Wagons Ho!

Wagon Trains out west

A

24-HOUR RPG 2014

Project

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A WIRED_WOLF PRODUCTION

Start: 12:00 CST 9/24/2014 End:09:45 CST 9/25/2014

First off you'll need a copy of *Ride On!* to use with *Wagons Ho!* Good thing it is free and BOTH were developed during the same time period for the 2014 24-hour RPG contest. A fun fact…both were equally untested, so have fun!

INTRODUCTION:

It is 1874. You are an outrider for a wagon train heading out West to California. You and your team have been hired to see these families in their prairie schooners through to their dreams of riches and freedom that the untamed wilderness offers.

Wagon trains were mobile communities, families, artisans and politicians. Like any other community it had its fair share of drama. You are now part of the drama that played out with each wagon train that tried its luck out West…

Wagons Ho! Is inspired by cowboy/western movies and shows from the 50's-60's, so historical accuracy is considered, but sometimes completely discarded. If you want to play this up as an *F-Troop* comedy style game or as John Ford style epic is entirely up to the GM's discretion.

Mechanics:

D10 and narrative based.

SKILLS give a bonus to tests equal to the skill level.
Unskilled is -2 to tests.

Developing your Character:

The vast majority of the hired guns in the fabled "Wild west" were men, however, that ain't gonna stop you from making a woman hired gun, is it?

Before you head you, you need to get provisions, ammo, a weapon and a clue!

Character Stats (minimum of 1, players receive 12 points to distribute, 5 max in any attribute)
Charm (adds to tests in Social situation)
Health (resistance to disease, wounds, how hardy your character is)
Smarts (how high a skill rank may be)
Physicality (adds to physical tests, a measure of how strong your character is)
Game (courage, guts, how brave a character is)

C: H: S: P: G:

Skills:

Players receive 5x as many SKILL POINTS as SMARTS to distribute:
Pistol (Skill with a pistol)
Rifle (Skill with a rifle or shotgun)
Ridin' (skill as a rider)
Doc (how good ya' are at fixin' up a shot up cowpoke)
Forage (findin' good fixins t'eat out in the brush, either hunting or finding plants)
Gamblin' (how good ya' are at cards)
Bluff (bein' a low-down rotten cheat an' liar)
Dickerin' (bartering, trading)
Knife work (bonus to melee combat when using a knife)

Money/ Dinero

Players receive 1D10+5 dollars to spend on equipment.

Gear, supplies and equipment

Colt 1860 Army 3 lbs, .44 cal (Short range, low damage, med accuracy, 6-shot revolver)
Walker 1847 Revolver .44 cal, 5lbs (Medium Range, High damage, heavy, 6-shot revolver) Highest damage output
Colt 1873 "Peacemaker" .45 cal, 3 lbs (Short range, 6-shot revolver, high accuracy, med damage)

Winchester Model 1866 Rifle .44 cal (Long Range, Med Damage, Med Acc)
Winchester Model 1873 Carbine .44 cal (Medium Range, Med Damage, High Acc)
Win Mod 1873 Rifle (Long Range, Med Damage, High Accuracy)

Shotgun (Medium Range, Medium Damage/Short Range, High Damage. Med. Accuracy)

Melee weapons (damage bonus):
Bowie Knife (+1)
Hatchet/tomahawk (+2)
Cudgel /Improvised(+1)

Need supplies:
Feed for animals
Food
Weapons
Items for repairing the wagon

Encounters:

Encounters are not necessarily hostile, just a baseline stats for the Average

American Indian (usually mounted)
C: 3 H: 4 S: 3 P: 3 G: 4
Rifle 2
Ridin' 6
Doc 1
Forage 4
Gamblin' 0
Bluff 1
Dickerin' 2
Knife work 3
Bows 3 (rare, +2 damage, +0 accuracy, medium range)

Appaloosa horse, tomahawk, Winchester Model 1866 (or bow)

Coyote/Wolf
Health: 6
Melee: 4
Game: 4
Teeth (+1 damage)

Bandits (mounted, or ambush)
C:2 H:3 S:2 P:4 G:2
Pistol 2
Rifle 2
Ridin' 1
Doc 0
Forage 1
Gamblin' 2
Bluff 1
Dickerin' 0
Knife work 1
Quarter Horse, Shotgun, Colt 1860Army

Government Military (cavalry)
C:3 H:3 S:3 P:3 G:3
Pistol 2
Rifle 4
Ridin' 2
Doc 1
Forage 1
Gamblin' 2
Bluff 1
Dickerin' 1
Knife work 1

Quarter Horse, Winchester Model 1873 Carbine, Colt 1873 "Peacemaker"

Ranger (mounted)

In development:
Disease rules needed
Starvation rules needed

Hired Hands:
Gunfighter
Horse Doctor
Wagoneer
Blacksmith
Hunter

One-on-One combat on horseback.

Combat

Initiative order:
1d10 + GAME

To-hit:
D10 + Marksmanship > Target number

Short range: no modifier
Medium range: -2
Long range: -4

On horseback while moving: -1 at a trot, -2 at a Canter, -5 at a full gallop

Target number is a base of 7.

Target Modifiers:
Soft cover: -1

Hard cover: -3

2 actions per character in combat:
Reload a weapon (See weapon for how many),
Attack (Ranged),
Attack (Melee),
Maneuver (Horseback),
Maneuver (Foot),
Interact with environment,
Aim (+2 to hit bonus).

Damage:
Roll 1D10 + DAMAGE value of weapon being used VS. 1D10 vs. ENDURANCE of target.

If DAMAGE is greater than endurance, target is WOUNDED. If damage is greater than twice, the target is killed (yes, PC's can die quickly too!).

WOUNDED characters need immediate medical attention, or become incapacitated quickly. They need to make a SHOCK roll to avoid incapacitation at the time of wounding.

1D10 + ENDURANCE > (or =) Base Target Number (7)

A wounded character makes skill checks at -4, and can make only 1 action a turn

Melee is Knife Work + 1d10 vs Knife Work + 1D10.

Damage is same as above, using PHYSICALITY + Weapon Bonus.

Resources:
http://freepages.genealogy.rootsweb.ancestry.com/~poindexterfamily/OldWestSlang.html
http://www.legendsofamerica.com/we-slang.html