

Showdown in Los Nachos

Version 1.2

A *What a Cowboy* Campaign
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Foreword

This campaign is based on a roleplaying game campaign which I ran using *Rolemaster* and *Phoenix Command* rules at Ropecon 1998 and 2002. That campaign was partially based on a Tex Willer comic book adventure written by Gianluigi Bonelli. The setting of this campaign is the same as that of the roleplaying campaign, as are the main characters. Many of the campaign events will be similar.

The Hired Guns of the campaign are almost all based on our player characters in another RPG campaign, one run by our friend Mikko using the *Western* rules by Rävspel.

This WaC campaign is best played with an umpire. If there is no suitable person for this job, the player playing the Tavernier family should act as umpire. A separate file containing umpire's notes is provided.

The home page for my *What a Cowboy* materials is <https://ejuhola.kapsi.fi/pelit/whatacowboy/> The version number for each file in this campaign supplement is included in the file name as well as the footer of every page. Check the web page to see if there have been updates.

To avoid unpleasant surprises, please remember to always sit with your back towards the wall while playing this campaign.

In Tuusula, southern Finland

August 23, 2024

Eero Juhola

CREDITS

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Helpful comments and advice provided by	All playtesters
Wargames pictures	From the 1998 and 2002 materials and games at Ropecon

Los Nachos, New Mexico, 1879



Jake Makinen came to the West from somewhere on the old continent, Sweden or some such place, in 1856. With him he brought only a mule wagon, a dog and his wife.

Jake was a foul-mouthed fellow who wasn't afraid of dry spells, floods, rustlers or wild animals. He would carry buckets of water to his plants, crack the rocks of his field using a sledgehammer, and pull up tree stumps with his mule. When the mule fell ill, he would pull the tree stumps by himself. Old man Campbell claimed that Jake had killed a coyote with just his bare hands, and that even the thieving indians would turn and run away when they heard Jake shout *Phur-kay-lay*, the ancient war cry of his Swedish ancestors. He didn't often hit what he was aiming for with his lousy rifle, but he sure did try a lot.

Jake's wife was an industrious lady who bore him four sons. Walt, the eldest, was born in 1858 and the rest of them then at one-year intervals. Walt, Richard Matt and Justin... they were a constant problem for us here in town. On the farm they would work hard, but in town, they would always be up to no good... the rascals went and burnt the church bell tower and terrorized the schoolteacher until she packed up her bags and moved back East.

From the very beginning Jake had all manner of trouble with his neighbors. The other farmers wanted to use a watering hole he had on his lands, but out of pure meanness, Jake wouldn't have any of that. He also got into a conflict with the richest cattle baron in the area, Mr. Jacques Tavernier. Tavernier came to Los Nachos in '70 and he bought many of the neighboring farms with his wads of dollar bills. Jake did not have a dollar to his name, but he of course refused to sell his farm, just out of principle, or perhaps just to spite the rich man. He even went so far as to insult Tavernier, calling him a dandy and tenderfoot and worse.

In the spring of 1872 Jake's behavior suddenly changed. It was as if he was afraid of

something--- he put his wife and kids onto a wagon and sent them to stay at some relatives in Texas. This was unusual, as Jake Makinen was not a man to bow to anyone, no man, no woman, no kind of weather. And pastor Bucklesmith used to say that Jake would not even bow to God. Somehow, he had always pulled through thanks to his resourcefulness and tenacity, and one supposes even in whatever fix he was now in he thought he would be allright.

But I guess Jake just didn't know what he had gotten into. In any case the only guns he had were two really old single-shot rifles, and the thrifty old feller sure wasn't going to spend money if he might make it with what he had – that much he had learned during his time on the prairie. Joe Campbell said later that as far as he knew, the most dangerous-looking weapon in Jake's house was the *Phu-kou*, a nasty-seeming knife of a kind which apparently everyone who calls himself a man would carry in Jake's home country.



But then half a year later, Jake was dead. They found his body in an alley, shot in the back. Murder, they said. Sheriff Zane did investigate it, but nothing really came out of that.

But what happened to the Makinen boys? Well, any other young men would probably have gotten jobs on some Texan farms or perhaps gone to California in search of gold... but no, not the Makinen brothers. They simply vanished into thin air, no one knew where they'd gone. But maybe three years later we heard some vague rumors about some kind of teenage desperadoes who were ravaging Sonora. It all sounded very implausible. Then later, maybe two years ago some travelling tradesman claimed that in Tijuana there were these four gringos whose looks fit quite well with what we remembered of the Makinen boys, and that they had had a clash with some Mexican banditos, which had resulted in a dozen dead Mexicans!

Sometime ago our town drunk Hank Stroh told me that apparently the Makinen brothers are the most notorious gang on the southern frontier at this moment. The eldest brother, Walt, is said to be the brains of the operation and he plans all the capers. Richard specializes in the use of the rifle and the knife, and he is continually chewing tobacco. The fastest on the draw is surely Matt, who is said to have shot dead six men, a number which - it is claimed - does not include any Mexicans, Injuns, Negroes or Yankees. The youngest brother, Justin, is only eighteen years of age but mighty twisted in nature.

Six months ago, Nat Whittlefield was in Tucson taking some cattle there, when he ran into a weather-beaten, sun-swarthied young man. He didn't recognize the fellow immediately, but it was Richard Makinen. And Richard told him to tell everyone in Los Nachos that a time of reckoning would be coming soon...

But who was it that killed Jake Makinen? Regardless of who actually pulled the trigger, many people stood to benefit from Jake's death. Jacques Tavernier took over the Makinen farm and lands and the neighbors got to use the watering hole which Jake had previously guarded so jealously. After Jake's demise, the Central Mining Company quickly staked out a claim on his lands and seems to have found some valuable ore there. The First Bank of Los Nachos kept the Makinen farm documents and in practice now owns the farm.

At least all of these actors had a good reason to see the back of Jake Makinen and for sure none of them have missed the old man one bit. And that is why so many people here now have trouble trying to sleep at night as – no matter who is guilty – what now follows will surely be a...

Showdown in Los Nachos

The Factions

There are numerous factions in the campaign, but player characters will join only the first two, the main factions. The campaign ends when either of the two main factions has reached all of its goals, or when one of them is no longer able to reach its goals, or when the Underdog Gambit (see WaT rules, page 81) has been played.

Any faction reaching all of its goals *and retaining them until the end of the campaign* will be considered a winner. It is possible for several factions to simultaneously win the campaign.

Faction	Members	Goals
The Makinen Brothers	Walt Makinen (outlaw) Richard Makinen (outlaw) Matt Makinen (outlaw) Justin Makinen (outlaw) Bubba Carlsberg (outlaw) Player characters (bandits, guns for hire and/or sheep farmers)	<ul style="list-style-type: none"> To find out who killed Jake Makinen To take revenge on those who killed Jake Makinen To reclaim all of Makinen farm (the farm, the Rusty River Valley watering hole and Dusty Hills) To take possession of the farms' property deeds currently held in the Los Nachos Bank To have at least one of the brothers survive the campaign
The Tavernier Family	Jacques Tavernier (wealthy cattleman) Julie Tavernier (daughter of Jacques) Joshua Claymore (hired gun) Max Briggins (foreman) George Marrison (cowboy) Cowboys Player characters (cowboys, guns for hire and/or minor cattle farmers)	<ul style="list-style-type: none"> To retain possession of the Tavernier Farm and the cattle ranches 3 & 4 To get rid of the Makinen brothers once and for all To recapture all of Makinen farm (the farm, Rusty River Valley watering hole and Dusty Hills) To take possession of sheep farms 1 & 2 To take possession of the farms' property deeds currently held in the Los Nachos Bank To have Jacques and/or Julie survive the campaign
The Law	Sheriff Zane Deputy Finkelstein Deputy Grohm Deputy Tiller Law-abiding townspeople	<ul style="list-style-type: none"> To prevent the Bank from being robbed To prevent the Central Mining Company office from being robbed To apprehend or kill any lawbreakers
The Central Mining Company	Director Higgins Engineer van Zandt Mine guards	<ul style="list-style-type: none"> To keep the Central Mining Company mine in the Dusty Hills in the company's hands and operational To prevent the Central Mining Company office in Los Nachos from being robbed
Los Nachos First Bank	Bank Owner William J. Sachs Bank guards	<ul style="list-style-type: none"> To prevent the bank from being robbed

		<ul style="list-style-type: none"> To keep the farms and ranches deeds, thus owning them
The Native Americans	Any randomly appearing Indians, often under influence of alcohol and surprisingly well armed.	<ul style="list-style-type: none"> Kill at least one of the Makinen brothers
The US Cavalry	Any randomly appearing US Cavalrymen	<ul style="list-style-type: none"> Kill at least two Native Americans



Non-Player Characters

There are numerous factions in the campaign, but player characters will join only the first two. Note that to reflect their skills in the original RPG campaign, some non-player characters have more skills than allowed by WaC rules. All non-player characters have a regular horse, unless otherwise indicated.

The Makinen Gang		
Characters	Description	Stats
Walt Makinen	Walt Makinen is the eldest of the Makinen Brothers and also the brains of their outlaw activities. He will stay on the Makinen Farm (Table B) for most of the campaign and will otherwise only participate in any game on that table, as well as any Confrontation on the Tavernier Ranch and the Grand Finale.	<ul style="list-style-type: none"> Shootist Skills: Tough Colt Peacemaker Winchester 1873 Knife
Richard Makinen	Richard Makinen is the second eldest of the Makinen Brothers. He is famous for his skill with rifles and knives. He too will stay	<ul style="list-style-type: none"> Gunslinger

	on the Makinen Farm (Table B) for most of the campaign and will otherwise only participate in any game on that table, as well as any Confrontation on the Tavernier Ranch and the Grand Finale.	<ul style="list-style-type: none"> • Skills: Deadeye, Marksman, Knife Fighter • S&W Russian • Sharps Rifle • Knife
Matt Makinen	Matt Makinen is infamous for having killed six “men” plus an innumerable number of Native Americans, Yankees and other racial minorities.	<ul style="list-style-type: none"> • Gunslinger • Skills: Deadeye, Quick Draw • S&W Russian • Winchester 1873 • Knife
Justin Makinen	Justin Makinen is a twisted teenager.	<ul style="list-style-type: none"> • Greenhorn • Skills: Nimble, Brawler • Remington Army .44 • Winchester 1866 • Knife
Bubba Carlsberg	Carlsberg is a Civil War veteran still fighting the war in his mind. The Makinen brothers picked him up during some criminal caper.	<ul style="list-style-type: none"> • Shootist • Skills: Swordsman, Born in the Saddle • LeMat Combination • Winchester 1866 Carbine • Sword • Knife
Sheep Farmers	Each sheep farm has two groups of three henchmen. In a battle on their home table, both groups will join the Makinen brothers. In any other battle, only one group will be available. Keep track of how many henchmen are still alive on each farm.	<ul style="list-style-type: none"> • Henchmen • Various weapons

The Makinen Gang can send Matt, Justin, Bubba, some henchmen from the sheep farms and any player characters on any mission. Walt and Richard are only available for the games indicated. The Makinen Gang will lose the campaign if all four brothers are killed.

The Tavernier Family		
Characters	Description	Stats
Jacques Tavernier	Jacques is a wealthy rancher in his early fifties. He is ruthless, ambitious and cruel. He will stay on the Tavernier Ranch (Table J) for most of the campaign and will otherwise only participate in any game on that table, as well as any Confrontation on the Makinen farm and the Grand Finale.	<ul style="list-style-type: none"> • Greenhorn • Remington Navy .36 Revolver • Winchester 1866 carbine • Thoroughbred horse • \$150
Julie Tavernier	Julie Tavernier is the beautiful 18-year-old daughter of Jacques. While Jacques is alive, she is the perfect, lovely and obedient daughter who helps him run the ranch. Should Jacques be incapacitated, however, she will instantaneously turn into a	<ul style="list-style-type: none"> • Greenhorn, Gunslinger if leading the family • Skills: Marksman • Deringer

	<p>ruthless, committed and ambitious woman who will let nothing stand between her and wealth.</p> <p>She too will stay on the Ranch for most of the campaign and will otherwise only participate in any game on that table. In addition, on a result of 5-6 on a d6, she will be in the Los Nachos Bank if the Makinen Gang tries to rob it in daylight.</p>	<ul style="list-style-type: none"> • Sharps Rifle (taken from the mantelpiece) • \$30
Joshua Claymore	<p>Joshua Claymore is an infamous hired gun. Tall, slim, with sun-scorched skin and permanent squint, a moustache, dresses in black leather... you know the type. He has killed many people, but no one dares to testify against him.</p> <p>The personal bodyguard of the Tavernier Family, he stays with Jacques and Julie, going where they go.</p>	<ul style="list-style-type: none"> • Legend • Skills: Quick Draw, Lightning Fast, Ambidextrous, Ice Cold • Two Remington .44s with pearl-handled grips • Winchester 1873 • Shotgun • Knife • Thoroughbred horse
Max Briggins	<p>Max Briggins is the foreman of the Ranch. A big, burly outdoorsman, he has been in plenty of scraps for Tavernier and his loyalty is unquestioned.</p>	<ul style="list-style-type: none"> • Shootist • Skills: Tough • Remington Army .44 • Winchester 1866 • Knife
George Marrison	<p>Marrison is a gifted guitarist, but do not let that fool you.</p>	<ul style="list-style-type: none"> • Shootist • Skills: Born in the Saddle • Remington Navy .36 • Shotgun • Guitar
Cowboys	<p>Cattle ranches 3 & 4 have two groups of three henchmen. In a battle on their home table, both groups will join the Tavernier men. In any other battle, only one group will be available.</p> <p>The Tavernier Ranch has five groups of three henchmen. In a battle on their home table, all groups will join the Tavernier men. In any other battle, only two groups will be available.</p> <p>Keep track of how many henchmen are still alive on each farm.</p>	<ul style="list-style-type: none"> • Henchmen • Various weapons

The Law		
Characters	Description	Stats
Sheriff Zane	Sheriff Zane is the tough lawman of this town. He takes no funny business from anyone.	<ul style="list-style-type: none"> • Legend • Lightning Fast, Quick Draw, Ice Cold, Ambidextrous • Two Colt .45 Peacemakers • Winchester 1873 • Shotgun • Thoroughbred horse
Deputy Finkelstein	Zane's right arm, Finkelstein takes care of much of the patrolling in the town	<ul style="list-style-type: none"> • Gunslinger • True Grit, Eagle Eyes • .44 Remington, Sharps Rifle, shotgun
Deputy Grohm	Grohm enjoys bar fights.	<ul style="list-style-type: none"> • Shootist • Pugilist, Brawler • Colt Peacemaker .45 • Winchester 1873 • Shotgun • Knife
Deputy Tiller	The stereotypical eager, younger guy in this office	<ul style="list-style-type: none"> • Shootist • Nimble • Remington Army .44 • Winchester 1873 • Shotgun • Knife
Law-Abiding Citizens	<p>There are always two groups of concerned citizens who will take up arms in order to return law and order on the streets of Los Nachos. In any other battle, only one group will be available.</p> <p>Keep track of how many henchmen are still alive.</p>	<ul style="list-style-type: none"> • Henchmen • Various weapons

If the Lawmen are ousted from Los Nachos, they will head for the Territory capital. See the Umpire's Notes file.

The Central Mining Company		
Characters	Description	Stats
Director Higgins	Higgins is an older businessman. He cannot afford to lose the pay funds in the safe. He can afford even less to lose control of the lucrative mine!	<ul style="list-style-type: none"> • Shootist • Deadeye • Pepperbox pistol
Engineer van Zandt	Van Zandt has seen all sorts of troubles here. He will not back down easily.	<ul style="list-style-type: none"> • Shootist • Shotgun • Colt Navy .36 revolver
Mine Guards	At each location there are always two groups of mine guards who will guard the company facilities.	<ul style="list-style-type: none"> • Henchmen • Various weapons

	Keep track of how many henchmen are still alive.	
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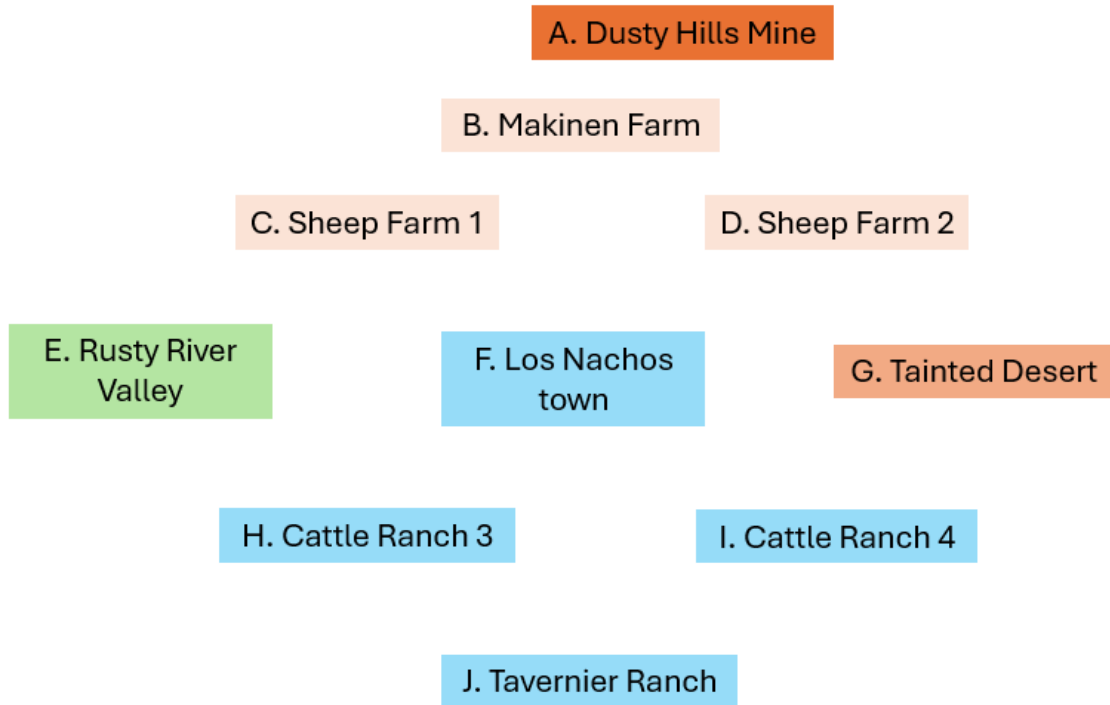
If the Central Mining Company loses control of the Dusty Hills mine, or the office in Los Nachos, the surviving employees of the company will all gather at the location remaining under company control. If both places are lost, Higgins and van Zandt will take up residence in the Los Nachos saloon, but all other employees will be fired.

Lost Nachos First Bank		
Characters	Description	Stats
Owner William J. Sachs	The bank is already in big trouble so Sachs cannot take any more financial losses. He will fight very spiritedly.	<ul style="list-style-type: none"> • Shootist • Charmed • Military Rifle (from his time in the Civil War). Adams revolver.
Bank Guards	There are two groups of guards. Keep track of how many henchmen are still alive.	<ul style="list-style-type: none"> • Henchmen • Various weapons

If the bank is successfully robbed, Sachs will be financially ruined. He will then take up residence in the Los Nachos saloon, but he will fire all other employees.



The Tables



The Tables Table		
Tables	Description	Benefits
A. Dusty Hills	Hills, woods, mine entrance The mine working could be either a simple tunnel sunk directly into the hillside or a more elaborate mine-head. Several buildings will be in evidence, providing accommodation for the miners and an office. A substantial stone or brick building for storing the valuable ore may also be present. Wagons and a small mine railroad may also be seen as well as spoil heaps dotted around.	Valued at 3d6. While a Gang controls this territory, they may be equipped with D3 sticks of dynamite for each game. These may be divided between the Characters as the players see fit.
B. The Makinen Farm	Dilapidated main building, dilapidated barn, broken corral	Valued at 1d6-2, if the barn exists and at least one character or Henchman is present all through the campaign turn. May only be attacked once the Sheep Farms have been captured
C. Sheep Farm 1	Main building, barn, corral, well. Many sheep. Barbed wire fence and rolls of barbed wire. A dog.	Valued at 1d6, if the barn exists and at least one character or Henchman is present all through the campaign turn.

		<p>Six sheep farmers work here. When a game occurs in this territory, the Makinen Gang gains up to two Henchman Groups of friendly farmers for free. In battles taking place elsewhere, they gain only one group of farmers.</p>
D. Sheep Farm 2	<p>Main building, barn, corral, haystack, stream. Many sheep. Barbed wire fence and rolls of barbed wire.</p>	<p>Valued at 1d6, if the barn exists and at least one character or Henchman is present all through the campaign turn.</p> <p>Six sheep farmers work here. When a game occurs in this territory, the Makinen Gang gains two Henchman Groups of friendly farmers for free. In battles taking place elsewhere, they gain only one group of farmers</p>
E. Rusty River Valley	<p>Lush valley with high grass, beautiful trees, watering hole</p> <p>Add a wide, fast flowing river with small bluffs overlooking it. A ferry or ford might be in evidence. A few buildings may have sprung up to house the ferryman and his crew. Moving through a ford is treated as Difficult going for movement.</p>	<p>Valued at 2d6 (if barbed wire has been laid, 4d6 to the Makinen Gang and 0d6 to the Tavernier Gang) Adds one income die to income generated by from sheep and cattle farms.</p>
F. Los Nachos Town	<p>Bank, Central Mining Company office, Sheriff's office and jail, saloon, general store, other buildings</p>	<p>Valued at 5d6 if the Sheriff is no longer in town. Valued only at 2d6 if the Sheriff is still there.</p>
G. The Tainted Desert	<p>Mesas, rocks, cacti, cattle trail.</p> <p>Stretching away into the distance lies a barren, rocky and sandy desert. Hidden gullies, towering buttes of red sandstone, treacherous patches of quicksand and the bleached bones of previous unlucky travelers warn the unwary. Watch out for rattlesnakes!</p>	<p>The cattle trail here adds one income die to income generated by from each sheep farm and cattle ranch (including the Tavernier Ranch) and Rusty River Valley. When a game occurs in this territory, the Gang that controls it gains two Ambush Points at no cost.</p>
H. Cattle Ranch 3	<p>Main building, barn, corral, Rusty River. Many cattle. A dog. A wagon.</p>	<p>Valued at 2d6, if the barn exists and at least one character or Henchman is present all through the campaign turn.</p> <p>Six cowboys work here. When a game occurs in this territory, the Tavernier Gang gains up to two Henchman Groups of friendly cowboys for free.</p>

		In battles taking place elsewhere, they gain only one group of cowboys.
I. Cattle Ranch 4	Main building, barn, corral, haystack. Many cattle.	<p>Valued at 2d6, if the barn exists and at least one character or Henchman is present all through the campaign turn.</p> <p>Six cowboys work here. When a game occurs in this territory, the Tavernier Gang gains up to two Henchman Groups of friendly cowboys for free. In battles taking place elsewhere, they gain only one group of cowboys.</p>
J. The Tavernier Ranch	<p>Fancy main building, other buildings(s), barn(s), corral, well, small vegetable field. Many cattle and horses. A wagon and a buggy.</p> <p>A substantial ranch dominates the territory with a large ranch house, a number of smaller buildings and bunk houses for the ranch hands, barns and store buildings. Large fenced off pens for cattle and horses are also present.</p>	<p>Valued at 3d6, if the barn exists and at least one character or Henchman is present all through the campaign turn.</p> <p>May only be attacked once the Cattle Farms have been captured. Fifteen cowboys work here. While they control this territory, all of the Gang members exchange their Stock Horse for a Quarter Horse.</p> <p>When a game occurs in this territory, the Tavernier Gang gains up to five Henchman Groups of friendly cowboys for free. In battles taking place elsewhere, they gain only two groups of cowboys.</p>



Conducting the Campaign

There are two main factions controlled by the players – the sheep farmers led by the Makinen brothers, and the cattle ranchers led by Jacques Tavernier. Each player rolls up just one character, picking one of the main factions for it. In each game, a player plays his character and one or more of the non-player characters.

First, roll your single character a Purse using p. 55 rules, i.e. roll 1d6, but add a 2 to the result. Then, use the table on p. 80 New Recruits to figure out how good your character is. Then, generate your character's background and skills.

Any character on the Makinen side with the background of Homesteader or Rancher will be the owner of Sheep Farm 1 or 2 (player choice). Similarly, any character on the Tavernier side with the background of Homesteader or Rancher will be the owner of Cattle Ranch 3 or 4 (player choice). The owner of a farm or ranch will have one extra Bonanza Token in any firefight taking place on his home farm or ranch.

This campaign revolves around the settling of the question... who controls Los Nachos and the areas around it? The campaign has no set number of turns, it ends when either of the two main factions has reached all of its goals, or when one of them is no longer able to reach its goals, or when the Underdog Gambit (see WaT rules, page 81) has been played.

Any faction reaching all of its goals *and retaining them until the end of the campaign* will be considered a winner. It is possible for several factions to simultaneously win the campaign.

The Grand Finale will always be played on the other main faction's home farm/ranch (Table B or J).

A separate but not totally unrelated question is – who killed Jake Makinen, the father of the outlaw brothers?

The Makinen gang begin the campaign in control of the Makinen Farm and Sheep Farms 1 & 2. The Taverniers begin the campaign in control of their Ranch and the nearby Cattle Ranches 3 and 4. The Law are in control of Los Nachos and the Central Mining Company operates the Dusty Hills mine. The paperwork of the Sheep Farms 1 & 2 and Cattle Ranches 3 & 4 are in the Los Nachos First Bank.

Every campaign turn, both main factions roll 1D6. A faction which made a night attack last Campaign Turn will subtract one from the result. The faction with the higher result has the initiative, choosing an action from the following:

Action Table	
Action	Notes
Do nothing	Collect money for this Campaign Turn. Next turn, the opposing faction will automatically have the initiative.
Lay barbed wire	The Makinen Gang may lay barbed wire in the Rusty River Valley. This is only possible if they control the Valley, and it will prevent the sheep from escaping from there and also any cattle and horses of the ranchers from getting into the valley. While so fenced, the Valley will produce more income.
Remove barbed wire	The Tavernier Gang may remove barbed wire from the Rusty River Valley. This is only possible if they control the Valley, and it will again enable use of the valley by cattle and horses.
Confront the other main faction	See <i>Confrontations</i> , below. A confrontation between the two main factions may only be undertaken during the first three Campaign Turns, as after that negotiations are no longer possible, too much blood having been shed. The winner of the Confrontation has initiative for the next three Campaign Turns. Either main faction may confront the Sheriff's men at any time in the campaign. Winning a confrontation with Sheriff Zane's men will only prevent them from <i>pursuing</i> (see <i>Posse</i> , below) the winning faction for the next three Campaign Turns.
Attack an area not controlled by the opposing main faction	Automatically take over an uncontrolled area. Usually this will be the Rusty River Valley or the Tainted Desert. If an enemy nevertheless appears, run a Run a <i>Scenario 1 – High Noon</i> .
Attack an area controlled by the opposing main faction	If the targeted area is a farm or ranch, run a <i>Scenario 1 – High Noon</i> , <i>Scenario 5 Scorched Earth</i> , or <i>Scenario 6 – Vendetta</i> (attacker's choice). The Tavernier faction may not Attack the Makinen Farm until Sheep Farms 1 & 2 are under Tavernier control. Likewise, the Makinen Gang may not Attack the Tavernier Ranch until the Cattle Ranches 3 & 4 are under their control. In any other case, run a Run a <i>Scenario 1 – High Noon</i> or <i>Scenario 6 – Vendetta</i> (attacker's choice).

Attack Dusty Hills Mine	<p>The Defenders will be just the Central Mining Company Engineer van Zandt and two Henchmen groups of guards. If Director Higgins has been ousted from Los Nachos, he and his surviving guards will also be here.</p> <p>Run a <i>Scenario 1 – High Noon</i> or <i>Scenario 6 – Vendetta</i> (attacker’s choice).</p>
Attack the Sheriff	<p>The Sheriff and his men control Los Nachos. During the day, they will be in their office. During the night, the Sheriff sleeps in the saloon and the others in the office. The lawmen are well-liked by the local population and will always be alerted to any attempts on their life.</p> <p>Run a <i>Scenario 1 – High Noon</i> or <i>Scenario 6 – Vendetta</i> (attacker’s choice).</p> <p>If the attacker wins the scenario, the Sheriff and his men flee the town and ride to get the US Marshall, roll a d6 every subsequent Campaign Turn, on a 6 they will return with reinforcements (see Umpire’s Notes). The winner has access to the office, where he may attempt to <i>capture</i> three shotguns and three lever-action rifles from the rifle rack there.</p>
Rob the Bank	<p>Run a <i>Scenario 4 – Highway Robbery</i>.</p> <p>The attacker must choose between arriving at the bank masked in bandanas (which renders them unrecognizable) or unmasked (which allows them to walk or ride to the bank possibly unspotted by the guards).</p> <p>The bank will be defended by the bank director and two groups of bank guard henchmen. A Deployment Point will be placed for them in the bank building. Before combat commences, the guards may not move further than 4” from the bank.</p> <p>The bank’s windows are barred and can be blown open using dynamite. Alternatively, two or more horses may be used to pull the bars away. Tying a lasso to the window requires three Move dice.</p> <p>The front door can be barred by anyone inside the building’s ground floor by using three Move dice. The barred door can only be destroyed by using dynamite.</p> <p>The bank’s safe is on ground floor. It can be blown open using dynamite, but the user must be in contact with the safe to correctly place the dynamite. The placer should then Move away from the safe before it explodes.</p> <p>During the day, the front door of the bank will be unlocked and 1d6 civilians plus one cashier person will be inside. Expecting customers, not criminals, the bank guards will be unable to react to unmasked attackers approaching, unless they use two additional Spot dice to notice that something is off with these fellows, or if actual combat starts.</p> <p>On a result of 5-6 on a d6, Julie Tavernier will be in the Los Nachos Bank if the Makinen Gang tries to rob it in daylight. See the Umpire’s Notes document about this.</p> <p>If the attack takes place at night, the sturdy front door of the bank will be shut</p>

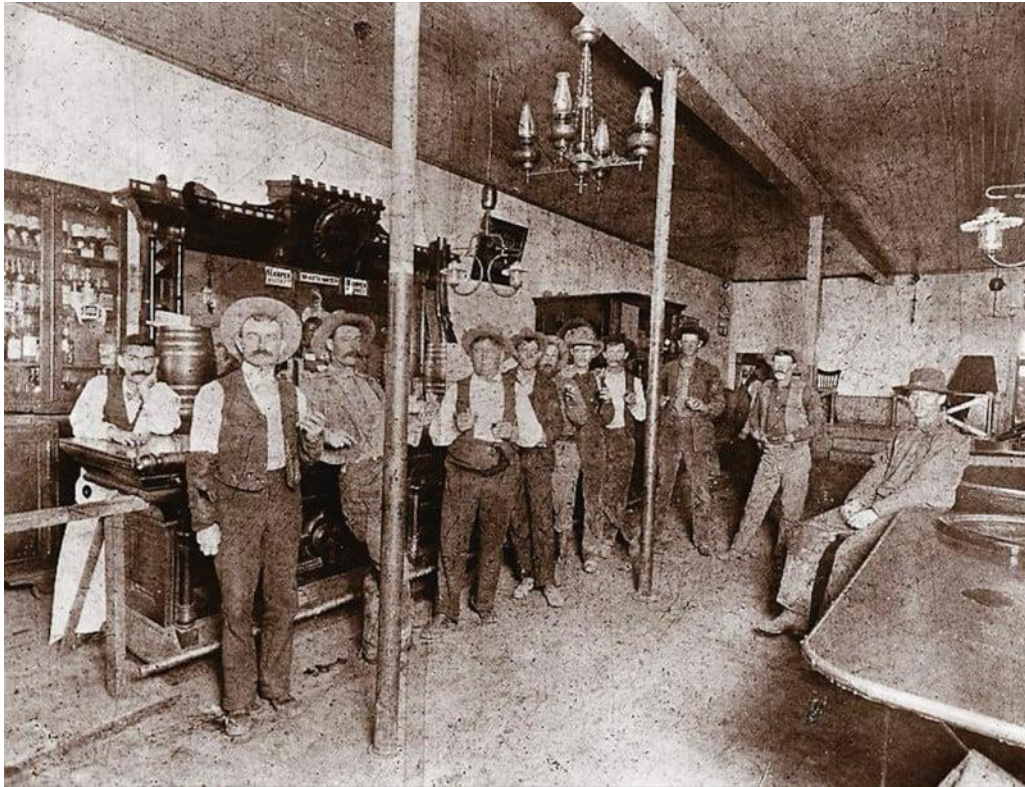
	<p>and barred. Only one group of bank guards will be at the bank, the second entering play when any character rolls three or four Aces High Dice. The second guard group will then enter the battle on the following turn from a Deployment Point placed in a suitable, randomly determined building (in which they are housed).</p> <p>Having been alerted by the firefight, the Sheriff's men will also eventually join the battle, but only if they are still in control of the town. This will happen when any character rolls three or four Aces High Dice. The lawmen will then enter the battle on the following turn from two Deployment Points, one of which will be placed in the Sheriff's office, the other in the saloon (which is where the Sheriff has a room).</p> <p>Robbing the bank will net the first attacker a one-time income of, 3d6 x \$100 and the land deeds of the Farms and Ranches. The Taverniers will place the deeds into a safe in the main building of their Ranch, while the Makinens will place them inside a cash box in the main building of their Farm.</p>
<p>Attack the Central Mining Company office</p>	<p>Run a <i>Scenario 4 – Highway Robbery</i> or <i>Scenario 5 – Scorched Earth</i>.</p> <p>The attacker must choose between arriving at the office masked in bandanas (which renders them unrecognizable) or unmasked (which allows them to walk or ride to the bank possibly unspotted by the guards).</p> <p>The office will be defended by the director Higgins and one group of three mine guard henchmen. If the Dusty Hills mine is no longer in the possession of the Central Mining Company, all surviving personnel from there will also be in the office building. A Deployment Point will be placed for them in the office building. Before combat commences, the guards may not move further than 4" from the office building, and all other characters must remain inside.</p> <p>The office's windows are not barred in any way.</p> <p>The front door can be barred by anyone inside the building's ground floor by using three Move dice. The barred door is not especially strong and can be kicked in by using two Move dice.</p> <p>The office's safe is on ground floor. It can be blown open using dynamite, but the user must be in contact with the safe to correctly place the dynamite. The placer should then Move away from the safe before it explodes.</p> <p>During the day, the front door of the office will be unlocked. Expecting customers, not criminals, the guards will be unable to react to unmasked attackers approaching, unless they use two additional Spot dice to notice that something is off with these fellows, or if actual combat starts.</p> <p>If the attack takes place at night, the front door of the office will be shut and barred.</p> <p>Having been alerted by the firefight, the Sheriff's men will also eventually join the battle, but only if they are still in control of the town. This will happen when any character rolls three or four Aces High Dice. The lawmen will then</p>

	<p>enter the battle on the following turn from two Deployment Points, one of which will be placed in the Sheriff's office, the other in the saloon (which is where the Sheriff has a room).</p> <p>If the building is burnt, all money and documents inside will be destroyed.</p> <p>Robbing the office will net the first attacker a one-time income of, 1d6 x \$100 (these are the unpaid wages of the mine employees) and the documents proving that the company's land claim of the Dusty Hills area is legitimate. The Taverniers will place the deeds into a safe in the main building of their Ranch, while the Makinens will place them inside a cash box in the main building of their Farm.</p>
Look for trouble in Los Nachos	<p>Over the course of the campaign, several characters may take up residence in the saloon or even in the nearby streets. To attack them, run a <i>Scenario 1 – High Noon</i> or <i>Scenario 6 – Vendetta</i> (attacker's choice).</p> <p>Any character listed as being in the saloon gets a free deployment point anywhere in the saloon.</p>
Rescue a prisoner	The faction may attempt to rescue a prisoner. Run a <i>Scenario 3 – The Rescue</i> .
Prisoner swap	If prisoners have been taken, negotiate their release. Prisoners may be swapped for other prisoners, and/or for land and/or for money or equipment in any combination. This is all negotiable by the players. If a settlement is reached, the transaction also takes place during this Turn.
Grand finale	<p>As in <i>The Underdog Gambit</i> section in the rules, but with the change that no <i>Ride to the Hills</i> rolls need be made – neither side may withdraw, this is the final battle, it ends here!</p> <p>Note that while the <i>Grand Finale</i> ends the campaign, the winner of the campaign is determined by whether the factions have reached their goals.</p> <p>At the Underdog's option, the <i>Grand Finale</i> may also take the form of a <i>Confrontation</i>. In that case, do not run the <i>Ride or Die Test</i> part, just the firefight.</p>

As the two main factions are very suspicious of each other, it may be that the side without initiative is able to contest an action by unexpectedly appearing on the scene, even when the area is not controlled by them. To attempt this, the side which does not have the initiative needs to roll 5-6 on at least one d6. Each die to be rolled costs \$50 and the entire dice pool must be purchased prior to the roll.

If successful, the side without initiative will be present in the coming gunfight. If there was no opposition (such as the bank guards or mine guards) on that table, the side without initiative will be the opposition from the start. If there was an opposing force, the side will appear on one of the sides of the table (determine randomly) when any character rolls three or four Aces High Dice.

The exception here is Los Nachos. On a roll of 4-6, the side without initiative will be found in the saloon. A separate Deployment Point will be placed there for them.



New Rules

Some new rules are required to play this campaign.

Less-Active Characters

Note that Walt and Richard Makinen as well as Jacques and Julie Tavernier and Joshua Claymore will stay at their home farms/ranches, only venturing out to participate in a Confrontation, or in the Grand Finale, or where otherwise indicated.

When not present on a given table, they of course do not participate in the Ride or Die Rating, or other Force Morale tests.

Confrontations

In a classic Western movie scene, one faction rides out to the farm of the other, weapons at the ready. There they are met by their enemies, standing in front of their manor house, shotguns and rifles in hand. Hard words are exchanged, and the atmosphere is very threatening. The two parties

eye each other, each waiting for just one false move which will set off a furious, close-range firefight where no one will be spared. The two leaders spar verbally for a while, promising each other horrendous death and destruction. Having said what they came to say, the confronters turn around and ride away.

The main factions may confront each other, or Sheriff Zane.

A confrontation of the other main faction may only be undertaken during the first three Campaign Turns, as after that negotiations are no longer possible, too much blood having been shed (but see below). The Sheriff's men may be confronted at any time. The confrontation can only be undertaken once, as there is nothing more to say after the first one, it is time for the guns to speak. A confrontation may only take place during the day.

To resolve the confrontation, both sides make a Ride or Die Test. The side which scores more 6's wins the confrontation, gaining initiative for the next three Campaign Turns. This initiative is not affected by any events of those three turns. Winning a confrontation with Sheriff Zane's men will only prevent them from *pursuing* (see *Posse*, below) the winning faction for the next three Campaign Turns. Losing against Zane will prevent the loser from undertaking any criminal activities in Los Nachos town for the next three Campaign Turns.



A confrontation between the Makinen brothers and Sheriff Zane turns into a bloodbath!

But a confrontation is dangerous business... if both sides score the same number of 6's – or none at all – all hell breaks loose!

Run a *Scenario 1 – High Noon*, but the defender’s Deployment Edge is placed 3” in front of the main building. The attacker’s Deployment Edge is placed 9” in front of that of the defender. Characters are placed as normal, but at least one third the defender’s named characters must be placed in front of the building. In addition, attacking characters must be placed no more than 3” in front or 6” behind their Deployment Edge, and defending characters must be placed no more than 3” in front or 12” behind their Deployment Edge. The attackers are mounted (those who have horses), the defenders are on foot.

At the Underdog’s option, the Grand Finale may also take the form of a Confrontation. In that case, do not run the Ride or Die Test part, just the firefight.

There is some additional information on confrontations in the Umpire’s Notes document.

Posse

The lawmen of Los Nachos will mercilessly pursue anyone attempting to rob the bank, attacking the Sheriff’s office, the Mining Company office or causing trouble in the saloon. They will also undertake recovery of the Dusty Hills mine, but only if the director of the company is able to present legal documents to prove that they have a real claim to the site.

The posse will consist of all but one of the lawmen of Los Nachos (one has to be left in charge of the town) plus three groups of deputized law-abiding civilian henchmen.

If the attackers are masked using bandannas, they will – in the great tradition of Western movies – be completely unrecognizable and therefore unpursuable. However, any corpses or wounded gang members left on the battlefield will cause the identity of the attackers to be discovered. Also, when engaged in capers in the town, it may be advantageous to approach the target building not wearing the bandannas (see *Rob the Bank* and *Attack the Central Mining Company office*, above) although the discovery of the criminals’ identity will then be assured.

Once on the trail of the perpetrators, the lawmen may make a surprise appearance during any game. Check at the end of each battle Turn, on a d6 roll of 6 the lawmen will appear (randomly determine the unoccupied table side from which they appear) and start attacking the perpetrators. If they capture or kill one of the perpetrators, they will call it a success and stop pursuing them in future battles. Any wounded prisoners will be thrown in jail.

Restless Indians

The Cigarillo Apache tribe has been rather restless in the past few years. Bands of young braves rove the nearby hills and sometimes come to settlements, looking for trouble. They’re often drunk and they seem to have many fairly modern-looking rifles.

After an “Injun Attack!” result on the Random Event Table, any further Random Event Table rolls during that game which result in “Friends or Enemies?” or “Injun Attack” will instead bring three

three-man groups of US Cavalrymen who have been on the trail of the Indians. These soldiers will then attempt to kill the Indians.

Night Scenarios

The side with the initiative may choose to attack at night. These rules are based on those published in *Lard Magazine 2023* by Tom McKinnell and myself for *Chain of Command*.

Maximum visibility is limited to 36" if there is moonlight, 24" if not. Clouds are present on a d6 die roll of 5 or 6. An additional Spot die is required in the open in moonlight, two additional Spot dice if the target to be spotted is in the shade in moonlight, or if there is no moonlight. Daylight spotting rules apply if target is within 9" of a burning object such as a building or vehicle, within 6" of a lit window or other light or if the target is between a source of light and the spotter.

Gun flashes may be spotted at any range without additional dice required.

Movement is difficult. A character which begins its movement *not in the open in moonlight* moves only 1d6 using the initial Move die. Horses may only Gallop if they begin their movement in the open in moonlight.

It is difficult to hit anything. Dodge Rolls are at +1. A modified score of 6 or more is required to hit a target spotted by gun flashes only.

Night combat is scary. At the end of a Turn, one d6 less is used for any Ride or Die roll.

It is difficult to be sure who did what in the darkness. All Reputation benefits due to game and scenario events are halved (but rounded up).

Having attacked at night, the *attacking* faction will be tired during the next Campaign Turn, rolling their initiative at -1.

When rolling for the presence of Townsfolk (see p. 48 of the WaC rules), ignore rolls of 1-4.

Badly Wounded Characters and Prisoners

In this campaign, any character who is dead, badly wounded (has lost three or more Action Dice permanently) is not removed from the table. He remains on the table and is unable to do anything. He may be moved by an ally or an enemy as a Heavy Load (as in Difficult Ground).

Likewise, a Henchman who has been removed from his group stays on the table. Henchmen who were removed due to a Wound are considered alive but wounded. Henchmen who were removed due to a Critical Wound are considered dead.

Once his side decides to Ride for the Hills, they can take the badly wounded character along with no penalty if they have a character within 6" of him AND there is no enemy character also within 6" of

him. Otherwise, if alive he becomes a prisoner of the enemy. Prisoners may also be taken in the usual fashion allowed by the rules, i.e. brawling.

The enemy side taking the prisoner must then announce, where they are taking the prisoner. Lawmen will always put their prisoners into the jail at the Sheriff's office building.

Interrogation

The Makinen brothers need to find out who murdered their father. To this end, they will interrogate any prisoners they take. Any live, named character or Henchman prisoner may only be interrogated once and it must happen at the end of a game, not during combat. Hired guns cannot be interrogated, as they do not know anything. Roll on the below table:

Interrogation Table	
Roll	Result
1-2	The Makinen brothers become convinced that this faction is not responsible. They will make no further attempts to interrogate members of this faction.
3-4	The situation is unclear. More prisoners must be interrogated to get at the truth!
5	This faction is responsible for the murder! The Makinen brothers must now kill all named characters of this faction! If the faction is the Indians or the US Army, or the townspeople of Los Nachos, see the Umpire's Notes file...
6	See the Umpire's Notes file...

Once the Makinen brothers have found out the guilty faction, they must attack them within the next two Campaign Turns when they have the initiative.

Captured Equipment

The appropriation of the equipment of a dead, badly wounded or prisoner character may be attempted by any character in base contact. This can be done both during combat and after the battle, but the appropriation of any one piece of equipment can only be attempted once.

To attempt the appropriation of any one piece of equipment during combat, a Move die is required. Then, the item is recovered on a roll of 4 to 6 and may immediately be put into use by its new owner. On any other result, the item is lost, broken, deemed unusable or whatever and it cannot be the target of another appropriation attempt.

Assistance for the Weaker Side

As per WaC rules page 81, the weaker side in the campaign is assisted by various bonuses.

But at a Force Morale disadvantage of 4, the weaker side – if it is one of the two main factions - does not receive the tokens indicated, instead Reverend Martin Luther Donnerschlag joins the faction for the remainder of the campaign. Donnerwetter will only join either of the two main factions.

Despite dressing like a Lutheran clergyman, it is not certain that the aging Donnerschlag is in fact a man of the cloth. He always carries a small but rather heavy, top-opening leather suitcase, which when set down sometimes makes the sound of two or more glass bottles clinking. Unconvincingly, he explains that this is some communion wine he is carrying. In the suitcase is also a revolver wrapped in red satin cloth, which he says was a gift from his parishioners. Where this parish is located is very unclear from his explanations.

He rides a mule, saying that if a donkey was good enough for Jesus, a mule is surely good enough for him. The mule Gallops at 2d6 only and In Control tests are at -1.

Donnerschlag is a redoubtable defender of the downtrodden and thanks to his fiery rhetoric, his side always has an additional d6 in any Ride or Die Test. But if taken to Los Nachos, a very different side of the good Reverend will be revealed. He will instantly slip into the saloon to overindulge in wine, women and song and then appear late and drunk in the firefight (roll on the Serious Wound Recovery Table "I Need a Drink!" to see how plastered he is in a given battle). A separate Deployment Point is placed for him in the saloon. He may only deploy after any character rolls three or four Aces High Dice.

Reverend Martin Luther Donnerschlag

- Greenhorn
- Adams .44 revolver

Hired Guns

Sometimes when the local help is not enough, it is best to hire a professional for the job. Several such, unscrupulous individuals are available in the Los Nachos area. But the price is high. If seriously wounded or killed, these professionals will be unavailable for the rest of the campaign.

Hank Stroh

Hank Stroh is the town drunk. His services – which are of very questionable quality - are only available in Los Nachos town itself, mainly because Stroh exchanged his mangy horse for a couple of bottles of whiskey many years ago. In addition to a bottle of Doobs Brothers Moonshine, he has an ancient Colt Paterson .36 cap & ball revolver which has only a five-round capacity and which will explode dealing him a Wound on an unmodified to hit roll of 1. Only an impoverished or especially desperate gang would avail itself of Stroh's services.

- Greenhorn
- Drunk (roll on the "I Need a Drink!" table)
- Once per game, he may by using a Reload Die take a sip of Moonshine to remove one point of Shock
- In bad shape (first Move die is only a 1d6 move)
- Fee: \$25 per battle

Rodney Slagg

As far as saddle bums go, Slagg is not remarkable in any way. Drifting from town to town, he is ready to undertake any kind of a job – including highly dangerous ones such as one of these battles. He has a horse and a Colt Navy .36 revolver.

- Shootist
- Stealthy
- Fee: \$75 per battle

Xerxes Bountinis

Xerxes Bountinis is a Greek-born bounty hunter. In appearance he is a gigolo and a dandy, always dressing in a white suit (reduces number of Spot dice required to spot him by one), with many gold chains and an expensive pocket watch. He carries an ivory-headed walking cane (If a round of Brawlin' is won, adds one additional Shock). He has a fine horse with a red saddle and matching bridle.

Though he prefers to hunt people with bounties on their heads, Bountinis can also be hired for more general professional assignments. A true professional, he owns quite a collection of weapons.

- Shootist
- Lucky, Fast Talker
- Fancy Duds
- .36 Colt Navy 1851 Revolver with Pearl-Handled Grips, Winchester 1873 rifle, Sharps 1859 carbine and a fine horse
- Fee: \$100 per battle when the opposition are wanted by the law, \$125 when not

Carlos Hernandez

Carlos Hernandez? Rodriguez? Diaz? ... no one seems to know, is a Mexican bandito and cut-rate cut-throat. He dresses in the stereotypical bandito garb, with a large Sombrero complete with coins decorating the rim. Although not Ambidextrous, he carries two .44 Colt Army revolvers model 1860, as this enables him to forego reloading in most gunfights.

He also has a set of traditional Mexican peasant clothes. Dressing in those, he may infiltrate any place in Los Nachos, Rusty River Valley, Dusty Hills mine, and any of the farms and ranches, appearing as just a napping workman. After all, this is New Mexico and who is going to take any notice of some Mexican laborer having a siesta? When dressed as a *Peon*, he receives a Movable Deployment Point. This can only be moved using his own dice, and he is the only one who can deploy from it. However, he is only able to carry one revolver and no rifles under his peasant garb.



Carlos Hernandez (on the right) pretends to be napping but is in fact ready to spring into action when it suits him

In any *Confrontation* Carlos counts as a Legend because he can always be heard whispering – very loudly and menacingly – to his employer “*Jefe, please may I now kill this gringo?*” To do this he needs to be within 6” of his faction’s leader.

- Gunslinger
- Lightning Fast, Brave
- Two .44 Colt Army 1860 Revolvers. .44 Henry Rim-Fire rifle, Bowie knife, a horse and lariat

Fee: \$150 per battle plus \$1 per enemy shot

Pete Cadwell

“Injun-Killer” Pete Cadwell is a greedy, calculating, confident and audacious leader of a band of hired guns, but he will on occasion also engage in solo work, as here. He is of average height and has sand-brown hair. Dressed in jeans, spurred expensive boots which he never takes off, yellow shirt and a black leather vest, Pete is a legendary, unprincipled gunfighter who would shoot even his own grandmother if someone paid him enough.

- Legend
- Ambidextrous, Quick Draw, Trick Shooter
- Two heavily customized .44 Smith & Wesson Russian Revolvers with pearl-handled grips. .44 Winchester model 1866 rifle, spyglass, Bowie knife, and a fine black horse

Fee: \$225 per battle

Change History

Some changes have been done to the materials since the publication of the campaign.

Version	Date	Changes
1.0	August 23, 2024	Initial version
1.1	September 24, 2024	<p>Campaign file: Various clarifications. Clarified that each player controls his own character plus one or more nonplayer characters in each battle. Added character generation rules to Conducting the Campaign section. Stipulated that farms and ranches only produce income if someone is tending them. Added clarifications and scenarios to Action Table, including the Look for Trouble in Los Nachos action. Specified that neither side will <i>Ride to the Hills</i> during the Grand Finale – it is the final battle! Clarified the Badly Wounded Characters and Prisoners rule.</p> <p>Umpire’s Notes file: Clarified and improved the Game Sequence section. Clarified some of the section on the main character.</p>
1.2	September 30, 2024	<p>Campaign file: Acknowledged <i>the Club de jeux de figurines historiques de Montréal Historical Wargaming Club</i> as playtesters. Clarified the role of Joshua Claymore. Clarified the effect of controlling the Tainted Desert. Added some deployment points in the Action Table locations. Added Prisoner Swap to the Action Table. Corrected the name of the Reverend to Donnerschlag, as in our roleplaying game. Added the ability to take a drink during battle to Hank Stroh.</p> <p>Character Sheets file: Added a separate Character Sheets file.</p>