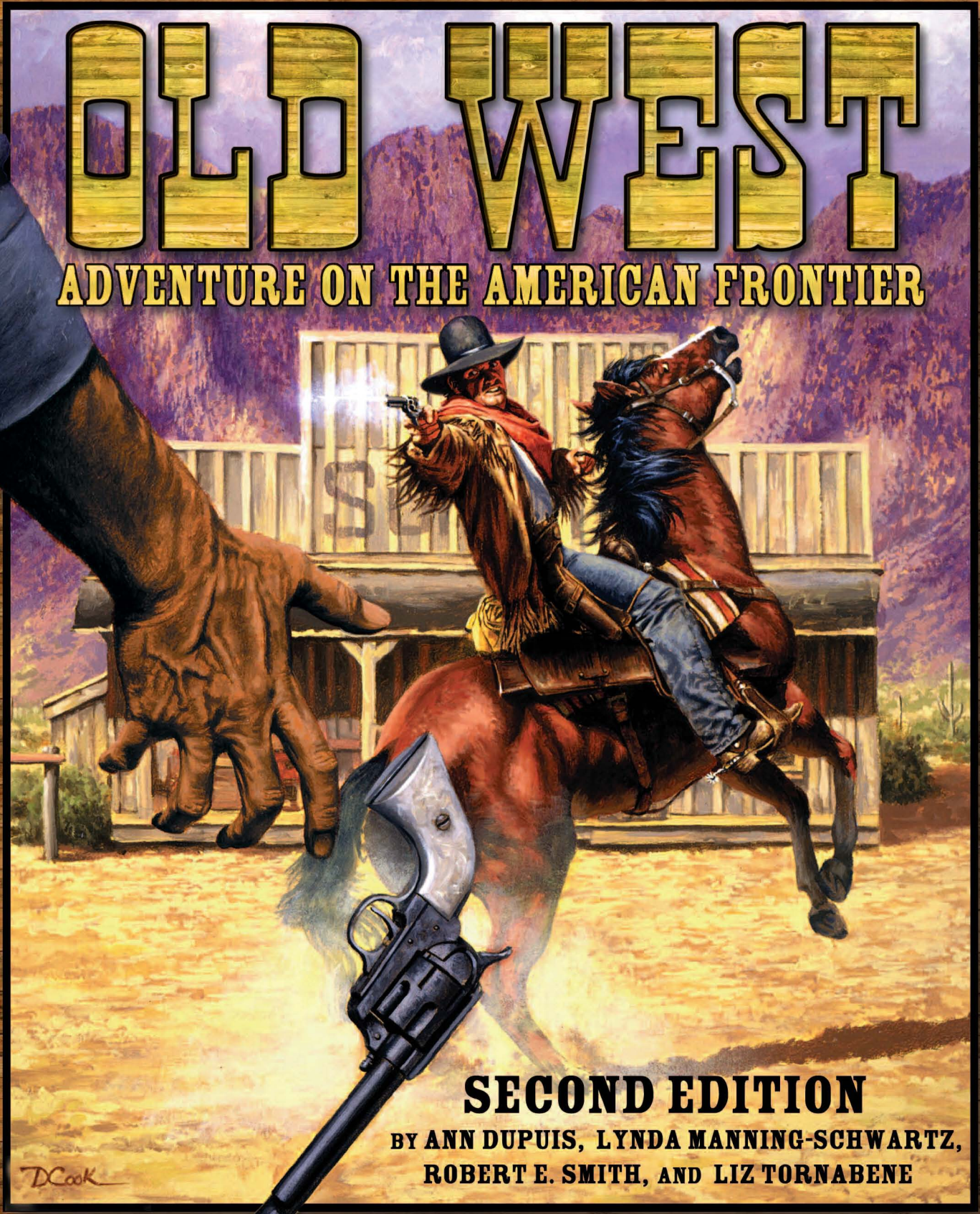


G U R P S[®]

OLD WEST

ADVENTURE ON THE AMERICAN FRONTIER



SECOND EDITION

BY ANN DUPUIS, LYNDA MANNING-SCHWARTZ,
ROBERT E. SMITH, AND LIZ TORNABENE

STEVE JACKSON GAMES

HOW THE WEST WAS WON

The American frontier was a legend, even while it was happening. Gunfighters, Indians, cowboys, miners, and mountain men, the Pony Express, the Texas Rangers and the outlaws they fought, the “rust-eaters” who pushed the rails west, the settlers battling fire, floods, stampedes, and sickness . . . their adventures made the nation what it is today!

GURPS Old West has:

- All the classic character types: the Cowhand, the Dude, the Gunslinger, the Doc, the Gambler, the Outlaw, and the Lawman . . . even the town drunk.
- Descriptions of authentic Western weaponry.
- Maps showing the Westward expansion, trails, rail lines, and more – and a detailed timeline of significant events.
- Descriptions of Indian tribes . . . and new rules and rituals for Indian magic!
- Legends of the Old West . . . to come alive in *your* campaign.
- The battles that shook the West, from the Indian uprisings to the Civil War.

Suggestions for designing campaigns and one-off adventures, from historic to cinematic to “The Weird, Weird West” with ghosts, shapeshifters, and steampunk science!

Come West if you’ve got the guts for it. The weak die on the trail, and the cowards never leave home. Let’s see what you’re made of, pardner!



GURPS Basic Set, Third Edition Revised and *Compendium I: Character Creation* are required to use this book in a *GURPS* campaign. Or this book can be used as a sourcebook for any roleplaying system.

THE DESPERADOS:

Written by
**Ann Dupuis,
Lynda Manning-
Schwartz,
Robert E. Smith,
and Liz Tornabene**

Edited by
**Loyd Blankenship,
Andrew Hackard,
Steve Jackson,
and Monica Stephens**

Cover by
David Cook

Illustrated by
Loston Wallace

Maps by
Ann Dupuis

SECOND EDITION
PUBLISHED JULY 2000

ISBN 1-55634-439-2



9 781556 344398

SJG01995 **6044**

Printed in the
U.S.A.



STEVE JACKSON GAMES
www.sjgames.com

G U R P S[®]

OLD WEST

ADVENTURE ON THE AMERICAN FRONTIER

By ANN DUPUIS,
LYNDA MANNING-SCHWARTZ,
ROBERT E. SMITH,
AND LIZ TORNABENE

Second Edition: Revised and Expanded by
STEPHEN DEDMAN

Additional Material by MIKE HURST

Edited by LOYD BLANKENSHIP,
ANDREW HACKARD, STEVE JACKSON,
AND MONICA STEPHENS

Cover by DAVID COOK

Illustrated by LOSTON WALLACE

Additional Illustrations by ALEX FERNANDEZ
AND TOPPER HELMERS

Cartography by ANN DUPUIS

GURPS System Design by STEVE JACKSON

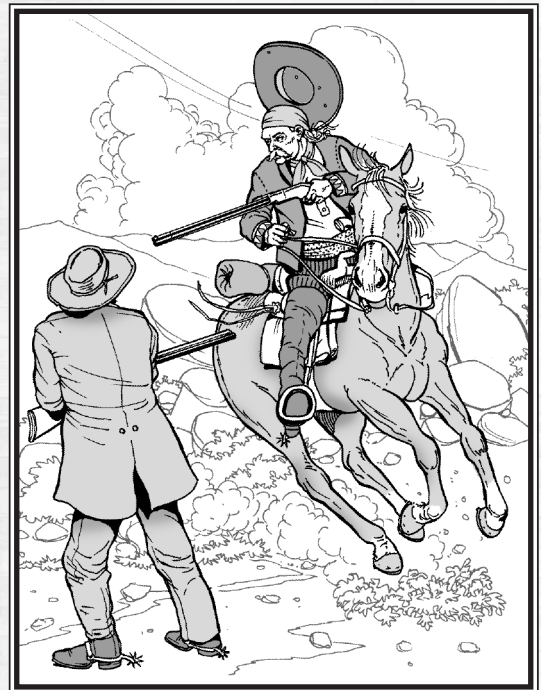
Managing Editor ALAIN H. DAWSON

Art Director PHILIP REED

Production Manager RUSSELL GODWIN

Production and Typography by
ALEX FERNANDEZ

SECOND EDITION



Playtesters: Bill Annand, "Big Horse" Bailey's Gang (Tyrone D. Carpenter II, Paul Dupuis, Juliette Hartel, Mark Klein, Laird Popkin, and Kevin Weishaar), Chuck Bickle, Drew Bittner, Larry Cohen, Robert Gilson, Joel M. Halpern, Mike Hurst, Carl Hullet, Ben V. Kloeppe, Richard Layton, Brian Meyer, Walter Milliken, Steffan O'Sullivan, Victor Reyna, William B. Rhodes, Brian Seeley, Stephen Shoup, Brett Slocum, Greg Ventura, Mike Wallace, Robin Zunino, and the SJG-BBS Illuminati.

GURPS and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid* and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. *GURPS Old West* is copyright © 1991, 2000 by Steve Jackson Games Incorporated. All rights reserved. Some art copyright www.arttoday.com.

ISBN 1-55634-439-2

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES



CONTENTS



INTRODUCTION4
 About the Authors4
 About **GURPS**4
 Page References4



1. LIFE ON THE FRONTIER5
 The Times6
 Exploration and Trailblazing6
Zebulon Pike, Military Explorer6
The United States: 1800-18106
 The Fur Trade7
 Westward, Ho!7
 Gold Fever7
Fur Companies7
The United States: 1811-18228
Around the Horn
and Across Panama8
 Cattle Drives9
 The Waning of the West9
Life on the Cattle Trail9
 Western Society10
 Western Towns10
 Women in the West10
The Unfortunate Donner Party10
The Quest for Statehood10
 Disaster11
The United States: 1861-190011
Status and Cost of Living11
 Disease12
Boom and Bust12
 Taxes12
Regional Accents12
 The Law of the West13
 Communication13
 "Howdy, Pardner!"13
Excerpts from San Francisco
Police Blotters13
 Education14
 Religion14
 Entertainment14

Dangerous News14
The Mormons14
Revivals15
Army Posts15
 Food16
Flora and Fauna16
 The Land17
 The Great Plains17
 American Deserts and Plateaus18
 The Pacific Coast18
 Western Timeline19

2. CHARACTERS21
 Jacks of All Trades22
 Character Types22
 Advantages, Disadvantages,
 and Skills29
 Advantages29
 New Advantage31
 Disadvantages31
 Skills33
 Money36
 Silver, Gold and Paper36
 Trading36
 Bounties37
 Clothing37
 Price List38
 Entertainment and Outdoor Life ...38
 Everyday Necessities39
 Homesteading39
 Tools and
 Professional Equipment39
 Transport, Travel,
 and Communications40
 Job Table40

3. TRANSPORTATION42
 Overland43
 Mule Trains43
Major Overland Trails43
Overland Hazards43
 Wagon Trains44
 Stagecoaches44
Other Vehicles44
 The Railroad45
Stagecoach Hazards45
Railroad Cars45
 The Railroad Wars46
 Internecine Warfare46
Railroad Buildings46
Railroad Speeds46
Major Railways: 1869-189046
 Indians and the Railroads47
 Settlers and Railroads47
 How to Rob a Train47
Railway Hazards47
The Iron Horse47
Sleeper/Parlor Car48

"Combine" Car48
Wells, Fargo & Co48
Private Car49
 Waterways49
Braking49
The Erie Canal49
 Barges50
Natural Hazards50
One Day on a Keelboat50
 Steamboats51
 Long-Distance Communication51
River Pirates51
Pony Bob Haslam52
Don't Leave Home Without52

4. INDIANS53
**Indian Tribes
 and Their Territories54**
 The Plains Indians55
 The Hunt55
United States Indian Policy55
Reservation Life55
Indian Clichés55
 Plains Warfare57
 Indian Weapons57
Counting Coup57
The Magic of Indian Names57
Scalping58
 The Sioux59
Sample Indian Names59
Berdaches and Contraries59
 The Comanche60
The Sioux Nation60
Typical Tipi Floorplan60
Entertainment60
 The Southwestern Desert Tribes61
 Yuman Tribes61
 O'odham and Tohono O'odham ...61
Animals61
Warfare61
The Comanche Language61
 "Snakes"61
 Pueblo Indians62
 Nomads of the Southwest62
The Pueblo
 "Place of Emergence"62
The Anasazi62
The Ghost Dance63
 The Great Basin64
 The Paiute64
 The Ute64
Indian Trade64
Totem Poles64
 The Shoshoni65
 Indians of the Northwest65
 The Plateau65
Mission Indians65
Eastern Indians in the West65
 The Northwest Coastal Indians ...66
 California Indians66

Eastern and Southern Tribes	.66
<i>Indian Magic in the Campaign</i>	.66
The Five Civilized Tribes	.67
Indian Magic	.67
The Vision Quest	.67
<i>Coyote, the Trickster</i>	.67
<i>Returning the Medicine</i>	.67
<i>Sorcery</i>	.68
<i>The Sun Dance</i>	.68
Guardian Spirits	.69
Bear	.70
Buffalo	.70
Eagle	.70
Thunder	.70
<i>Medicine Bundles</i>	.70



Wolf	.71
Wakan Tanka	.71
Herbalists, Dreamers, and Shamans	.71
<i>Enchanted Items</i>	.71
Learning the Trade	.73
Making Medicine	.73
<i>Quick-and-Dirty Magical Items</i>	.73
Magical Items	.74
<i>Other Forms of Magic</i>	.74
Ritual Magic	.75
Charms	.75
The Path of Dreams	.75
The Path of Health	.75
The Path of Luck	.77
The Path of Protection	.78
The Path of the Spirit	.79
Ritual Modifiers Table	.79

5. GUNFIGHTING80

Gunfighting in the	
Realistic Campaign	.81
Weapons	.81
<i>Famous Shootouts</i>	.81
Loading Black Powder Weapons	.81
Firearms in Melee	.82
<i>Explosives</i>	.82
<i>Using Explosives</i>	.82
Ammunition	.83
<i>Mounted Combat</i>	.83
Weapon Descriptions	.84
Muzzle-Loading Long Arms	.84
Breech-Loading Long Arms	.84
Magazine Rifles	.84
Shotguns	.85
Muzzle-Loading Pistols	.85
Revolvers	.85
Stingy Pistols	.87

Machine Guns	.87
Cannon	.87
Other Ranged Weapons	.87
Hand Weapons	.89
Weapon Table	.88
Guns	.88
Other Ranged Weapons	.89
Hand Weapons	.89
Reading the Weapon Table	.90

6. THE WARS91

The War of 1812	.91
The War Between Mexico and Texas	.92
<i>The Mexican Army: 1835-48</i>	.92
<i>The Texas Navy</i>	.92
The Mexican War	.93
<i>The Texas Rangers</i>	.93
The Civil War	.94
The United States: 1822-1854	.94
<i>The U.S. Cavalry</i>	.94
The Players	.95
The Playing Fields	.95
<i>The Buffalo Soldiers</i>	.95
"bleeding Kansas" and	
Quantrill's Raiders	.96
General Sibley	
Tries for the West	.96
The Outcome	.96
<i>Shades of Gray</i>	.96
The Indian Wars	.96
The Northwest	.97
The Southwest	.97
<i>The Nez Percé War</i>	.97
Great Plains	.98
<i>Navajo</i>	.98
<i>The Bureau of Indian Affairs</i>	.98
Range Wars	.99
Rustling	.99
Cattlemen vs. Sheepmen	.99
County Seat Wars	.99
<i>The Mounties</i>	.99
<i>The Fence Cutter War</i>	.99

7. LEGENDS OF THE OLD WEST100

Wild Bill Hickok	.101
John Wesley Hardin	.101
<i>Hugh Glass,</i>	
<i>Man in the Wilderness</i>	.101
<i>Buffalo Bill</i>	.101
Jesse James	.102
<i>Calamity Jane</i>	.102
<i>Black Jack Ketchum</i>	.102
<i>Alfred G. Packer</i>	.102
The Wild Bunch	.103
Kit Carson	.103
<i>Belle Starr</i>	.103
<i>Black Bart, the Po-8</i>	.103
<i>General George</i>	
<i>Armstrong Custer</i>	.103
San Francisco	.104
Dodge City	.104
<i>The Comstock Lode</i>	.104
Bodie	.105

Gunfight at the O.K. Corral	.105
<i>In Search of Golden Cities</i>	.105
<i>Legends of the White Stallion</i>	.106
<i>Judge Roy Bean,</i>	
<i>Law West of the Pecos</i>	.106
The O.K. Corral,	
Tombstone, 1881	.107
<i>Dick Merrick</i>	.107
<i>Yuma Penitentiary</i>	.107
<i>Billy the Kid</i>	.107
Hanging Judge Parker	.108
The Lincoln County War	.108
<i>The Johnson County War</i>	.108

8. CAMPAIGNING109

Backdrops and Adventure Seeds	.110
The Weird, Weird West	.110
<i>Timeless Western Plots</i>	.110
<i>The Alamo</i>	.110
Mountain Men and Explorers	.112
Territorial Wars	.112
Wagon Trains	.112
<i>Campaign Crossovers</i>	.112
'Twas a Miner	.113
Clash of Cultures	.113
Workin' on the Railroad	.113
Riding the Range	.114
<i>John Shepard, Town Marshal</i>	.114
Outlaws	.115
Shootin' Up the Town	.115
<i>Bull Tyler, Ranch Hand</i>	.115
<i>Edward "Red" Cullen, Outlaw</i>	.115
Designing Western Adventures	.116
<i>Jade Song, Soiled Dove</i>	.116
<i>Soundtracks</i>	.116

9. CRITTERS117

Key to the Bestiary	.118
Stampedes	.122



GLOSSARY123

BIBLIOGRAPHY124

Nonfiction	.124
Fiction	.125
Film	.125
TV Shows	.125

CAMPAIGN PLAN126

INDEX127

ABOUT GURPS

Steve Jackson Games is committed to full support of the *GURPS* system. Our address is SJ Games, Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! Resources now available include:

Pyramid (www.sjgames.com/pyramid). Our online magazine includes new rules and articles for *GURPS*. It also covers the hobby's top games – *Dungeons & Dragons*, *Traveller*, *World of Darkness*, *Call of Cthulhu*, *Shadowrun*, and many more – and other Steve Jackson Games releases like *In Nomine*, *INWO*, *Car Wars*, *Toon*, *Ogre*, and more. And *Pyramid* subscribers also have access to playtest files online, to see (and comment on) new books before they're released.

New supplements and adventures. *GURPS* continues to grow, and we'll be happy to let you know what's new. A current catalog is available for an SASE. Or check out our Web site (below).

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata sheets for all *GURPS* releases, including this book, are always available from SJ Games; be sure to include an SASE with your request. Or download them from the Web – see below.

Q&A. We do our best to answer any game question accompanied by an SASE.

Gamer input. We value your comments. We will consider them, not only for new products, but also when we update this book on later printings!

Internet. Visit us on the World Wide Web at www.sjgames.com for an online catalog, errata, updates, and hundreds of pages of information. We also have conferences on CompuServe and AOL. *GURPS* has its own Usenet group, too: rec.games.frp.gurps.

GURPSnet. Much of the online discussion of *GURPS* happens on this e-mail list. To join, send mail to majordomo@io.com with “subscribe GURPSnet-L” in the body, or point your World Wide Web browser to gurpsnet.sjgames.com/.

The *GURPS Old West* Web page is at www.sjgames.com/gurps/books/oldwest.

PAGE REFERENCES

See *GURPS Compendium I*, p. 181, for a list of abbreviations for *GURPS* titles, or for the most recent list, visit our Web site at www.sjgames.com/gurps/abbrevs.html.

Any page reference that begins with a B refers to *GURPS Basic Set, Third Edition Revised*; e.g., p. B22 refers to page 22 of the *Basic Set*. Also, CI refers to *GURPS Compendium I* and CII refers to *Compendium II*.

INTRODUCTION

Stagecoach holdups . . . Indian raids . . . shootouts at high noon . . . stampedes . . . greedy railroad barons. The Wild West is a gold mine of adventure for roleplaying!

GURPS Old West covers the whole 19th century, giving special emphasis to the classic period of the Old West (1865-1885). It runs from the first overland explorations through white settlement to the last days of the frontier. There's also plenty of information about everything Western – the Pony Express, the gold rushes, steamboats and railroads, cattle drives and cow towns, outlaws and lawmen, border wars and wars with the Indians, and how the country grew out of it all.

Dozens of character types, skills, advantages, and disadvantages help you create any conceivable type of Western character, from town drunk to railroad baron, soiled dove to revival preacher. Authentic equipment lists outfit your character from head to toe. Carefully researched, detailed background information lets you build an adventure or campaign with highly realistic detail, or simply an adventure with Western flavor. There's something for everyone here, with rules for train robbery, mounted combat, and ritual magic – enough fun for anyone, even a reckless cowboy.

This book is the Old West as it should have been – liberally tinged with romance and heroics. But there's little need to stray from the truth. Nearly every Hollywood myth has its counterpart in history. But when choosing how much reality to include in an Old West campaign, the GM should follow the advice of editor Edmond O'Brien in *The Man Who Shot Liberty Valance* – “If the facts conflict with the legend, print the legend.”

About the Authors

Ann Dupuis began roleplaying in 1978, and spends as much time as possible playing, gamemastering, writing and reading adventures. 1990 marked her first publications in the roleplaying world: an adventure in *Dungeon* magazine and two articles in *Roleplayer*. *Old West* was her first book, but she now has several more under her belt as proprietor of Grey Ghost Games. In her spare time, Ann rides, practices Shim Gum Do (Korean Sword), paints miniatures, and reads fantasy, science fiction, and mystery novels.

Stephen Dedman began roleplaying in 1977, and sold his first *Villains & Vigilantes* adventure in 1985. He's the author of *GURPS Dinosaurs* and the novels *The Art of Arrow Cutting* and *Foreign Bodies*, and co-author of *GURPS Martial Arts Adventures* and *GURPS Space Atlas 4*. Stephen lives in Western Australia, which is bigger and hotter than Texas.

Liz Tornabene began roleplaying in 1978, but did nothing of note after that until she cleverly escaped the snares and toils of the corporate world to rescue Ann from the impending *Old West* deadline. She is becoming a freelance writer and has several books and articles planned.

Robert E. Smith began playing miniatures in 1974. He then started roleplaying with M.A.R. Barker's *Empire of the Petal Throne*, which he enjoys to this day. Historical miniatures are his favorite, and he has written a set of miniature rules for the Civil War.

Lynda Manning-Schwartz grew up in Temple, Texas. Her grandparents owned a large ranch, but Lynda was frequently cautioned against “bothering the hands.” Her hobbies include deciphering Mayan hieroglyphics and researching topics such as occultism, herbalism, and American Indian beliefs. Lynda privately published a book of poetry in 1979.

Drunkards

Drunks hang around a town's authority figures, doing odd jobs and being pitifully inadequate. Staples of Western fiction include the ruined gunslinger, the guilt-ridden doctor, and the booze-sodden Indian. Occasionally they sober up just in time to save the town or the hero. And it's always possible that a drunken Indian is just shamming, infiltrating white society for his own reasons.

Advantages are rare. Common disadvantages include Alcoholism, Laziness, and Odious Personal Habits. Dead Broke or Poor, bad Reputation, and Status of -2 or -3 are appropriate. Skills, if any, are rarely used.

See also *Doctors*, *Gunslingers*, and *Indian Braves*.

Dudes and Tenderfeet

A *tenderfoot* is naive and unused to the hardships of the Old West. A *dude* is a non-westerner who takes pride in his clothing, whether he wears the costume of his origin – deerstalker cap and monocle of the Englishman, the tall hat of the Bostonian – or dresses up in fancy “western” duds. Both are subject to hazing and rough treatment. Westerners take especially dim views of Englishmen, even if appropriately attired and not at all tender-footed. (See *Reputation*, p. 32.)

Many dudes are tourists with enormous quantities of luggage, including dime novels and travel guides.

Gullibility plays well. Most of their skills are not very useful in the West – such as Savoir-Faire (Back East or European), European History, Area Knowledge of (Boston or London), etc. A Kodak camera is a must after 1888. Prior to that, the very wealthy bring along their own artists to record their adventures.

Odious Personal Habits such as continual small-talk may annoy stagecoach companions. Phobias of Indians, insects, snakes, or other wildlife are possible. Many dudes have the Delusion that everything in the West is just like the dime novels. A few are actually good at something useful, such as Boxing, Guns (Shotgun or Rifle) or Riding . . . much to the surprise of their would-be tormentors.

Entertainers

The West is hungry for entertainment, and even amateurs can draw a crowd. Circus performers, opera singers, phrenologists, mesmerists, and famous actors tour the Old West. Patent-medicine shows have troupes of fire-eaters, sword swallows, and tumblers. Saloonkeepers put on song-and-dance acts, plays, and variety shows. Circuses have marching bands, trick riders, trained animals, acrobats, and clowns. Wild West shows offer genuine Indians, trick ropers, and female gunslingers.

Bard, Dancing, Hypnotism, Musical Instrument, Performance, Poetry, and Singing are all suitable. Audiences find Acrobatics and Equestrian Acrobatics particularly thrilling. Dancing black bears are always crowd-pleasers – an animal act requires the Animal Handling skill.

Some entertainers are treated like royalty. A few are disdained by respectable citizens – notably the saloons' piano players and dancing girls.

See also *Confidence Men and Snake Oil Salesmen* and “*Soiled Doves*.”

Explorers and Trailblazers

Explorers in the early 1800s searched for a Northwest Passage. The U.S. government sponsored expeditions to support territorial claims and establish relations with Indians. Scientific expeditions recorded topographical, geological, botanical, and zoological information.

Most expeditions will have a leader, soldiers for protection, and a guide. Expedition leaders must have either Wealth or a Patron for funding. Military Rank (level 3 or 4) is almost mandatory in government-sponsored expeditions.



Trailblazers mark out paths for mule trains and wagons. Many are solitary, living by their wit with minimal equipment. They often have the Compulsive Behavior of wanderlust, though a few encounters with grizzly bears or hostile Indians can quickly earn enough character points to buy this off.

Explorers and trailblazers need Survival skills in many different terrains – woods, desert, mountains, and waterways. They should also have Cartography, Orienteering, and weapons skills. Animal Handling helps with pack or riding animals. Some Area Knowledge of the terrain to be explored is helpful. The main idea, of course, is to increase the level of Area Knowledge tremendously in the course of the exploration.

See also *Mountain Men*, *Scouts*, and *Scientists and Engineers*.

Thunder teaches Gambling, Meteorology, Medical skills, Riding, and Survival. It can bestow the mundane advantages of High Pain Threshold, Longevity, Luck, Rapid Healing, Temperature Tolerance (up to 2 levels), and Very Rapid Healing. In a cinematic campaign, it can grant Hard to Kill, and greater levels of Luck and Temperature Tolerance.

WOLF

Wolf medicine grants invulnerability to bullets. Wolf Dreamers walk barefoot on cold snow and are not bothered by winter. They put red paint between their toes, like their brother wolves, and vow never to harm their brethren (-11 points). Wolves patronize warriors, and may reveal the whereabouts and strengths of enemies.

Wolf teaches Combat Skills and Tactics. It can bestow the mundane advantages of Combat Reflexes, Danger Sense, Fearlessness, High Pain Threshold, Temperature Tolerance (up to 2 levels), and Toughness. In a cinematic campaign, it can grant Hard to Kill, Passive Defense, and greater levels of Temperature Tolerance. Warriors with Wolf as their Guardian Spirit may become Berserk.

WAKAN TANKA

Only very lucky or persistent medicine men receive the favors of Wakan Tanka, the Great Spirit. These become Shamans, and may learn any ritual known. Wakan Tanka demands a Great Vow to Show Respect for all Nature, which includes never refusing a request for aid (-15 points). Wakan Tanka may grant any ability that lesser spirits may bestow.

Other Guardian Spirits include Antelope, Badger, Elk, Skunk, Snake, Turtle, Earth, Sky, and Wind. Almost every animal may grant magical powers; the horse and the dog are exceptions. Sun, according to the Sioux, "is too powerful, and will not be a spirit to any person."

HERBALISTS, DREAMERS, AND SHAMANS

Sioux society has three classes of medicine men: Herbalists, Dreamers, and Shamans. The point cost is not cumulative; e.g. Dreamers who wish to become Shaman pay only 25 points (40-15), or 10 if they already have the Empathy advantage.

ENCHANTED ITEMS

Indians believe that many things, such as eagle feathers, wood from the ash tree, and tobacco, are magical. Man-made items retain some of the power of their materials, but require enchantment to become truly powerful.

An Indian without a Guardian Spirit-granted design may buy one – usually for a shield or a medicine bundle. If the buyer knows how to make the item, he will do so himself, carefully following the seller's instructions. Otherwise he will ask another to do it. Copying the purchased design onto the finished product requires a DX-2 or Artist roll.

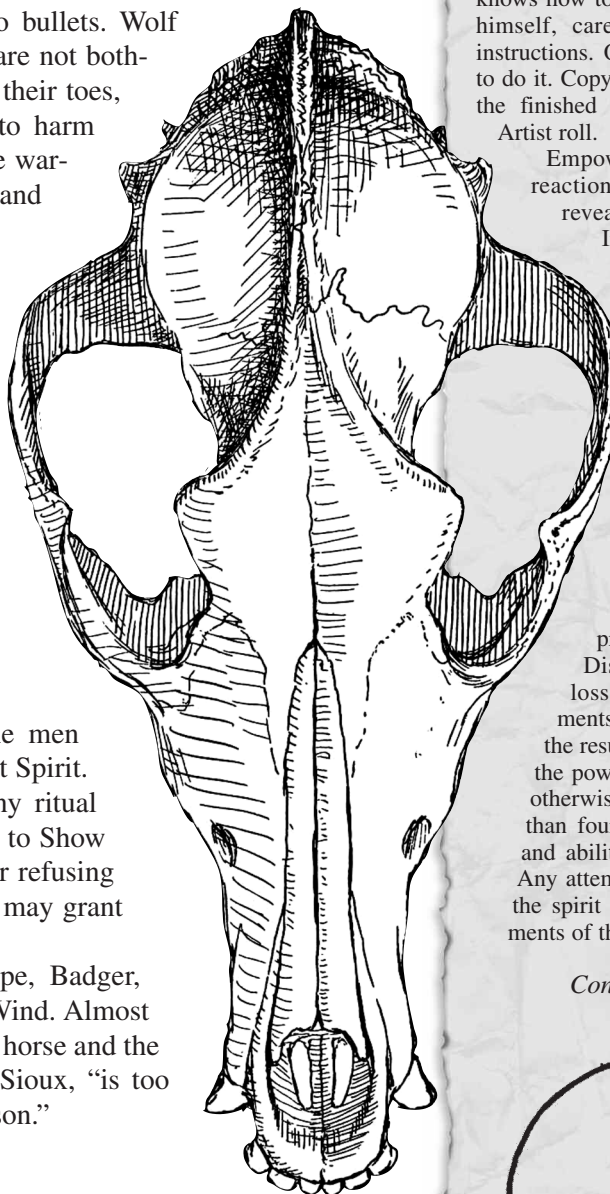
Empowering the copy requires a reaction roll for the spirit which revealed the original design.

Indians with no Guardian Spirit advantage have a -5 to the spirit's reaction roll. The GM should apply additional modifiers based on the honor and behavior of both the buyer and the seller, their relationship to the Guardian Spirit, and the level of magic in the campaign.

With an Excellent reaction, the copy duplicates the original in Power and abilities. Lesser reactions may produce less powerful copies. A

Disastrous reaction causes the loss of the original's enchantments. The GM should not reveal the result – the owners will believe in the powers of both items until proven otherwise. Spirits rarely allow more than four items with the same design and abilities, and never more than 12. Any attempt to create more copies than the spirit permits destroys the enchantments of the original and all copies.

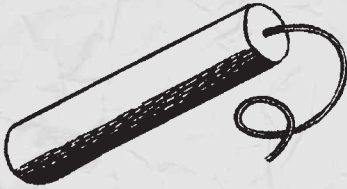
Continued on next page . . .



EXPLOSIVES

Black powder is a common explosive through most of the 19th century. One pound does 6d damage.

Nitroglycerine was invented in 1846. A jarred vial of nitro explodes on a 12 or higher. Only a 3 or 4 prevents explosion if the nitroglycerine is exposed to fire. Eight ounces does 3d×3 damage.



Dynamite was invented by Alfred Nobel in 1866. It is a compound containing nitroglycerine; impact or fire does not make it explode. Old dynamite “sweats,” oozing its nitroglycerine. The GM decides what die roll will set off old dynamite if it is jarred. Dynamite can also be detonated normally with fuses; electrical ignition is available after 1870. It takes a turn to cap or fuse a stick, and a turn to light the fuse. Wire or fuses can be run 1 yard per turn. It takes 2 seconds to hook the wire into an electrical detonator, 1 second to charge the detonator, and 1 second to push or turn the plunger. Quick fuse burns at 2 yards per second; slow fuse takes 5 seconds to burn one *inch*.

A 1/2-lb. stick of dynamite does 5d-2 damage; a half stick does 3d. Electrical blasting caps do 1d-2 by themselves, with a minimum of 1 hit.

USING EXPLOSIVES

The Demolition skill (p. B65) is required to use explosives safely – especially important when throwing dynamite. A short fuse may kill the thrower, while a long one will let the target get away or even throw it back. Thrown nitroglycerine explodes on impact, but on a critical miss the thrower and anyone nearby is blown to pieces instead.

The sale and transport of nitroglycerine and dynamite was prohibited in various parts of the country through the 1870s. Of course, black markets thrived. Daredevils bought it in Mexico or Canada and sold at a high profit to mining camps, railroad projects, and quarries.

See pp. B121-122 and pp. CII64-65 for Explosives rules.

LOADING BLACK POWDER WEAPONS

Loading a smoothbore with powder and ball takes 45 seconds standing, 55 sitting or kneeling. Paper cartridge loading takes 20 seconds standing and 35 sitting or kneeling. Loading on horseback requires an additional roll against Riding skill-3; time is as for sitting.

Loading a rifled weapon with loose powder, ball, and greased patches takes 40 seconds; without patching, 60 seconds; cartridges take 30 seconds.

Loading a flintlock with a paper cartridge takes 20 seconds. A rifled weapon requires 30 seconds. A percussion weapon loads in 15 seconds.

Taking three times as long to load the gun carefully adds +1 to effective skill. Speed-Load (Black Powder Weapons) reduces time by 10%. A failure adds 10% to normal loading time. A critical failure drops or damages the ammunition or jams the gun.



FIREARMS IN MELEE

Fighters may have to strike or parry with their guns. Critical failure indicates a damaged or discharged weapon (GM’s choice). A damaged weapon can not be fired until repaired. Roll a die to determine the direction of a discharged shot. Use the rules for hitting the wrong target (pp. B117-118), *beginning with the shooter*. No dodge is allowed.

Pistols: Use the Blackjack skill for damage equal to Thr, or the Mace skill for Sw. A weapon over 2 lbs. adds +1 to damage; over 4 lbs. adds +2. Knuckledusters are the only stingy pistols useful in melee; see p. 87.

Long arms: Use the Staff or Mace skill for muskets and rifles without bayonets. Weapons between 4 and 8 lbs. do Sw+2 damage; heavier ones do Sw+3. Use the Spear skill for bayonets.

INDEX

- 1862 Homestead Act, 7.
Abilene, 85, 101.
Accents, 12.
Addiction disadvantage, 31.
Advantages, 29-31; *new*, 31.
Adventures, 109-116; *designing*, 116; *seeds*, 110-115; *single-shot*, 110.
Alamo, 92, 110-111, 112.
Alcoholism disadvantage, 31.
Ally advantage, 29.
Allison, Clay, 81.
Ally Group advantage, 29.
American Express Company, 19, 48.
Ammunition, 38, 83.
Anasazi, 62.
Anderson, "Bloody Bill," 96, 102.
Animal Handling skill, 33.
Animals, 16-18, 60, 117-121.
Apache, 62, 96, 97.
Area Knowledge skill, 33.
Arizona, 20, 37, 96;
see also Tombstone.
Arkansas, 19, 108; *River*, 17;
toothpick, 88.
Armadillo, 118.
Armor, 38, 59.
Army; *California*, 8; *Mexican*, 92,
112; *posts*, 15; *U.S.* 15, 16, 28, 29,
30, 62, 84, 86, 91; *of the West*, 93;
see also Cavalry,
Soldiers, *War*.
Arrows, 59, 72; *flaming*, 59;
poisoned, 59.
Austin, Stephen F., 19, 92.
Bandanas, 37.
Banish ritual, 79.
Barbed wire, 9, 20, 99.
Bayonet, 88.
Bean, Judge Roy, 20, 106-107.
Bear, 24, 35, 101, 118;
Guardian Spirit, 69, 70.
Beaver, 7, 35, 37, 119.
Behan, John, 105, 107.
Berdaches, 59.
Bibliography, 124-125.
Billy the Kid, 16, 20, 22, 25, 81, 86,
87, 107-108.
Black Bart the Po-8, 48, 103.
Black powder weapons, 82, 84;
loading, 82; *skill*, 33.
Blacksmiths, 10, 23, 41.
Blizzards, 9, 10, 11, 12.
Bonney, William, *see Billy the Kid*.
Boot Hill, 105, 123.
Bounties, 37, 40.
Bow, 58-59, 87.
Bowie knife, 88.
Brands, *Forgery skill*, 33;
Heraldry skill, 34.
Buckboards, 44.
Buffalo Bill Cody, 19, 20, 86, 101.
Buffalo soldiers, 95-96.
Buffalo, 6, 7, 9, 12, 20, 37, 55, 58, 63,
77, 119, 122; *Guardian Spirit*, 69,
70, 72; *hunters*, 22, 41;
hunting, 7, 15, 16, 56.
Buggies, 40, 44.
Bullboats, 49.
Bullwhackers, 26, 44.
Bureau of Indian Affairs, 98.
Burro, 119.
Businessmen, 27.
Calamity Jane, 20, 28, 101, 102.
California, 8, 18, 19, 63, 96, 98, 103,
105; *Army*, 8; *gold rush*, 7-8;
Indians, 66; *Trail*, 7; *war in*, 93;
see also San Francisco.
Camel, 119.
Camera, 20, 24.
Campaigning, 109-116.
Cannibalism, 10, 102.
Cannon, 87.
Canoes, 40, 49.
Carson, Kit, 20, 97, 98, 100,
103-104.
Cassidy, Butch, 9, 20, 22, 103.
Cattle, 9, 99, 114, 119, 120;
drives, 9, 114.
Cavalry, 29, 84, 88, 94-95.
Cayuse, 65, 97.
Chaperone ritual, 76.
Characters, 21-41; *jobs*, 22, 40-41;
sample, 114-116; *types*, 22-29.
Cherokee, 19, 65, 93.
Cheyenne, 20, 47, 59, 61, 72, 74,
98, 103.
Chinese, 20, 28, 30, 32, 45, 106, 111;
Exclusion Act, 20.
Cholera, 8, 12.
Chinook, 64.
Circus, 16, 24, 115.
Civil War, 9, 19-20, 84-86, 88,
94-96.
Clifton, "Dynamite Dick," 37.
Clothing, 37-38, 39, 92, 95, 99;
protective, 38.
Code of Honor disadvantage, 31.
Code of the West disadvantage, 31.
Cody, William, 19, 20, 86, 101.
Coins, 36.
Colorado, 6, 7, 8, 9, 14, 15, 19, 20,
28, 61, 96, 102, 103; *see also*
Leadville, *Pueblo*.
Colt, 19; *Peacemaker*, 20, 37, 86;
revolvers, 19, 86-88, 94.
Comanches, 57, 58, 59, 60-61, 68, 74,
93.
Communications, 13, 40.
Comstock Lode, 104-105.
Confidence men, 22, 32.
Contraries, 59.
Corp of Topographical Engineers, 28.
Cost of living, 11.
Counting coup, 57.
Cowboy, 9-10, 13, 15, 16, 23, 31, 34,
37, 41, 85, 114, 120; *Code of*
Honor disadvantage, 31;
Hollywood, 10; *space*, 113; *urban*,
113.
Coyote, 119; *the Trickster*, 67.
Craftsmen, 23.
Custer, General George Armstrong,
20, 30, 86, 95, 98, 103-104.
Dalton, Emmett, 10, 20.
Dance hall girl, 28, 41.
Deadwood, 81, 101, 102.
Death Vision ritual, 76.
Delgeth, 120.
Delusion disadvantage, 31.
Dentists, 23.
Detectives, 23, 33, 41.
Diagnosis skill, 33.
Dinosaurs, 113.
Disadvantages, 31-33.
Disease, 12.
Doctors, 23, 33, 35.
Dodge City, 81, 104-105.
Donner party, 10, 19.
Dream Sanctum ritual, 75.
Dream Visitor ritual, 75.
Dream-Delving ritual, 75.
Dreamers, 68, 70-73.
Dreamwalk ritual, 75.
Drummers, 25.
Drunkards, 24, 32.
Dudes, 24, 32; *ranches*, 9.
Dynamite, 82.
Eagle, 56, 119.
Earp, Wyatt, 10, 20, 22, 25, 38,
105-107.
Education, 14.
Enemies disadvantage, 31-32.
Engineers, 28.
Englishmen, 32.
Entertainers, 24.
Entertainment, 14-16, 38, 60.
Equipment, 36-40.
Erie Canal, 19, 49.
Espionage, 113.
Exodusters, 28, 96.
Explorers, 6, 7, 16, 23, 112.
Explosives, 40, 82.
Expressman, 25, 48.
Fence Cutter War, 99.
Fertility ritual, 76.
Find Herd/Pack ritual, 76.
Fire, 12.
Firearms, 82-87; *in melee*, 82.
Firewalker ritual, 78.
Five Civilized Tribes, 59.
Flatboats, 40, 50.
Focus advantage, 72.
Food, 10, 39.
Forensics skill, 33.
Forgery skill, 33.
Forty-niners, 8, 51.
Fur, 7, 27, 37, 112; *companies*, 7, 37,
112; *trade*, 7, 112.
Gamblers, 25, 30, 32, 41.
Garrett, Pat, 81, 86, 108.
Gatling machine gun, 87, 102, 108.
General Store, 10, 37.
Gentleman's Code of Honor
disadvantage, 31.
Geronimo, 20, 63, 96, 97.
Ghost Dance, 20, 63-64, 98, 110.
Ghost Shirt ritual, 78.
Ghost towns, 110.
Gila monster, 120.
Glanton, John, 37.
Glass, Hugh, 101.
Glossary, 123-124.
Gold, 7-8, 11, 19, 20, 22, 28, 36, 99,
104, 105, 113; *measurements*, 36;
rush, 7-8.
Golden cities, 105.
Grant, Ulysses Simpson, 20, 94.
Great Spirit, 69, 71, 72.
Guardian Spirit, 30, 67-74;
advantage, 30, 69, 72; *Bear*, 69,
70; *Buffalo*, 69, 70, 72; *Eagle*, 70;
Moon, 59, 69; *Thunder*, 59, 69,
70-71; *Wakan Tanka*, or "*Great*
Spirit," 69, 71, 72;
Wolf, 71.
Guns/TL5 skill, 33.
Gunslinger, 25, 30; *Enemies*
disadvantage, 30.
GURPS Deadlands, 110.
GURPS Steampunk, 111.
Hanbloglaka, 72.
Hardin, John Wesley, 87, 101-102.
Haslam, Pony Bob, 52.
Hasten Horse ritual, 76.
Hell on wheels, 45.
Heraldry skill, 34.
Herbalists, 67, 70-72.
Hickok, Wild Bill, 19, 20, 22, 25, 26,
81, 85, 86, 101.
Holliday, John "Doc," 48, 85, 105.
Holsters, 37, 39.
Homesteaders, 27.
Horses, 6, 23, 35, 44, 55, 57, 60, 65,
76, 83, 99, 120, 122.
Hotchkiss machine gun, 87, 98.
Illiteracy disadvantage, 31.
Indians, 9, 25-26, 33, 47, 53-79;
agents, 25, 41, 98; *and railroads*,
47; *braves*, 25; *clichés*, 56;
Heraldry skill, 34; *magic*, 66,
67-79; *Musket*, 58, 84; *police*, 26,
40; *Removal Act of 1830*, 19, 55;
sample names, 59; *service*, 98;
Sign Language skill, 35; *Territory*,
19, 55, 65, 96; *trade*, 36, 64;
wars, 19, 20, 96-98; *weapons*,
57-59; *see also Anasazi*, *Apache*,
Cayuse, *Cherokee*, *Cheyenne*,
Chinook, *Comanches*, *Five*
Civilized Tribes, *Kiowa*, *Navajo*,
Nez Percé, *O'odham*, *Paiute*,
Pueblo, *Shoshoni*, *Sioux*, *Tohono*
O'odham, *Tonkawa*, *Ute*, *Yuma*,
and Yumans.
Irishmen, 32, 45, 106.
Ivers, "Poker Alice," 11, 22.
Jack the Ripper, 111.
Jackalope, 120.
Jackrabbit, 120.
Jails, 13.
James, Jesse, 20, 81, 86, 96, 102.
Job table, 40-41.
Johnson County War, 108.
Johnson, Turkey Jack, 81.
Judges, 13, 26, 106-107, 108.
Kachinas, 62.
Kansas, 9, 14, 20, 28, 47, 95, 96, 99,
105; "*Bleeding*," 19, 95;
see also Abilene, *Dodge City*.
Keelboats, 40, 50.

- Kentucky rifle, 6, 84.
 Ketchum, Black Jack, 102.
 Kiowa, 61.
 Kiva, 62.
 Laborers, 25, 40.
 Lances, 58, 83.
 Languages; *sign*, 55, 61; *skill*, 54; *Comanche*, 61.
 Lasso, 88; *skill*, 34.
 Law, 13.
 Lawmen, 10, 26, 30, 32, 33.
 Leadville, 20, 46.
 Lee, Robert Edward, 19, 20, 86, 95.
 Leech, 120.
 Legal Enforcement Powers advantage, 29-30.
 Lewis and Clark, 6, 19; *Trail*, 6.
 Lincoln County War, 108.
 Lincoln, Abraham, 19, 20, 95, 96.
 Literacy advantage, 30.
 Little Bighorn, 20, 86, 98, 103.
 Louisiana, 6, 19, 66; *Purchase*, 6, 19.
 Love Charm ritual, 76.
 Lynx, 120.
 Magic, 67-79; *inherent*, 74; *items*, 71-73; *runes*, 74; *voodoo*, 74; *see also Guardian Spirit, Medicine, Paths, Rituals*.
 Mail, 13, 40, 51-52.
 Marshals, 13, 26, 29, 41.
 Martial arts, 113.
 Masterson, Bat, 20, 25, 46, 86, 105.
 Medicine, 67, 70-73; *bundles*, 70; *hunt*, 74; *men*, 27, 33, 35, 69-74; *healing*, 73; *making*, 73; *warfare*, 74.
 Merchants, 27.
 Merrick, Dick, 107.
 Mexicans, 23, 32, 92, 93, 110-111.
 Mexico, 6, 19, 37, 65, 81, 92, 93, 110-111; *war in*, 93.
 Military Rank advantage, 30.
 Military, *Heraldry skill*, 34.
 Militia, 30.
 Mississippi; 19, 94; *River*, 6, 17, 20, 49, 50.
 Missouri, 7, 8, 9, 19, 20, 95, 102, 103, 107; *Compromise*, 19; *Fur Company*, 7, 19; *River*, 6, 17, 49, 50.
 Money, 36.
 Montana, 9, 17, 20, 104.
 Mormons, 14, 19, 27, 32.
 Morphine, 31.
 Mountain men, 7, 27, 112.
 Mounted combat, 83.
 Mounties, 20, 99.
 Mule, 43, 120; *skimmers*, 44; *trains*, 43.
 Nashlah, 121.
 Navajo, 20, 62, 98, 103.
 Navy, *Mexican*, 30; *Royal*, 91; *Texas*, 30, 92; *U.S.*, 30, 92.
 Nevada, 13, 19, 20, 63, 104, 111.
 New Mexico, 6, 9, 20, 63, 96, 108.
 Newspapers, 10, 13, 14.
 Nez Percé, 65, 97; *War*, 97.
 Nitroglycerine, 19, 82.
 O.K. Corral, 86, 105-107.
 O'odham, 61-62.
 Obscurity ritual, 78.
 Odious Personal Habit disadvantage, 32.
 Oklahoma, 14, 20, 28.
 Opium, 31.
 Oregon, 8; *Trail*, 7, 8, 19.
 Outlaws, 27, 32, 41, 113; *Code of Honor disadvantage*, 31; *enemies*, 32.
 Overland travel, 43-49; *hazards*, 43.
 Packer, Alfred G., 102.
 Paiute, 63, 64.
 Paper, *money*, 38; *cartridges*, 83.
 Parker, Isaac "Hanging Judge," 108.
 Parkhurst, Charlotte "Cockeyed Charley," 11.
 Passenger cars, 45.
 Path of Dreams, 75.
 Path of Health, 75-76.
 Path of Luck, 77-78.
 Path of Protection, 78-79.
 Path of the Spirit, 79.
 Patron advantage, 30.
 Pepperbox, 86.
 Peyote, 31.
 Physician skill, 35.
 Pike, Zebulon, 6, 19.
 Pinkerton, Allan, 19, 23, 30, 112; *Detective Agency*, 23, 30, 102, 103.
 Pioneers, 7, 27, 59.
 Pirates, 51.
 Pirogues, 49.
 Place of Emergence, 62.
 Plants, 16-18.
 Pony Express, 19, 24, 41, 52, 96.
 Porcupine, 121.
 Posse, 26, 29.
 Potlatch, 66.
 Prairie schooners, 7, 42.
 Predict Weather ritual, 76.
 Price list, 38-40.
 Primitive disadvantage, 32.
 Professionals, 28, 30.
 Prospectors, 8, 28, 41.
 Pueblo, 6, 46; *Indians*, 58, 61-62, 63.
 Pullman car, 20, 45.
 Puma, 121.
 Quantrill's Raiders, 20, 96, 102.
 Rabbit fever, 12.
 Raccoon, 121.
 Rafts, 50.
 Railroad, 45-49, 113; *and Indians*, 47; *and settlers*, 47; *braking*, 49; *buildings*, 46; *cars*, 45; *hazards*, 47; *locomotives*, 47; *speeds*, 46; *wars*, 46-49.
 Railways, *major*, 46.
 Rain Dance ritual, 76.
 Range wars, 99.
 Religion, 14, 15, 27; *see also Indian Magic*.
 Remove Pestilence ritual, 76.
 Rendezvous, 7, 103.
 Reputation, *advantage*, 30; *disadvantage*, 32.
 Revivals, 14.
 Revolvers, 85-87.
 Rewards, 37, 40.
 Riding (Horse) skill, 35.
 Ringo, Johnny, 80, 81.
 Rituals, 67-79; *list*, 75-79; *modifiers*, 79.
 Roadrunner, 121.
 Roustabouts, 26, 51.
 Rustlers, 27, 99, 105, 108.
 Saber, 88, 94-95.
 Sacajawea, 6.
 Saloons, 10, 15.
 San Francisco, 8, 10, 12, 13, 18, 19, 48, 52, 104, 111, 112.
 Sanctuary ritual, 78.
 Santa Anna, General Antonio, 19, 91-92, 111.
 Scalping, 37, 56, 58.
 Scientists, 16, 28.
 Scorpion, 121.
 Scouts, 28.
 Secret disadvantage, 32.
 Seeker ritual, 76.
 Settlers, 10, 16; *and railroads*, 47.
 Shamans, 67, 68, 71-73.
 Sharps, *Big 50*, 84; *carbine*, 84; *Coffee Mill carbine*, 84; *rifle*, 84.
 Sheep, 99, 121.
 Sheriffs, 13, 26, 29, 41.
 Sherman, William Tecumseh, 20, 95.
 Shields, 59, 72.
 Shootist, 25, 123; *see also Gunslinger*.
 Short, Luke, 81, 105.
 Shoshoni, 6, 64-65.
 Shotgun, 7, 85.
 Sibley, General Henry, 20, 96.
 Sign Language skill, 35.
 Sioux, 56, 57, 59-60, 68, 69, 98, 103; *allies*, 61; *animals*, 60; *enemies*, 61; *entertainment*, 60; *names*, 59; *nation*, 60; *societies*, 60; *warfare*, 61; *villages*, 60.
 Sipapu, 62.
 Sitting Bull, 13, 20, 57, 70, 98, 101.
 Skills, 33-35.
 Skunk, 121.
 Slang, 13.
 Slumber ritual, 75.
 Smallpox, 12.
 Snake oil salesmen, 22.
 Social status, 11, 34, 65.
 Social Stigma disadvantage, 32-33.
 Soiled doves, 29, 30, 32, 41.
 Soldiers, 29, 37, 88, 92-98; *see also Army hazards*, 45.
 Soothe ritual, 76.
 Soundtracks, 116.
 Spies, 113.
 Spirit Advisor advantage, 72.
 Stagecoach, 44-45, 48, 103; *hazards*, 45.
 Stampedes, 122.
 Starr, Belle, 103, 105.
 Steamboats, 19, 20, 40, 50, 51.
 Stingy pistols, 87.
 Succor ritual, 76.
 Summon Herd/Pack ritual, 77.
 Sun Dance, 55, 60, 68-69, 72.
 Sundance Kid, 20, 103.
 Sutlers, 37.
 Taxes, 12.
 Telegraph, 19, 52.
 Telephone, 13.
 Tenderfeet, 24, 32, 123.
 Texas, 6, 8, 9, 19, 61, 92, 96, 106, 110-111; *Bankers Association*, 37; *Fence Cutter War*, 99; *fever*, 9, 12; *Navy*, 92; *Rangers*, 19, 93, 102, 112; *Revolution*, 19.
 Tilghman, Bill, 10, 99, 105, 108.
 Time travel, 111.
 Timeline, 19-20.
 Tobacco, 31.
 Tohono O'odham, 61-62, 97.
 Tomahawk, 56, 58, 87.
 Tombstone, 13, 16, 20, 105, 107; *see also O.K. Corral*.
 Tonkawa, 61.
 Totem poles, 64.
 Tourists, 9, 24.
 Tracking skill, 35.
 Trade and Intercourse Act of 1834, 55.
 Trading, 7, 36-37, 64; *posts*, 7, 37.
 Trailblazers, 24.
 Transportation, 40, 42-52.
 Traps, 35, 38; *skill*, 35.
 True Weapon ritual, 78.
 Tularemia, 12.
 Twain, Mark, 19.
 Unusual Background advantage, 30.
 Utah, 10, 14, 20, 110.
 Ute, 64.
 Vigilantes, 13, 104, 105.
 Vision of Luck ritual, 78.
 Vision quest, 67-69.
 Vitality ritual, 76.
 Voodoo, 74, 113.
 Vulture, 121.
 Wagons, 7, 44; *Conestoga*, 44; *jump-seat*, 44; *kitchen*, 44; *trains*, 7, 44, 112.
 Wakan Tanka, 69, 71, 72.
 Warrior's Blessing ritual, 76.
 Warrior's Code of Honor disadvantage, 31.
 Wars, 91-99; *county seat*, 99; *Fence Cutter*, 99; *in California*, 93; *in Mexico*, 93; *Indian*, 19, 20, 96-98; *Johnson County*, 108; *Lincoln County*, 108; *Nez Percé*, 97; *railroad*, 46-49; *range*, 99; *sheep*, 99; *see also Civil War*.
 Waterways, 49-51.
 Weapons, 57-59, 81-90, 94; *black powder*, 82; *descriptions*, 84-88; *hand*, 88; *Indian*, 57-59, 63, 72, 74; *ranged*, 87-88; *table*, 88-90.
 Weather, 10-12, 17-18.
 Weewilmekq, 121.
 Wells, Fargo & Co., 19, 48, 84, 86, 112.
 Whip, 88.
 Wild Bunch, 9, 20, 103.
 Wilde, Oscar, 20.
 Winchester, *Mansion*, 110; *rifles*, 85, 110.
 Winkle, 59.
 Wolverine, 121.
 Women, 7, 10-11, 19, 22.
 Wounded Knee Massacre, 20, 64, 98.
 Wyoming, 9, 14, 20, 65, 104; *regulators*, 108.
 Yuma, 37, 61; *Penitentiary*, 107.
 Yumans, 61.

STUCK FOR AN ADVENTURE? NO PROBLEM.

Warehouse 23 sells high-quality game adventures and supplements in print and PDF formats.

- Free downloadable adventures for *GURPS*, *In Nomine*, and *Traveller*!
- Fun gaming accessories – shot glasses, shirts, specialty six-siders, and more!
- PDFs from Atlas Games, Amarillo Design Bureau, Pelgrane Press, Goodman Games, and many others – plus gems from the up-and-comers.
- Original material for *Transhuman Space* and new *GURPS* supplements from Kenneth Hite, Phil Masters, David Pulver, Sean Punch, and William Stoddard!
- Fully searchable files of *GURPS Fourth Edition* supplements.
- Digital editions of out-of-print classics, from *Orcslayer* and the complete run of *ADQ* to *GURPS China* and *GURPS Ice Age*.
- Buy board games and roleplaying PDFs in the same order! Download digital purchases again whenever you need to.



STEVE JACKSON GAMES
warehouse23.com