

Showdown in Los Nachos

Version 1.4

A *What a Cowboy* Campaign

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Umpire's Notes

Please note! This file is for the umpire only. If no umpire is available, the player of the Tavernier family should act as the umpire

Game Sequence

Pregame	Procedure
Generate player characters	<p>Generate one player character per player.</p> <p>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.</p>
Spend money	<p>Purchase new weapons and equipment from the General Store or the Gunsmith. Any weapons no longer required may be traded in for half of their purchase price. Alternatively, the Characters may simply keep them in storage. No Character may inherit or receive weapons as a gift from another Character.</p> <p>Hire Hired Guns.</p>

Campaign Turn	Procedure
Determine initiative	<p>If Sheriff Zane's men have returned with the US Marshall, they always have initiative.</p> <p>If a faction chose the "<i>Do nothing</i>" action on the previous Campaign Turn, there is no roll, the initiative passes automatically to the other faction.</p> <p>If a faction lost a <i>Confrontation</i>, the other faction automatically has initiative for three whole Campaign Turns.</p> <p>Otherwise, both main factions roll 1d6. If one side won a battle on the previous Campaign Turn, it adds 2 to the result. If one side attacked at night during the previous Campaign Turn, it subtracts 1 from the result. Reroll if the results are equal.</p> <p>The faction with the higher result has initiative and is here referred to as Faction A. The other faction is Faction B.</p>
Side with initiative decides action	<p>Faction A picks one action from the Action Table, selects whether the action will be done during the day or during the night, and announces it. Note that a <i>Confrontation</i> may only be undertaken during the day.</p> <p>Remember that 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.</p> <p>If Faction A attacks a table not controlled by Faction B, B may attempt to prevent their action by showing up and fighting them. To do this, B must roll</p>

	<p>at 5-6 (4-6 if Julie is in love) on a d6. All dice must be rolled at once, and each die costs \$50.</p> <p>Similarly, if the gunfight takes place in Los Nachos the other faction may be present in the saloon on a roll of 4-6 on a d6. All dice must be rolled at once, and each die costs \$50.</p>	
Establish who shows up	Some characters might not be present and bringing henchman groups from other tables is optional and varies depending on where the fight takes place.	
Purchase Deployment Points and Hire Henchmen	(See p. 61 of the WaC rules) Both sides may purchase Deployment and Ambush Points and hire Henchman groups.	
Free Henchman groups	In any gunfight fought in Los Nachos town, the opponent of a gang which has a <i>Bad Reputation</i> gains one free Henchman group.	
Calculate Force Morale totals	Legend 6 pts, Gunslinger 4 pts, Shootist 2, Greenhorn 1	
Calculate Ride or Die Ratings	Halve Force Morale totals, rounding down	
Balance the game	Skip this step for the first game and the Grand Finale. See p. 81 of WaC.	
Set up table	Put the terrain onto the table	
Select equipment	Characters may own any number of weapons but cannot carry more than two pistols and one long arm, such as a rifle or shotgun for any single game.	
Distribute Bonanza Tokens	Shootist begins the game with one, a Gunslinger with two and a Legend three.	
Deal Desperado Cards	Deal each Character one card from the Desperado Deck.	
Roll for Townsfolk	For games taking place in Los Nachos town, roll for Townsfolk (see p. 48 of WaC). If game takes place at night, ignore rolls of 1-4.	
Gunfight	Start of Turn	
	Shuffle	Shuffle Activation Deck
	Roll	Roll activation dice for current character A Gunslinger may change 1 and a Legend 2 dice
	1 Move:	Remove Pin + move 1" Move 2d6, then 1d6 for additional dice Cross obstacles, climb, jump Perform Tasks: 1d6 +1 per additional dice Ride 2d6 per die, Gallop 3d6 per die Tether horse Ride Wagon, Whip the horses
	2 Spot:	See table. Any characters within 2" of target are also spotted A spotted character who Dodges into cover requires 1 Spot die to continue to be spotted
	3 Aim:	Henchmen only aim if friendly character within LoS in 6" Shooting from horseback: Stationary: 2 Aim dice for +1 Moving: No aiming
	4 or 5 Shoot or Reload:	1 is always a miss, 5+ is a hit. Henchmen Shoot once per Henchman. Range 12"/24".

		<p>Henchmen shots are spread among targets within 2" unless directed by a character.</p> <p>Target succeeds in Dodge on 5-6 in open, 4-6 in cover (5 to 6 if Pinned). Henchmen succeed in Dodge on 5-6. Success results in Pinned and – if there is cover within 4" - moves target behind that cover. Greenhorns & Shootists cannot Dodge closer to shooter. On a 1 target is hit + one Shock. Shotguns: 3d6, only one Dodge roll. Check Hit Effect: If more Dice are in Shock pool than lost: Flees If has lost 3 or more Dice permanently: Badly wounded Check for dropping items. Henchmen lose 1 Action Die and 1 to Shock per wound. After each 2 Action Dice removed, remove a figure. On a critical, remove 2 Action Dice and put one into Shock Pool, remove one Henchman and place a Pinned Token. Shooting from horseback: Stationary (no movement this Activation): 2 dice for 1 Moving: 1 dice for 1 pistol shot, 2 dice for 1 rifle shot If a miss, check for stray shot for others within 2" of a straight line between shooter and target (1 or 6). Check for reaction of any Townsfolk within 6" of a shooting character.</p> <p>When out of sight, or down to 1 or fewer rounds, use Reload die to reload 1 round. Exchange weapons using 1 Reload die. If Henchmen fire multiple shots and more 1s than 6s, need 2 Reload dice to reload.</p>
	6 Aces High:	<p>Change the die to 1-5. Recover Shock from self or Henchman group within 6". Make a Trick Shot within 12". Make a Hollywood Stunt (also play a Move die). 3 Aces High dice: Random Event 4 Aces High dice: Bonanza Token + End of Turn. All characters reload and remove Pinned Tokens. Legend or Gunslinger may use "Follow Me" order on Henchmen within 6". Is not an Activation for Henchmen. Henchmen may only use any number of Aces High dice if a friendly character is within 6", otherwise only 1.</p>
	Play Bonanza	<p>Interrupt another's activation: Roll Action Dice -1/-2/-3/-4. Must remove Pinned Token first. Fast Draw: Have active character react to another's interrupt. Both sides roll 1d6 + level, winner going first. On draw Bonanza wins. Gamble: Re-roll one hand of dice OR roll 1d6: 1-2 remove one, 3-4 two, or 5-6 three dice from Shock pool</p>

	End of Turn	
	Work out current FM	Add up Force Morale (Legend 6 pts, Gunslinger 4 pts, Shootist 2, Greenhorn 1) Subtract 1 for every 2 points of Shock Add 1 for every Henchman group with 2 or more henchmen within 6" of a character If result < Ride or Die Rating, perform test
	Ride or Die Test	Roll Legend 4d6, Gunslinger 3d6, Shootist 2d6, Greenhorn 1d6 One 6: Success Two+ 6s: Gang has Cojones, add 1d6 for rest of game Highest level character may use Bonanza to reroll If he has no Bonanza token, another may use Bonanza to reroll one die
	Ride for the Hills	Whether voluntarily or by force
	Check for Posse	If either side are wanted by the law of Los Nachos, the Sheriff arrives with his posse on a d6 roll of 6.
Interrogate prisoners	The Makinen gang may interrogate any prisoners they have taken.	
Capture weapons and equipment	Check to see if any weapons and other equipment may be captured off prisoners and badly wounded/killed people. See <i>Captured Weapons</i> , in the main campaign file.	
Move prisoners	The side taking the prisoner announce, where they are taking him. Lawmen will always take their prisoners into the jail at the Sheriff's office building.	
Increase Reputation	(See WaC, p. 78). Note that all Reputation benefits due to game and scenario events happening at night are halved (but rounded up). Remember that you can also buy Reputation. Also check for any Bad Reputation incurred.	
Determine income	Using the Tables Table, determine income for both main factions. Roll the number of dice indicated, each roll of 5-6 nets the faction \$20	
Determine loot	Total up all the 6's rolled while determining income, above. A gang with a Bad Reputation ignores the first 6 rolled. Use the Loot table in WaC to determine resulting loot.	
Spend money	<p>Purchase new weapons and equipment from the General Store or the Gunsmith (not available to Greenhorns). Prices are double for gangs which have a Bad Reputation. "Ned Kelly" armor, Gatling gun and War Wagon are not really appropriate for this campaign and thus not available in this campaign.</p> <p>Any weapons and equipment no longer required may be traded in for half of their purchase price. Alternatively, the Characters may simply keep them in storage. No Character may inherit or receive weapons as a gift from another Character.</p> <p>Hire new Hired Guns.</p>	
Recruit new gang members	A killed player character may be replaced by a recruit, see WaC page 80. The new recruit may not be a better character than the one it replaces.	

	Killed non-player characters cannot be replaced.
Check for US Marshall	If Sheriff Zane's men have been ousted from Los Nachos, check for their return with the US Marshall and his men. This happens on a d6 roll of 6.
Check for elopement	If Julie is in love, she may elope with her lover. This happens on a d6 roll of 6.

So Who Killed Jake Makinen?

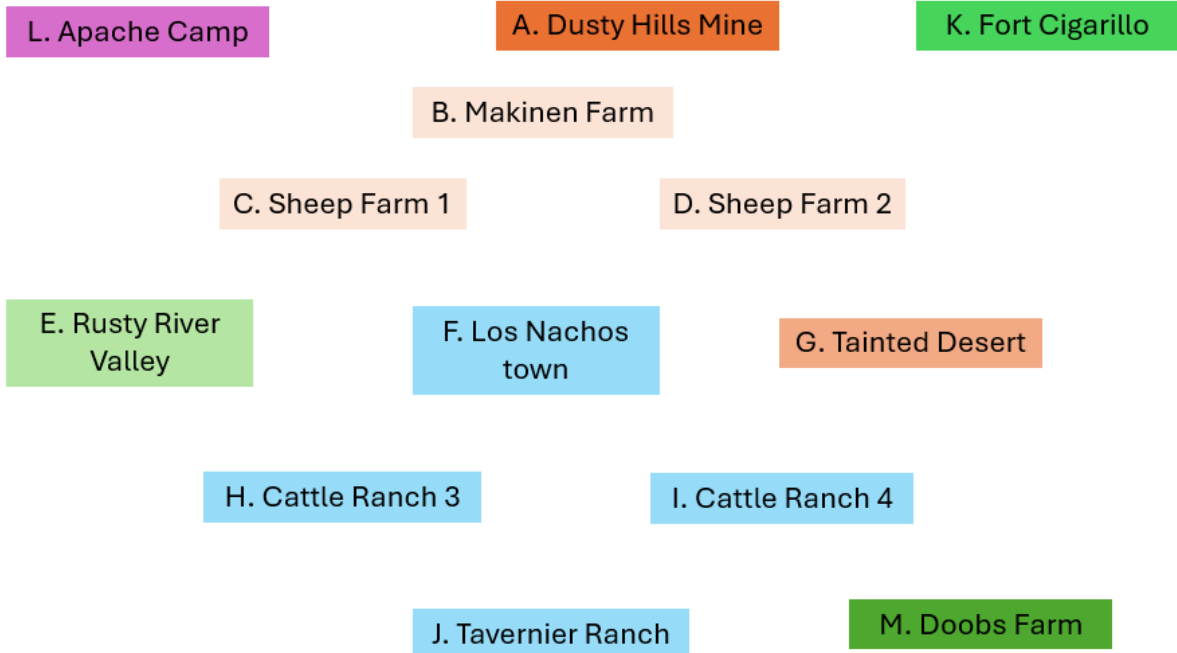
As you will have surmised reading the Interrogation Table in the campaign, virtually anyone could have killed Jake Makinen as everyone just hated his guts. Not even the player of the guilty faction will know who did it until it is revealed through interrogation, after all if you had murdered a farmer in a back alley, would you tell this to your friends? But someone always knows what happened and the truth will eventually come out!

If a 6 is rolled on the Interrogation Table, it will be discovered that it was the Moonshiners – a gang making and selling illicit alcohol to Indians and to the town drunk Hank Stroh, among others - who murdered Jake Makinen.

Guilty Faction	What happened
The Tavernier Family	Jacques Tavernier is a greedy cattle baron. Jake Makinen was the only man standing between him and his ambition of ruling the whole area. As Jake left the saloon that night, Jacques Tavernier was in the back alley waiting for him.
The Law	Deputy Grohm hated having to deal with the loud-mouthed and often unruly and drunk Makinen. The farmer simply could not keep his mouth shut and was usually very insulting towards the deputy. That night, Grohm just intended to lock Makinen up in the jail for the night, once again. But hollering insults about the deputy's supposed mother, the older man started running away. Enraged and aiming for the farmer's legs, Grohm fired, but accidentally hit the farmer in the back. Realizing that he had probably destroyed his career, Grohm decided to falsely claim having been first on the scene and finding the dead man.
The Central Mining Company	Director Higgins was in big trouble. The Central Mining Company's mines were failing, and bankruptcy was very near. In desperation, he sent Engineer van Zandt to the northern Dusty Hills, where he found some ore. But the owner of the land, Jake Makinen, outright refused to sell the hills to the Company. And he was very abrasive and sarcastic about it all too. Faced with financial ruin and other disasters, Higgins decided to do the deed, he shot Makinen in the back.
Los Nachos First Bank	Bank Owner William J. Sachs had taken out several loans before coming to Los Nachos. After setting up his bank, he soon found out that this town wasn't going to be a, well, bonanza for a banker like him. Most of the area was controlled by Tavernier and there was no point in granting a loan to someone whose farm would anyhow soon be taken by the cattleman. But then Sachs had an idea – the land deeds of the sheep farms were in his safe... if the farmers were dead, he could perhaps... just perhaps sell them to Tavernier and make some real money? But he needed money quickly, so he decided to murder Jake Makinen first.

<p>The Native Americans</p>	<p>Originally the tamest of New Mexico Apache tribes, the Cigarillo Apaches have really ruined their reputation in the last eight years. Buying illicit alcohol from the moonshiners and military weapons from some enterprising people in the Army, they have since then undertaken many raids on outlying farms and even killed people. For more on the Cigarillos, see below.</p> <p>One day in the Dusty Hills, Jake Makinen happened to see a commercial transaction between the moonshiners and Squealing Dog. Firing his seal rifle in the air, Jake charged onto the scene and scared away both the merchant and customer. Incensed by this, Squealing Dog followed Jake to Los Nachos. He waited patiently while the farmer drunk himself to near-stupor in the saloon. Having been thrown out of the saloon, Jake staggered into the alleyway to take a leak, and that's when Squealing Dog shot him dead!</p>
<p>The US Cavalry</p>	<p>The 666th Cavalry is a badly depleted and demoralized unit, stationed just north-east of Los Nachos in Fort Cigarillo. Bored and badly paid, some of the Fort's personnel have been selling Sharps rifles from the magazine to Cigarillo Apaches. Not a very good idea, but one has to survive.</p> <p>Jake Makinen had gotten wind of this scheme, which he considered an insanity. He rode into Fort Cigarillo, confronting Lieutenant Spriff with the information. Spriff had never heard of this as the scheme was perpetrated by Sgt Young, but Jake refused to believe that, accusing the Lieutenant of being the ringleader and saying that he was going to report it all to the Army Headquarters. Afraid that his career was going down the tubes due to this obnoxious farmer, Spriff made his way to Los Nachos and blew Jake away.</p>
<p>The Moonshiners</p>	<p>Selling illicit booze may be a profitable enterprise. Hubert Doobs certainly thinks so. He and his gang have been selling moonshine to the local farmers and ranchers, townsmen, the Army as well as the Indians. It is this last activity which got Jake Makinen all riled up... after all, it was his farm where drunken Apaches would often visit, which made for some dangerous situations. Jake stormed to the Doobs farm, demanding that Doobs cease selling booze to the Apaches. Doobs of course refused this and then Jake told him that if the selling wouldn't stop, he would go to the Sheriff. That night, Doobs shot Jake in the alley.</p> <p>The moonshiners were the guilty party in the G. Bonelli story which provided the inspiration for some of the plot in this campaign. They appear somewhat out of the blue in the story, as they do here.</p>

The Real Map



This is what the map really looks like. The additional factions and areas are covered below.

K. Fort Cigarillo		
Characters	Description	Stats
Lieutenant Spriff	Spriff leads what is left of the 666 th Cavalry, that is about thirty men. He is aware that his career is in freefall because of the low morale and general lack of accomplishment.	<ul style="list-style-type: none"> • Shootist • Skills: Swordsman • Colt Army .44 revolver • Sword
Sergeant Young	Sgt Young is making a good living selling Army weapons to Indians and criminals.	<ul style="list-style-type: none"> • Shootist • Skills: Marksman • Sharps Carbine in 50-70 Government
Cavalry Troopers	There are six three-trooper groups of Cavalrymen in the fort. The rest of the troopers are on patrol.	<ul style="list-style-type: none"> • Henchmen • Sharps Carbine in 50-70 Government
Fort Cigarillo	Fort Cigarillo has been all but forgotten by the Army leadership. Wooden watch towers and walls surround a parched parade ground with blowing tumbleweed giving an eerie feel. There are low, flat-roofed barrack buildings with	Valued at 3d6. While they control this territory, the Gang may be equipped with D3 Springfield Carbines or Military Rifles for free. When fighting in this territory, the Gang gains one

	firing positions along the wall and an empty guard house by the gate. If the Cavalry are ousted from Fort Cigarillo, they will relocate to Los Nachos and start drinking in the saloon.	Henchman Group of ex-soldiers for free.
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L. The Apache Camp		
Characters	Description	Stats
Chief Makes Bad Decisions	Makes Bad Decisions is not exactly an ideal chief of tribe as he has permitted the younger braves to roam the countryside behaving badly. But he is a good warrior.	<ul style="list-style-type: none"> • Gunslinger • Lightning Fast, Tomahawk Fighter • Colt .45 Peacemaker • Sharps Carbine in 50-70 Government • Tomahawk
Mustasch	A wild fighter, Mustasch is the chief's right hand	<ul style="list-style-type: none"> • Gunslinger • Eagle Eyes, Lance Fighter • Sharps Carbine in 50-70 Government • Lance
Squealing Dog	A sneaky Apache, Squealing Dog is an accomplished rustler	<ul style="list-style-type: none"> • Shootist • Stealthy • Sharps Carbine in 50-70 Government • A bottle of moonshine
Sees Stars	Sees Stars is badly addicted to alcohol. Roll on the "I Need a Drink" table.	<ul style="list-style-type: none"> • Shootist • Lucky • Sharps Carbine in 50-70 Government • A bottle of moonshine
Warriors	Four groups of three Cigarillo Apache Henchmen	<ul style="list-style-type: none"> • Henchmen
Apache Camp	Teepees, stream, campfires, horses. If the Apaches are ousted from their camp, they will relocate to any unoccupied table, such as Rusty River Valley. If there are no unoccupied spaces, the tribe will split. The named characters will become degenerate Indians and take up residence in some back street of Los Nachos and start drinking too much. The rest of the tribe, the Henchmen, will ride out of the campaign, disgusted at the lack of leadership exhibited by their superiors.	Worth 0d6

M. Doobs Farm		
Characters	Description	Stats
Hubert "Hubby" Doobs	Hubert is the family head. He is a violent, petty man who thinks only of money.	<ul style="list-style-type: none"> • Shootist • Nerves of Steel • Remington Army .44 Cap & Ball Revolver • Shotgun • Knife
Randy Doobs	Randy is always drunk, roll on the "I need a drink" table.	<ul style="list-style-type: none"> • Shootist • Skills: Strongman • S&W Model 3 .44 revolver • Henry Rifle
Jonas Doobs	The younger brother, Jonas is nimble and quick, and a good shot	<ul style="list-style-type: none"> • Gunslinger • Skills: Lightning Fast, Eagle Eyes • Colt Peacemaker • Winchester 1873 carbine
Kingsley Benton	Benton is the only person on the farm who does any actual work.	<ul style="list-style-type: none"> • Greenhorn • Skills: Woodsman • Colt Peacemaker .45 Revolver • Winchester 1866 carbine
The Doobs Farm	<p>Ramshackle farm building, dilapidated barn with still. Unkempt vegetable patch, a few ragged sheep.</p> <p>If driven out of their farm, the Doobs gang will be unable to take the still with them. Depressed, they will take up residence in the Los Nachos saloon.</p>	Valued at 1d6, +2d6 if at least one person is operating still and selling booze.

The US Marshall

If a faction was successful in ousting Sheriff's Zane's men from Los Nachos, they will return with the US Marshall at the beginning of each Campaign Turn on a 1d6 roll of 6. From then on, they will form one faction.

From that point onwards, their first priority will be to regain control of Los Nachos. During the next Campaign Turn, they will assault the town. If they are successful, the Marshall and his men will continue in the Law faction for the rest of the campaign. If they are unsuccessful, they will go back to Santa Fe to get more help but that will take so long that the campaign will be over by the time they return.

The US Marshall's Men		
Characters	Description	Stats
Marshall Cooper	Cooper is an experienced lawman	<ul style="list-style-type: none">• Gunslinger• Skills: Ambidextrous, Trick Shooter, True Grit• Two Colt Peacemaker .45s• Shotgun
Deputy Wilson	Wilson is a capable rider and a fine shot.	<ul style="list-style-type: none">• Shootist• Skills: Born in the Saddle• Colt Army .44 cartridge revolver• Winchester 1873 carbine
Deputy Berks	Berks enjoys his chew tobacco.	<ul style="list-style-type: none">• Gunslinger• Skills: Brave, Nimble• Colt Peacemaker .45 revolver• Winchester 1873 carbine
Deputies	Two groups of three Henchmen	<ul style="list-style-type: none">• Henchmen

Julie Tavernier

Julie Tavernier is a central character in this campaign. Her actions depend on whether her father Jacques Tavernier is still alive.

While her father is alive, Julie Tavernier is an obedient daughter who does her father's bidding. She runs most of the farm and is often taking care of the family's business at the bank. But there is one situation where she may fail her ruthless father... she may fall in love.

If she comes within 18" of members of the Makinen gang, she may fall in love with one of the enemy gang members. The conditions for this are as follows:

- The Makinen gang member must be a player character or a named non-player character
- The Makinen gang member must be a Greenhorn or a Shootist in line of sight (Gunslingers and Legends are too corrupt to be objects of Julie's love)
- The Makinen gang member must not have killed any Tavernier Gang member
- The Makinen gang must not have a Bad Reputation

If Julie falls in love with one of the Makinen gang, the effects are as follows:

- Her eyes and those of her lover meet and both are instantly lovestruck. Realizing that they now cannot take violent action against the other faction, both will immediately retreat from the gunfight and will not participate in subsequent battles.
- Over the subsequent Campaign Turns the two lovers meet in secret and try to make sense of their desperate situation. Their families hate each other but they dream of a future together... As they meet, they communicate much useful information to each other so any showing up rolls are successful on 4-6 (normally 5-6).
- At the end of each Campaign Turn, roll a d6... on a result of 6, the pair will decide to elope! They will attempt to ride through the Tainted Desert to get to a train station, take an east-bound train and live the rest of their lives in New York. Unfortunately for them, their families find out about this and ride after them to prevent their family member from doing this insane move... they meet in the Tainted Desert...
 - Run a special Scenario – The Lovers Escape
 - The Lovers have the western edge of the table as their Deployment Edge and must deploy up to 6" from it. To win, they must both make it off the eastern edge. The Lovers have one free turn during which they can activate, and they must Gallop as much as they are able to.
 - On Turn 2 the factions arrive. The Makinen gang have the north edge of the table as their Deployment Edge, and the Taverniers the southern. All characters – including the Less-Active ones – must participate, as this is an emergency. Place faction members within base contact of their Deployment edge. Play turn as normal.
 - Everyone starts mounted. At the Lovers choice, they may be driving a buggy, with one spare horse following behind it.
 - The Makinen gang members will not shoot at Julie Tavernier. The Tavernier gang on the other hand will definitely shoot at her lover!
 - Anyone moving into base contact with one of the Lovers and using one additional Move die will be able to grab the reins and stop his or her horse. This will require an In Control Test from both parties.
 - Once stopped, someone from a friendly faction within 6" must use an Aces High at die to convince the lovestruck idiot that his/her plan is pure insanity

and that it will never work out! The Lovers will then snap out of it and return to full player control.

- If only one of the Lovers makes it off the eastern end of the table, he or she will return to his or her faction and the love affair is over.
- If both Lovers make it off the eastern edge of the table, they will indeed catch the east-bound train and live happily ever after in New York. For purposes of the campaign victory conditions, however, this may be disastrous. Neither Lover is considered in the victory conditions, as their families will be “dead” to them.
- If a Player Character makes it to New York, he cannot be replaced by a recruit, as he is not really dead.

All of the above nonsense is only possibly while Jacques Tavernier is alive. If Julie is not in New York, she will take Jacques’ place as the family head the very moment he dies. She will forget about any childish crushes with good-looking young men and concentrate single-mindedly on the important matter of winning the campaign. This may happen even in the middle of the firefight. If Julie is in New York while Jacques dies, she will be sad about it but will feel no compulsion to return to the Wild West.