



## AMERICA 1875

The current situation .....	11	Myths about and Approaches...	12
-----------------------------	----	-------------------------------	----



## REPUTATION

Honor .....	16	Use your Reputation .....	21
Fame.....	18	Organizations .....	29
Being recognized.....	20	<i>Example: Reputation</i> .....	30



## COMBAT

<b>SPEED</b> .....	<b>32</b>	<b>CLOSE COMBAT</b> .....	<b>46</b>
<i>Example: Speed</i> .....	35	Moves.....	50
		Boxing.....	52
<b>FROM A DISTANCE</b> .....	<b>36</b>	Wrestling.....	53
Firearms.....	38	Fencing .....	54
Rifles.....	39	Kung fu .....	55
Revolvers .....	39	Fighting .....	56
Archery.....	40	Savate.....	57
Throwing Weapons.....	41	<i>Example: Close Combat</i> .....	58
Range .....	42		
<i>Example: Range</i> .....	42	<b>TROOP BATTLE</b> .....	<b>60</b>
Difficulty Levels.....	43	Battles .....	62
Defense.....	43	Morale.....	64
The Crosshair .....	44		
<i>Example: The Crosshair</i> .....	45	<b>ARTILLERY AND EXPLOSIVES</b> .....	<b>66</b>

## INJURIES & DISEASES

<b>INJURIES</b> .....	<b>72</b>	<b>DISEASE</b> .....	<b>82</b>
The Injury Table .....	74	Rules for Diseases .....	83
<i>Example: Injuries</i> .....	75	Getting Treatment .....	84
Blood Loss .....	76	Common Diseases .....	84
Constitution Loss .....	76		
Recovery .....	79	<b>DRUGS &amp; POISON</b> .....	<b>90</b>
Permanent Damages.....	80	Drugs.....	92
<i>Example: Permanent Damages</i> ..	80	<i>Example: Drugs</i> .....	95
		Poison.....	96
		Poisonous Animals.....	98
		Patent Medicine .....	100
		Cooking Snake Oil .....	104



## WEAPONS

<b>WEAPONSTATS</b> .....	<b>106</b>	Machine Guns .....	128
Firearms.....	110	Artillery .....	130
Military Weapon .....	112	Explosives.....	132
Close Combat Weapons.....	113	Melee.....	134
Thrown Weapons.....	113	Blades.....	134
Bows.....	113	Knives .....	134
Whips .....	113	Improvised Weapons .....	136
		Axes .....	136
<b>WEAPON DESCRIPTIONS</b> .....	<b>114</b>	Whips .....	136
Revolvers .....	114	Indian Weapons .....	138
Derringers.....	120	Thrown Weapons.....	138
Volcanics .....	122	Create Your Own Gun.....	140
Muzzle-loaded Rifles .....	122	<i>Example: Creating Guns</i> .....	145
Breech-loaded Rifles.....	122	Holsters .....	146
Repeating Rifles .....	124	Cartridges .....	150



## MOUNTS & CHASES

<b>RIDDJUR</b> .....	<b>156</b>	Terrain Tiles .....	184
Attributes for Mounts .....	158	Big Cities .....	186
Appearance .....	170	Towns.....	187
Equipment.....	171	Mountains.....	188
Caring for your Animal .....	172	Rivers .....	189
Training & Tricks .....	174	Prairies .....	190
Racing and Sports.....	176	Forests.....	191
		Swamps.....	192
<b>CHASES</b> .....	<b>178</b>	Deserts .....	193
Movement during Chases .....	182	<i>Example: Chases</i> .....	194
Fumble on a Chase .....	183		







## THE SUPERNATURAL

<b>THE SUPERNATURAL</b> .....	<b>198</b>	Shaman .....	203
The Calling .....	200	Religious Ceremonies .....	204
Sinning and Penance .....	201	Faith .....	206
Mambo .....	202	Miracles .....	208
Medium .....	202	Spirits and Demons .....	210
Preacher .....	203		



## CAMPAIGNS & SCENARIOS

Scenario Structure .....	215	Mexican Last Names .....	237
The Player Characters .....	216	German Names .....	238
Practical Preparations .....	219	French Names .....	238
Realism .....	220	Chinese Names .....	239
Campaign .....	222	Archetypes: Lawmen .....	240
Action .....	224	Archetypes: Outlaws .....	242
Adventure-generator .....	226	Archetypes: Laborers .....	245
		Archetypes: Townspeople... ..	246
<b>NON-PLAYING CHARACTERS</b> .....	<b>230</b>	Archetypes: Saloon .....	249
British First Names .....	234	Archetypes: Military .....	250
British Last Names .....	235	Archetypes: Indians .....	251
Mexican First Names .....	236	Archetypes: Out of towns... ..	252



## ADVENTURE & FORMS

<b>THE LAST RAID</b> .....	<b>254</b>	<b>FORMULÄR</b> .....	<b>286</b>
Background .....	256	Player Characters .....	286
Rumours .....	259	Rumours .....	286
Agendas .....	260	Weapon Construction .....	287
Events .....	262	Close Combat .....	287
Terrain Overview .....	269	Non-Playing Characters .....	288
Buffalo gap .....	271	Chases & Races .....	288
Pleasant Creek .....	274	Combat .....	289
The Comanchero's Hideout ..	275	Troop Battle .....	289
Fort Sill .....	276		
Non-Playing Characters .....	283	<b>TARGET TEMPLATES</b> .....	<b>290</b>
<b>INDEX</b> .....	<b>284</b>	<b>THE CROSSHAIR</b> .....	<b>296</b>

## HOW TO PLAY WESTERN

This is a short overview of *Western's* rule system.

### EFFECT, FUMBLES, & DIFFICULTIES

*Western* is a dice-based roleplaying game. Success or failure is based either on one of your ATTRIBUTES (e.g., STRENGTH or INTELLIGENCE) or a SKILL you have learned (e.g., RIDING). You combine your values with the result of a twenty-sided die — which you re-roll each time you roll a 20 — and add up the results (this is called an *unlimited dice roll*). The higher the result, the better the EFFECT, where 20 means you have just barely succeeded and 30+ means it went better than you could have hoped.

In the same way that rolling a 20 means you have succeeded beyond expectation, rolling a 1 is a FUMBLE. This means you haven't just failed, but that your entire circumstances and possibilities may have changed completely. Both the player and the game master must improvise, which is always fun.

Your chances of success in different situations depends on what you are trying to do. Easy things like tracking footprints in snow will give you a plus on the roll, but difficult things like riding at a full gallop while simultaneously shooting at the fleeing robbers will give you a minus. These modifications are called DIFFICULTIES and always occur in increments of 5.

### STYLES OF PLAY

Different players want to experience different things. Some want to play down-to-earth and gritty while others want to play something closer to super heroes in the Wild West. Most groups fall somewhere in between. We have tried to devise the rules to be flexible enough to work with all of these different requirements. The only thing you must do is figure out which playing style works best for you before you begin, and then create player characters based on the rules for that specific style (CAMPAIGN, REALISM or ACTION).

### REPUTATION: HONOR AND FAME

Whatever you decide to do, you can be sure others will hear about it. Rumors spread like wildfire. It matters what people say about you and how well known you are. It affects how you are treated and what you get paid. If you are known as an honest and upstanding person, people will show their appreciation. If, however, you have a reputation as a mad dog, you'd better keep an eye out for that revenge-seeking posse. Your REPUTATION is divided into two different values: HONOR and FAME. NEUTRAL HONOR is 0, and the higher the value in either direction, the more extreme you are deemed to be. FAME describes how well known you are.

### WEAPONS: DEGREES AND SPECIALIZATIONS

If you draw your weapon, you'd best be able to handle it. Most gunslingers prides themselves in being able to hit their target with a single shot. To determine where your shot went, you use the CROSSHAIR, an oval gun sight where 30 is a perfect shot. If you're skilled with your six-shooter, you'll hit where you aimed, but if you're a bad shot, you might wind up shooting someone's hat off while aiming for their leg.

It's not enough to hit the target. You have to be quick on the draw too. The first shot is often decisive. In a duel, the first shot could be the last. That's why there are lots of tricks to improving your speed, such as choose a fast gun or shooting directly from the hip.

When you handle guns of different types, you are training your COMBAT SKILLS, where you learn ACCURACY and SPEED separately. For each fifth step you gain in ACCURACY, you increase one DEGREE in your knowledge and can choose a SPECIALIZATION that can be anything from reducing the chance of fumbling to improving your aim. The more you have in SPEED, the more ACTIONS (abilities to act during a round of combat, which is 6 seconds long) you get. The different DEGREES describe how good you are when you reach them (see the table below).

### TALENTS, OBSTACLES AND DESTINY

To help you play a more colorful character, *Western* has developed a system with TALENTS and OBSTACLES. A TALENT is something you are better at, or that makes your life easier (such as PERFECT RECALL, SLIPPERY and EAGLE EYE), as opposed to OBSTACLES (like OPPRESSED, INCORRUPTIBLE and RECKLESS). You can only use your TALENTS if you have previously played one of your OBSTACLES in a way that had clear consequences to the game play and the game master has given you a OBSTACLE POINT.

DESTINY POINTS represent the player's chance to cheat the system. In a critical situation, they can choose to sacrifice a DESTINY POINT to manipulate the outcome (by reducing damage from injuries or adding a bonus to an important roll-of the dice).

### DEGREES

DEGREE	SKILL LEVEL	DESCRIPTION	BONUS
1	5-9	LAYMAN	+1
2	10-14	EXPERIENCED	+2
3	15-19	VETERAN	+3
4	20-24	EXPERT	+4
5	25-29	MASTER	+5
6	30	LEGEND	+6