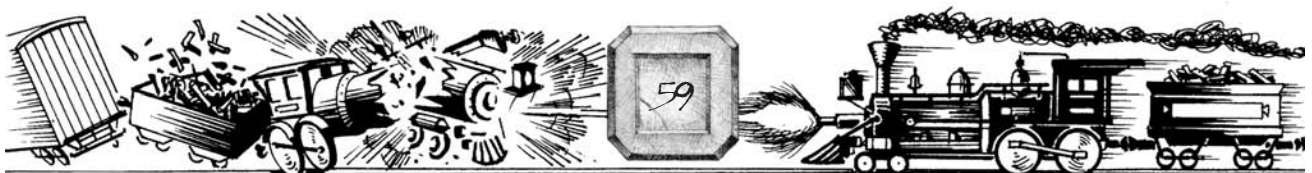
Black River: 5

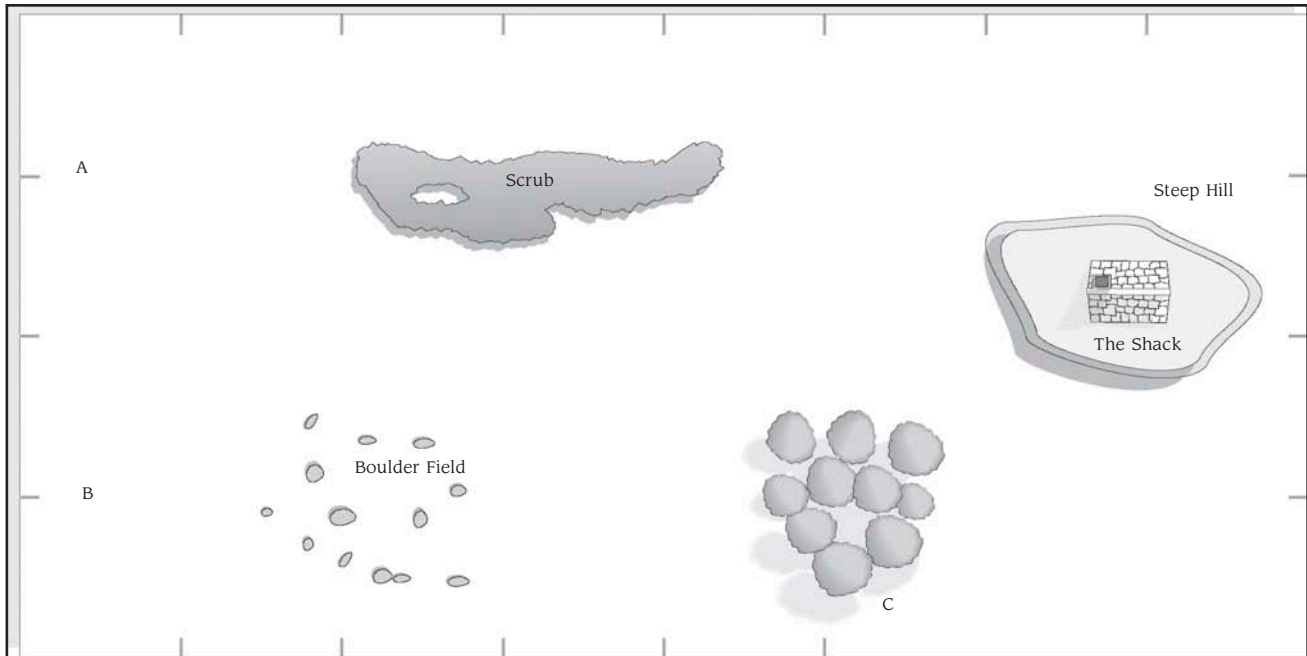
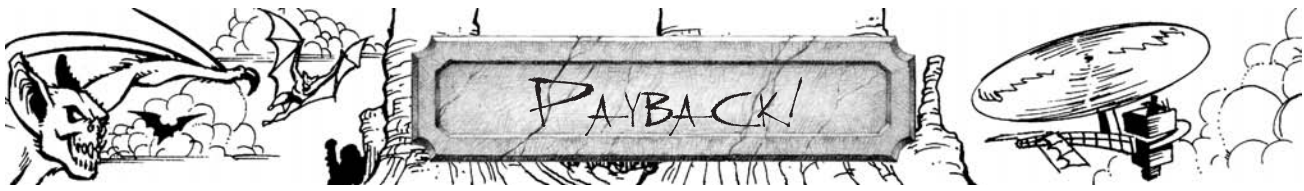
Dixie Rails: 1

Iron Dragon: 6

Wasatch: 4

Union Blue: 7





PART TWO: PATRIOTS

"It wasn't there, Major. We looked everywhere but there weren't no bones like you described."

Major George looked at the Ranger and grimaced. "It's here somewhere. We just gotta find it. We don't, could be a faminite outbreak in Dodge."

"Mebbe we could get that loony over there to talk." The Ranger pointed to one of their few prisoners, a captured 'Guardian Angel.'

"Yup. Reckon that's the way it'll have to be." George walked over to the dazed man. He was one of the Angels from California, not one of the newly-recruited locals.

"We're lookin' for somethin', friend. Might be we could go a little easier on you if you help out. We're looking for a rib-bone. 'Bout yay long." George spread his hands shoulder-wide, then reconsidered and stretched them as far as they would go.

"I ain't tellin' you nothin'. You an' those others attacked an innocent church! An' I served under General Hood, Ranger! Is that the way you treat a God-fearin' veteran?"

"Look here, friend. I ain't got nothin' personal against you. An' I'm sorry we hadda plug your amigoes, but you gotta understand these fellas you're runnin' with ain't exactly holy. They're a bunch o' murderin'...thugs." George wanted to say "cannibals," but the Texas Rangers had an official kibosh on spreading that particular fact. Those who believed would only grow more fearful and

give the 'Reckoners' power. Those who didn't would just see the South as oppressive to new religions.

But this fellow had to see the light. And quick. The other rail gangs were already gearing up for another fight.

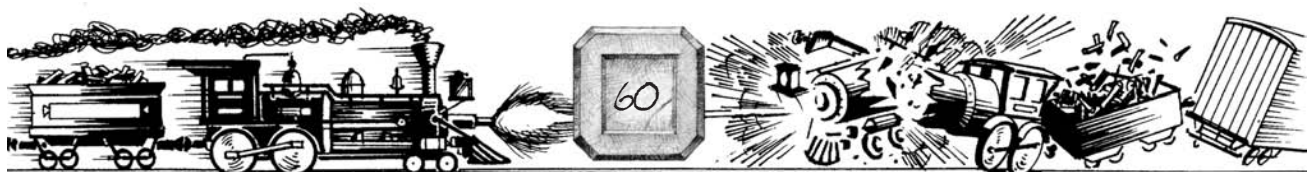
George looked the man square in the eye. "Look friend. I fought at Gettysburg. Took a bullet at Petersburg. An' I've rounded up more rustlers, murderers, and thieves than you've got teeth. So I'm not gonna threaten you, I'm not gonna beat you, an' I'm not gonna lie to you. I'm just gonna ask you to be a patriot. If you don't tell me where this rib-bone is, a lot of good people are gonna die."

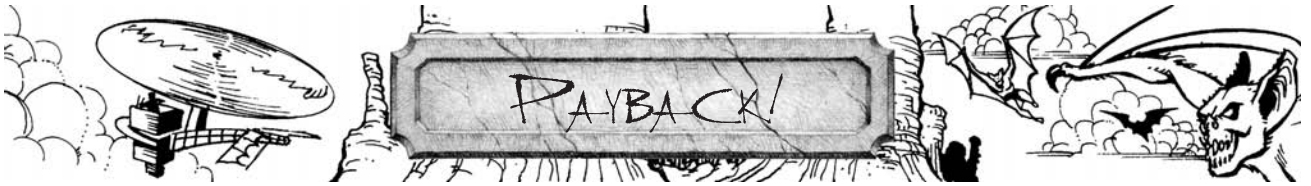
The soldier stared at Major Edward George and saw the truth in his eyes. "I was just lookin' for a new family. I done lost mine years ago."

"I know," George said quietly.

"There's a leader. Real fanatic. Name o' Max. He's got something wrapped in black velvet that could be your rib. We thought it was a sword or somethin'. I don't know where he went though. Said he was goin' to Moses just before you boys showed up. That's all I know."

George stood quickly and addressed his surviving Rangers. "There's a small hill just north of Dodge. Barely a bump, covered in woods. Like Moses on the mountain, I guess. Closest thing to a mountain around Dodge, anyway."





THE BATTLE

This is a wild one, even for the Great Rail Wars, amigo! You and your opponents have to race across the board to the other end to get to what seems to be a deserted cabin. What's inside? Well, some say there's an Avenging Angel in there summoning up something nasty.

Or maybe it's just some poor family trying to finish up their evening meal. Guess you'll have to get in there and find out.

The action starts a few hours after the fight at the church. All the rail gangs retreat to lick their wounds and perhaps draft some much-needed reinforcements (see Troops, below). Suddenly, the call goes out—there's something going on just outside of town. Gather your force and get to fighting!

THE SETUP

The map shows you everything you need. Feel free to place more random scrub or other terrain about the battlefield. Keep it relatively open, though, as this is the High Plains of Kansas.

TROOPS

See your individual Briefing for details.

DEPLOYMENT

This one's ugly, so hang onto your hats.

Just like in the last scenario, everyone rolls their leader's Smarts. The highest roll starts on the board at the point marked A; the next highest roll starts at Point B. The third highest roll walks on at Point A at the beginning of the second turn. The fourth highest roll walks on at Point B. The fifth highest roll walks on at A at the beginning of turn 3. You guessed it—the lowest roll walks on at Point B at the beginning of Turn 3.

Players are welcome to form alliance to forestall the inevitable cluster-hump. Of course, alliances in the Great Rail Wars are about as reliable as mad science.

BONUS

Oh yeah, a big one. A 200 point bonus awaits the first railroad to get a troop inside the shack.

EVENTS

Read Event 4 when the first troop enters the shack..

BRIEFINGS

The rail gang players get 1000 points worth of reserve troops, plus whatever was left over from the last fight. It's highly recommended that you purchase a few vehicles capable of carrying your troops, because this is a race to the far end of the board, friend!

There's a shack at the far end, and everyone needs to reach it—you should already know why from your previous Briefing. It would also be a very very good idea not to let anyone else get there first.

The Lost Angels player reads Briefing 8.

PART THREE: MAD MAX!

Smoke covered the battlefield. Men moaned, weird creatures squeaked and whined, and mechanical gizmos whirred and sparked. It was complete and utter carnage. But the thing was dead.

"Major?"

"Yeah, trooper?"

"We got company. It ain't over yet."

THE BATTLE

This fight picks up smack at the end of the last. Grab your dice and get to fightin'!

THE SETUP

Use the map from the last battle.

TROOPS

You get what you ended the last fight with, amigo. Hope you weren't wiped out! If you were, you'd best make some friends fast.

DEPLOYMENT

Your troops should be on the board from the last fight. Leave 'em right where they are, amigo.

BONUS

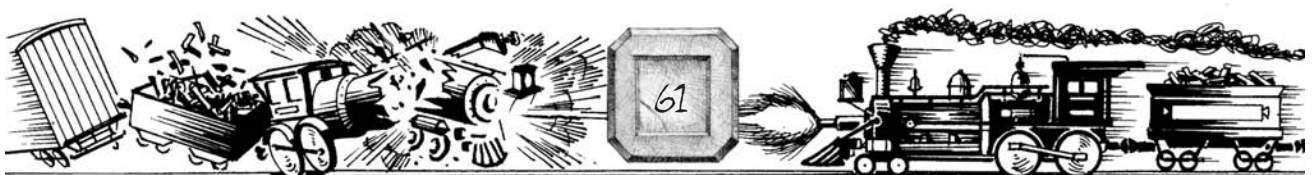
None. This one's for blood, friend.

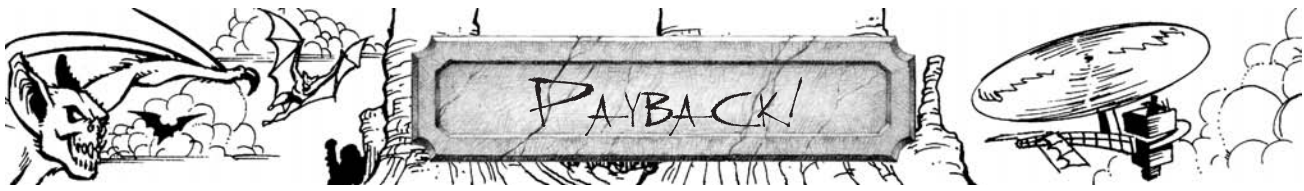
BRIEFINGS

Rail gang players fight to survive. The Lost Angels player reads his special Briefing below.
Lost Angels: 9

EVENTS

None.





BRIEFING 1

The Texas Rangers want the Hunger Spirit destroyed. They know the thing has the power to make Faminites, and that's something no one wants. That's why they've sent veteran Ranger Major Edward George to find it, kill it, and make sure no one else gains the ability to summon one.

Colonel Polk also wants a message sent to Reverend Grimme—the "Avenging Angel" leading this congregation needs a bullet. Or two. Make sure he's dead and you just might find something extra in your stocking this Christmas, Ranger.

TROOPS

You get a Texas Ranger Hero, Major Edward George plus 450 points worth of other troops, including at least one posse of Texas Rangers. Make sure to protect your Rangers—you'll need them to kill the Hunger Spirit if it's encountered.

RANGER EDWARD GEORGE (HERO)

Strength d10 Shootin' d10

Smarts d8 Fightin' d10

Vigor d8 Guts d10

Weapons: 2 Sawn-off shotguns, large knife (STR+1)

Special Abilities: Two-fisted, Occult, Sand

Bounty: 50

Cost: 50

BONUS

You get double the usual Bounty Points for killing the Avenging Angel. You get 50 bonus points if you destroy the church.

BRIEFING 2

From the descriptions, Papa Natanga believes the Hunger Spirit is some sort of powerful undead. Capturing the thing would grant Baron LaCroix a powerful weapon for use against the South. The new President of the CSA, Eric Michele, isn't playing nice, but infecting a few major cities with famine might be enough to make him back off.

TROOPS

Your force consists of any Hero of your choice worth 50 points or less, plus another 500 points in additional troops. Unfortunately, because there are people about, you may not purchase any non-human troops (meaning you'll need Hired Guns). Spellcasters may use their abilities

normally as long as they do not summon or raise any supernatural creatures. It's easy to deny a few flashes of sizzling energy—it's not so easy to deny the corpse of a twitching Skinwalker.

BONUS

You could care less whether or not the Avenging Angel leading the church lives or dies (you get normal Bounty Points for putting him down), but LaCroix says these cultists may have a powerful artifact. Read Event 2 when the leader of your force reaches the body of Brother Elijah (assuming he was Put Down).

BRIEFING 3

It's been a quiet peaceful day in Dodge City. Your new followers finished building the church today and you completed the strengthening blessing a few minutes ago.

Now the congregation has gathered to hear you officially open the church. You plan on thanking them, proselytizing against the evils of the railroad a bit, and then going out to enjoy the local night-life. Of course, you'll have to change out of these red robes first—it wouldn't do to be seen out cavorting by the prying eyes of those who believe you're too pious to have fun.

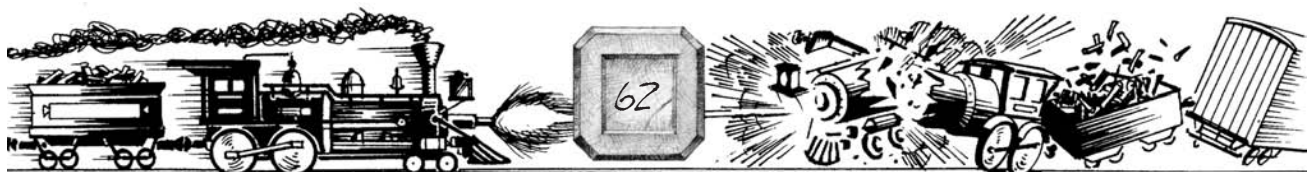
The congregation has gathered and are ready for your speech. But who are those angry looking strangers coming in from all directions?

Flesh on a stick! They're rail gangs! They must be here to destroy the church! You need to protect it! Your Guardian Angels already have their guns drawn. A few quick words and the rowdiest of your congregation draw their sidearms as well. You have to protect the church. Try and protect your valuable Guardian Angels so you'll have some core troops available after this treacherous attack. Losing a few of your new-found congregation won't be nearly so devastating a setback.

TROOPS

You get Brother Elijah, an Avenging Angel hero as described on page 50. You also get two posses of Guardian Angels and three posses of Gunmen for every player in the game! That's right, amigo. With three other hombres besides yourself, you'll get 6 posses of Guardian Angels and 9 possess of Gunman! Yeehaa!

The down side is that the Gunmen are actually just the armed members of your new congregation. Be careful if Brother Elijah dies, because they might not stick around without a





shepherd to guide the flock.

As you probably noticed, you don't get some of your best troops just yet either. The Hunger Spirit has not been properly "prepared" yet (though Brother Maximillian is out performing that very deed right now). Faminites are also out of the question as their presence would tip off the locals that the church is behind the outbreak.

Finally, you need to wait until there's some confusion before reaching into your holy robes and whipping out the bones of the Bloody Ones. You may summon your free posse of Bloody Ones only after Turn 3.

BRIEFING 4

The boss says to train the troops—get ready for the final stage of the Rail Wars. But Wasatch seems to have dropped out of the race. Seems silly to you, but orders are orders, and Doctor Hellstromme is a bad man to ignore.

Your goal is to get a little payback for a mission you weren't even on—something that happened out in Lost Angels. Word is some of the other local rail gangs plan on hitting the church tonight. Maybe you can join them and get in a little target practice.

Oh well, at least the Bible thumpers shouldn't put up much of a fight.

TROOPS

You get 500 points worth of troops, led by at least one hero.

BRIEFING 5

This was definitely not your idea. Grimme's loonies are best left alone, but Mina's ordered you to wipe them out. You just bet Chamberlain put her up to this. She's totally sold out to the bluebellied General. Oh well, at least this should be fun.

TROOPS

You get 500 points worth of troops, led by at least one hero.

SPECIAL RULES

You may not attack Union Blue troops. Strange orders, to be sure, but Mina's word is law.

BRIEFING 6

Kang wants into the city of Lost Angels, but that nut is too tough to crack just yet. So he's decided to "train" your group on the cultists here

in Dodge City.

Your orders are simple. Use your chapsaki-Far East Mojo—to wipe out the congregation and destroy the church. There are other rail gangs in town. If they get in the way, kill them.

TROOPS

You get 500 points worth of troops led by at least one hero. You may use Chinese Ogres if you wish—you just cleverly disguise them in over-sized coats and hats so that the locals don't see monsters in the "benevolent" employ of Iron Dragon railroad. (This is mentioned because some railroads may not be able to use supernatural troops in the middle of town.)

BRIEFING 7

General Chamberlain himself is away right now, but has sent word to his good friend Wyatt Earp that devilry is afoot. The Agency received word that Grimme's new congregation in Dodge is up to something major—tonight.

A crack team of Agents, led by you, Wyatt Earp, must hit the church tonight, capture a prisoner, and find out where a strange "rib bone" is being kept. If the rumors are true, this relic is to be used to summon a "Hunger Spirit" like the one encountered in Lost Angels a year ago. If and when the rib is found, it must be destroyed. Anyone caught fiddling with it—like a cultist trying to work whatever bad mojo it conjures up—should be given a new home in Boot Hill.

TROOPS

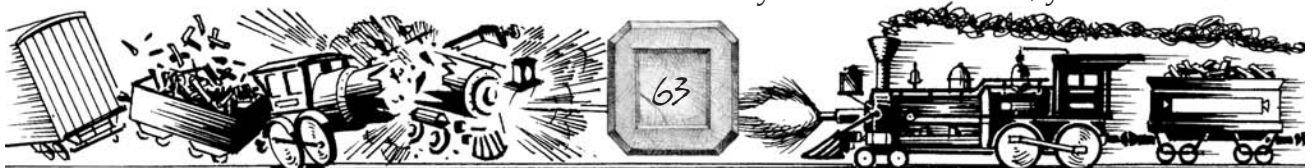
You get Wyatt Earp plus 420 points worth of troops. You must purchase at least one squad of Agents. Make sure to protect them, because you'll need them to kill the Hunger Spirit should it arise.

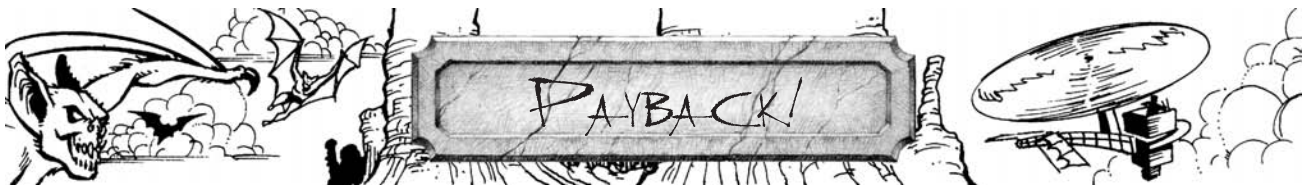
BRIEFING 8

Rock, hard place, you.

The rail gangs' surprise attack really put a hurting on the congregation. Now it seems your foes have found out about the Hunger Spirit and are off to stop your partner, Brother Maximillian from summoning it. (He appears later in this tale.)

Fortunately, you have one posse of Guardian Angels who were out proselytizing on their new-fangled Velocipedes (see Derailed!) You've got to get at least one Guardian Angel to the shack at the end of the map to warn Maximillian. He's there completing the summoning ritual on the Hunger Spirit. If he's stopped, the thing might be destroyed. If he's successful, you should be able





to even the odds around here very quickly.

TROOPS

You get 5 Velocipedes that enter just like the other troops involved in this race. There's no use in fighting your opponents—you'll have to run for it.

BONUS

You get 250 points if one of your Guardian Angels makes it to the shack.

BRIEFING 9

Now you get a little payback of your own. The Hunger Spirit has awakened and a fresh batch of converts have shown up to help you out.

TROOPS

Purchase 500 points worth of troops times the number of players in the game. If there are four other players, for example, you get 2000 points. These troops are in addition to the Hunger Spirit, Brother Maximillian, and any remaining Guardian Angels on Velocipedes from the last battle.

You may use your points to purchase Faminites, if you wish. You may not purchase more Hunger Spirits, however.

DEPLOYMENT

Your troops start within 6" of the northern edge of the board, but no closer than 6" to any enemy troops left there from the last battle.

You also get a Hunger Spirit and an Avenging Angel, Maximillian, at the old shack.

EVENT 1

There is no Event 1, sidewinder. Stop reading things you aren't supposed to!

EVENT 2

Elijah has a few mystic symbols on him, but there's nothing that looks like it would summon a Hunger Spirit. Still, you gather a few trinkets from his pockets and make sure this particular fellow isn't coming back Harrowed. Your side gains 25 extra Bounty Points.

EVENT 3

With the death of Brother Elijah, all remaining Hired Guns surrender. Remove them from the board immediately. If there are any Guardian Angels or Bloody Ones on the table, they fight on until destroyed. End the battle immediately when they are Put Down.

Write down all surviving troops—you'll get them again in the next battle.

EVENT 4

An Avenging Angel stands inside, hovering over an enormous, grotesque corpse! The writhing thing is eight feet tall and thin as a rail. Its massive ribs have arced outward, exposing a disgusting mess of innards complete with flailing intestines. Long arms reach spastically upward, ending in obscenely jagged claws capping oversized hands. Even more horrific, a strange and savage face with blood-red, beady eyes and yellow, jagged teeth stares out of its horrid carcass!

With a shriek and a groan, the thing rises!

End the battle immediately and move on to Scene Three.

EVENT 5

The church explodes in a fiery blast of mystical energy, showering everyone in a storm of splinters.

This turn is over, and all troops who haven't gone yet lose their action. Any troops within 4" of the church suffer 2d4 damage.

Anyone inside the church suffers the fate of being in a collapsing building as usual (see The Great Rail Wars, page 55, should this occur). If there's a Muckraker on the board, your side loses 50 points for "wanton destruction of religious property."

EVENT 6

A few frightened church-goers hid in here when the shooting started. Now you've done and riled 'em up. The Lost Angels player gets two free posses of Gunmen. They may be placed anywhere inside the church. They act immediately, then are dealt in as usual on the following turn.

