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# Bureau 13 Blackpowder

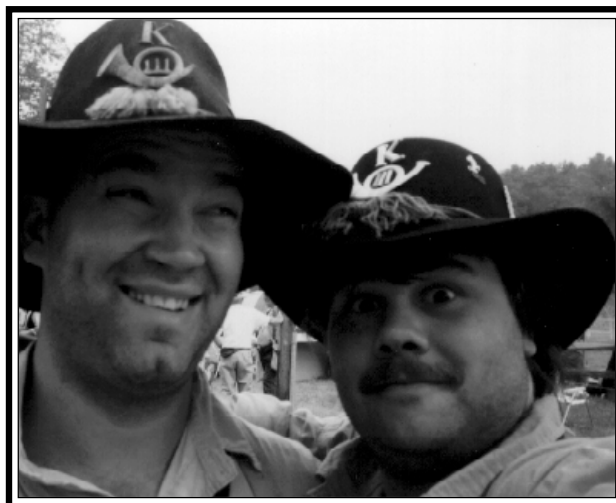


*Origins of Bureau 13*

# The Black Powder Years

# Bureau 13 Blackpowder

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All characters in this book are fictional, and any resemblance to any persons living, dead, or undead is purely coincidental unless they were real. A very special thanks to Tom Trotter, Richard Senasac, Charlie Tennant, Bill Kuehl, Tom Trotter Jr. and Dirk DeJong for making this Bureau suppliment possible. Especially the memory of Bill Welsh.

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## **BUREAU 13: 1862-1889**

While the focus of Bureau 13: Stalking the Night Fantastic is the present or near future, the Bureau has been in existence since 1862 when the quantity of supernatural activity, aggravated by the Civil War, began to increase dramatically. Recognizing a need for an organized force to protect the young nation from these dangers, President Lincoln created a top secret branch of the Justice Department to deal with the supernatural. Many of its first members were recruited from the Union military although more than a few were pardoned Confederate soldiers.

One of the Bureau's first official acts was to issue a warning to the President to avoid "carriages which move without horses." True to form, the precognitive visions of the Bureau's early "mediums" made use of information not consciously available to the medium. Henry Ford was then only two years old and Lincoln went to the Ford Theater on the appointed April night.

### ***The Post War Years***

By 1870 the Bureau was organized nationally, with branches in most large cities. They had just successfully completed their first major battle with supernatural evil, the 1869 destruction of the Windwillow Witch House in Vermont. The branch offices functioned much like the Pinkerton's Detective Agency, on which they were in part modeled. Research was just starting into the basis of magic and "psychical phenomena."

The territories and the more open lands of Texas and California were the province of "free agents," who had to be and were able to locate, identify, and deal with supernatural trouble of any type. Their unofficial motto was "Sufficient Unto The Day." These free agents went where they would, tracking down and destroying anything that they perceived as supernatural evil. These were the same men (and a few women) who first began to treat peacefully with the supernatural and realized that some entities were necessary to maintain a balanced ecology or were actually helpful to humanity.

### ***The Dawn of Modern America***

In 1878, in part in response to the immigration of supernatural entities following the more mundane European and Oriental immigrants, a branch office was established in Carson City,

Nevada. With the relatively rapid expansion that this required, the Bureau began to encounter its first recruiting problems. The number of people able to accept the paranormal and deal effectively with it, let alone those imaginative and competent enough to survive the experience, have always been small. For a short time a training program was created at Annapolis, but was discontinued due to secrecy considerations. Training at the time had been, and continued to be, a hands-on experience, done differently at each office and relying heavily on apprenticeships. Attrition rates were high in the early years.

About this time, Bureau 13 "acquiring" new allies; supernatural beings who; from a desire to help, for mutual aid or just as an alternative to destruction; agreed to come to the Bureau's aid when necessary. Several of these "old-timers" are still around and are invaluable sources of information and Bureau history.

### ***Future History Imperfect***

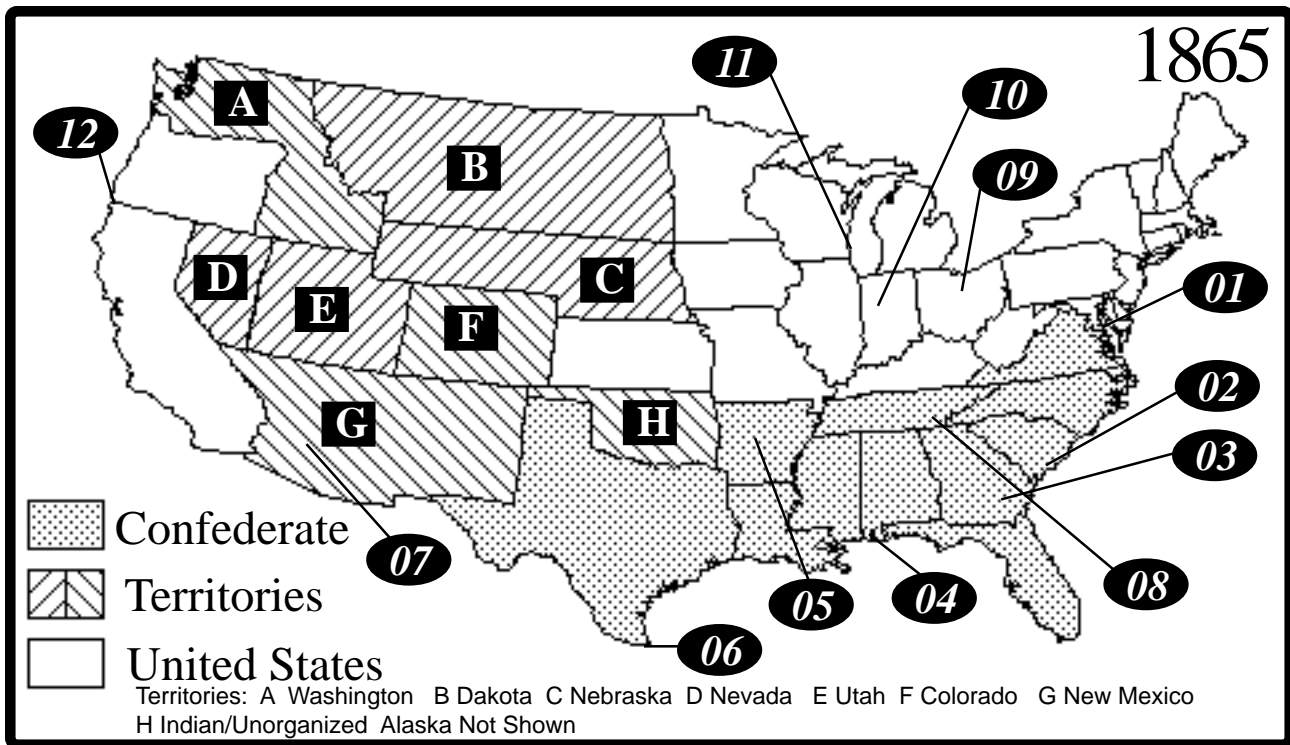
In 1889, Bureau 13 staged what was possibly its greatest coup. An outlaw and bank robber named Morrow, active in Kansas, appeared to be using futuristic weapons and devices to pull off gold thefts. Brought to Bureau attention by a friendly spirit, a group of agents headed by Bierce Reed and including the infamous John Ramlo on one of his infrequent returns to the fold tracked down and injured Morrow. Although Morrow escaped, his hideout, partially burned, proved to be a treasure trove of advanced equipment and, more importantly, books covering the principles on which the equipment was based. After a long discussion of the possible negative effect of using these items it was decided that the principles would be leaked to scientists. This decision fueled a scientific growth spurt which quickly lead out into the public sector, sparking an amazing medical, scientific, and cultural revolution.

### ***The Legacy of Morrow***

Only now do we realize that Morrow's grim and horrifying future, the Nuclear Apocalypse Timeline will never happen because of the wisdom of a few Agents and an ill tempered outlaw.

"The future can God damn look out for itself."

John "Scar" Ramlo



## HOT SPOTS --1862-1869

With no idea of what they were doing, the few Agents of Bureau 13 began to find and eliminate the supernatural that they felt was a threat to the US.

### Washington, DC '62 01

The white house is becoming a hotbed of supernatural activity as dreams and portents are focusing on President Lincoln and several of his cabinet members.

### Edisto Island South Carolina '62 02

Rumors of a 'hell weapon' placed on earth are circulating from Northern Agents.

### Waycross, Georgia '63 03

First Bio-Warfare experiments as a farm is established to breed an ugly chicken sized monster that paralyzes with it's gaze and gaseous spit.

### Point Clear, Alabama '64 04

Sailing ship runs aground at Point Clear with all of its crew dead or missing. The ship is listed as having a pair of Egyptian mummies on board.

### Clinton, Arkansas '64 05

Something is changing shape, sucking the life force from good people, and trying to establish itself as the King of Arkansas. A local minister claims it is Ipos, the Demon of Bureaucracy come to Earth.

### Brownsville, Texas '65 06

Aztec cult trading gold and talismen that make a man bulletproof. Children are vanishing in alarming quantities. Many of these are being kidnapped from the North.

### Jaralal, New Mexico Terr. '67 07

Indians and Sheep Ranchers are taking terrible losses from something that runs like the wind and has a taste for slaughter. Indians claim it is the Brown Running Death that always attacks in groups of three.

## HOT SPOTS --1870-1875

The Civil War was over but the war against the supernatural was beginning for the Bureau. The slaughter and great loss of life during the war years fed malignant energies into a growing problem with paranormal activity.

### Monroe, Tennessee '70 08

A raid on a major meeting hall belonging to the vigilante committee known as the Ku Klux Klan recovered proof that its members are practicing functional black magic. There are indications that they are being assisted by an as yet unknown group in northern New England. Agents are instructed to keep a special watch over all activities of this organization.

Editors Note: 1869 was the year the KKK officially disbanded, ostensibly because the members were getting out of hand. In October 1871 Federal agents arrested hundreds of members of the KKK following Pres. Grant's proclamation calling on members of illegal organizations to disarm and disband.

### Lancaster, Ohio '70 09

Shawnee Shaman uses powerful magic to drive settlers from the area. Settlers report fighting giant rats with blazing eyes.

### Gospport, Indiana '73 10

Kickapoo farm is burned by settlers. Indians call on spirits to avenge their people. Gypsies who are caught in the crossfire put a curse on both the Indians and the town.

### Milwaukee, Wisconsin '75 11

On the shore of Lake Michigan bodies are found staked to trees with their livers and eyes removed. The wounds are of nearly surgical precision.

### Brookings, Oregon '75 12

Missing steam freighter 'Denton' washes ashore with the crew missing. There is evidence of great bloodshed below deck as well as bits of green tissue. Single survivor Maddox Johnson lies in a coma in San Francisco.



## HOT SPOTS --1876-80

The instances of destructive paranormal threats began to wind down in the late 1870's.

### Hamilton, Ohio '76 01

A late evening meeting of the Knights of Labor was disrupted by "specters of most horrendous apparition," according to reports from attendees. The Knights were attempting to organize the Baltimore and Ohio Railroad, a company owned by Horace G. Fiske. President Hayes has requested that the Bureau investigate this matter.

### Twin Falls, Idaho '76 02

Brilliant light and weird sounds herald the crash of an air vehicle. The incident is quickly hushed up by town residents. Even after a week of investigation, there is nobody who will talk or produce material from the crash. It appears the townsfolk and local Indians are protecting something.

### Duncan, Colorado '77 03

At 7 A.M., the prototype "Bureau Train," designed to provide western agents with a travelling source of support and materiel, left Omaha, Nebraska for Denver, Colorado. The train consisted of an engine, coal car, stock car and two passenger cars. Telegraph communications were lost four hours later between Duncan and Silver Creek, Nebraska. Federal Marshals searched the area without success. All Bureau agents in the Central United States were ordered to assist in recovering the train. The train carried vital information and equipment, including powerful enchanted items and two 62 cal. Naval Gatling Guns.

### Effie, Louisiana '77 04

A dozen long dead Confederate troops and officers were found staked to trees along with their horses. The bodies were amazingly intact. The area is ripe with rumors of Swamp Folk, magic, and the legendary Alligator people. There is also a rumor of cursed Confederate gold and the wreck of a steam boat that was hauling rum and guns. Everybody in Effie is terrified of the swamp and investigators will note a lack of wildlife in the general area.

## HOT SPOTS --1881-1889

By 1881 a fully functioning Bureau 13 was on the road to protect America and its friends from Paranormal Threats.

### Haymarket Square, Chicago, IL '86 05

Citizens of Randolph Street and surrounding areas have begun to exhibit violent behavior. Residents have attacked each other with knives in a style similar to the Mayasian madness called "amok." An anarchistic meeting protesting police violence against workers at the McCormick reaper works has been called in this area tomorrow.

### Boston, Massachusetts '86 06

An evil magician called the Master of the Dead was driven from the East side by agents who took losses from a host of dead humans and animals animated by this ancient being.

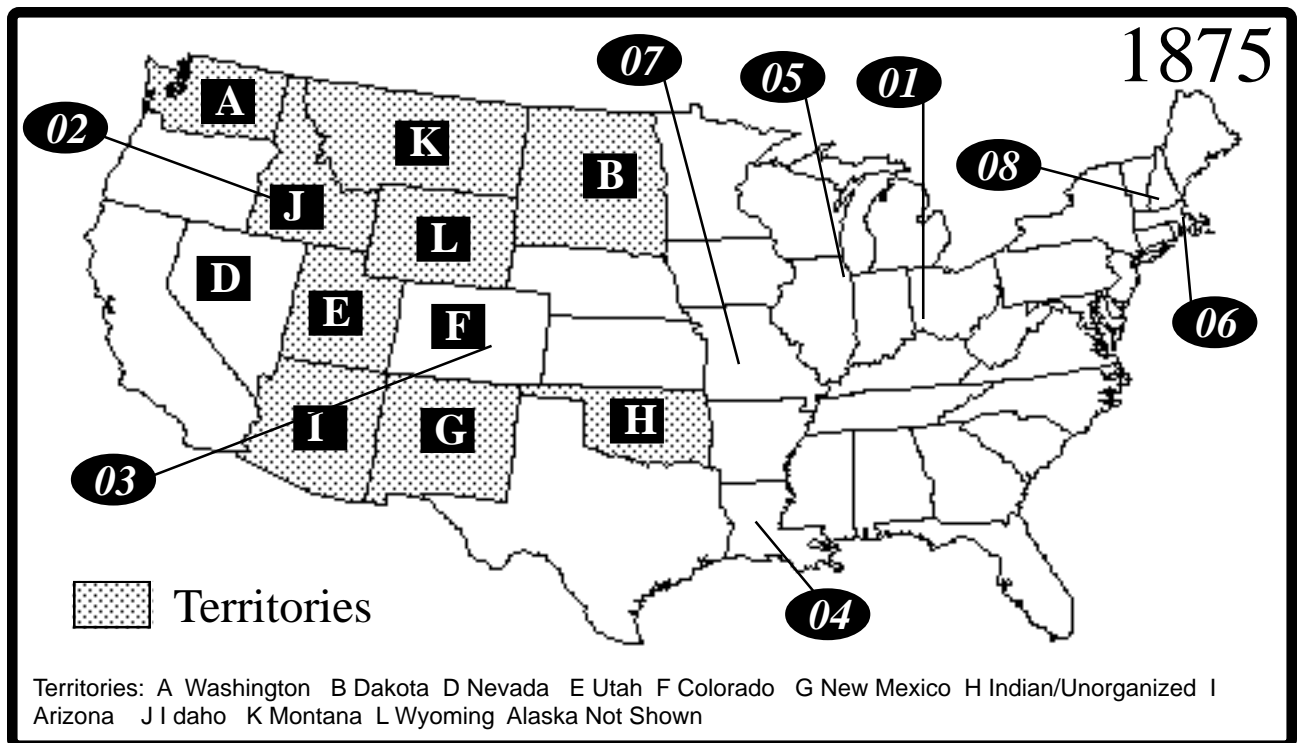
### Lake of the Ozarks, Warsaw MO '87 07

A giant maggot-like creature destroyed three farms before cocooning. Bureau 13 agents watch the hatching of the world's largest butterfly before destroying it with a gatting gun.

### Mt. Monadnock, New Hampshire '89 '08

Mysterious lights were seen 3200 feet up a mountainside. The locals reported burning trees, flying creatures and the sound of cannon fire. One resident reported one of the creatures crashed into his barn and burned it to the ground. He thought it looked like a devil. He presented the investigator with a 3 tine iron fork that he said was dropped by the devil when the Angel with the flaming sword hit him. Agent Coultrain and Wiggins climbed the mountain and reported stonework and caves with carved blocks. They used 8 barrels of black powder in an attempt to seal the opening. After a quiet night both agents deemed their job done and departed for Baltimore.

A week later the lights and the problems resumed with an even greater ferocity than before. Fields began to burn along with barns and houses. Light beams of extreme intensity can be seen coming from the mountain for miles in all directions. There is the constant sound of thunder.



## Timeline 1859-1889

**1859** Issue of States Rights burning issue.

**1860** Lincoln Elected and Carolina secedes.

**1861** Washington Peace Convention fails. Start of Civil War as Confederate forces fire on Fort Sumter on April 12th. Some say there were supernatural influences that created the failure to preserve the union. Lafayette C Baker comes to Washington. 'Trent Affair' threatens to bring England into the conflict.

**1862** Bureau 13 is created by Executive Order by Abraham Lincoln. This 13th Bureau of the Justice Department will track down and destroy all forms of the supernatural. Lafayette C. Baker, under Secretary of War Stanton recruits agents from the District of Columbia Calvary. Baker hides the organization and activities of the Bureau under the guise of the Secret Service. By June Congress abolishes slavery. Department of Agriculture established and the Homestead Act was passed to aid immigration.

**1863** Hiram Thomas is the first Bureau agent killed in action in the Chesapeake Bay. Sea Serpent wounded. Human sacrifice and magic suspected at the site of Pickett's Charge at Gettysburg. First Specialized weapons added to Bureau arsenal. These include silver plated handcuffs, silver bullets, and water blessed by an Arch Bishop. Bloody draft riots in New York City. Emancipation proclamation signed and the National Banking System established. Gettysburg Address by Lincoln. Baker hot on the trail of spies, contraband supply to the confederacy, and political corruption hurting the war effort.. War is dragging on.

**1863** First African American, Jefferson Hogan, a former slave, added to Bureau ranks. He becomes top investigator in the south after 1866. Turning point of the Civil War as Union gains momentum. Draft riots and more protests against war. Corruption in government and business hamper war effort.

**1864** Rain of Minnows and a Tuna in Philadelphia, PA. Ghost of John Chapman spotted in Southern Ohio. He was better known as Johnny Appleseed. First supply caches established in Eastern cities. Treasury scandal rocks Washington as crazy inventor is found to be in charge of printing US currency. More corruption in Washington. Lincoln reelected. There is no doubt that

the Confederacy is winding down and victory will be in early 1865.

**1865** End of American Civil War as Lee surrenders at Appomattox. Lincoln assassinated within a week of the war's end. Baker's Agents capture Booth, but his diary is suppressed. Two Bureau agents killed in fight with vampire in New York City. Baker furious at corruption in Johnson presidency and resigns. Devotes full time to Bureau activities and decides it must continue as a secret agency. Stanton agrees.

**1866** Family of Ghouls exterminated in Boston. First Werewolf captured and held for scientific study in Townsend, Maryland. Voodoo Murders investigated in New Orleans.

**1867** Alchemist in Kentucky is put out of business by Bureau 13. Cauldron dumped in river creates hundreds of flying fish. Centaurs spotted in New Mexico Territory.

**1868** Bureau finds Gnomes in California. Protecting them insures a yearly payment, in gold, for the next century. Scandals in Washington as President Johnson proves inept. When impeachment fails, Stanton resigns and is appointed to become a Supreme Court Judge. Lafayette C Baker Dies of Meningitis in Philadelphia. Few know his death was a ruse to remove him from the public eye. First B.L.A.S.T. Kits developed and issued to field agents.

**1869** Destruction of Wind Willow Witch House in Vermont ends four very bloody decades of terror in a small Vermont town. Seven agents lose their lives, freeing a dozen children. Unicorn discovered north of Flint, Michigan. Team is dispatched and ends up talking to the animal.. Talking cat joins team 'Capital'. Death of Stanton on the eve of his appointment to the US Supreme Court. Some suspect he was poisoned.

**1870** Bureau Cache discovered by General George Custer. He ferrets out existence of the Bureau and threatens to expose the organization unless he is made a member of it. He realizes a resource when he sees it.

**1871** Sorceress and four identical infants captured in Cleveland Ohio. Bureau is undecided on her motives and takes her into custody. She demands a fair trial and the Bureau realizes they must prove her guilty. She is found innocent and released.

**1872** Sesquatch destroys lumber camp in Wisconsin. Agents realize they are dealing with a very smart adversary and suggest the loggers

## *Bureau 13 Blackpowder*

move the camp. Bureau 13 establishes a far west branch in Carson City, Nevada. This main office becomes a focal point for a number of famous and infamous Western Agents as well as outlaws.

**1873** William Masterton slays Vampire in Virginia City, Nevada. Earns nickname 'Bat' as the Bureau recruits him. First incursion into Canada to capture a necromancer.

**1874** Indian attack on Adobe Walls Trading Post kills 2 Bureau agents. Lincoln's ghost spotted walking halls in the White House.

**1875** Custer asks Bureau 13 to help fund his bid for the Presidency. Bureau director, Baker refuses and will not acknowledge Custer. European invasion of 'Wee Folk' to New York with Irish immigrants. The start of the great Paranormal Migration to the Americas and the Native American Spirit Backlash. Siren captured off of Cape Hatters Maine and released off Florida coast in the Bermuda area.

**1876** Indians solve Custer problem. Steam Engine is possessed and goes on a trek of horror as it recruits the evil and possessed. It is finally sealed in a tunnel in Pennsylvania. Jersey Pine Barrens becomes a focus for a gateway to the depths of hell.

**1877** Establishment of Deep South Bureau headquarters in New Orleans, Louisiana. The 'Farm' becomes the first Magic research facility.

**1878** Year of the 'Screaming Sky' as multiple reports of aerial curiosities flood in from the Mississippi to the Western Territories. Among these are giant birds, mythical creatures, and even a large dragon. Nearly nothing is resolved in these sightings.

**1879** Second Windwillow Coven destroyed in Indiana. This battle is far harsher on Bureau operatives as the Coven was prepared. First time Blessed Gattling gun with silver bullets used by Bureau against werewolf pack and against giant bear in Missouri.

**1881** Chinese Tongs using harsh magics and artifacts in a territory fight in San Francisco. Bureau 13 becomes ensnared in the conflict and pays a bloody price before the war is ended.

**1884** Nest of Goblins makes a war zone out of a smalltown in Idaho before being eliminated by Bureau 13 and an Army detachment.

**1886** Bureau 13 negotiates treaty with Indian spirits in Michigan after attacks on farms in Flint and Pontiac.

**1887** First contact with an advanced species

from space. Bureau provides 1600 pounds of lead wire and a 3300 pound boiler plate to the humanoid to help repair and fuel their ship.

**1888** John Ramlo kills T-Rex near El Paso Texas. Says, "Tastes like chicken!" Jack the Ripper terrorizes London with 5 killings. Late in the year a 'like' string of Ripper-like murders hits New York and Chicago. It is hushed up by the police and the news.

**1889** Baker's stand against magic is changing with the times. 'Good' Witch, Samantha Poole joins Bureau 13 hierarchy. Alchemist, Jonas Mitchell, does the same a few months later. Bureau 13 uses powered balloons for flight and transport. Outlaw named Morrow shot in Kansas. Material found in his hideout begins a quiet technical revolution for the world. The four top heads of the Bureau realize that the world will be destroyed by fearsome weapons in exactly 100 years and it is their responsibility to ensure this will never happen. Third Windwillow coven destroyed. Spawn of Goshnar found in Rochester New York and are exterminated.



Abraham Lincoln possessed a more than mild interest in the supernatural which started with the death of his (and some say only true) love Ann Rutledge in the summer of 1835.

There is no doubt that early in Lincoln's first term, he discovered the supernatural had an interest in him. In fact it was more than an interest, it was a focus that would continue during his remaining life and beyond. It was late in 1861 with the newly succeeded South scrambling to proclaim itself independent. With mass confusion surrounding the Nation's Capitol, dark incidents began to happen.

First his son Tad died and his wife fell into grief that bordered on insanity.

Then while sleeping Lincoln had a series of dreams that shook him so badly that he asked for

## **The Birth of Bureau 13 1859-1865**

advice. He saw himself, at first healthy and smiling then gaunt and tired with the weight of centuries on his shoulders. The second was the hand of a Werewolf on his on his other son's shoulder. In the last image he could see himself lying on a bloodied bed surrounded by powerless doctors. "Who is dying?" whispered a voice. "It is the President." came the reply of one of the guards in the room.

Lincoln realized this was far more than he could handle. The fate of the union rested on his shoulders and no man could deal with that and the supernatural. He drafted a plan.

### **By The President Of The United States of America: An Order**

Whereas an insurrection against the Government of the United States has broken out in the States of South Carolina, Georgia, Alabama, Florida, Mississippi, Louisiana, and Texas: And whereas a combination of persons engaged in such insurrection, have engaged in activities of a nature and kind designed to commit and perpetuate the commission of assaults on the lives and property of good citizens of the United States, both in the territories of the United States and abroad: And whereas an Executive Proclamation has been already issued, requiring the persons engaged in these disorderly proceedings to desist therefrom, calling out a militia force for the purpose of repressing the same, and convening Congress in extraordinary session, to deliberate and determine thereon: And whereas, not only have the insurgent parties refused to cease and desist from their illegal activities, but they have enlisted the aid and assistance of forces not necessarily of this world, which forces are of their nature inimical to the continued peace, prosperity and continued existence of organized society:

Now, therefore, I, Abraham Lincoln, President of the United States, with a view to the same purposes before mentioned, and to the protection of the public peace, and the lives and property of quiet and orderly citizens pursuing their lawful occupations, until Congress shall have assembled and deliberated on the said unlawful proceedings, or until the same shall ceased, have further deemed it advisable to order the formation of an organization for the purposes of preventing the aforementioned inimical forces from completion of their designs upon the citizenry of the United States, in pursuance of the laws of the United States, and of the law of Nations, in such case provided. For this purpose a competent force will be recruited, said force to investigate all reported instances and manifestations of such forces not necessarily of this world. This agency will have complete authority as to actions which shall be taken in order to ascertain if these forces are inimical to the continued peace, prosperity and existence of the United States or its several citizens. Said force, and its assigned mission shall also not be the subject of general public knowledge, said knowledge not being necessary to the completion of the subjugation of the insurgency against the United States and, of its nature, being conducive to general apprehension and unwarranted fear on the part of the general citizenry.

And I hereby order and declare that this organization shall operate under the authority and control of the office of the Attorney General of the United States, and shall be funded from those general funds set aside for the completion of the duties of her Department, assisted by such funds as may be deemed necessary by the President of the United States.

In witness whereof, I have hereunto set my hand, and caused the seal of the United States to be affixed.

Done at the City of Washington, this Thirteenth day of October, in the year of our Lord one thousand eight hundred and sixty-one, and of the Independence of the United States the eighty-fifth.

By the President:

*Abraham Lincoln.*



## **Lafayette C. Baker** **Bureau Chief 1861-1899**

Baker is something of an enigma. While many records and a Autobiography exist of his exploits over the early 1860's, there is much legend and question as to his real motives.

His own secret files and cryptic notes from the hand of Lincoln show that in 1851 he was involved in an incident in California involving a Vampiric Spanish Conquistador accidentally freed from his entombment in a closed Spanish Gold mine. The Conquistador and his hurriedly gathered legion of undead were summarily destroyed by Baker and his even more hastily gathered "Vigilante Action Committee". The entire ordeal was later disguised as a miner's riot. By 1859 Lincoln had been briefed on the true nature of the incident but gave it little credence until February of 1861.

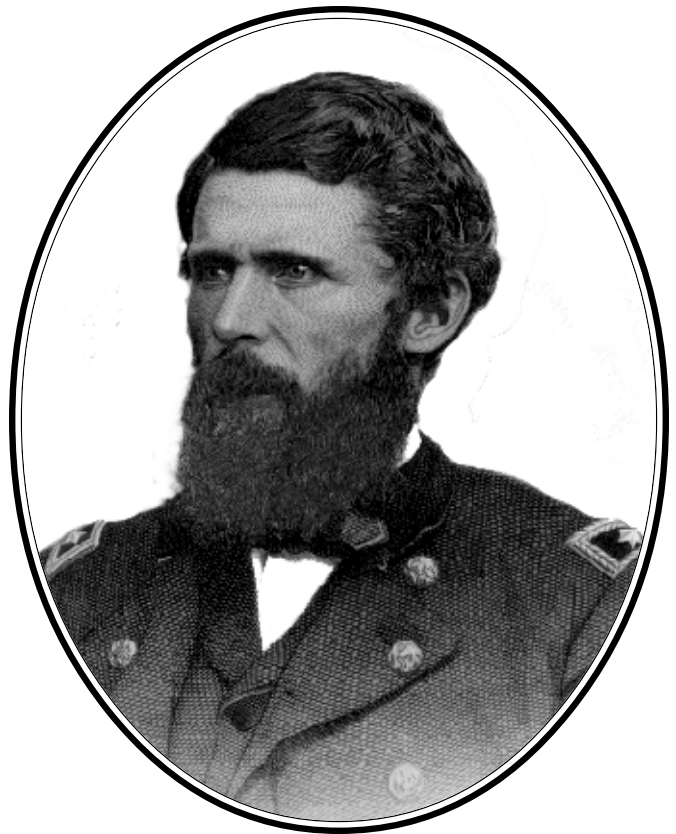
The nation needed a special service to help stop corruption and ferret out the enemies of the North. This secret service would be headed by a dedicated man that both Lincoln and Secretary of War Stanton could trust with their lives. This man was Baker.

With the war and supernatural occurrences at the White House, Stanton, Baker, and Lincoln made the decision to create an even more secret agency, a 13th Bureau of the Justice Department only answerable to the president and itself. Under the guise of the Secret Service, Baker would run this smaller group of elite hand picked agents who would deal with manifestations of the supernatural.

Baker's first agents were the men who stood beside him in the 'Mine Riot of 51', among them several of his brothers and cousins. By 1862 Baker moved among the members of his own military unit, the Blue Rifles, selecting men who had in the past confided a supernatural experience. The second criteria was his own judgement that these were solid men of good character and loyal beyond any doubt to the President and remaining Union.

Between 1862 and 1865 Baker carried out this duty with enthusiasm and expertise. Many considered his detective skills and methods years ahead of his time. His men were fiercely loyal and awarded him a small silver badge that said 'Death to Traitors'. A second badge carried by him was a simple brass shield with a 13 emblazoned across its face.

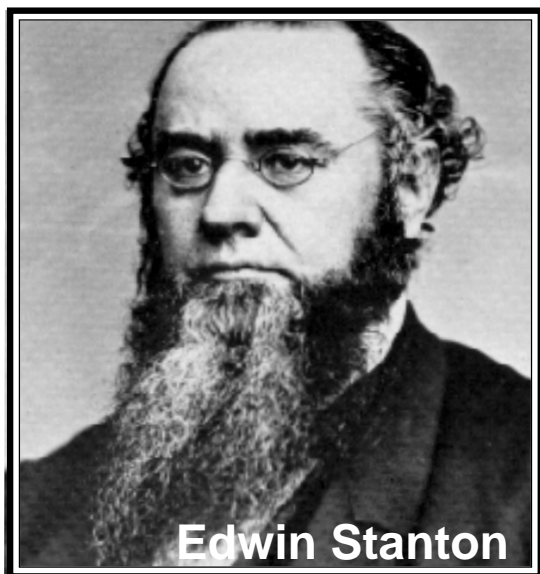
Baker was amazingly successful in his duty to help save the Union but the success came at a high price. He had accumulated an astonishing collection of enemies in the South as well as corrupt government and business people at home. By 1865 the Bureau and Secret Service would be running smoothly as the Civil War began to wind down, Only Lincoln's assassination changed what might have been a very smooth transition to peace. While the government ran in circles, Baker's men captured Booth and exposed



the conspiracy. The new president, Andrew Johnson, was quietly informed of the existence of the Bureau and laughed at the joke. Johnson and his political cronies had always considered Baker a little over zealous in his attacks against corruption in the government. Many of the people under attack or that had lost money because of Baker were personal friends of those near the top. Within months of the end of the war, Baker found himself in direct conflict with the New President over the selling of pardons to war criminals and bureaucrats who fought the Union. Time and the political spotlight were now taking their toll on the man with the silver badge. He still believed in Lincoln's dreams of a 'just' peace and Stanton's steadfast determination to keep America safe from creatures of the night.

In 1865 Baker left Washington after the Secret Service was dissolved by Johnson. He quietly moved his operations to a secret location under Townsend University in Baltimore where he wrote a book on the history of the Service and the war years. The news, always hating Baker, reported his death in obscurity in 1868. And this is how Baker wanted it to be. Tired of the political graft and stupidity of the corrupt reconstruction policy of the Johnson administration he now devoted his duties to Bureau 13 on a full time basis.

There were no monuments to Baker and little recognition of his work to preserve the Union. Later history would eliminate him nearly completely. Baker was truly a man who loved his country but was betrayed by the government he defended.



### Secretary of War Edwin M Stanton (1814-1869)

The task of administering the War Department of the American government during the American Civil War fell to Edwin M. Stanton. To him was given the responsibility of handling thousands of men and millions of dollars at a time when the very existence of the country depended on military strength.

Edwin McMasters Stanton was born in Steubenville, Ohio, on Dec. 19, 1814. He attended Kenyon College but was forced by lack of money to leave before graduating. He studied law and was admitted to the bar in 1836. He moved to Pittsburgh, PA., in 1847 and to Washington, D.C., in 1856. In 1860 he was appointed attorney general by President Buchanan. He was violently opposed to Abraham Lincoln in 1860 and referred to him as the "original gorilla."

In spite of Stanton's opposition to Lincoln and to the Republican party, the president offered him the post of secretary of war in 1862 to replace the inefficient Simon Cameron. He accepted the position, as he honestly said, "to help save the country." Stanton was tactless and stubborn but an able administrator. When pressure was exerted to remove the unpopular secretary from office, Lincoln replied, "If you will find another secretary of war like him, I will gladly appoint him." In the meantime Stanton's estimate of Lincoln had undergone a radical change. At Lincoln's death Stanton said, "There lies the most perfect ruler of men the world has ever seen."

After Lincoln's assassination Stanton continued to hold his position under President Johnson, until 1868. His relations with Johnson were never pleasant, and finally the president sought to remove him from office. This attempt led to the impeachment of the president. When the proceedings against Johnson failed, Stanton resigned and returned to the practice

of law. The next year he was appointed by President Grant to the United States Supreme Court, but he died on Dec. 24, 1869, four days after the appointment was confirmed.

Lafayette C. Baker took the death of his friend and Bureau creator with grave concern. His sources had picked up the rumor that Stanton's death was not by natural causes. In the months that followed there were several deaths of high ranking officials that had been close to President Johnson. Of this Baker, stern faced, would say, "Revenge is not our mission now. Our mission is the preservation of this great nation from those traitors who would destroy it for their own profit."

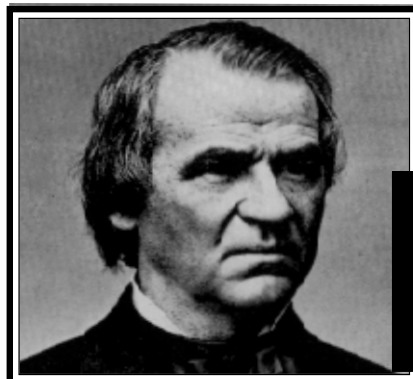
### The Building of the Bureau

There were less than 24 agents of Bureau 13 that Baker could trust. Several of these were in high positions close to the President and War Offices.

This one fact hampered operations for nearly a decade until word of mouth and close observation of a number of competent people, made them appear to be suited for a job in the Government's most secret agency. A great many of these new agents came from the military including Baker's once proud 1st DC Cavalry group. It was also no surprise that a number of the people recruited were simply common folks who had an ugly or powerful contact with the supernatural.

### Policy

As this was a new agency and there were no guidelines to its operation, they had to be created as problems arose. Being of a logical and inquisitive mind, Baker immediately established a records library for legend and fact. To this library were added books and tomes that dealt with the supernatural as well as real and assumed magical devices and artifacts. With storage of some of these items came unforeseen problems and energies. For this reason he relaxed his policy on recruitment of a few people with magical abilities. He needed people who knew how to deal with such things. In 1869 he got one of the most unusual recruits he could have imagined. It was an amazing talking cat named Pete. This animal was wise beyond its years and had an attitude problem. Pete liked Baker. Baker hated cats but he listened to what this magical creature had to say.



President  
Andrew  
Johnson

### **A Baker's Dozen**

It was a recorded fact the Lafayette C Baker did not have much of a sense of humor. While his agents would lay their lives on the line for this man, they still considered him a 'great stick in the mud.' Agent M. Traill once remarked that, "Baker has the responsibility of the World, and the next one, on his shoulders. It kinda takes away your ability to laugh when Death stands at your side."

While there were a number of Agents with public reputations or flashy careers, there was also a corps of loyal people who ran the operations of the Bureau on a day to day basis.



### **M. Traill**

Described as the swarthy faced Virginian, he had a white scar on his face that twitched when he was angry or excited. He was one of Baker's most trusted operatives with a talent for scouting and melting through the enemy lines. His most unusual assignment was the capture of Walt Bowie, Confederate super spy who was charmed. Bowie was a murderer, braggart, and adventurer who served under Mosby and Jeb Stewart before becoming a legend. It was said he could only be killed by his own gun. M Traill proved this right.

### **Joseph Stannard Baker**

Known as Stan, the brother of Lafayette was one of his trusted agents. Stan was always in the field with important missions. He also served in the 1st DC Calvary who were known as Baker's Rangers.

### **Murdock**

Many of Baker's men could not figure out the reason that this tall, handsome actor was part of the force. The reason was simple. He could become anybody in almost no time. As an actor he could slip into the role of a farmer, aristocrat or oily gambler at the drop of a hat. His disguises were legendary. Even Baker, at times, did not recognize him until he spoke.

### **John O'Dell**

Short, portly, nose like a beak, and red faced, he was affectionately called Mephistopheles by other agents. John was a showman who told stories with flourish. He could talk his way into and out of nearly any situation. President Lincoln was very fond of John's children and family and was often seen in their company. O'Dell was at Antietam with McClellan during the bloody battle.

### **Dan Kesterman**

Stone Faced Dave was a man with a mission. Confederate raiders burned his farm and murdered his wife. He would serve the union without regard to his life until the war was over. His primary target was John Mosby of Mosby's Raiders. This fearless man became a legendary recruiter and judge of human character. (In 1875 Kesterman finally faced Mosby a decade after the war. Rifle to his head, Mosby looked into the face of Stone Faced Dave and told him that he had personally shot the man who did the deed. Mosby then vanished into history.)

### **James McCall**

McCall was a weapons expert with a streak of insanity. He fine tuned and tested the Henry repeating rifles and equipment that Baker used. In 1864 he was responsible for the test of a flame thrower device on the white house lawn. "That nearly blew Honest Abe out of his union suit," he remarked as the target wagon blazed into the night. He was also a superb horseman.

### **Tom & Bill Spear**

The Spear brothers didn't have a lot of talent. They didn't have a lot of smarts either. What they had was brute strength, large fists, enjoyment of a good fight, and unquestionable loyalty to Baker. The Spear brothers or 'Bully Boys' were instrumental in the extraction of information, closing corrupt businesses that preyed on soldiers, and throwing furniture out windows.

### **Frankie Abel**

One of the first woman agents that served Baker and later the Bureau. Frankie was a charmer and able to ferret out information from the toughest of characters. With Cuban born Loretta Velasquez, they were an unstoppable team that few men could resist. Many rumored that Valasquez was a double or triple agent who was looking for fame and fortune. Her hot temper nearly caused her death a number of times during the War and after.

### **James 'Yankee' Sherman**

Another agent's well trusted by Baker and Stanton to succeed in the most dangerous missions. During the war Sherman was captured and sent to Libby Prison. A year later, gaunt, nearly dead, he returned to the North and began his recovery.

### **Pat 'Irish Pat' O'Donnell**

Irish immigrant who brought knowledge of the legends of Europe and became the best marksman in the Bureau. Pat was an outstanding sniper that found himself in an Army stockade because he couldn't kill people who didn't deserve it. He became an expert with bane bullets and the .46 cal Morgan Rifle. As time passed he became the Bureau's first scholar and teacher to the second generation of agents.

### **Horace Gordon**

Quiet and dedicated researcher, he was rarely seen by day and is said to have frightened gypsies. Grey haired, his wyebrows were a continuous strip and he was known to have phenomenal strength.





## **Headquarters**

Washington DC 1862

A few blocks from the Old Capitol Prison is a three story brick building that has a high amount of horse and wagon traffic for a simple land office. The land and record's office is real but it has few customers and seems to be a masterwork of inefficiency and people who are bothered by dealing with the general public.

### **Beyond the Office**

This is the real operations base for Bureau 13 and nerve center for paranormal operations in the North. Bureau chief Baker picked this building because of three unusual features.

First, this building is on a side street and out of the way of commercial and military traffic. This facilitates the nature of activities here. A sign on the side of the business lists rooms for rent with a second sign declaring No Vacancy.

The three story building is large enough for several operations rooms, a surgeons room, library, records and holding area. The cellar is insulated with several feet of brick and holds three reinforced jail cells for special prisoners.

The final advantage of the structure is a secret tunnel that extends to the old Capital Prison. This reinforced construction links to a secret cellar storage room

By January of 1865 a second tunnel was completed that linked to the White House from the Old Capitol. Due to problems with the Johnson administration, both were sealed off in 1867 before the demolition of the prison. The building served until 1931 when necessity made the Bureau move.

## **Headquarters**

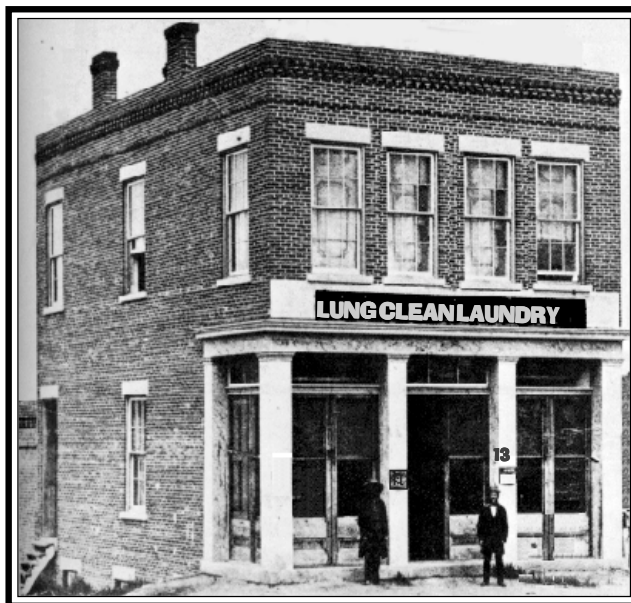
Carson City, Nevada 1872

Operating the Bureau from Washington DC was not easy when decisions and action were needed on an immediate basis.

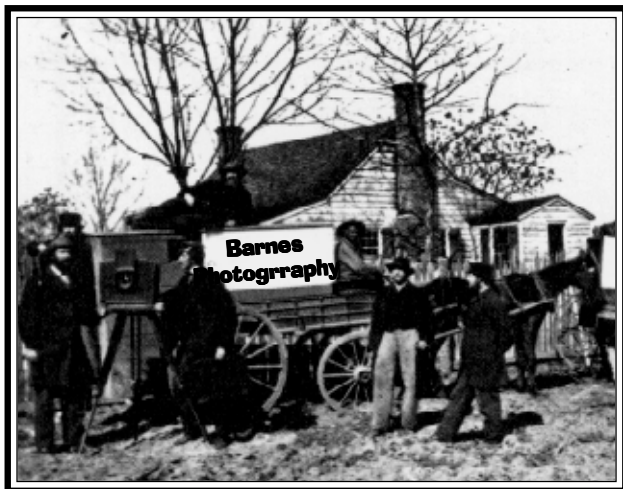
Carson City was the second choice for the Bureau's Western headquarters. While San Francisco had been the logical choice, earthquake and winter blockage of the Rockies would have limited Bureau access to a majority of trouble spots. With the start of the Indian conflict, it proved the proper decision.

A much smaller office than Washington, the lower level was given to Lung's Clean Clothes, a Chinese laundry with an eccentric owner. Baker's first order to Western Bureau chief Horace Gordon were "Give the gentleman anything that he desires and under no conditions anger or consider him less than your equal." Gordon pondered these words for years as he picked up his weekly laundry from the wise and ancient man who sang to flowers.

The Carson city office is smaller than the Washington headquarters though it shares the same general setup of office, several rooms for agents to meet and rest, and a doctor's alcove. A secret set of stairs to the basement allows access to a storage room and a prisoner cell. From here a second set of stairs leads downward into bedrock where a series of tunnels and rooms have been carved. These areas, including a tunnel with a bank vault door, are for artifact and magical storage as well as the Bureau's reserve supply of gold. The second tunnel slopes downward to a cavernous scientific lab manned by the secretive but brilliant Dr. Wilhelm Stoutenburgh. The good doctor is assisted by Gertrude Mayhew, an Army nurse and a huge Turk who appears possessed at random moments by the spirit of a Roman chef named Gabis Apicius.







## **Headquarters**

New Orleans, Louisiana 1877

By 1877 paranormal activity in the South required a third office to be opened. This short lived but active division of Bureau 13 was soon to be a hotbed of agents involved in Cajun, Indian, and Revenge magics.

Taken by the North early in the Civil War, this key port city did not suffer the hardships of much of the South. There is no doubt its strategic location as a seaport made it a hotbed for smuggling, spies, murder, mayhem, and a lot of bad feelings with the Union occupation. Such concentrations of ill will are known to attract evil and demonic influences over the years, and this great city was no exception.

The purchase of the Morrison farm gave the Bureau a country location unhampered by city life. Cover for the operation was created by a second large barn that was turned into a supply center for Horse and Wagon based photographers.

The New Orleans office shares the concept of office, library and supply for Bureau Agents. The main difficulty with the site is the fact that the groundwater level prevents underground storage, holding cells or scientific labs.

From the beginning Baker considered this office hard to defend and a possible security risk to operations. His belief was the Bureau better operated from a River Boat that could haul cargo up and down the Mississippi to mask it's real operations. In 1878 Baker got his Riverboat and the Morrison farm, under the direction of Claud DuCrox, built a third barn as he continued to argue that the Office was secure. Several escapes and a Zombie attack in later years caused DuCrox to resign and subsequently vanish.

### **Historical Note**

Baker was accurate in his assessment of possible problems with the office. The farm was burned to the ground in 1897 during a battle with members of the Golden Circle. A week later the aging riverboat sank and the office was moved to the French Quarter of the city.

## **The Presidents & Bureau 13**

**1861-1889**

As each new US president was sworn in he was quietly informed of the existence of the Bureau and its legacy of service to the US.

**ABRAHAM LINCOLN (R) 1861-1865**

President who never wanted a Civil War and established Bureau 13. As the war came to an end he was assassinated. Secretary of War Stanton, first an enemy and then a devoted friend, was said to have wept and called Lincoln one of the 'Great Men of the Age.'

**ANDREW JOHNSON (U) 1865-1869**

Bureau chief Baker hated Johnson and was amazed that he refused to believe in the existence of the agency. After calling Baker a fool and a charlatan he ignored discussion of the subject and abolished the US Secret Service to reform it under Pinkerton.

**ULYSSES S GRANT (R) 1869-1877**

Never suited for political office, Grant was a soldier caught in the middle of politics and corruption. He was powerless to prevent the Great Crash of '73. An honest man, he took a keen interest in the affairs of Bureau 13 and helped establish many supply bunkers.

**RUTHEFORD B HAYES (R) 1877-1881**

More than Johnson or Grant, President Hayes helped the nation recover from the Civil War and brought a new economic stability not seen since before the war. He strived for conciliation with the South and greatly reformed Civil Service. His term in office saw Bureau expansion.

**JAMES E GARFIELD (R) 1881-1881**

President Garfield accepted the existence of the Bureau 13 even if he hated Baker. His life was cut short far too soon by the bullet of an assassin.

**CHESTER ARTHUR (R) 1881-1885**

Practical and business-like, Chester Arthur took the existence of the Bureau as a necessary evil in a less than perfect world. For the most part he tried to ignore the agency, but in no way got into Baker's way. He once commented, "I preferred Lafayette C Baker dead and that is how I shall choose to remember him."

**GROVER CLEVELAND (D) 1885-1889**

The first democrat elected since 1861, Grover Cleveland found himself saved by the Bureau on several occasions. He gave it his full support. Cleveland's main problems were with the financial base of the country, depleted treasury, trade, taxation, and punishing Canada for real and assumed trade violations.

## THE NATION

1859-1889

The country was in turmoil. The true test of the government had been strained by the questions of states rights.

The strain reached the breaking point and in 1861 States began to succeed. The Confederate fired on Fort Sumpter and gave the North the excuse to declare war. Nobody was prepared, especially a military that hadn't fought in over 40 years.

### Inner Turmoil

The Civil War was in no means popular with the general public. Within 3 years it was sparking bloody draft riots and mass desertions. Northerners openly supported the South and many sent supplies to aid their Southern Brothers. Profiteers sold shoddy goods to the government and corruption was a daily affair. Draft dodgers signed up for a recruitment bonus and immediately deserted. Some enlisted a dozen times or more. To gain popular support the war had to have a moral issue. The issue that helped polarize the common people into support for the war was the practice of Slavery.

To the South slavery was economics. Tariffs and inexpensive labor kept their cotton prices competitive. With its practice justified by religion and ignorance, slaves were a necessary evil. In the North many turned their heads or voiced the opinion that slavery was outlawed in most of the world so it should have ended in the US. This was the social and moral key to making men fight to save the Union and free the oppressed.

The Civil War dragged on for 5 years until attrition and a solid plan crippled and defeated the South. Lincoln opted for a fair and just reconstruction with malice towards none. Barely cold in his grave, the assassinated president's plans were touted in name only as Southern politicians returned to their government offices. While the economic base of the South was rebuilt, social conditions for the free slaves were little better than before, and in many cases worse. Most people and business would enjoy the post war euphoria until the mid 1870's and a hard economic collapse.

### Changing Times

After 1870, technological advance and more open lands expanded the strength and increased the population of the US. More waves of immigrants were coming from Europe to fill the lower social ladders. New technologies gave the world internal combustion, electric motors and electric light. The extermination and movement of the Native Americans was nearly complete. Manifest Destiny had been realized as the nation stretched from coast to coast and all fell under the direction of Washington. The US began to think of itself as a world power as the 1880's drew to a close. The older nations laughed but a slumbering giant was about to wake.

## THE WORLD

1859-1889

The world was on the brink of a technical revolution. It was also clinging to old traditions. It was also a time of revolution and small wars.

### Countries Bordering America

To the North of the US was the brooding but underpopulated country of Canada. Many feared that this country would become a second front for a Confederate incursion into NY if the British recognized the South. Years of territorial disputes between the US and Canada left many to the North hostile and supportive of the south, though they knew a direct conflict would be a no-win situation and the possibility existed of a major land grab by the US.

Mexico was under revolution and the political clean up after Maximilian II siezed the govermemnt. Mexico also had an axe to grind with the US for territorial expansion and the Mexican War.

Mostly ignored to the North, Russian Alaska was beginning to be considered a waste of time and resources. The Russian colony was not growing and needed constant resupply. Within 7 years it would be sold to the US.

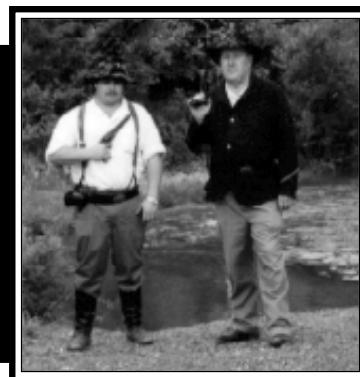
France, sometimes an ally and sometimes an enemy, generally decided to stay clear and profit from sales to the North. Their animosity with England was a wild card in the question of recognition of the Confederacy.

This period was a long series of conflicts for Germany including the upcoming Franco-Prussian War. Eastern Europe was plagued by a series of smaller conflicts and revolts against Russian authority. To the South of Europe the Turks were busy in a series of conflicts.

### Recognition

The Confederates, with a third the industry of the North; desperately needed international support to be recognized, but the assistance was not to come after slavery became an issue in the war. There were too many problems at home to deal with this dispute and commit resources for no gain. Few could imagined the new nation would rise to being an industrial giant and decided, for economic reasons, to avoid the conflict.

c. 1865  
While the North and South were reunited, many of the old social problems still remained.



## Bureau 13 Blackpowder

### World Timeline

1859 Darwin publishes *The Origin of Species* in England to vocal opposition. King Victor Emmanuel II of Sardinia begins Italian unification. French forces capture Saigon.

1860 Prussians adopt scientific study of war and modern military transportation and weapons. Napoleon III sends peacekeeping troops to Syria and the Vatican. Anglo-French armies force treaty of Peking. Exploitation of potassium deposits at Stassfurt uncovers tribe of Kobolds.

1861 Most world powers recognize united Italy. William I succeeds to Prussian throne. Pasteur develops germ theory. Tzar Alexander II frees 20 million Russian serfs.

1862 French annex Cochinchina, Indochina. Otto von Bismarck made prime minister of Prussia.

1863 British bombard Kagoshima, Japan to force trade. Cambodia under French control.

1864 Pasteur invents pasteurization. Chinese Taiping Rebellion suppressed with British aid. Benito Juárez of Mexico suspends payment of foreign debt. Napoleon III invades and installs Maximilian as Emperor. In response to brutality of modern combat, Geneva Convention sets rules of war. The Red Cross founded. Tolstoy writes *War and Peace*. Prussia and Austria declare war on Denmark.

1865 Begun in 1857, transatlantic cable completed. Rudyard Kipling born. Lewis Carroll writes *Alice's Adventures in Wonderland*. Paraguay starts a 5 year war with Brazil, Argentina and Uruguay.

1866 Austro-Prussian war. Peru declares war on Spain. Italy declares war on Austria. Alfred Noble invents dynamite. Marquess of Queensbury forms rules of boxing.

1867 Under pressure from US, French withdraw from Mexico. Maximilian captured and executed. Universal Exhibition in Paris draws 15 million visitors. Dominion of Canada established. Russia sells Alaska to US. End of East India Company rule. First laws passed regulating children's working conditions in England. Marx publishes first volume of *Das Kapital*. Pro-Imperial uprising begins the Meiji Restoration and modernization of Japan. Aluminum introduced as industrial metal.

1868 British conquer Ethiopia. Disraeli becomes prime minister of Britain. Russia occupies Samarkand. Queen Isabella of Spain deposed.

1869 Red River Rebellion in Canada. Northwest Territories purchased by Canada from Hudson Bay Company. Jules Verne writes *Twenty Thousand Leagues*.

1870 Franco-Prussian war. France replaces monarchy with representative democracy. Fantmatique formed from *Le Société de Jesu du Esprit à St. Loyola* despite anti-Catholic government sentiment. Heinrich Schliemann excavates Troy. Rome made capitol of Italy. Diamonds discovered in southern Africa. Charles Dickens dies.

1871 At Versailles, William I proclaims self Emperor of Germany. US-Canadian border fixed. Stanley locates Dr. Livingston. Lewis Carroll writes *Through a Looking Glass*. Compulsory primary education in Japan.

1872 Spanish civil war. Jules Verne writes *Around the World in 80 Days*. Jesuits expelled from Germany.

1873 Financial crisis in Europe. Slave trade abolished by Sultan of Zanzibar. Theocracy in Equador. Buda and Pesth united in Hungary. Famine in Bengal. First color photographs.

1874 Socialist Working-Men's Party founded in Germany. British protectorate in Malaya. British annex Fiji Islands. Winston Churchill born. Alfonso proclaimed king of Spain.

1875 Kwang-su becomes Emperor of China. Cuba rebels against Spain. London Medical School for Women founded.

1876 China declares Korea independent. Queen Victoria proclaimed Empress of India. Turkish troop massacre Bulgarians. Franco-British control of Egypt established. Science of criminology created. Parliamentary government in Turkey.

1877 British annex North Borneo. Russia declares war on Turkey. Satsuma Rebellion in Japan. Famine in India.

1878 First electric street lights in London.

1879 British-Zulu War. Britain invades Afghanistan after legation slaughtered in Kabul. First telephone exchange in London.

Albert Einstein born.

1880 French annex Tahiti. Tinned meats and vegetables become available. First English girls' high school opened. Chile enters four year war with Bolivia and Peru. Transvaal Boers declare independence from Britain.

1881 France occupies Tunis. French begin Panama Canal. Pablo Picasso born. Tzar Alexander II assassinated.

1882 Compulsory primary education in France. Korea attacks Japanese legation, China intervenes. Irish terrorists, the "Invincibles," begins long chain of violence. British occupy Egypt and the Sudan. Triple Alliance formed by Germany, Italy and Austria-Hungary. Women given right to own property in Britain. Daimler builds gasoline engine. Society for Psychological Research founded in London. Darwin dies.

1883 French protectorate in Annam and Tonkin, Indochina. Sydney-Melbourne railroad opened. First run of Orient Express. Karl Marx dies.

1884 Maxim develops machine gun.

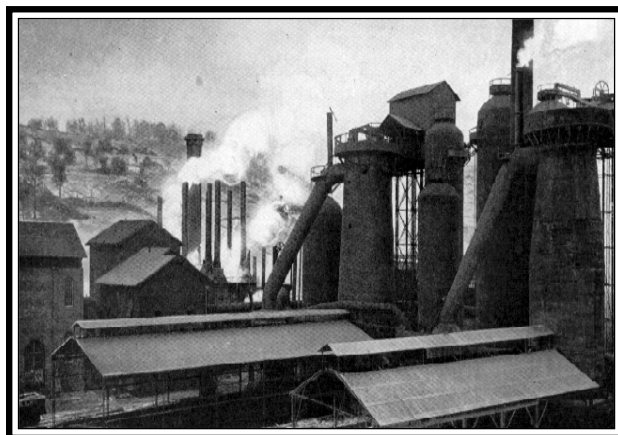
1885 First Indian National Congress meets. Belgium creates the Congo State. British invade northern Burma. Fingerprints proven unique. Gold found in the Transvaal.

1886 British annex Burma. Smokeless powder.

1887 Queen Victoria celebrates Golden Jubilee. British annex Zululand. France united eastern holdings as Indochina.

1888 Trans-Caspian railroad completed in Russia. Frederick III becomes Emperor of Germany. Serfdom abolished in Brazil. Revolt in German East Africa. Baghdad railroad started. Cecil Rhodes united Kimberley diamond mines. E. J. Marey invents early cinematograph.

1889 France forms protectorate of Ivory Coast. Emperor of Japan establishes constitution. Eiffel Tower completed. Italy forms protectorate over Ethiopia. Britain modernizes and expands navy. Brussels Conference abolishes slave trade. Brazil becomes republic. Adolph Hitler born.





## The Indians

When the white man started colonizing the Americas, contrary to the propaganda of the times, he did not find hordes of ravaging savages, with no true culture, government or religion. To the contrary, the Indians of the Americas (including North America) had formed societies that, for the time, were relatively stable and enlightened. Arts and crafts were encouraged, the elderly were respected and taken care of, and life was lived in a fullness not often seen in the more "civilized" West.

This isn't to say there weren't conflicts, raids, wars and a little misery; it was just that things were not too bad and that, generally, life was good. There were great tribes and the advent of civilization.

This age ended several hundred years before the first European colonies were established. The great tribes were broken and decimated by disease and the great tribes splintered and vanished.

The coming of the white man changed that - dramatically. They were considered savages and another series of plagues came in waves, ravaging the native populations.

Settlers came and forced tribes out of centuries-old lands, starting "wars" that decimated the populations even further. Harsh treaties were signed, then ignored, as the white population moved west. By the 1820s, the line stood at the Mississippi, and the 'trails of tears' of the Eastern tribes were done.

## False Security

In most quarters, there was an acceptance that the Indians had their own lands and they would see the 'light' of civilization in time. "Treaties with honor" were drafted and life was not what it had been, but it was life. Many of these agreements stood for a generation... until the end of the Civil War.

While there had been some 'incursions' of white settlers into lands that had been guaranteed to the Indians by treaty (the post-"trail of tears" treaties, that is) prior to the Civil War, these were usually small and oftentimes the settlers removed by Federal order.

For the most part, the majority of white settlers simply considered the Great Plains an obstacle to be overcome on the path to the 'true' West, i.e. California and Oregon.

But, with the end of the Civil War, a major upturn in westward expansion, fueled by waves of European immigrants, and the coming of both the telegraph and the transcontinental railroad, the writing was on the wall... the Indians must go!

At this point in time, two camps emerged touting solutions to the "Indian Problem."

The first simply wanted to conquer them militarily... and the higher the casualty count, the better. The second wanted to integrate them into the mainstream society.

The Federal government, as usual, tried to appease both camps, and ended up fueling what would become known as the "Indian Wars."

Special schools were set up to convert Indian children to western thoughts and beliefs and all the children of chiefs, war leaders and medicine men were required to go to them.

The rich spiritual beliefs of the Indians were ignored as the 'civilized' folks tried to convert the Indians beliefs to those of Christianity. At the same time, many of the "inviolable" lands guaranteed by treaty were suddenly not so inviolable. This was especially true if there was even the possibility that gold or silver might be found in these areas.

For then, as now, money talked and expansion was fueled by money. White prospectors with gold fever would invade areas set aside by treaty, hoping to strike it rich. And, if they had any luck at all, a rush would occur and the miners, settlers and politicians would conspire to push the tribes from the suddenly 'valuable' land.

If there was resistance or fighting, the military would be brought in to punish the "savages."

## Chief Joseph

Chief Joseph won lasting fame in what later became recognized as the end of the "Indian Wars." Known as "Thunder coming upon the land" to his people, he was one of the chiefs of the Nez Perce when their lands were seized during a gold rush.

That this was in direct violation of the US/Nez Perce treaty (the last of 370 treaties the US government signed with various Indian tribes and nations) was ignored and, in a short time, miners and settlers had confiscated almost all the land of the Nez Perce.

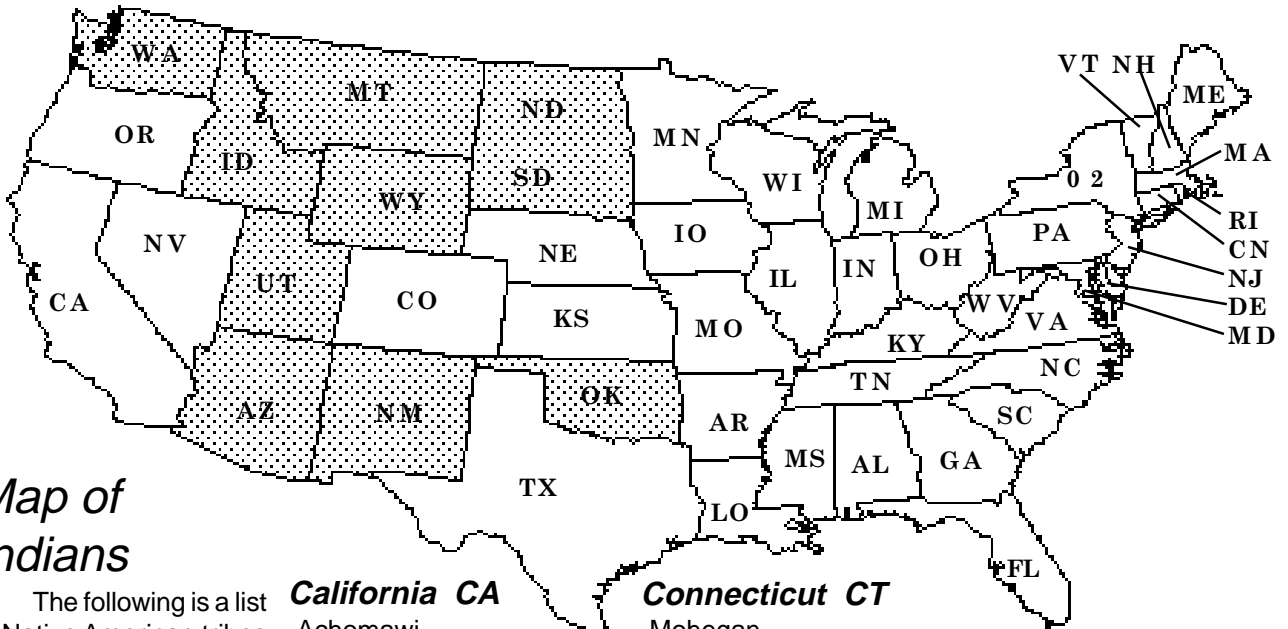
Joseph was, reluctantly but peacefully, in the process of moving to new lands when a few of the younger warriors decided to 'punish the whites' - setting off a "war."

Fighting federal troops, while trying to protect the tribe's women and children, Joseph led a long, exhausting march through Idaho and Montana before finally being surrounded and forced to surrender just shy of his goal - the Canadian border.

Upon hearing that the US cavalry was blocking the entrance to Canada, he made a statement that sums up the end of this era and the end of organized Indian resistance, "Hear me, my chiefs, I am tired; my heart is sick and sad. From where the sun now stands, I will fight no more forever."







**Map of  
Indians**

The following is a list of Native American tribes and their general locations by state. Canada, Mexico, Alaska, and Hawaii have been omitted. Also see *Hostile Times* and *Areas to Avoid* starting on page 63.

**Alabama AL**

- Alabama
- Chatot
- Creek
- Koasati
- Mobile
- Napochi
- Pensacola

**Arizona AZ**

- Aravaipa Apache
- Chiricahua Apache
- Coyoyera Arache
- Halchidhoma
- Havasupai
- Hopi
- Hualapai
- Maricopa
- Mojave
- Nevajo
- Paiute
- Pima
- Yavapai
- Yuma
- Zuni

**Arkansas AR**

- Caddo
- Quapaw
- Cahuilla

**California CA**

- Achomawi
- Atsugewi
- Chimariko
- Chumash
- Costano
- Cupeno
- Diegueno
- Esselen
- Fernandeno
- Gabriellino
- Hupa
- Juaneno
- Kamia
- Karok
- Kitanemuk
- Konkow
- Luiseno
- Maidu
- Miwok
- Mono
- Nomlaki
- Patwin
- Pomo
- Salina
- Serrano
- Shasta
- Tolowa
- Wappo
- Winton
- Wiyot
- Yahi
- Yokut
- Yuki
- Yanna
- Yuron
- Colorado
- Arapaho
- Ute

**Connecticut CT**

- Mohegan
- Pequot

**Delaware DE**

- Delaware
- Nanticoke

**Florida FL**

- Ais
- Apalachee
- Calusa
- Mobile
- Pensacola
- Seminole
- Teleska
- Timucua

**Georgia GA**

- Creek
- Cherokee
- Chiaha
- Guale
- Hitchiti
- Tamathli

Hawaii

**Idaho ID**

- Bannock
- Coeur D'Alene
- Kalispel
- Nez Perce
- Northern Paiute

**Illinois IL**

- Illinois
- Kaskaskia
- Peoria

**Indiana IN**

- Kickapoo
- Miami
- Piankashaw
- Wea

**Iowa IO**

- Iowa
- Yankton Sioux

**Kansas KS**

- Arapaho
- Kansa
- Osage

**Kentucky KY**

- Shawnee

**Louisiana LO**

- Atakapa
- Chawasha
- Hasinai
- Natchez

**Maine ME**

- Abnaki
- Malecite
- Passamaquoddy
- Pennacook
- Penobscot

**Maryland MD**

- Susquehannock
- Powhatan

**Massachusetts MA**

- Massachuset
- Mohegan
- Nipmuc
- Pennacook
- Pocasset
- Pequot
- Sakonnet
- Wampanoac

**Michigan MI**

- Menominee
- Potawatomi

## Bureau 13 Blackpowder

### Minnesota MN

- Illinois
- Ojibway
- Santee

### Mississippi MS

- Biloxi
- Caddo
- Chakchiuma
- Chitimacha
- Chocktaw
- Houma
- Natchez
- Ofo
- Taensa
- Tunica
- Yazoo

### Missouri MO

- Missouri
- Osage

### Montana MT

- Crow
- Flathead
- Gros Ventre
- Piegan

### Nebraska NE

- Arapaho
- Cheyenne
- Omaha
- Ponka
- Oto
- Pawnee

### Nevada NV

- Northern Paiute
- Oaiute
- Western Shoshoni
- Washo

### New Hampshire NH

- Mohegan
- Nipmuc
- Pequot

### New Jersey NJ

- Delaware

### New Mexico NM

- Apache
- Chiricahua Apache
- Coyoyera Apache
- Jicarilla Apache
- Keres
- Mescalero Apache
- Navajo
- Pecos
- Piro
- Tewa
- Tiwa
- Towa
- Zuni

### New York NY

- Cayuga
- Mahican
- Mohawk
- Montauk
- Oneida
- Onondaga
- Seneca
- Wappinger

### North Carolina NC

- Cherokee
- Eno
- Meherrin
- Nottaway
- Pamlico
- Secotan
- Sugaree
- Tuscarora
- Weapemeoc
- Woccon

### North Dakota ND

- Hidatsa
- Mandan
- Yanktonai Sioux

### Ohio OH

- Cayuga
- Seneca
- Shawnee

### Oklahoma OK

- Caddo
- Kiowa
- Kiowa Apache

### Oregon OR

- Alsea
- Cayuse
- Chasta Costa
- Clatskanie
- Clatsop
- Coos
- Kalamath
- Kalapuya
- Modoc
- Kwalhioqua
- Molala
- NezPerce
- Northern Paiute
- Siletz
- Siuslaw
- Takelma
- Tenino
- Tillamook
- Tututni
- Wishram
- Umatilla
- Umpqua
- WallaWalla
- Yaquina

### Pennsylvania PA

- Deleware
- Susquehannock

### Rhode Island RI

- Narraganset
- Niantic
- Nipmuc
- Wampanoag

### South Carolina SC

- Catawba
- Cheraw
- Cusabo
- Pedee
- Waccamaw

### South Dakota SD

- Arikara
- Cheyenne
- Ponca
- Teton Sioux
- Yankton Sioux

### Tennessee TN

- Chwrokee
- Chickasaw
- Shawnee
- Yuchi

### Texas TX

- Atakapa
- Bidai
- Coahuiltec
- Comanche
- Hasinai
- Kichai
- Karankawa
- Kiowa Apache
- Lipan Apache
- Tawakoni
- Tonkawi
- Wicjita

### Vermont VT

- Mohegan
- Nipmuc
- Pequot

### Virginia VA

- Monacan
- Mogoway
- Nottaway
- Powhatan
- Saponi
- Tutelo
- Tulemo

### Washington WA

- Chinook
- Chehalis
- Chelan
- Chimakum
- Chinook
- Clallam
- Clatsop
- Coast Salish
- Coleville
- Columbia
- Colwitz
- Duwamish
- Humptulips
- Klickitat
- Lumni
- Makah
- Methow
- Nisqually
- Nooksack
- Okanagan
- Palouse
- Puyallup
- Quileute
- Quinault
- Sanpoil
- Skagit
- Skokomish
- Snoqualmie
- Spokane
- Twana
- Wanapam
- Wenatchee
- Yakima

### West Virginia WV

- Shawnee
- Tutelo

### Wisconsin WI

- Fox
- Sauk
- Sioux
- Winnebago

### Wyoming WY

- Cheyenne
- Northern Shoshoni
- Shoshoni

### Remember

By 1889 most of the tribes had either been moved from their homelands or were absorbed into the fringes of white society. The others were retiring, shy, or outright hostile to the authority of the US government.

## *Bureau 13 Blackpowder*

### Hostile Tribes

Conflicts with Native Americans was a continuous problem. While men fought to free slaves they completely ignored or pushed the American Indian farther west.

By the 1860's the Indian problem had been cured by disease and dispersal. Lands deeded to many tribes were ignored or taken from them by fraudulent purchase or by use of fear. Even after many were resettled in the West, the practices continued and pushed them into small reservations, often side by side with old enemies.

By the start of the 1870's the dissatisfied and the young were raiding transportation and settlements across the west. These continued incidents forced public reaction to call for military intervention. The wars were indiscriminate, punishing peaceful Indian and hostile alike.

- 1860      **PAIUTE WAR**  
Nevada  
Paiutes
- 1861-63   **APACHE UPRISING**  
Arizona/New Mexico/Mexico  
Apache  
Mangas Colorado/Cochise
- 1863      **SHOSHONI WAR**  
Utah/Idaho  
Shoshoni  
Bear Hunter
- 1863-66   **NAVAJO WAR**  
New Mexico/Arizona  
Navajo  
Manuelito
- 1864-64   **MINNESOTA UPRISING**  
Minnesota/North Dakota  
Santee Sioux/Teton Souix
- 18664-65   **CHEYENNE ARAPAHO WAR**  
Colorado/Kansas  
Cheyenne/Arapaho  
Black Bear
- 1865      **COMANCHE/KIOWA RAIDS**  
South West/Texas/Mexico  
Comanche/Kiowa/Mexican Kickapoos
- 1866-68   **BOWSMAN TRAIL WAR**  
Wyoming  
Oglala Sioux/Cheyenne/Arapahos  
Red Cloud
- 1866-68   **SNAKE WAR**  
Oregon/Idaho  
Northern Paiutes  
Paulina/Old Weawea
- 1867      **HANCOCK'S CAMPAIGN**  
Central Plains  
Southern Cheyenne/Arapahos
- 1868-69   **SHERIDONS CAMPAIGN**  
Southern Plains  
Cheyenne/Sioux/Arapahos/Comanches  
Roman Nose

- 1872-73   **MODOC WAR**  
California  
Captain Jack  
Modoc
- 1874-75   **RED RIVER WAR**  
Southern Plains  
Kiowa/Comanche/Southern Cheyenne  
Quanah Parker
- 1876-77   **SIOUX WAR** (Little Bighorn)  
Montana/Wyoming/South Dakota  
Cheyenne/Sioux/Arapahos  
Sitting Bull/Crazy Horse
- 1877      **FLIGHT OF THE NEZ PERSE**  
Idaho  
Chief Joseph
- 1878      **BANNOCK WAR**  
Montana/Idaho/Oregon  
Bannock/Northern Paiutes/Cayuse  
Buffalo Horn
- 1878      **FLIGHT OF THE CHEYENNES**  
Dull Knife
- 1879      **SHEEPEATER WAR**  
Shosoni/Bannock
- 1879      **UTE WAR**  
Colorado  
Utes
- 1872-86   **APACHE WARS**  
Southwest/Mexico  
Apache Yava Pass                      1872-73  
Victorio's Resistance                      1877-80  
Geronimo's Resistance                      1881-86
- 1889      **WOUNDED KNEE MASSACRE**  
South Dakota  
Sioux/Cheyenne

## Places To Avoid

### & Major Conflicts 1859-1889

The following are listings of major conflicts with Native Americans and forts in the state or territory. These incidents ranged from raids to full rebellions.

#### ARIZONA

- 1862      Apache Pass
- 1864      Canyon De Chelly
- 1871      Camp Grant
- 1872      Skull Cave
- 1881      Cibecue Creek
- 1882      Big Dry Wash
- Fort Apache                      Fort Grant
- Fort Defiance                      Fort Breckenridge
- Fort Whipple                      Fort Bowie
- Fort Lowell

## *Bureau 13 Blackpowder*

### **CALIFORNIA**

1872 Lost River  
1873 Lava Beds  
1873 Dry Lake  
Fort Bidwell

### **COLORADO**

1864 Sand Creek  
1868 Beecher Island  
1869 Summit Springs  
1879 Meeker Agency  
1879 Mill Creek  
Fort Crawford Fort Garlan  
Fort Lewis Fort Lyon

### **DAKOTA, NORTH**

1863 Big Mound  
1863 Buffalo Lake  
1863 Stoney Lake  
1864 Killdear Mountain  
Fort Berthold Fort Lincoln  
Fort Abercrombie

### **DAKOTA, SOUTH**

1876 Slim Buttes  
Fort Mead Fort Sully  
Fort Randall

### **IDAHO**

1877 Clearwater  
1877 Whitebird Creek  
Fort Boise Fort Lapwai

### **IOWA**

1872 Fairmount Springs  
Fort Bland

### **KANSAS**

1859 Crooked Creek  
1868 Beaver Creek  
Fort Levinworth Fort Dodge  
Fort Larned Fort Hayes  
Fort Harker Fort Wallace

### **MINNESOTA**

1862 Wood Lake  
1862 Birch Coulee  
1862 New Ulm  
1872 Fort Ridgely  
Fort Ridgely

### **MONTANA**

1867 Hayfield Fight  
1876 Powder River  
1876 Wyatt's Mill  
1876 Little Bighorn  
1876 Rosebud  
1877 Lame Deer  
1877 Harlan Creek  
1877 Wolf Mountain  
1877 Bear Paw  
1877 Big Hole

### **MONTANA (continued)**

Fort Missoula Fort Benton  
Fort CF Smith Fort Shaw  
Fort Keogh Fort Ellis  
Manuel's Fort Fort Cartwright

### **NEBRASKA**

1873 Massacre Canyon  
1876 War Bonnet Creek  
Fort Kearny Fort Hartstuff  
Fort Robinson

### **NEVADA**

1860 Pyramid Lake  
Fort Churchill

### **NEW MEXICO**

1872 Fort Craig  
Fort Sumner Fort Craig  
Fort Wingate Fort Bayard  
Fort Bliss Fort Thorn

### **OKLAHOMA**

1868 Washita  
1868 Soldier Springs  
Fort Sill Fort Cobb  
Fort Bush

### **OREGON**

1878 Steen Mountain  
1878 Birch Creek  
Fort Dallas Fort Harney

### **TEXAS**

1864 Adobe Walls  
1865 Dove Creek  
1872 McClellan Creek  
1874 Palo Duro Canyon  
1874 Adobe Walls  
Fort Quitman Fort Davis  
Fort Stockton Fort Concho  
Fort Griffin Fort Belknap  
Fort Richardson

### **UTAH**

1863 Bear River  
Fort Utah Fort Douglas  
Fort Cameron

### **WASHINGTON**

1859 Four Lakes  
Fort Walla Walla Fort Simcoe  
Fort Steilacom Fort Townsend

### **WYOMING**

1865 Platte Bridge  
1866 Fetterman Fight  
1867 Wagon Box Fight  
1876 Dull Knife  
1876 War Bonnet Creek  
Fort Phil Kearny Fort Reno  
Fort Casper Fort Fetterman  
Fort Bridger Fort Steele



# THE BUREAU AND THE INDIANS

Dealing with the Indians was always a tenuous affair for Bureau 13 as there were multiple social forces, right and wrong tugging at the agency in its formative years.

## Classes in a Classless Society

The vast majority of people who migrated west were of the lower economic and social classes. A few were higher up - those who became successful ranchers, store owners, town bankers, etc. Then there were the leaders, the politicians, the Governors, Army/Cavalry Generals and the rich who could buy a position and status.

Before the 1860 there were only a small number of black people in the west. A few escaped slaves, cowboys and homesteaders went west to find the freedom they could not have back east, but few truly found it. When the railroads came west the Chinese laborers came with them. Indians surrounded the whole but it was the White Man who dominated the scene by whether by habit or force, frequently the later.

To say the least the majority of whites were very racist. Blacks were treated as inferiors or indifferently but rarely as equals. The Chinese had similar difficulties but to a somewhat lesser degree because they were less apt to use violence and tolerated more abuse than the average victim. Indians were treated with mistrust and hostility due to the ongoing conflicts between the 'white eyes' and the red man. Mexicans shared a similar fate except for those who showed the proper amount of humility.

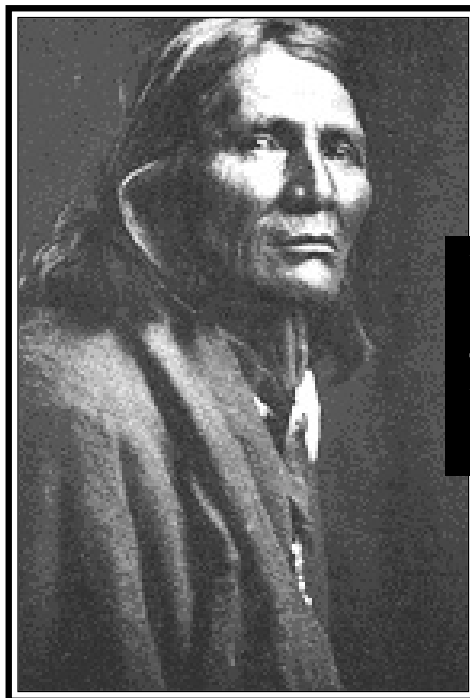
Oddly there were exceptions, some tribes that were considered civilized or individual whites that learned to accept the Indian and his culture. Most of this racism and hatred in the west could be traced back to one common denominator; Ignorance. The majority of settlers could not read and write. Those who had a 6th grade education were rare and considered well 'schooled'.

Basically the masses were afraid. They grubbed their way out to a new life and 'by God and a gun' they would not lose it. Most had no idea of the rich cultural heritage and beliefs that were being destroyed..

## Dealing With Indians

There was an begrudging understanding that the native people in the Native Americas had a closer relationship with Native Spirits and magic than did the average American. There was also the knowledge of Manifest Destiny and a Christian God over all his children. The combination at times spelled disaster for dealing with the natives until the Bureau began to realize they had to make exceptions.

Contacts with specific Indians and then bands and tribes became a mandatory aspect of Bureau operation after the Civil War. They realized they had to treat the Native Americans with a mixture of Caution, Honor, and Truth. While the Bureau had absolutely no control over Government policy, the attempted to do what they could to strike a balance. Some times it worked and sometimes it did not.



**You Think  
I am a Fool  
to Believe  
You?  
Flying Elk 1887**

## Contact Time

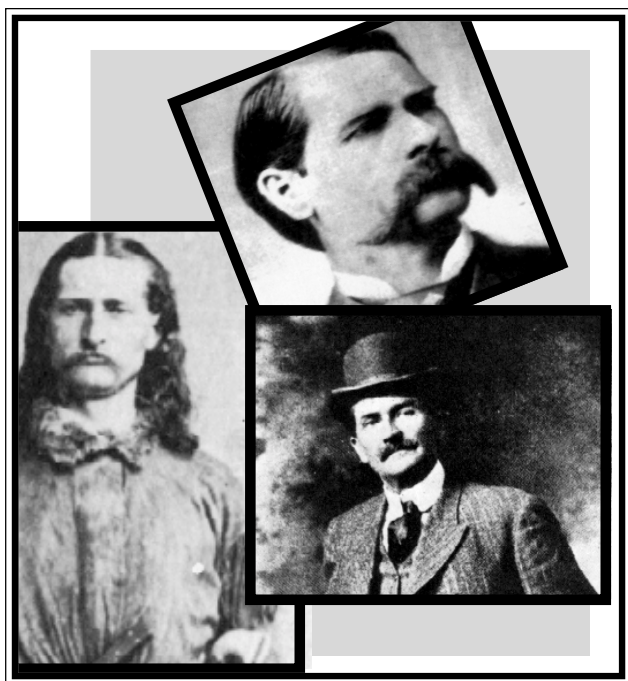
Contact with Indians depends on tribe, general dealings of the times and individuals. This does not count travel times to rural locations by horse or rail.

- 01-25 CAN NOT LOCATE  
Can not locate contact.
- 26-75 TAKE'S TIME  
Takes d4 days to contact.
- 76-85 AS EXPECTED  
Takes 2d10 hours
- 86-95 FAST CONTACT  
Taked d4 hours. Contact was waiting for you.
- 96-98 CONTACT MEETS YOU  
Contact is there at the expected time.
- 99-00 SERIOUS PROBLEMS  
Because of Tribal Polotics, Hostiles, Weather or outside influences take d10 days and roll again.

## Contact Result

Contact for information may have varied results.

- 01-25 NO RESULT  
No real information.
- 26-75 INFORMATION  
A little information to help a situation.
- 76-85 GOOD INFORMATION  
Needed information to resolve a situation.
- 86-95 EXCELLENT INFORMATION  
Information beyond what was needed.
- 96-98 THE WRONG INFORMATION  
Information that sounds good but is not entirely true.
- 99-00 CRITICALLY WRONG INFORMATION  
This information sounds correct but is critically wrong or will be a complete 'red herring' for the parties involved.



### Friends & Enemies

From the beginning Bureau 13 began to attract friends and enemies. In true Detective fashion, Lafayette Baker began to catalog hostiles, intermediates and those who could become part of Bureau operations. Some of these folks have persisted over the years and into the 20th century. The following is a small collection of the more memorable.

Remember that many of these accounts may have been embellished over the century and a half of the Bureau's existence. Some of their deeds can be readily researched from common sources as well as the odd scrap of Government records. For every single person listed you can bet there were three more that faded into history or didn't want to work with the Bureau on a day to day basis.

### Guidelines for NPC's

In the framework of the RPG remember these people are helpers to your agents and generally not part of the team. They may be there if the situation is critical but communications were notoriously slow even with the telegraph and the postal service. While the Bureau has dedicated telegraph links in major cities, everybody was limited to the speed of a train or horse.

#### NAME

Name of the individual. May be a nickname or a full name. Aliases are listed in the text in most cases where they are necessary.

#### TYPE

Friend or Enemy of Bureau 13. Does not necessitate the legal status of the person. Some gunslingers and criminals have been friends to Bureau 13 in its traumatic birth and subsequent history. In-betweens are the folks who are neither friends or enemies or may be either at different times. John Ramlo was one such agent who returned to the Bureau on several occasions when it suited him.

#### DATE

The general date where the individual became active in contact or hostility with the Bureau.

#### AREA

Area of operation. May be a City or a region. This may be a multiple listing for several areas of operation with the first being the most frequented.

#### ASSOCIATES

Friends of the individual that may be of notoriety. May be famous people of the time or other well known Bureau 13 agents

#### ORGANIZATION

Other organizations that the person was part of or has experience with.

#### USUALLY CARRYING

General Weapon or special item carried by this person. May be a trademark or unusual device.

#### DIED

Date of Bureau file closure, or death of the organization or individual. In many cases these dates are speculation or second hand data as a number of these people vanished into history.

#### STATS

The physical statistics of the individual in game terms. Numbers may be a good guess or data from historic fact.

#### SKILLS

The primary skill of the individual and the level of the skill. A secondary skill may be listed for the individual.

## Bureau 13 Blackpowder

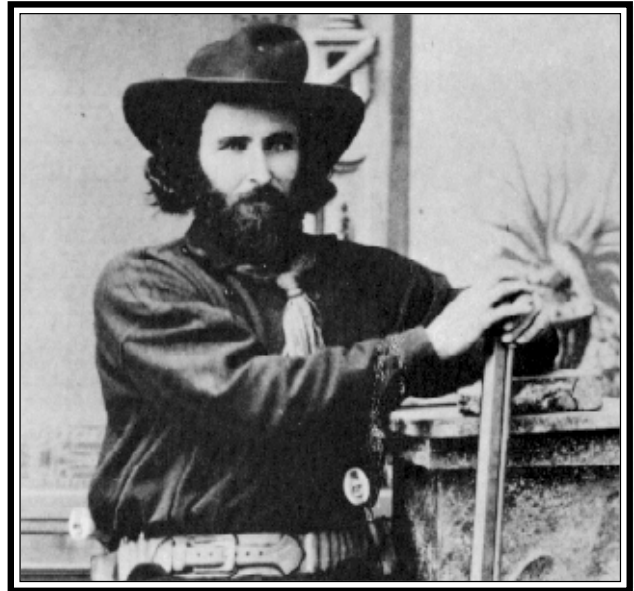
**NAME** JOHNATHON TENNANT  
**TYPE** Friend  
**DATE** 1870  
**AREA** Toledo Ohio  
**ASSOCIATES**  
Abigale English, M Traill  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Derringer and Silver Bullets  
**DIED** 1914

Johnathon was a shopkeeper in Toledo Ohio who manages a hidden warehouse and supply store for Bureau 13.

His association with the Bureau started in 1869 when he was caught up in a land dispute with several of his friends. One by one they began to grow sick and die on the full moon. The bank immediately foreclosed each property. As he tended a sick neighbor, he noticed a flickering light in the woods. Creeping to the site he discovered an old woman chanting over a pentagram burned into the ground. At the center of the magical glyph was a smoky cloud with a dozen green eyes. As the hag spotted Johnathon, she ordered the demon to destroy him. "Your contract was for one and not two tonight!" Whispered the creature as it vanished in a puff of rancid smoke. Enraged, the woman turned to Johnathon with a knife. With no recourse he pulled a derringer and dispatched her.

Within a week the Bureau Operative M. Traill showed up and told Tennant that this was the work of Banker named Gordon Pierce who knew of a new railroad spur coming through this area. Traill knew the newly formed Bureau needed strategic support and material storage so this was the ideal person to help them. Johnathon agreed and helped in the arrest and imprisonment of Price.

After the incident Johnathon became a deacon at the local Baptist church and met his sweetheart, Willa Johnson, a school-teacher. He has opened his heart to her and informed her that the Bureau exists. At first reluctant, she understood that Johnathon



Tennant is of solid and honorable stock and would never lie to her.

Most people find Tennant likeable, strong as an ox, and quick witted. He is also a master at finding, building or pointing agents to the right direction in matters of supply. Give agents who deal with Tennant a 60% chance to be pointed in the right direction for needed items.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
12	14	11	49	-
CON	WIZ	DOD	75%	MCD
14	12	11	36	-
DEX	LCK	ACC	50%	REC
09	16	07	24	-
AGL	CRZ	STB	25%	TMP
10	11	76	12	55
SNS	MRE	STN	EXP	PIE
16	05%	16	-	17

### SKILLS

MERCHANT	90%
PROCUREMENT	70%

### SUPPLY

If you can't find it in the general store or make it you probably aren't going to be able to order it.

Remember larger cities have craftsmen who work quickly and there are larger stores and materials warehoused.

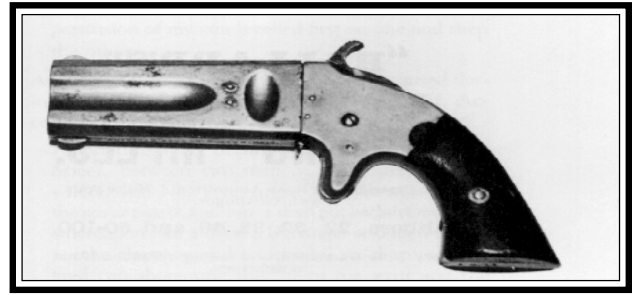
## Bureau 13 Blackpowder

**NAME** JAMES MARSHALL  
**TYPE** Friend  
**DATE** 1874  
**AREA** Woodbury, Tennessee  
**ASSOCIATES**  
Abigale English  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Large Doctors Bag  
**DIED** Missing 1892

At the battle of Chickamauga Marshall was one of the few doctors that braved Northern fire to pull the wounded off the battlefield. Wounded in the hip, he recovered and went back to practicing medicine across the Appalachians.

Marshall is a prime example of the old-time family doctor, one not afraid to brave the elements and make house calls. Well loved and respected by those he has helped over the years, he has been honored with several children being named after him.

His recruitment with the Bureau started in 1872 when a series of beheadings in Carthage, Tennessee drew his attention. A survivor of the attack was near death and he was asked to see her. Beth Danvers was on her death bed until just before the sunset. As Marshall examined her she passed on. As the good doctor pulled a sheet over her face, she opened her eyes and showed him a set of canine teeth that put a cold chill down his spine. As he backed away she leapt on him and was impaled on his silver tipped walking



stick. She was buried with the stick still in place and that caused no end to talk of Marshall killing devils. As his fame spread so did his knowledge of the underlying world of the paranormal. By 1874 he was recruited by the Bureau because of his knowledge and asked to create a book on his experiences. The Bureau in turn shared medical knowledge and techniques with him.

Marshall is an easy man to find as he travels the back roads of the Appalachians with his hound Billy and a mule called Army. He takes chickens and apples as payment from the poor and treats anybody or anything in need as long as he deems them good. He listens carefully for gossip and packs a four barrel derringer with silver and wooden bullets.

If you can find him and the patient survives that long, he has a 40% chance to treat gunshots and a 45% chance of stopping an infection.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
16	16	14	59	-
CON	WIZ	DOD	75%	MCD
17	16	14	45	-
DEX	LCK	ACC	50%	REC
14	13	09	30	-
AGL	CRZ	STB	25%	TMP
10	10	86	15	45
SNS	MRE	STN	EXP	PIE
10	03%	16	-	16

### SKILLS

General Medicine	85%
Surgeon	50%
Natural Lore	75%
Paranormal Lore	55%





## Bureau 13 Blackpowder



**NAME** CAPTAIN JACK KRIEGE  
**TYPE** Friend  
**DATE** 1869  
**AREA** Baltimore, Maryland  
**ASSOCIATES**  
None  
**ORGANIZATION**  
Bureau 13  
**USUALLY CARRYING**  
Large Fisherman's Knife  
**DIED** Unknown

Captain Jack was a former blockade runner and gambler that ran medical supplies south to the Confederacy and former slaves north to freedom.

About 3 months before the end of the war Jack was making a run to Charleston in rough weather. As he approached the harbor entrance one of the crates fell on its side: shattering and scattering its contents over the deck. What Jack saw was definitely not medical supplies, unless, of course, one considered mummified hands, bundles of bones, black candles, sulphur, and a child's head medical supplies. Horrified, he dumped the crate overboard as well as another dozen that carried like items. At the dock his life was threatened by the owners but Jack told them it was a storm and they were washed overboard. Within hours his ship was destroyed by a boiler explosion.

Jack went back to gambling to buy another ship. He told his story to a Yankee who later became a Bureau agent who remembered it and decided to track Kriege

down. Agent Cooper Johnson has found a real resource for the Bureau. With a loan, Jack was able to buy a second ship and help the Bureau whenever it was needed.

Captain Jack has a love of seaport taverns and stories of ghosts and strangeness on the high seas. He claims he has a good eye for fine ladies, cigars and brandy. He says he can't stand children but has started a school for the children of lost seamen. He keeps his moustache well waxed and a cap over his balding head. Former slave and expert with steam, Nate White is his friend and engineer.

Nate has a fascination with underwater vehicles and dreams of building a working submarine. He has created a diving suit that allows him a half hour supply of air to work under water.

Any sea passages with Captain Jack will have a 90% chance of being uneventful to boring.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
12	14	11	49	-
CON	WIZ	DOD	75%	MCD
14	12	11	36	-
DEX	LCK	ACC	50%	REC
09	16	07	24	-
AGL	CRZ	STB	25%	TMP
10	11	76	12	55
SNS	MRE	STN	EXP	PIE
16	05%	16	-	17

### SKILLS Captain Jack

Steam Ship	75%
Sailing	78%
Smuggling	65%
Sea Lore	71%
Costal Geography	89%
Cannon Use	67%

### SKILLS Nate White

Steam Engineering	95%
Underwater Suit	90%
Metal Fabrication	59%
Fishing	58%

## Bureau 13 Blackpowder

**NAME** ORRIN PORTER ROCKWELL  
**TYPE** Friend  
**DATE** 1870  
**AREA** Utah Territory  
**ASSOCIATES**  
Brigam Young  
**ORGANIZATION**  
Mormon Church  
**USUALLY CARRYING**  
Shotgun & Colt Patterson  
**DIED** 1878

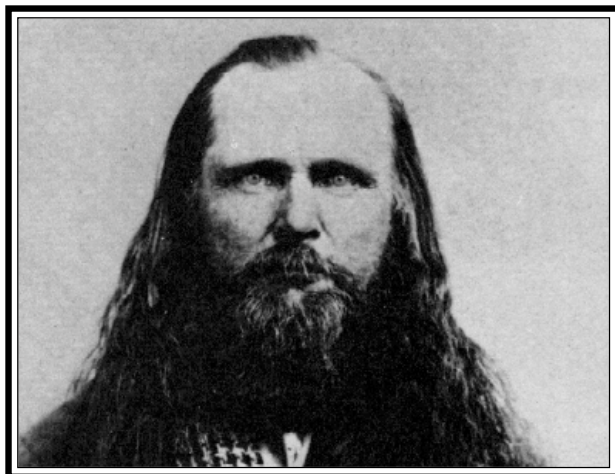
Marshall Rockwell is also the General of the Utah Militia and one of the most feared men in the American West.

With at least 200 killings to his credit this ordinary looking man is the law in the Utah Territory. Because of a promise made to him by Joseph Smith, the organizer of the Mormon Church, he was blessed with immunity from death by a gun as long as he fought for the good of the people. This apparently worked as he was never seriously wounded during his career. In one incident an enemy gunslinger stepped off a porch not 15 feet from Porter and fired 5 shots into him. Porter simply pulled his revolver and placed a shot in the outlaw's heart, killing him instantly.

It is a legend that he operates like a cat, with nobody ever guessing his next move or attitude. In incidents that are detrimental to his state or church, he is cold and effective in dispatching the problem. His famous line "Wheat to the cutter." Are the last words that many of his enemies hear before hot lead ruins their day.

Rockwell will not be pushed or threatened in any way by Bureau Agents. He considers them a necessary evil to save the state of Utah and the Mormon faith. He will ignore the requests of the Bureau in Washington and only deal with operatives who come to him as men unless he deems it of a critical importance.

Bureau Chief Lafayette C Baker suspects there is something supernatural about this man but will not deal with it as he is on the side of justice.

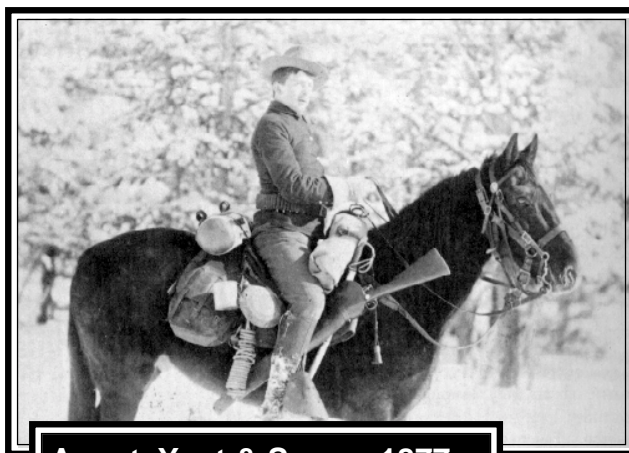


### STATISTICS

STR	INT	THR	HPT	WKP/WKM
12	14	11	49	-
CON	WIZ	DOD	75%	MCD
14	12	11	36	-
DEX	LCK	ACC	50%	REC
09	20	07	24	-
AGL	CRZ	STB	25%	TMP
10	11	76	12	55
SNS	MRE	STN	EXP	PIE
16	05%	16	-	19

### SKILLS

Marshall	90%
Fast Draw	75%



Agent Yont & Sam c.1877

### Bureau 'Smart' Horses

There was a quiet rumor that Bureau 13 had a stable of unusual horses in Kansas. These magnificent animals had the intelligence of a 5 year old human and directly bonded with their owners as long as they were well cared for.

## Bureau 13 Blackpowder



**Sally  
Anderson  
c. 1884**

**NAME** SALLY ANDERSON  
**TYPE** Friend  
**DATE** 1879  
**AREA** Dodge City, Kansas  
**ASSOCIATES**  
Bat Masterton  
**ORGANIZATION**  
Bureau 13  
**USUALLY CARRYING**  
Derringer and Silver Hat Pin  
**DIED** 1918

Sally is a saloon girl who works in the Lady Gay, a less than first class establishment in Dodge. With brunette hair and a wicked smile she is an important contact for the western frontier. Many say she has the ability to get along with even the meanest of people. She seems to have a talent for stopping fights and serious mayhem.

Working one evening, Sally had a run in with a gunman named Billy Bonney who was on business and passing through the town. Ill and running a fever, Bonney collapsed in the saloon and was placed in her room. That night she noticed a change come over the teenager as his eyes turned yellow and his hair began to grow. As she had never seen a Were Cyote, she talked to the creature as she headed for the door. Still with fever and somehow calmed by Sally, Bonney jumped through the window and headed into the night.

Some weeks later she told her story to William Barclay Masterton who was now a Bureau 13 agent. Realizing Sally was special in some way, he recruited her to collect information and became a close friend.

Sally seems to have a touch of Psionic ability that seems to be empathy to a strong degree. She has no control over this and it manifests 70% of the time in a critical situation. This ability also extends to crowds and animals. She seems to be a natural magnet for children, orphans, and cats.

Bureau agents who deal with Sally will find themselves in a sea of calm that is broken by her wicked sense of humor.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
12	14	11	49	-
CON	WIZ	DOD	75%	MCD
14	12	11	36	-
DEX	LCK	ACC	50%	REC
09	16	07	24	-
AGL	CRZ	STB	25%	TMP
10	11	76	12	55
SNS	MRE	STN	EXP	PIE
16	05%	16	-	17

### SKILLS

Peacemaker	89%
Bar Management	75%
Fast Talk	68%
Sing	73%



### FRONTIER MEDICINE

Dig out the bullet, clean out the wound and say a prayer. Medicine was in it's infancy and drugs were at best a little useful.



## Bureau 13 Blackpowder

**NAME** WILLIAM BARCLAY  
**MASTERTON**

**TYPE** Friend

**DATE** 1880

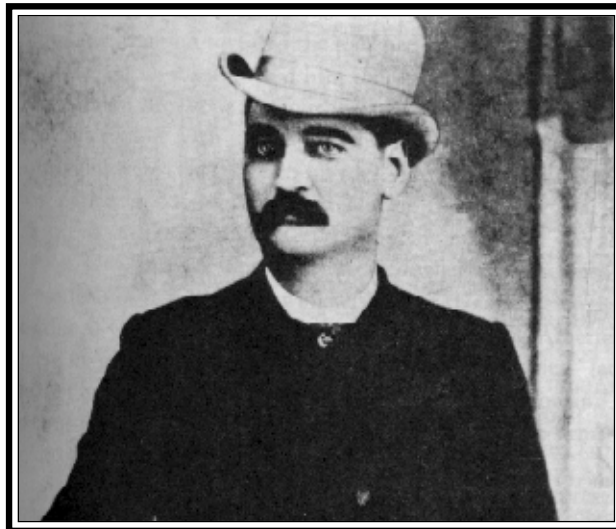
**AREA** Fort Worth, Texas

**ASSOCIATES**  
Sally Anderson, Wyatt Earp

**ORGANIZATION**  
None

**USUALLY CARRYING**  
Derringer  
Silver Handle Cane

**DIED** 1921



One of the colorful figures in western history, Masterton came to the attention of Bureau 13 after an altercation with a Vampire in 1877. He worked with his brother Ed Masterton, the Marshall of Dodge city where he relied more on his brain and fists than a gun.

He moved to Tombstone, Arizona and then Forth Worth, Texas then back to Dodge in 1882 where his skill as a gambler became a legend. After that he wandered the west until he settled down in the late 1880's. Masterton did on occasion talk about working for the government under unusual circumstances.

These stories persisted as he was made a US Marshal by Teddy Roosevelt at the turn of the century.

In 1907 he took a job with the Morning Telegraph in New York and became a well respected sports writer.

What history only glosses over is that Masterton was deeply involved in Bureau 13 for a number of years. While he often disagreed with the aging Baker, his judgement was always correct when dealing with the paranormal. One of his comments is still used a fundamental cornerstone of Bureau 13 training. ***"If you don't know what it is then do not expect to stop it with a bullet."***

His movements as a US Martial were outstanding cover for his other activities as he formulated methods of operation for the Bureau. Even as a reporter he continued to

dig out information and provide a continuing stream of material and recommendations for the Bureau.

In 1918 there were persistent rumors he was again tracking a vampire in New York City. This vampirized gunslinger came to NYC with the expressed interest in making a name for himself as the man who killed Bat Masterton and to avenge the killing of his partner nearly a half century before. Without notifying the Bureau, the 62 year old Masterton tracked his tormenter to Coney Island where he either dispatched or imprisoned him.

Masterton, unlike so many legends of the west, finally died in 1921 at the age of 65.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
14	15	14	79	-
CON	WIZ	DOD	75%	MCD
15	15	14	60	-
DEX	LCK	ACC	50%	REC
16	16	14	40	-
AGL	CRZ	STB	25%	TMP
14	15	66	20	57
SNS	MRE	STN	EXP	PIE
05	05%	17	-	12

### SKILLS

Gambler	95%
Marshall	65%
Fast Draw	48%
Marksman	79%
Writer	88%



## Bureau 13 Blackpowder



**NAME** REDEMPTION STARK  
**TYPE** Friend  
**DATE** 1872  
**AREA** Lovelock, Nevada  
**ASSOCIATES**  
John Ramlo  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Colt Army  
Bullwhip  
**DIED** Unknown

Redemption is a living embodiment of the archetypal prospector you'd find in the west. Haunting the nether regions of Western Nevada, he is constantly on the move looking for that one big strike that will make him rich. Legend says he was a Doctor in the Civil War and that after the shock and carnage of Gettysburg he walked west and kept going.

In 1870 he stumbled across a deep mine that was inhabited by a race of little people who informed him that it was their gold mine. At that point timbers started to give way and Redemption helped the wee folk prop and secure their main shaft. With a large bag of gold and a charm, he was escorted back to the surface.

Heading to Virginia City he hit the first saloon and started drinking. When he started railing about 'them little fellers' a Bureau operative listened to the story and decided they

needed a mining expert and somebody in the hills. The offer of \$50 a month gave Redemption a good living and he became rabidly loyal to the Bureau. Somewhere along the way he befriended John Ramlo and more Indians than he could count.

On a trip to buy supplies, he found John Ramlo on the verge of death from fever and a gunshot wound to the chest. Without concern for the visage of Ramlo that would have scared any normal man, he nursed him back from the brink. One morning Ramlo was gone. A week later he returned, handed Redemption a bottle of fine whiskey and walked back into the desert. For Ramlo that may have been unprecedented.

While Redemption appears a grumpy old man, he has a heart of gold and is smart as a fox. People believe he is 'kinda simple' but that is an act to hide his real work. His other talent seems to be collecting Indian legends and tacking activities of paranormal spirits in the West.

While he doesn't smell much better than his mule Edgar, he doesn't get sick or appear anywhere near to his age.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
17	12	11	85	-
CON	WIZ	DOD	75%	MCD
16	12	11	62	-
DEX	LCK	ACC	50%	REC
12	12	07	42	-
AGL	CRZ	STB	25%	TMP
11	08	76	21	44
SNS	MRE	STN	EXP	PIE
06	03%	16	-	12

### SKILLS

Prospecting	85%
Survival	90%
Natural Medicine	80%
Surgeon	70%
Indian Lore	80%

"Col. John Ramlo is by definition, no man's friend."  
Redemption Stark 1885

## Bureau 13 Blackpowder

**NAME** ABIGALE ENGLISH  
**TYPE** Friend  
**DATE** 1875  
**AREA** Sheffield, Pennsylvania  
**ASSOCIATES**  
Johnathon Tennant  
**ORGANIZATION**  
Bureau 13  
**USUALLY CARRYING**  
Book of Spells  
Daily Magics  
**DIED** Unknown



Descended from one of the victims of the Salem Witch Trials, Abbie along with her sister Mary and mother Martha still lives on the small farm she was born on.

Abbie is a midwife, healer and pie baker to the people in the area. Few realize she is a witch and simply believe 'God' has given her the touch of healing and good. While traveling to Toledo she helped a wounded hunter recover from the clawing of an angry bear. Johnathon Tennant noticed her medicine healed his wound in record time. He grew curious about her and sent the facts to the Bureau. Instead of burning her home, they decided this was a rare and 'good' witch with some possible use to them in the future.

Abigale prefers to ply her skills in secret and would rather deal with Bureau 13 as a last resort. She has a mild fear of Governmental Agencies and seeing her neighbors with torches and a rope. She prefers to continue researching her healing magic without help and the bureau assistance of supplies and old tomes.

Several of Abigale's potions are now Bureau standards that are carried in the average medical kit. The first item is a disinfectant that is used for wound cleaning and a prep before surgery. This cuts down on 'surgical fevers' by 50% in the least. The second is a tonic used in recovery of surgery that is rich in vitamins and minerals. It has a secondary effect in keeping the victim calm. Its instructions are simple. One spoon for Health, two to calm and three to sleep.

It is said that Abbie has an amazing spell book that is the envy of many practitioners of magic. The bureau suspects this has made her a target for the Windwillow Coven as well as less than scrupulous magicians. She has repeatedly refused protection of her farm or a live-in agent while stating "The farm will look after itself!".

Her trusted contact in the Bureau is Johnathon Tennant who she corresponds with several times a year.

Abbie's sister Mary is married to an amazingly large and powerful blacksmith named George. He accepts the families traditions and has learned a little magic of his own when working at his forge. His horse-shoes are a legend in toughness that can last for years. At times he has been called on to create special tools and weapons for agents.

### STATISTICS

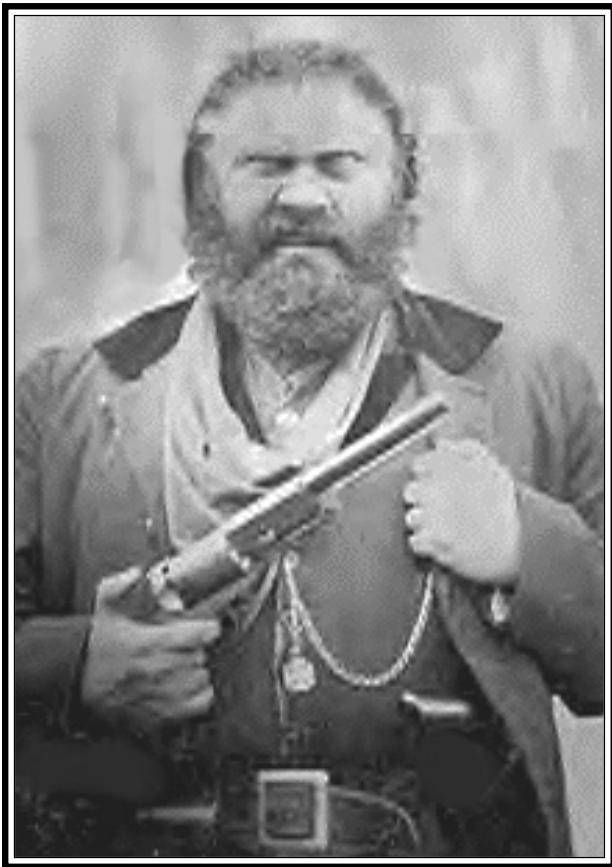
STR	INT	THR	HPT	WKP/WKM
11	16	11	49	55
CON	WIZ	DOD	75%	MCD
14	15	10	36	-
DEX	LCK	ACC	50%	REC
10	12	09	24	-
AGL	CRZ	STB	25%	TMP
10	13	96	12	65
SNS	MRE	STN	EXP	PIE
16	05%	13	-	19

### SKILLS

General Medicine	77%
Herbal Medicine	69%
Natural Lore	45%

## Bureau 13 Blackpowder

**NAME** MATHER, DAVID  
(aka Mysterious Dave)  
**TYPE** In-between  
**DATE** 1879  
**AREA** Everywhere  
**ASSOCIATES**  
Few  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Sharps Rifle  
Colt Navy Revolver  
**DIED** Unknown



Sometime rustler, sometimes lawman, sometimes scam artist. Mather is one of those people who is almost dependable when dealing with the paranormal or helping the poor. He can appear anywhere accused of robbery or as a Marshal of Dodge or El Paso. Wherever you find him, you won't find him there for more than a year. Generally he is run out of town by a citizens group with tar and feathers or a woman with a shotgun.

Some say Dave is ruthless and cold

blooded about killing with a tendency to shoot a man in the back. He does not deny this though adds "I aint killed nobody who didn't deserve it mostly."

Dave's history goes back a long way with Bureau 13. He was one of the first recognized people with a strange talent for charm and putting suspicious people at ease. In fact he is said to be able to charm the skin off a snake or talk his way past prison guards which he did at Libby prison in Washington DC in 1864.

Over the next 20 years Bureau 13 agents tracked Mather and used him in a number of critical situations, paying him each time in gold and horses.

If he has a single weakness it is children. He adores them and would track down anybody who would hurt them. Considering his reputation, he probably has many.

By 1889 Dave has vanished from Bureau records and is rumored to have headed North or East into Canada. Several sources say he may have become a Canadian Mounty that goes by the name of Earl.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
14	12	14	59	-
CON	WIZ	DOD	75%	MCD
14	10	11	45	-
DEX	LCK	ACC	30%	REC
14	16	13	24	-
AGL	CRZ	STB	25%	TMP
14	17	36	15	35
SNS	MRE	STN	EXP	PIE
03	02%	14	-	10

### SKILLS

Lawman	45%
Fast Talk	95%
Charm	90%



## Bureau 13 Blackpowder



**NAME** BIERCE REED  
**TYPE** Friend  
**DATE** 1870  
**AREA** Boston, Massachusetts  
**ASSOCIATES**  
Washington Irving  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Derringer  
Notebook  
**DIE D** 1904?

English born, Reed is a reporter for the Boston Telegraph. He is widely known for his entertaining reporting of the idiosyncrasies of Boston's political elite. Among his colleagues he is better known for his innovative investigative methods and his dogged determination.

Reed was recruited into the Bureau during a lycanthropy outbreak in his adopted city in 1868. He was instrumental in tracking down and destroying the werewolf responsible. Since then, he has proved to be extremely resourceful and is considered one of the "up and coming" agents in the Bureau.

The only problem with Reed is he can not keep his nose out of governmental politics and refused to let things go. If there is whiff of a scandal then he is there digging deep and getting to the heart of the matter.

Unfortunately this puts him in the direct spotlight of a number of powerful people that the Bureau would rather not anger including

the rich and foreign governments. He is not well liked in Washington circles and there have been many a senator who has made the comment that when Bierce Reed visits town there should be a bucket of tar and feathers waiting. On several occasions Reed has amassed data on prominent people that has saved his life when they decided he just knew too much.

While he is predominantly Eastern, he has a wide knowledge of the West and politics that may be making changes on the horizon. He deplores the US Government Indian Policy and their treatment. After several encounters with a Shaman called Charles Running Elk, Reed strongly champions the use of Indian shamanism. This one factor brings him in conflict with Bureau heads time and time again. He has professed to some agents that he strongly believes there will be a great future for the United States and "Our destiny is in the stars as long as we don't lose sight of our feet."

Dealing with Reed is informal and easy of you can find him. He moves around a lot, never quite where anybody expects him to be or where he most likely shouldn't be. If there is a crowd at city hall you can bet he is somewhere near. He is friendly but will become deadly serious if he is on Bureau business.

### STATISTICS

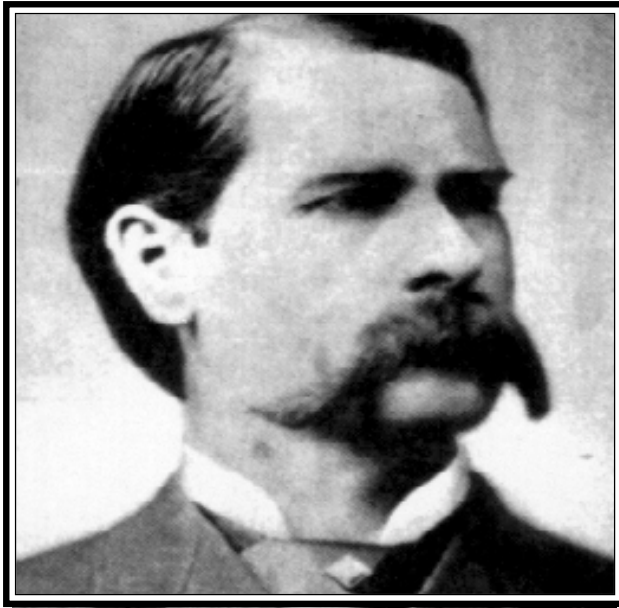
STR	INT	THR	HPT	WKP/WKM
10	15	08	69	-
CON	WIZ	DOD	75%	MCD
14	17	11	52	-
DEX	LCK	ACC	50%	REC
10	12	07	35	-
AGL	CRZ	STB	25%	TMP
12	14	66	17	65
SNS	MRE	STN	EXP	PIE
06	04%	17	-	10

### SKILLS

Research	85%
Journalist	85%
Contacts	76%



## Bureau 13 Blackpowder



**NAME** WYATT EARP  
**TYPE** Friend  
**DATE** 1877  
**AREA** Tombstone Arizona  
Wichita Kansas  
Dodge City

### ASSOCIATES

Morgan Earp d.1882  
Virgil Earp  
Bat Masterson  
Wild Bill Hickok d.1876  
Doc Holiday d.1887

### ORGANIZATION

None

### USUALLY CARRYING

Nothing until there was trouble.

### DIED

1929

Indian Fighter, Buffalo Hunter, and peace officer, the legendary Wyatt Earp was neither brave or foolhearty. What made him a legend was the fact he was tough, knew his trade, and was a thinker.

Of all the gunslingers, Earp learned the science of using a handgun, how to aim and what not to do. He talked to other legendary gunslingers and learned the three basic skills of survival that were:

A	Speed
B	Accuracy
C	Common Sense.

Earp was a coffee drinker, a generous man, and an outstanding poker player. He is most remembered by his participation in the Gunfight at the OK Coral and several questionable deaths after the murder of his brother Morgan.

His dealings with the Bureau stem from an incident in 1883 when Wyatt faced a group of cannibal cultists bent on the blood sacrifice of 13 victims. These were all the children of prominent people who were innocent of any wrong doing. He calmly assessed the situation, tracked them to their lair and executed the entire group.

When Earp was asked to join the organization he gave the agent a stern look and said, "I've had about enough of this. If you want my help ask for it, but I will not look for trouble." None the less, he assisted the Bureau and became a firearms instructor for agents from 1885 until 1925.

Earp is a patient and generally quiet man. He is an outstanding thinker and will consider the situation from all angles before doing anything that could even be remotely called rash. While he is not an easy man to get to know he will impart small bits of wisdom in Bureau Agents that he thinks have potential. A lesson or two with Earp will give any agent a +5% bonus on shooting skills and the ability to fast draw with accuracy, if not speed.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
17	16	16	89	-
CON	WIZ	DOD	75%	MCD
15	14	15	72	-
DEX	LCK	ACC	50%	REC
14	15	18	45	-
AGL	CRZ	STB	25%	TMP
14	15	77	22	65
SNS	MRE	STN	EXP	PIE
10	03%	17	-	13

### SKILLS

Fastdraw	95%
Target Shooting	90%
Common Sense	80%

## Bureau 13 Blackpowder



**NAME** JAMES BUTLER HICKOK  
'WILD BILL HICKOK'  
**TYPE** In-Between  
**DATE** 1867  
**AREA** Abilene Kansas  
**ASSOCIATES**  
Wyatt Earp  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Six Gun  
**DIED** 1876

Wild Bill Hickok's true claim to fame were his stories and outright lies about his career. His appreciation of his own ferocity won him fame and a place in the popular tabloids of the time. This he never discouraged as long as it put a dollar in his pocket and fueled his ego. Behind the legend was a sobering truth that he was a lethal gunfighter.

Career was a half word when it came to James Butler Hickok. Gambler, Stage Driver, Soldier, Buffalo Hunter, Hero, Lady's Man and Sharpshooter, he was flamboyant in style and always carried a pair of matched Colt Pistols.

As a constable in he lured the McCanles gang into a trap, killed three and captured the rest. An amazing feat for a single lawman.

In the Civil War he was a Scout for the Union. In 1868 he led a daring charge through hostile Kiowa Indians to get reinforcement and rescue of 34 men from an Indian siege.

Afterward he drifted and became a lawman in Abilene Kansas in 1871 As Marshal of Abilene he had an encounter with one of

the most notorious killers of the West, John Wesley Hardin. Hickok took a liking to Hardin and became a friend until the outlaws true nature became obvious. After shooting a man who was snoring, hardin realized he would have to face Hickok and chose to leave town.

Hickok time as Marshal didn't last long as he suffered an error in critical judgement and opened fire on a group of troublesome drunk cowboys. When the smoke had cleared the town chamber of commerce didn't appreciate the action and Wild Bill was fired from his job.

Back in Deadwood Wild Bill met Calamity Jane, a Bartender, Sharp shooter and braggart almost as great as he was. It was love and a stormy relationship. He never realized or was told Jane was in the pay of the Bureau. For a time he joined Buffalo Bill's Wild West Show but was again fired because of his problems with Alcohol. In the next few years he slid downhill into gambling, poverty and vagrancy.

By 1876 his hard life was catching up with him and his eyesight was failing. While playing poker a saddle tramp named Jack McCall shot Hickok in the back of the head. Before he was hung McCall admitted that Hickok killed his brother in Kansas.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
17	12	15	69	-
CON	WIZ	DOD	75%	MCD
16	09	15	34	-
DEX	LCK	ACC	50%	REC
14	12	15	17	-
AGL	CRZ	STB	25%	TMP
12	18	46	08	48
SNS	MRE	STN	EXP	PIE
03	05%	17	-	05

### SKILLS

Braggert	95%
Sharp Shooting	95%
Gambler	65%
Marshal	35%

## Bureau 13 Blackpowder

**NAME** MARTHA JANE CANNARY  
**'CALAMITY JANE'**  
**TYPE** Friend  
**DATE** 1870-1889  
**AREA** Deadwood SD  
**ASSOCIATES**  
Wild Bill Hickok  
**ORGANIZATION**  
Bureau 13  
**USUALLY CARRYING**  
Rifle  
**DIED** 1903

Martha Cannary was a remarkable woman who was as much of a legend as 'Wild Bill Hickok'. From humble pioneer beginnings in Missouri her family migrated west in the 1860's. Facing frontier hardship her family settled in Montana where her parents died. By this time Martha was tough and a crack shot. She was also excellent on horseback and used to the rigors of life on the trail. With no regard that this was a 'Mans World' she headed out Wyoming to find her life.

In 1870 she joined George Armstrong Custer as a scout at Ft. Russell Wyoming. This was unusual for a woman. It also coincided with Custer's discovery of a Bureau 13 supply cache and records that gave him full knowledge of the agency. Whether Jane was the person who discovered the Cache or was a Bureau operative has been lost to history. It was known that she worked for the Union Pacific Railway that had a direct link to Baker in Washington and was the primary Transport of Bureau 13's special train cars.

Calamity Jane as she was now called stayed with the Army as a scout and dispatch rider for Custer, Crook, and Miles until 1875. After the Massacre at Little Big Horn and the death of Custer she went back to Deadwood and began to carry Pony Express Mail and securities.

In 1875 she also met a kindred spirit named 'Wild Bill Hickock' and became a lasting friend and possibly more. Historians have debated just what their relationship was but in 1903 Calamity Jane, after years of travel



came back to Deadwood and was eventually buried next to Wild Bill.

Jane is a hard person to find but her knowledge of the country and her abilities as a scout are legendary. She always had a nose for the unusual and seeing things that most people would have passed.

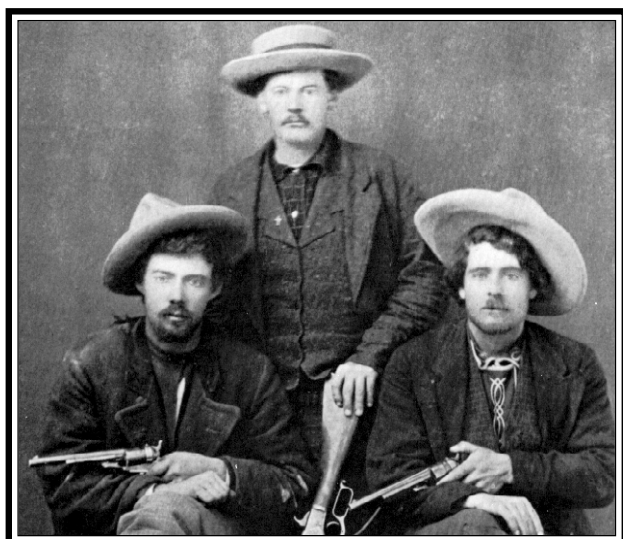
### STATISTICS

STR	INT	THR	HPT	WKP/WKM
13	12	16	79	-
CON	WIZ	DOD	75%	MCD
16	12	16	56	-
DEX	LCK	ACC	50%	REC
16	14	18	39	-
AGL	CRZ	STB	25%	TMP
16	11	66	17	78
SNS	MRE	STN	EXP	PIE
05	05%	17	-	10

### SKILLS

Scout	90%
Horsemanship	80%
Braggart	75%
Sharp Shooting	95%

## Bureau 13 Blackpowder



**NAME** THE VINE BROTHERS  
**TYPE** In-Between  
**DATE** 1882  
**AREA** Idaho, Montana  
**ASSOCIATES**  
 Thomas Edison  
**ORGANIZATION**  
 Bureau 13  
**USUALLY CARRYING**  
 Shotguns  
 Table Legs  
**DIED** 1917

Morton, Lawrence and Clayton Vine; The Vine Brothers, were an enigma in the history of the Bureau. They started as a group of rustlers in Kansas and were to become involved in the 'White Wolf' incident where a pair of lycanthropes were captured, hung and then shot. Realizing what they were facing, they filled their shotguns with a half roll of silver dimes and finished the job. When the monsters transformed back into a human shape they were jailed for the murder of twin 13 year old girls.

Bureau 13's intervention rescued the brothers from hanging and gave them a job. For the first year they were educated and then set to run a supply station in Idaho. The brothers grew tired of this and headed back to a comfortable life of rustling horses and cattle. They were caught.

Sentenced to prison, they were again rescued by the Bureau who wanted to know who

burned down their supply center. With a little caution the Bureau re-installed the trio to a rail station in Montana. They were fast learners and settled down to protect this new supply dump until it burned down.

With the Vine brothers history had a way of repeating itself the Bureau located the brothers in a jail cell in Fort Townsend Washington. They were about to serve time for selling Yakima Tribal land to settlers.

With a few fast dealings, they were again freed and sent to manage a Warehouse and secret supply center in San Francisco. Adding a few of their own touches as well as a bar, piano and a number of women of character, they settled down and became an asset to West Coast operations until the City Fathers asked them to move. With enough data on several prominent City Fathers, they proved their ability to stay in the community and continue their business.

Morton is the thinker of the group, the planner who leads the brothers. Lawrence is the twisted technical genius who has taken up correspondence with Thomas Edison. Clayton is the youngest and often called 'Pig'. He is half as wise as the other brothers and prone to practical jokes with explosives.

The average agent who deals with them is in for an experience that he or she will not soon forget.

### **STATISTICS (average Vine)**

STR	INT	THR	HPT	WKP/WKM
13	10	10	49	-
CON	WIZ	DOD	75%	MCD
16	07	11	36	-
DEX	LCK	ACC	50%	REC
10	16	07	24	-
AGL	CRZ	STB	25%	TMP
10	10	76	12	45
SNS	MRE	STN	EXP	PIE
02	05%	07	-	05

### **SKILLS**

Stupid Ideas	88%
Brawling	56%
Business Sense	37%



## *Bureau 13 Blackpowder*

**NAME**            **MAGNUM PUCKER**  
**TYPE**            Sometimes Friend  
**DATE**            1874  
**AREA**            Texas  
**ASSOCIATES**  
                     Nobody in their Right Mind  
**ORGANIZATION**  
                     Justice  
**USUALLY CARRYING**  
                     Two Colt Revolvers  
**DIED**            Unknown

On a hot summer night in 1874, a bullet changed Texas District Judge Magnum Pucker's life - and created one of the most dangerous men in the West. After being wounded in an assassination attempt, Pucker left the bench to become a bounty hunter. Bald, with steel gray eyes, Pucker has a huge, black handlebar mustache, a hawk nose and a large eagle tattoo on his back. He is nearly seven feet tall and built like a blacksmith. Pucker normally dressed in black and wears two custom 1873 Army Colt revolvers, one inscribed "Amicus Curiae" and the other "Fidus Achates." He also carries several knives, long guns and handguns, with which he is extremely proficient.

Though a Texan, Pucker served as a captain in the Union Army at Shilo. Even then he has seemed to project a fear-inspiring "aura." It is not uncommon for him to back down even the most hardened gunfighter by his mere presence. Rumors claim that his stare can even frighten a guilty man to death. In fact many indians who see him call him 'White Mans Death.'

**STATISTICS**

STR	INT	THR	HPT	WKP/WKM
17	16	16	80	-
CON	WIZ	DOD	75%	MCD
16	16	11	60	-
DEX	LCK	ACC	50%	REC
15	12	14	40	-
AGL	CRZ	STB	25%	TMP
10	10	56	20	45
SNS	MRE	STN	EXP	PIE
06	05%	15	-	16

**SKILLS**  
 Judge                    80%  
 Executioner            80%

Pucker has on several occasions bumped into Bureau activities. As a result, nearly a dozen Bureau agents owe him their lives. "The Judge's" general reaction is that, supernatural or not, an outlaw is an outlaw.



**Judge Roy Bean**  
**Law West of the Pecos**

**NAME**            **PHANTLY ROY BEAN**  
**TYPE**            Friend  
**DATE**            1882  
**AREA**            Langtry Texas  
**ASSOCIATES**  
                     Entire Town Langrtry  
**ORGANIZATION**  
                     Bureau 13  
**USUALLY CARRYING**  
                     Winchester  
**DIED**            1903

Judge Roy Bean was the example of self styled Frontier Justice that criminals hated. Called Law West of the Pecos this outspoken Saloon owner was also a harsh but fair Sheriff.

It is a fact Roy Bean carries a pack of writs/warrants in his pocket and will use them as he sees fit. He is the law.

Bean is highly respected by the town and he latches over it like a mother hen, aiding the poor and making it a safe place.

He has cleaned corruption from the railroad camps.

Everybody knows his saloon is built on railroad land behind the train station. What they don't know is Bean also runs one of the largest Bureau 13 supply centers and holding areas on the border of Mexico.

## Bureau 13 Blackpowder

**NAME** JOHN "SCAR" RAMLO  
**TYPE** In-between  
**DATE** 1874  
**AREA** Monte Cristo Range, Nevada  
**ASSOCIATES**  
Redemption Stark  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Shotgun  
Sharps Rifle  
Throwing Knives  
**DIED** Unknown

Ramlo (pronounced "raim-low") met Baker while serving in the Secret Service during the Civil War. He was the 13th agent chosen to set up the Bureau in 1862. That number may have been a forshadow of what was to happen to Ramlo.

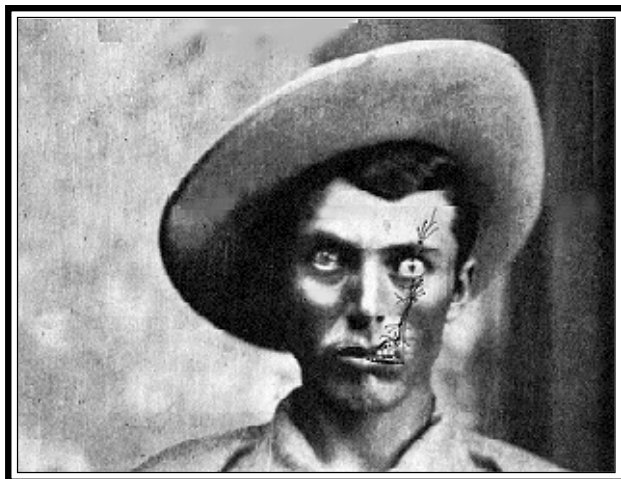
In 1868 Col Ramlo was assigned to destroy a Wyvern terrorizing the Southern Nevada Territory. He accomplished but lost eight friends and was almost killed. In mortal combat with the monster he managed to kill it with a sabre. His once handsome face was horribly disfigured by the Wyvern's blood. He recovered in the care of the Shoshoni but his mind was also affected by the incident. He quit the Bureau soon after.

Ramlo, calling himself "Scar," has become a hired gun and mercenary adventurer, a legend across the South West that is not talked about. He is an expert, lightning-fast shot with both revolver and long-gun.

Since departing the Bureau, Ramlo has assisted the agency on a few occasions but is considered untrustworthy by Baker.

Ramlo befriended the prospector Redemption Stark after Stark nursed him back to health following an illness. He will go to extreme lengths to help or protect Skar. He has also extended his protection to a scattering of Indian tribes.

He refuses to acknowledge his disfigurement but the search for a method of restoring face is major force in his life. It is known that he blames the Bureau for his appearance



but there may be more to the situation than they realize. Redemption Stark states flatly that the monster talked to Ramlo before it died and it spoke of things that man is not ment to know.

Ramlo is given to legendary episodes of extreme violence and has killed at least 15 men. There has never been an explanation for some of these killings other than a side comment that "they deserved it for what they were about to do." He is suspected in another half dozen murders and a string of highly unusual thefts of unusual items that include historical artifacts, rare flowers, spices and a wagon load of whiskey.

While Ramlo does not practice magic, he retains several pieces of Bureau equipment and an unknown number of enchanted items including a knife that came from Persia with a murderous history. This man is very dangerous, both to his friends and his enemies.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
12	14	11	49	-
CON	WIZ	DOD	75%	MCD
14	12	11	36	-
DEX	LCK	ACC	50%	REC
09	16	07	24	-
AGL	CRZ	STB	25%	TMP
10	11	76	12	55
SNS	MRE	STN	EXP	PIE
16	05%	16	-	17

### SKILLS

Gunslinger 90%

## Bureau 13 Blackpowder

**NAME** Millard Bancroft  
**TYPE** In Betwen  
**DATE** 1871  
**AREA** Washington DC  
**ASSOCIATES**  
Very Important People  
**ORGANIZATION**  
Bureau 13  
**USUALLY CARRYING**  
Darringer  
**DIED** Unknown

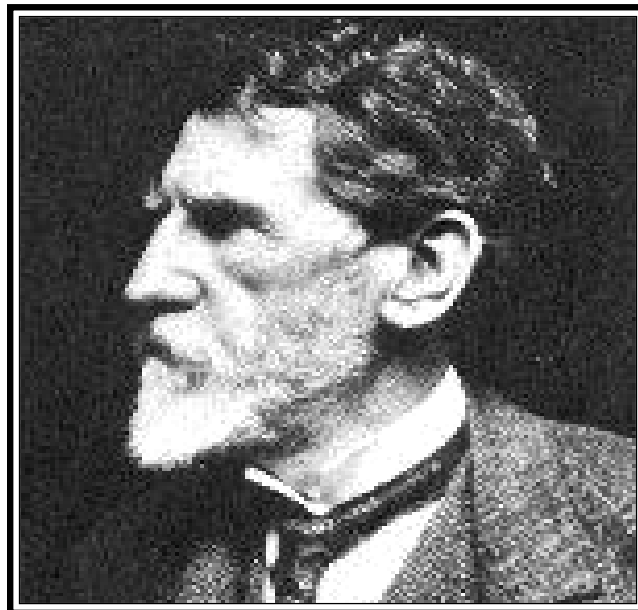
Millard Bancroft is the model for the rich capitalist from the east. Taking a simple barrel making shop, he has invested his way into being beyond rich. This in itself would be without meaning to the Bureau if it hadn't been for General George Custer's death.

Custers death came as a serious blow as Bancroft planned to back George Custer to become president of the United States. His reasoning had been sound, such an appointment would ensure his fortune would expand with lucrative government contracts as well as protect his ascets. Custer had been a good friend and told him about the Bureau, the Cache he found and the subsiquent contact with Bureau Operatives and their leader in Washington, the enigmatic Lafayette C Baker.

He considered the situation and realized the covert Bureau 13 could also do what Custer might have, giving him the power in Washington that he craved, the contracts and the protection of his interests. What he completely failed to realize that Bureau 13 was still a small and underfunded agency that had few monitary resources.

In fall of 1871 he contacted a Bureau agenbt and gave the Agency an ultimatum. He had no douts that this clever plan would shake the Agency to its core and provide him with the control he needed.

Bancroft soon found himself facing the business end of a pistol and lafayette C Baker. Baker had few options to save the Agency he loved and ensure it's continuation. He assumed Bancroft's death would spark a disclosure of the facts. He could was given the



industrialist the choice to be the financial advisor to the Bureau or end up in a brine barrel in Baltimore.

Bancroft was by no means a fool and realized this turn of events was not what he expected. He considered the outcome and offered to make the agency sefl sufficient within the framework of the government for small favors. He would also help finance as well as bankroll a manufacturing center for special and advanced technologies.

Within 3 years Bancroft was secure in his growing fortune and his ability to provide the Bureau with abything from specialized gatling guns to Railroad Cars.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
10	16	10	69	-
CON	WIZ	DOD	75%	MCD
12	18	10	32	-
DEX	LCK	ACC	50%	REC
12	12	10	35	-
AGL	CRZ	STB	25%	TMP
10	10	86	17	24
SNS	MRE	STN	EXP	PIE
05	05%	16	-	05

### SKILLS

Finance	95%
Politics	80%
Blackmail	75%



**Charlie  
Medicine Hat  
c.1876**  
*Just moments  
before he shot  
the newspaper  
photographer!*

**NAME** CHARLIE MEDICINE HAT  
**TYPE** Enemy  
**DATE** 1877  
**AREA** Dead Ass Junction  
 New Mexico Territory  
**ASSOCIATES**  
 Unknown  
**ORGANIZATION**  
 None  
**USUALLY CARRYING**  
 Bow  
 War Axe  
 Rifle  
 Pistol  
 Knives  
**DIED** Unknown

Charlie Medicine Hat is a Mescalero Apache medicine man. He is rumored to have started as a peaceful healer until his family was slaughtered by settlers and his tribe decimated by disease. He began to strike back at the invaders like a ghost in the night, picking off travellers, then farms and leaving ghastly carnage in towns. His attacks were never overt, just an open window and a rancher seperated from his head while still in bed. This led to retribution from army cavelry units and he was driven from his tribe. His use of dark magics in his endless quest to drive the White man from his lands even frightened his own people. Feeling betrayed Medicine Hat has wandered the West selling his skills to the highest Indian bidder. Only his insane blood lust and hatred has pre-

vented him from gathering large numbers of followers and power to become a real threat.

He is known to carry potent magical items and is an expert with Nature Control spells.

There is a persistent rumor that Medicine Hat was badly wounded by an unidentified group claiming to be members of the Government. He has been sighted since and has sworn vengeance against "the 13th tribe of the White man's government."

Crossing this fanatic is just bad medicine for Bureau agents. Attempting to contact him is paramount to a death sentence as he will attempt to kill any non-indian who represents the invaders to his world. Only once on record has he left a white man to live and give a warning to a small town.

Several knowledgable mystics who have assisted the Bureau claim Charlie has been touched by Ancient and Evil Magics from the dawn of time and that he is now a powerful conduit for things that should be left alone. These Old Ones or Ancient Enemy are the stuff of legends in many tribes who would prefer Charlie keep a long way from them.

Medicine Hat is easily recognized by his tall, black silk top hat and his bad attitude. Find Charlie with 2-10 recent followers that he uses as fodder in his plans.

**STATISTICS**

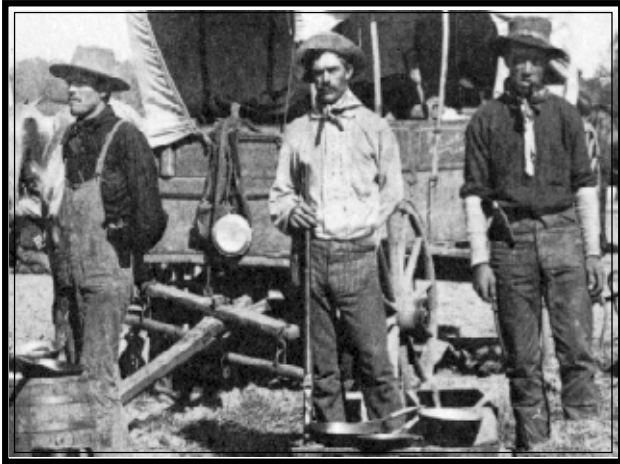
STR	INT	THR	HPT	WKP/WKM
16	15	12	89	300
CON	WIZ	DOD	75%	MCD
17	18	15	67	14
DEX	LCK	ACC	50%	REC
13	16	12	45	+d20 Hour
AGL	CRZ	STB	25%	TMP
14	10	86	22	24
SNS	MRE	STN	EXP	PIE
18	25%	06	-	20

**SKILLS**

Nature Control	65%
Shaman	85%
Tactics	75%
Ambush	65%
Blade Fighting	77%



## Bureau 13 Blackpowder



**NAME**            **WILLIAM SLOANE**  
                      **ZEKE SLOANE**  
                      **JASON SLOANE**

**TYPE**            Enemy

**DATE**            1869

**AREA**            St Louis, Missouri

**ASSOCIATES**  
                      Dave Mather

**ORGANIZATION**  
                      None

**USUALLY CARRYING**  
                      Shovels

**DIED**            Unknown

The gateway of the west is also the home of trio of grave robbers with a reputation of digging up trouble. These less than bright individuals have been in this trade for over a decade when they were noticed by the Bureau.

These gentlemen work in the dead of night; relieving the recently departed of anything of value that includes rings, watches, glasses and clothing. Lately they have been selling the bodies to medical students or turning fresh ones into cutlets. The biggest problem with the group is their annoyance of the dead and the later repercussions of restless spirits.

These criminals would have seen the end of a rope some years before if it had not been for their discovery of a Bureau 13 supply stash buried in a cemetery. Here they found three Egyptian Scarab Charms that have given them amazing luck and some form of magical protection.

The Sloanes are known for their drinking and lack of tact when dealing with anybody who gets in their way.

### **STATISTICS (William Sloane) Middle**

STR	INT	THR	HPT	WKP/WKM
14	07	11	99	-
CON	WIZ	DOD	75%	MCD
18	05	12	75	-
DEX	LCK	ACC	50%	REC
10	19	10	50	-
AGL	CRZ	STB	25%	TMP
10	08	56	25	35
SNS	MRE	STN	EXP	PIE
03	45%	03	-	03

### **SKILLS**

Graverobbing            70%

### **STATISTICS (Zeke Sloane) Left**

STR	INT	THR	HPT	WKP/WKM
14	07	11	99	-
CON	WIZ	DOD	75%	MCD
18	05	12	75	-
DEX	LCK	ACC	50%	REC
10	19	10	50	-
AGL	CRZ	STB	25%	TMP
10	08	56	25	35
SNS	MRE	STN	EXP	PIE
03	45%	03	-	03

### **SKILLS**

Graverobbing            80%

Planning                    35%

### **STATISTICS (Jason Sloane) Right**

STR	INT	THR	HPT	WKP/WKM
14	07	11	99	-
CON	WIZ	DOD	75%	MCD
18	05	12	75	-
DEX	LCK	ACC	50%	REC
10	19	10	50	-
AGL	CRZ	STB	25%	TMP
10	08	56	25	35
SNS	MRE	STN	EXP	PIE
03	45%	03	-	03

### **SKILLS**

Reading                    30%

Brawling                    70%

## Bureau 13 Blackpowder

**NAME** RED DRAGON TONG  
**TYPE** In-between  
**DATE** 1874  
**AREA** Chicago IL  
New York City, NY  
San Francisco, CA

**ASSOCIATES**  
Other Tongs  
Business

**ORGANIZATION**  
None

**USUALLY CARRYING**  
Knives  
Axe

**DIED** n/a

The history of the Tongs goes back over two thousand years when they began as organized gangs of bandits. By 1860 the organizations migrated with Chinese immigrants to the US and became mutual aid societies.

At first they protected the Chinese merchants from exploitation but some traits are hard to shrug off and they were soon back to being powerful gangs that dealt in drugs, prostitution, and theft. By the 1870's there were six great Tongs in operation in North America as well as a seventh that nobody claimed existed. In fact the Red Dragon Yop's operations baffled police and the government both. The Red Dragon Yops would suddenly appear in rival territory to take possession of business and protection. These conflicts between criminal gangs what came to be known as The Bloody Tong Wars. The gangs fought for their territory and supremacy with a passion. From this conflict smaller gangs of mercenary enforcers or Highbinders became the troops that eliminated and assassinated any who would pay them.

The Red Dragon Tong continued to be a thorn in the side of the law as its exploits and assassinations became the stuff of legend.

On no less than 7 occasions the Tong crossed the Bureau between 1864 and 1874 during a series of near paranormal thefts and the elimination of several witnesses of Chi-

nese paranormal activity. Obviously they were collecting ancient artifacts for some use.

As Baker's agents came into the possession of a relic called 'The Emperors Axe' the Tong agreed that with its return, they would owe the Bureau 100 favors. Being honorable men, they could not break the agreement. There is rumor that the elder of the Tong is a Red Dragon stuck in human form as well as a pair of Chinese Ogre brothers who have a passion for the arts.

### **STATISTICS** (average member)

STR	INT	THR	HPT	WKP/WKM
12	11	11	50	-
CON	WIZ	DOD	75%	MCD
14	11	12	37	-
DEX	LCK	ACC	50%	REC
12	12	09	25	-
AGL	CRZ	STB	25%	TMP
12	11	66	12	35
SNS	MRE	STN	EXP	PIE
05	05%	16	-	16

### **SKILLS**

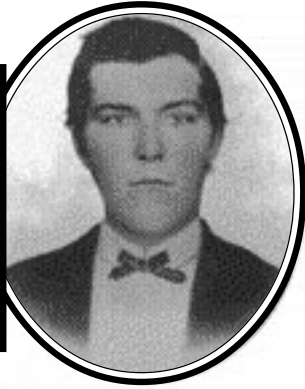
Assassination	50%
Gang Organization	75%
Street Wise	90%



### **Asking For a Favor**

The Tong owes Bureau 13 a number of favors that are usable by agents with a special code. A favor might actually cost several favors depending on the nature of the request and the difficulty to fulfill it.

**John Wesley Hardin**  
**Deadliest Man in the West**



**NAME** John Wesley Hardin  
**TYPE** In-between  
**DATE** 1874  
**AREA** Across the West  
**ASSOCIATES** None  
**ORGANIZATION** None  
**USUALLY CARRYING** Pistol  
**DIED** 1895

John Wesley Hardin was considered the most dangerous and ruthless western gun fighters of his time. Across his short career (7 years), he is attributed with at least 44 men dying by his hand.

Son of a Methodist minister, he shot down his first man at the age of 16. From there the killings escalated. In a burst anger Hardin murdered a former slave and then the 3 Union soldiers who pursued him. No matter who crossed him, if they were stupid enough to draw a gun or threaten him, they died.

In Abeleen he met Wild Bill Hickok and by some miracle of mutual respect they did not kill each other. In fact they had a drink and talked. Texas Ranger Charlie Webb was tracking Hardin in 1874 when he found him. In the ensuing gun battle Hardin was shot and Charlie Webb killed.

The one thing Hardin couldn't outgun was a large lynch mob. The reaction to the killing by the town and Texas Rangers was so bad that he found there were few places to hide. When his family was incarcerated to protect them, a mob, some say headed by a Texas Ranger, broke into the jail and hung his brother and cousins. In less then a week, 8

members of Hardin's family were murdered.

Meanwhile, Texas Rangers were always a step behind Hardin. With a \$4000 reward dead or alive, he quickly became the most wanted Texas outlaw in history.

Changing his name to John Swain he escaped to Florida with his wife and child. He purchased a business in Jacksonville, Florida. For a time Hardin became a friend of the local law enforcement officer and a respected citizen. Pinkerton Detectives tracked Hardin to Jacksonville and died. The year 1876 saw Hardin and his family moving to Alabama.

Texas Ranger John Armstrong became obsessed with tracking down Hardin and finally captured him on a train in Pensacola. Hardin was tried and found guilty of Second Degree Murder in the death of Ranger Charlie Webb. Sentenced to 25 years, he was paroled in 16 and set up a law business. In 1895, Hardin entered the Acme Saloon and was summarily gunned down by Constable John Selman.

The main question was Hardin's involvement with the Bureau and why he wasn't apprehended earlier. The second question is how does a psychotic open a law office after a minimal sentence. Many speculated that one of his favorite expressions 'Possession is Nine Tenths of the Law' also had a secondary meaning. Few really knew what possessed Hardin, but maybe Bureau 13 did.

**STATISTICS (average member)**

STR	INT	THR	HPT	WKP/WKM
12	11	11	50	-
CON	WIZ	DOD	75%	MCD
14	11	12	37	-
DEX	LCK	ACC	50%	REC
12	12	19	25	-
AGL	CRZ	STB	25%	TMP
12	11	66	12	35
SNS	MRE	STN	EXP	PIE
05	05%	16	-	16

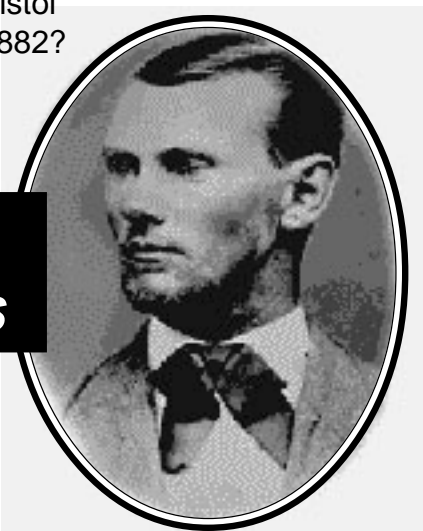
**SKILLS**

Gunslinger 98%

## Bureau 13 Blackpowder

**NAME**            **Jessy Woodson James**  
**TYPE**            In-between  
**DATE**            1874  
**AREA**            Across the West  
**ASSOCIATES**  
                    Frank James  
**ORGANIZATION**  
                    None  
**USUALLY CARRYING**  
                    Pistol  
**DIED**            1882?

**Jesse  
James**



Jesse Woodson James got his start riding with William Quantrill and Bloody Bill Anderson, a group of pro-Confederate guerillas during the Civil War. After harsh treatment from Union Soldiers Jessy and his brother Frank began life of crime. Jesse was bitter that he was wounded while surrendering.

In 1867 Frank and Jesse are certain to have pulled off the first daylight bank robbery in peace time with a haul of \$50,000 from a bank in Liberty, Mo.

The James boys roamed throughout the U.S. for the next 15 years, the robbing trains and banks, building an amazing and twisted reputation as a modern Robin Hood.

The Pinkerton Detective Agency entered the scene to kill or capture the famous desperadoes. During a botched nighttime raid on the family home in Kearney, Missouri a firebomb was tossed into the house. When it exploded it Killed Jesse's half brother Archie and badly disfigured his mother.

Jesse's first major blunder was in 1876,

when his gang and the Younger brothers attempted to rob the First National Bank of Northfield, Minnesota. Somehow the planning went wrong and the townspeople quickly returned fire to kill, wound, or capture all except Frank and Jesse.

In late 1882, Jesse went to Nebraska to buy a farm but was a little short of the price. He recruited Bob and Charlie Ford to help him rob the Platte City Bank. The Fords became his friends with the ulterior motive of a \$10,000 reward on Jesse's head. While he stood on a chair in the family home to straighten a picture, Bob Ford drew his gun and fired a single bullet into the back of Jesse's head.

Instead of a reward the Fords were charged with murder, sentenced to hang, but were pardoned at the last moment by Governor Tom Crittenden.

The stories about Jesse James were amazing. There were rumors he was not killed and settled elsewhere. There were rumors he went into the employ of the Government for many years and died in the 1930's.

There is little doubt James was a moral man, a religious man good father and family man. Whether he stole from the rich to gave to the poor, there is no evidence, but the question stands where did the money go?

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
15	13	13	80	-
CON	WIZ	DOD	75%	MCD
15	12	14	60	-
DEX	LCK	ACC	50%	REC
12	12	15	40	-
AGL	CRZ	STB	25%	TMP
12	11	66	29	55
SNS	MRE	STN	EXP	PIE
05	05%	17	-	16

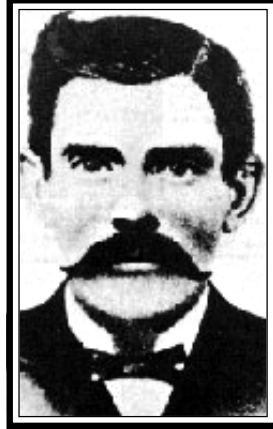
### SKILLS

Gunslinger	80%
Bank Robber	75%
Evasion	60%



## Bureau 13 Blackpowder

**NAME** JOHN HENRY HOLIDAY  
**DATE** 1874  
**AREA** West  
**ASSOCIATES**  
Frank James  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Pistol  
Shotgun  
Knife  
**DIED** 1887



Doc Holiday came from an upstanding family in Griffin Georgia and showed promise as a member of society. He received his Doctor of Dental Surgery 1872 and opened up a practice in Atlanta Georgia.

He soon discovered he had contracted the disease tuberculosis. The diagnosis gave him a few months to live and recommended he moved to a dry climate for an extra year or two. He headed West and opened a practice in the frontier town of Dallas, Texas. His worsening condition and coughing made it difficult for him to practice dentistry and he began gambling. With no regard for his life, his hot Southern temper and sense of honor forced him to arm himself with gun and knife. In 1875 he had a violent conflict with a prominent citizen. As the man drew Holiday shot him twice. This was the start of a long series of run ins with the law and his reputation as a deadly gunslinger. Doc Holiday became an expert with Knife, Pistol, Shotgun and staying a step ahead of the law and lynch mobs.

By late 1875, Holliday was professional gambler. He fled to Jacksboro, a town near Fort Richardson. Within a years time, he had racked up half a dozen more gunfights and one had killed two men and a soldier. Holliday had now crossed the US Army, U.S. Marshals, Texas Rangers, and local lawmen. A reward was posted and three would-be bounty hunters were killed before he reached Denver. There a short time he fled again through Wyoming and NM, and finally settled in Fort Griffin, Texas.

In Ft. Griffin, he met "Big Nose" Kate, a working girl and the only woman of his life. He also met Wyatt Earp and they became fast friends. Doc a braggart named Ed Bailey during a card game when bailey pulled a gun on him. He was arrested, sprung from jail by "Big Nose" Kate, and fled to Dodge City. Once while Dodge City, Wyatt alone faced twenty cowboys who were drunk and disorderly. Holliday stepped in and pistol whipped the leader and then relieved the rest of the cowboys of their guns. Wyatt never forgot that Doc saved his life. After several more cities and killings Doc headed back for Tombstone and his friend Wyatt Earp.

In Tombstone he was remembered for the Gunfight at the OK Corral. Doc and Wyatt rode out of Tombstone in 1882. He returned to Colorado, where his health steadily got worse. Finally after more killings, trouble and a final separation from the woman he loved, he awoke from 57 days of delirium in 1887, asked for a glass of whiskey, drank it and died. His last words were, "This is funny."

That he lasted over 15 years was by any chance a miracle. There were rumors that he carried something that preserved what health he had and stopped the disease that was killing him. Several of his close associates may well have known something of this.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
15	16	13	80	-
CON	WIZ	DOD	75%	MCD
11	16	14	60	-
DEX	LCK	ACC	50%	REC
14	14	17	40	-
AGL	CRZ	STB	25%	TMP
12	11	66	29	35
SNS	MRE	STN	EXP	PIE
05	05%	17	-	16

### SKILLS

Gunslinger	90%
Gambler	85%
Knife Fighting	75%

## Bureau 13 Blackpowder

**NAME** WILLIAM FREDRICK CODY  
**TYPE** In-between  
**DATE** 1885  
**AREA** Across the West  
**ASSOCIATES**  
Many  
**ORGANIZATION**  
Bureau 13  
**USUALLY CARRYING**  
Pistol  
**DIED** 1917



**Buffalo  
Bill  
Cody**

This western legend was William Frederick Cody who was born in 1846 in LeClaire, Scott County, Iowa. Popular belief held that Buffalo Bill lived a life few could match as a Pony Express Rider, Indian scout, Horse Thief and Buffalo Hunter for construction crews of the Union Pacific railroad.

He might have drifted into obscurity but in 1873 Ned Buntline persuaded Buffalo Bill to appear in a dramatized version of one his novels, one whose hero had been inspired by Cody. Cody's reputation grew much faster than his real exploits. He continued on stage for eleven seasons, spending many of his summers scouting or guiding hunting parties.

In 1883, Cody organized Buffalo Bill's Wild West, an outdoor exhibition dramatizing the contemporary western scene. Cody personally drove the "Buffalo Bill" coach with guns blazing. With attractions like a Pony Express relay race and Custer's Last Stand, the show was an international success.

Cody treated Native Americans great respect and dignity, giving them an opportunity to leave the reservation and represent their culture. Buffalo Bill stated in 1885 that "The defeat of Custer was not a massacre. The Indians were being pursued by skilled fighters with orders to kill. For centuries they had been hounded from the Atlantic to the Pacific and back again. They had their wives and little ones to protect and they were fighting for their existence."

Surprisingly he was also was a champion of women's rights, advocating equal pay and voting rights for women. The women in

his Wild West show received comparable pay for comparable work to the men in the show.

One of the most famous was Annie Oakley, nicknamed Little Sure Shot by Sitting Bull. After the turn of the century Cody remarked "... those were all tall tales... We never believed them and never expected anyone else to. Then along came Buntline...; the public clamored for such tales; ...and now they are embalmed in history. ...anyway, they were good advertising for the show!"

One aspect of Cody was the fact he moved around the west with immunity, a train-load of equipment, performers and more. There were rumors that his train often carried the legendary Bureau 13 operations center, the set of 3 railcars that were a travelling center for Bureau tactical problems and more. But of course this is the stuff of Western legends.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
14	16	11	50	-
CON	WIZ	DOD	75%	MCD
14	12	12	37	-
DEX	LCK	ACC	50%	REC
12	12	15	25	-
AGL	CRZ	STB	25%	TMP
12	17	66	12	85
SNS	MRE	STN	EXP	PIE
05	05%	16	-	13

### SKILLS

Showman 90%

## Bureau 13 Blackpowder

**NAME** PHOEBE MOSES  
'ANNIE OAKLEY'  
**TYPE** In-between  
**DATE** 1876  
**AREA** Across the West  
**ASSOCIATES**  
Many  
**ORGANIZATION**  
Bureau 13  
**USUALLY CARRYING**  
Rifle  
**DIED** 1926

Phoebe Moses started life in Drake County Ohio where at a young age she made money for her family with her sharp Shooter skills. Her talent was bagging small game and selling it to the local general store.



It 1875 at 15 years of age Phoebe beat Frank Butler, a expert sharp shooter in a Thanksgiving Day sharp shooting match. From there her fame grew by leaps and bounds.

She married Frank Butler a year later. The two sharp shooting stars joined up with Buffalo Bill Cody and his Wild West Show in 1885. Frank became the manager for the

sharp shooter now known as "Annie Oakley" and traveled throughout America and Europe for the next 18 years.

The show played for royalty and there was never a doubt that Annie was one of its main attractions.

In addition Annie Oakley did sharp shooter exhibitions for gun manufacturers that included the Remington Arms Company and various cartridge manufacturers.

Annie Oakley was frequently known as Little Miss Sure Shot, a name given to her by Indian Chief Sitting Bull. There were legends that Annie could shoot a match to flame at a hundred yard and she near supernatural in her ability to hit any target.

This drew some notice from higher ups with Bureau 13 but it was assured by Cody that there was nothing paranormal about the little lady. In her years with Buffalo Bill Cody, who was a Bureau operative, she would have suspected there was something else happening. Whether she participated in any operations or knew the true purpose of the agency is lost to history.

In 1926 in ill health she retired to She Dayton, Ohio where she started. Within the year she was dead.

On a strange historical note Her one strange claim to fame was shooting a lit cigar from the hand of Germany's Kaiser Wilhelm. If she had killed him, there might not have been two world wars and Communism.

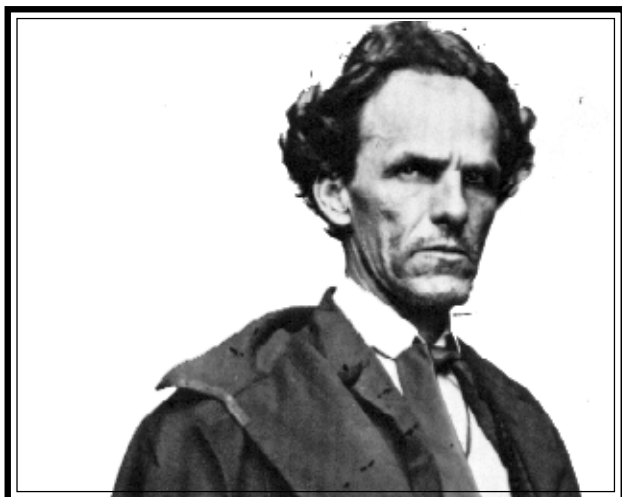
### STATISTICS

STR	INT	THR	HPT	WKP/WKM
13	13	16	50	-
CON	WIZ	DOD	75%	MCD
14	12	12	37	-
DEX	LCK	ACC	50%	REC
17	17	20	25	-
AGL	CRZ	STB	25%	TMP
12	17	66	12	85
SNS	MRE	STN	EXP	PIE
05	05%	16	-	13

### SKILLS

Sharp Shooting 98%

## Bureau 13 Blackpowder



**NAME** KURT VON  
**TYPE** Enemies  
**DATE** 1879  
**AREA** Savannah, Georgia  
**ASSOCIATES**  
 Wealthy Thrill Seekers  
**ORGANIZATION**  
 Hellfire Club  
 Brotherhood of Darkness  
**USUALLY CARRYING**  
 Iron Tipped Riding Crop  
**DIED** 1903?

Originally founded in the late 1700's by thrill seeking British aristocrats, this group of sick and malicious perverts was outlawed in Europe. Most were quietly exterminated or driven into exile. A few had the money and smarts to cover their crimes and settle back into the shadows.

By the 1850's the Club had immigrated the US and had fallen to the domination of the charismatic leadership of the evil genius Kurt Von. Von was a mystery that was removed to be a deposed Count from Bulgaria. He quickly moved up in the organization and twisted it into a far more and serious purpose.

The civil war saw the club deep in the South trying to keep the Confederacy from falling. Their influence is rumored to have gone to Washington and Europe, prolonging the war and keeping the Europeans powers from a direct intervention. There were rumors of dealings with things less than human, dark magics and the selling of the innocent to de-

monic powers. By 1866 the club was deep into the supernatural and collecting real magic for the domination of the world.

Membership in the club is select and it literally costs a fortune to join. Along with the money there are requirements of sadistic acts and human sacrifice. They are a prime focus for evil and malignant energies.

What really stops them from being more than a serious nuisance is their lack of competent magicians or proper use of magical artifacts.

Several times the Bureau has broken up their places of ritual and destroyed malignant magics. They would like to capture the elusive Count.

### **STATISTICS (Kurt Von)**

STR	INT	THR	HPT	WKP/WKM
13	17	11	99	169
CON	WIZ	DOD	75%	MCD
14	14	11	75	14
DEX	LCK	ACC	50%	REC
11	16	14	50	-
AGL	CRZ	STB	25%	TMP
10	17	86	25	35
SNS	MRE	STN	EXP	PIE
16	15%	10	-	19

### **SKILLS**

Black Magic	75%
Blackmail	67%

### **STATISTICS (average member)**

STR	INT	THR	HPT	WKP/WKM
12	10	11	49	-
CON	WIZ	DOD	75%	MCD
10	12	11	36	-
DEX	LCK	ACC	50%	REC
10	16	09	24	-
AGL	CRZ	STB	25%	TMP
10	11	76	12	55
SNS	MRE	STN	EXP	PIE
06	02%	10	-	17

### **SKILLS**

Black Magic	15%
Wealth	90%



## Bureau 13 Blackpowder

**NAME** BRANDON SMITH  
**TYPE** Enemies  
**DATE** 1865  
**AREA** Indiana  
**ASSOCIATES**  
 Hellfire Club  
**ORGANIZATION**  
 Knights of the  
 Golden Circle  
**USUALLY CARRYING**  
 Any  
**DIED** 1931?



Originally a political group under the leadership of Clement Vanlaudinghan, the Knights of the Golden Circle advocated slavery and racial separation. They were tracked and broken up by Lafayette C Baker in 1864. While they committed few crimes, the Bureau found their aims repugnant and their future plans to 'Sythe the Bad Wheat' a real danger.

With just Brandon Smith (above) and a handful of supporters the Knights regained their footing in 1871. Now in Indiana they were strong enough again to harass Black, Spanish and Chinese immigrants. At this juncture by accident or design they came into contact with Karl Von of the Hellfire Club. They saw a common enemy in the Bureau and decided to cooperate. In trade for a little real magic Von has used the Knights as the strong arm of his leadership. If not the brightest candles in the chandelier, they are loyal.

### STATISTICS (Brandon Smith)

STR	INT	THR	HPT	WKP/WKM
13	09	10	50	-
CON	WIZ	DOD	75%	MCD
14	09	12	37	-
DEX	LCK	ACC	50%	REC
09	11	09	25	-
AGL	CRZ	STB	25%	TMP
10	16	46	12	55
SNS	MRE	STN	EXP	PIE
05	05%	05	-	13

### SKILLS

Charismatic Leadership 75%

The Knights really resent the Klan's birth in 1865 and use of their styles and ideals. They consider them rank, ignorant amateurs with hoods.

### STATISTICS (average member)

STR	INT	THR	HPT	WKP/WKM
13	09	10	50	-
CON	WIZ	DOD	75%	MCD
14	09	12	37	-
DEX	LCK	ACC	50%	REC
09	11	09	25	-
AGL	CRZ	STB	25%	TMP
10	10	46	12	55
SNS	MRE	STN	EXP	PIE
05	05%	05	-	13

### SKILLS

Harassment 75%  
 Terrorism 40%

### Encountering the Knights

Encountering the Knights is a mixed bag of trouble. The normal operation is well organized and would rather keep their identities secret. Most often they are people who have a grudge or stand to make a profit. When the Knights are in league with Von or the Hellfire Club you can bet they are better equipped, organized and on a mission that involves murder.

Shown here is a typical robe with symbols of power and rank. Generally these are worn with a hood to conceal the identity of the member and prevent arrest or identification by witnesses.

**High Knight  
of the  
Golden Circle  
c.1874**





**NAME** BILLY BONNEY  
'BILLY THE KID'  
**TYPE** Enemy  
**DATE** 1877  
**AREA** Toledo Ohio  
**ASSOCIATES**  
Pat Garret  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Six Gun  
**DIED** 1881

The story of the outlaw Billy the Kid is more legend than fact. He was born Billy McCarty bastard son of William Bonney in New York City around 1860. His mother and stepfather migrated to Silver City, New Mexico in 1873. There his mother died in 1874, and Billy went to work in a hotel. After being accused of theft he escaped jail and fled across the territorial line.

In 1877 he appeared at Camp Grant where he worked as a teamster. His real career as a fugitive started when a bully named Cahill picked a fight with Billy and wound up with a bullet in his stomach. Escaping again, he next became a cattle guard for John Tunstall and was quickly caught up in the Lincoln County War.

The Pecos valley's single huge store was used to a juicy monopoly on supply and beef that was sold to the government. These contracts were the property of Donlan and Riley

who had no qualms about using political power and murder to protect themselves. Billy's friend and benefactor, Turnstall dared challenge this empire and was shot down in cold blood. The killers were captured but Billy made sure they never saw justice.

The remaining group of merchants and cattlemen fighting Donlan and Riley barricaded themselves into an adobe house and withstood 5 days of siege. The siege ended and Billy escaped.

With little else to do and blazing anger, he began a string of cattle robberies across the area. In 1878 Territorial governor Lew Wallace offered Billy a pardon if he testified against the people who started the Lincoln County War. Billy took the offer and testified against Donlan but politics ran deep and the district attorney defied Wallace's order to pardon him.

Escaping again, Bonney went back to the 'outlaw' life. During this time he befriended Pat Garret, a future Sheriff and bartender at Beaver Smith's Saloon at Fort Sumner.

In 1880 Garrett laid several traps for Billy and finally caught him with a group of outlaws. In 1881 Bonney was convicted of murder, charges dating from the Lincoln County War, and sentenced to hang. Never one to stay for long, Billy killed the guard and a sheriff named Bob Olinger. He ransacked the jail and headed for the hills with no concern for the horrified townspeople. In July Pat Garrett tracked him to the farm of Pete Maxwell where a single shot ended his career.

Few realized that Billy had spent over two years in the back country where Indians claimed he killed a Coyote with his bare hands. The killing had imparted the Coyote into him and gave him the ability to change his shape and escape traps. They also claimed that he could not control the animal within and the anger made him kill again and again while in either form.

The outcome bothered Pat Garrett for years who said, "Billy Drank and laughed, rode and laughed, talked and laughed, fought

## Bureau 13 Blackpowder

and laughed. He killed and laughed.”

Oddly, Garrett was prone to carrying a single silver bullet in his gun at all times but never again explained it.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
12	12	11	49	-
CON	WIZ	DOD	75%	MCD
14	12	11	36	-
DEX	LCK	ACC	50%	REC
13	14	14	24	-
AGL	CRZ	STB	25%	TMP
10	11	35	12	55
SNS	MRE	STN	EXP	PIE
14	25%	17	-	17

### SKILLS

Teamster	75%
Rustling	67%

### WERE COYOTE BONUS

AGL	17	CON	18	DOD	16
BITE		2d6			
CLAW		d6			
REGENERATES		1 WBD Minute			



History would probably have passed over Pat Garrett except for his friendship and then duty to bring Billy Bonney in for justice.

In later years Garrett was the author of many stories about Billy, stories that elevated him from sociopath to sometimes six gun hero of the west. These stories were neither accurate or believable but they caught the fancy of the masses and legends were born.

Garrett never told the public the story of his final moment with Billy, the yellow light in his eyes and the snarl of something that was no longer human.

In late 1881 the story reached Washington and there was an attempt to draft him into the Bureau.

Garrett flatly refused, stating the whole concept was a load of horse manure. The Bureau did not ask again.

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
16	14	13	79	-
CON	WIZ	DOD	75%	MCD
15	14	14	59	-
DEX	LCK	ACC	50%	REC
11	12	13	39	-
AGL	CRZ	STB	25%	TMP
12	14	66	20	65
SNS	MRE	STN	EXP	PIE
06	02%	16	-	15

### SKILLS

Bartender	75%
Sheriff	70%



<b>NAME</b>	<b>PAT GARRETT</b>
<b>TYPE</b>	Friend
<b>DATE</b>	1878
<b>AREA</b>	New Mexico Territory
<b>ASSOCIATES</b>	Bat Masterton
<b>ORGANIZATION</b>	Bureau 13
<b>USUALLY CARRYING</b>	Derringer Revolver
<b>DIED</b>	1908



## Bureau 13 Blackpowder



**NAME** MAD DUCK  
**TYPE** In-Between  
**DATE** 1867  
**AREA** Columbus, Ohio, Detroit, MI.  
**ASSOCIATES**  
Bolton Withers  
**ORGANIZATION**  
None  
**USUALLY CARRYING**  
Colt Navy  
Bow  
**DIED** Unknown

Mad Duck is an Kickapoo Indian who, like many of his brothers, had declared war on the white man. That hot summer day in 1868 was a good day to die but as it turned out, not to raid the Kittridge Farm. Three braves would learn this the hard way.

They thought it was an easy raid. A couple horses, a good fight. Just the kind of raid to give three braves a reputation.

When the brothers approached the sod and log cabin they were spotted by 9 year old Martha Kittridge. Martha was a smart nine year old. She had to be after her mother died and pa had gone for supplies months back and never returned. She grabbed the 8 guage goose gun and handed her 7 year old brother had the old army pistol. She stepped outside, trying to hold the gun that was almost as tall as she was.

She toppled backwards as she raised the mammoth firearm and it discharged with

a thundering bang. She was blown on her back. The now crying and terrified 7 year old, Charlie, pointed the pistol and began to pull the trigger.

If Angry Elk, now confused, would have looked up he might have seen the ducks, especially the dead one rocketing from the heavens. This didn't matter a lot as the impact knocked him unconscious. His brother, Running Bear turned and was shot in the posterior by Charlie Kitridge. While not fatal, it was an embarrassing wound. The third brother, Thirsty Elk, realized their brother Angry Elk had been killed by a duck and there was no honor in killing scared children. By any consideration they were big on portents and signs and today's sign said disgrace.

Martha and her brother dragged the comotose indian into the house and tended his near fractured skull. A week and many strange dreams later Angry Elk was awake. In the next two weeks as he regained use of his limbs and double vision cleared he grew to like the children. He knew they would never survive the winter.

He returned home with the horses, half of the house and the children. He was awarded a new name. Mad Duck. His friends Thirsty Elk and now Bear Shot in the Ass were amazed and terrified to see him return from the dead and bring the children to live with the tribe.

Unlike others, Duck has had second thoughts about this policy and on occasion protected innocent settlers. For this and raising the children as family, other Native Americans have considered him, at best, confused.

There is more than confusion with Mad Duck. His experience showed him paths and pieces of the future that always echoed with the quack of a duck. He was graced with the ability to talk to animals, spirits and children.

The old shaman of the tribe realized there was powerful medicine now with Mad Duck and he would be a great Shaman in time. By 1870 his fame had spread as well as the stories of his ability to make peace and unite the tribes.



## *Bureau 13 Blackpowder*

Bureau 13 agent Bolton Withers was the first white to seek out and talk to the Shaman in 1873. He has been a contact with Mad Duck but has never considered him a close friend. They both realize the west belongs to no people and they must preserve it from the evil, greedy and destructive influences of people as well as the paranormal.

### **STATISTICS**

STR	INT	THR	HPT	WKP/WKM
12	14	11	49	-
CON	WIZ	DOD	75%	MCD
14	12	11	36	-
DEX	LCK	ACC	50%	REC
09	16	07	24	-
AGL	CRZ	STB	25%	TMP
10	11	76	12	55
SNS	MRE	STN	EXP	PIE
16	05%	16	-	17

### **SKILLS**

Medicine	66%
Animal Understanding	90%
Talks to Spirits	60%

## **A QUICK HISTORY OF THE PEOPLE OF THE WEST**

Relevant dates and people in Bureau 13 Blackpowder.

- 1837 James Butler "Wild Bill" Hickok is born in Troy Grove, IL
- 1843 Virgil Earp is born in Kentucky
- 1846 William Frederick "Buffalo Bill" Cody is born in LeClaire, Iowa
- 1847 Jesse Woodson James born in Kearney, MO
- 1848 Wyatt Berry Stapp Earp is born in Monmouth, IL
- 1851 Morgan Earp born in Marian IA
- 1851 Doc Holliday is born in Griffin, GA
- 1853 Wesley Hardin is born in Bonham, Texas
- 1856 Bat Masterson is born in Quebec, Canada
- 1859 Billy the Kid is born in New York City
- 1864 Earp family moves to California
- 1866 Robert LeRoy Parker, "Butch Cassidy," was born in Beaver, Utah.
- 1870 Harry "the Sundance Kid" Longabaugh is born in Lancaster County, PA

- 1872 Doc Holliday receives his Doctor of Dental Surgery
- 1874 Hardin guns down lawman Charlie Webb in Comanche, TX
- 1875 Holliday kills a man for the first time (in a fight)
- 1876 Bat Masterson gets shot in the hip in saloon
- 1876 Wild Bill Hickok is shot from behind and killed while playing poker
- 1876 Wyatt Earp moves to Dodge City, Kansas
- 1876 James-Younger gang attempts to rob the Northfield, Minn. bank; everyone except Jesse and Frank James are captured or killed
- 1879 Virgil Earp becomes U.S. Marshall
- 1879 Wyatt Earp arrives in Tombstone, AZ
- 1880 Morgan Earp arrives in Tombstone
- 1880 Doc Holliday arrives in Tombstone
- 1880 Wyatt Earp is appointed Pima County Deputy Sheriff
- 1881 Billy the Kid escapes from Lincoln County Jail
- 1881 Virgil Earp is town sheriff of Tombstone
- 1881 Billy the Kid is trapped and shot to death by Sheriff Patrick Garrett
- 1881 Gunfight the at O.K. Corral
- 1881 Virgil Earp is ambushed by Cowboys and shot twice
- 1882 Morgan Earp is gunned down while playing pool
- 1882 Jesse James is shot once in the head by Bob Ford, and dies
- 1882 Bat Masterson becomes a Peace Commissioner in Dodge City
- 1887 Doc Holliday dies after waking from a 57 day delirium.
- 1895 John Wesley Hardin is gunned down
- 1905 Virgil Earp dies of pneumonia in Goldfield, Nevada
- 1908 Butch Cassidy and the Sundance Kid are killed
- 1917 Buffalo Bill Cody dies
- 1921 Bat Masterson dies
- 1929 Wyatt Earp dies in Los Angeles, CA



## **Bureau 13 EQUIPMENT**

One of the first things that the early Bureau agents discovered was that, in order to survive in a hostile world, they needed an “edge.” One source of this “edge” was the terrific amount of scientific and engineering research into militarily useful areas during the war. Fortunately for all concerned, the great majority of advances were made too late to get beyond the prototype stage by the war’s end. This did, however, leave a vast array of resources for the imaginative people charged with the survival of the early Bureau, its agents and this fledgling country. A number of the most practical Bureau inventions and innovations are listed below. Good hunting.

### **Bureau Holster**

This holster is designed to hang under the armpit, with support straps running over the shoulder and across the back. As such it, and the gun it carries, are entirely hidden by a gentleman’s coat.

### **Stage Flame Grenades**

A small, 1 1/2 inch grenade, this will burst to cover a 3 foot circle with cool but otherwise realistic flames of a type originally developed for use in plays. The flame burns for 15 seconds with a 5% chance per 5 seconds of igniting flammables. Note that it will not ignite a wooden floor but may set fire to a rug.

### **Arm Extenders**

Popular with crooked gamblers for adding cards to their hands, these are spring loaded devices which can deliver a derringer, knife or other necessary item for an agent’s immediate use. They strap to the forearm and are invisible underneath a gentleman’s jacket.

### **Small Star Flare**

This is a reduced version of the Star Shell, a cartridge which can be fired from any Bureau pistol and lasts 5 seconds - 15 seconds for the parachute type. Shotgun launched versions are available which last twice as long and come in colors of Red, Green, White, or the ever popular Yellow.

## **Clayite**

An experimental and stable malleable explosive developed by Alfred Nobel, clayite can be easily molded to different shapes and resists detonation unless exposed to extreme heat, a violent blow - as from being struck by a bullet - or an explosion.

	STYLE	FUSE	DAMAGE
<b>Clayite</b>	BL	FCB	190 pts.

## **Bureau Belt**

This standard issue Bureau item conceals two small grenades in the buckle and a flexible knife in the belt itself at the small of the back. The grenades come in fragmentation and stun, both doing one half the damage of the modern versions. The stun grenade necessitates a check on the Stun tables for anyone within 10 feet.

## **Exploding Pocket Watch**

These massive ‘railroad-style’ pocket watches are actually powerful explosive devices, exploding for 50 points, low-yield fragmentation and d6 burn. If no fragmentation effect is desired, the interior of the watch can be removed from its (pre-fragmented) outer case and used alone. The watch is sealed against moisture and can be set to go off in from 0 to 60 minutes or, with a small amount of work, in 1 to 12 hours. The watches are available in steel silver and gold-plated silver outer cases.

## **SPEED LOADER 1872**

Prepackaged cylinders loaded with silver bullets or wood. These can be quickly (6 actions) set into a special Colt Army Revolver and fired without the inconvenience of filling and tamping a revolver. Wrapped in wax paper to keep moisture out.



## **Reports**

**Report by Robert Carruthers, Boston, 1868.**

Beirce Reed was by now fairly certain that Hanson was the werewolf he had seen earlier. Borrowing my watch, I showed him how to set it and he approached Hanson outside of a bathhouse. The following conversation ensued:

Reed: *"Pardon me sir. Might I impose on you to hold my watch for a few minutes? I have reason to distrust the bathing attendants here."*

Hanson: *"It's not silver, is it?"*

Reed: *"Certainly not! It is gold."*

Hanson was labeled an anarchist due to literature and explosives left at his apartment found while recovering remains and property taken from his victims. He held the watch for four and one half minutes. The resulting explosion ended his criminal career.

## **"True Sight" Spectacles**

Allows use of the "See Aura" spell for 10 minutes at 20 feet. The spell can be used once per 6 hours and usually only one pair is issued to each team. This item was subject of a hot debate as it was the first 'good' magic used for Bureau activities. Many considered them the work of the 'Devil' and refused to use or handle them.

## **Communication Handkerchief**

This is a colored or white men's or ladies' handkerchief which allows 10 minutes of mind-to-mind communication at a range of up to 10 miles. Usable only once every 6 hours. Washing does not harm the handkerchief nor do other uses to which it would normally be put. It takes d6 months to get a replacement. This device met with the same problems as the 'Glasses'. The spell was lost to history. Used by folding it into four and placing it on the brow.

## **Fingernail Razors**

These crescent shaped razors are invisible when glued under the fingernails and can be coated with a hallucinogenic drug, to incapacitate, or with the *Strychnos toxifera* extract known as curari, to kill. These weapons are useful when the utmost discretion is necessary. Extreme caution is needed in their use.

## **Exploding Cigars**

These large cigars will explode for 100 points 2 to 10 minutes after being lit. Fuse can be set by length with a small tool. Other versions of the cigar are designed to stun. An option of the cigar is a waterproof fuse that cannot be extinguished once it is lit.



## **Caltrops**

Designed to always land with one point up, these four pointed iron devices do d6 puncture and 1 in. penetration to running feet. The average shoe's sole stops 3 points of damage, 4 for a heavy boot and a horse's hoof offers no protection. d4-1 will be stepped on with each step unless moving carefully to avoid them.

## **Document Forgery Kit**

The DFK consists of a flat wooden case which holds extensive letterheads, ink, paper and pen types and type making, setting, and engraving, equipment as well as a small hand-press. The entire kit can be folded to fit into the lid of the Bureau traveling trunk. Included are packs of documents that contain federal 'legal' forms and a second pack that is state or territory specific. The packs are changed every 6 months or when forms and letters become outdated.

## **Bureau Traveling Trunk**

An unremarkable black leather trunk which features hidden compartments, leather "sleeves" to change the color and appearance of the trunk and the document forgery kit folded into the lid. Special features of the case can only be opened by a key and a special button. Many of these were rigged with an ampule of poison gas or a black powder charge that would activate if the case was pilfered or critically damaged. Sizes were varied. There are more than a dozen secret compartments in these trunks that can carry gold, weapons or other contraband.

## Doctored Beverages

Various drugs are available in small sealed bottles - whiskey is the most common but a cautious agent will carry wine and brandy also.

## Chinese Truth Drug

Opium derivatives that acts like Sodium pentathol, the modern truth drug. There is a 20% chance the drug causes immediate unconsciousness and sleep for 48 hours. One level spoon of powder per 100 pounds of body weight.

## Barnacle Glue

Derived from barnacles, hence the name, one square inch of this extremely strong glue can resist 200 lb. of force. Useful for sealing doors and restraining people. Dries in two minutes.

## Bureau Canes

Because the cane is such an everyday, if not derigueur, part of the properly dressed gentleman's attire, Bureau 13 provides an assortment of canes with special functions for its agents.

Aside from the standard sword cane and the cane with a hollow section concealed in its body, these are listed for our reader's edification. Careful examination will identify these canes for what they are. All canes are also available as umbrellas.



### Airgun Cane

ROF	1	AMO	CEV4	<b>PB VS SH ME LO EX</b>
ROL	C	CYC	n/a	+0 +2 +1 -2 -6 -10
CAP	1	WTE	3.5	EFFECTIVE EX+
CIR	1870	MIS	3%g	4d 1d
HSM	-	KDM	+3	SPC ( )

This surprisingly powerful device fires a .51 caliber bullet or a Soporific Round and is pressurized by cocking, or "breaking," it in the center. One cock is sufficient to provide pressure for one shot, driving the bullet to speeds close to that of a normal firearm. The barrel is rifled but no sights are provided. \*.51 Bullet\*

## Telescope Cane

The handle of this wood and brass cane acts as a x4 telescope and can be easily converted to function as a microscope as well. The entire cane can be broken down and attached to the handle to form a x12 telescope as well.

## Stethoscope Cane

With a hollow rubber tube and ear piece which slip out of the handle, the rubber tip of the cane can be removed and the cane's foot placed against a wall or near a window to overhear distant conversations or check for occupants in a room prior to entering. A concave disk of parabolic form is also available with this cane. When attached to the stethoscope, it allows conversations to be heard at great distances. In the umbrella version of this cane, the umbrella itself serves as the sound gathering disk, albeit not as effectively as the solid disk.

## Bane Cane

This hollow cane comes with a squeeze bulb in the knob-shaped handle and, after removing the rubber tip, can deliver a copious amount of any liquid to a distance of 25 feet or more.

## Steam Prod Cane

An ordinary appearing cane coated with black rubber on the handle and body which attaches to a small tank carried in a carpet bag. A tiny coal burner heats the tank and creates a blast of hot steam that is released through the cane at the target. This steam can also be treated with chemical, drug or glue. It takes a minimum time of 30 minutes to produce effective steam pressure.

## Pistol Grapple Attachment

Capable of being fired from any Bureau pistol, this folding grapple can be fired to 30 feet and features an expanding point which can be fired into targets for 80 points of penetration. This is diamond tipped and capable of punching through a locomotive boiler. This feature is handy when there are no protrusions available for the grapple. The attachment includes a small, spring powered winch that can lift 150 lb. 30 feet or up to 300 lb. to earth at a less than falling speed. It takes 10 minutes to wind the spring and if left wound for over 24 hours it may degrade, losing half of its lifting capacity.



## **Grapple Gun**

This is a rifle-like air powered grapple thrower with a range of 50 ft. The air cylinder it uses requires 30 actions to pressurize with a hand pump and the grapple gun is quiet but not silent. The grapple itself is padded to muffle any sound on impact.

## **Bureau Match Case**

A metallic case, available in black or silver, gentleman's or lady's styles, full of innocuous appearing matches. The edge of the case is covered w/ a metal foil that can be pulled away to expose a razor-sharp cutting edge. The interior of the case's lid is a signaling mirror which doubles for checking around corners and as a vampire detector. The matches are as follows:

- 01 Burns to produce a soporific cloud, putting anyone within 5 ft., or in a larger but closed room, to sleep for 5 minutes (2) included.
- 02 Explodes with a loud "bang" for 10 points 15 seconds after being lit. Can be blown out without affecting the timing. Perfect for opening locks. (4).
- 03 Burns to produce a 10'x10' cloud of thick, blinding smoke. (4)
- 04 Produces a brilliant illumination when lit, lasting for 2 minutes and visible at 5 miles (4).
- 05 When lit, burns at extreme temperature, sufficient to cut through 1 inch of iron, doing 60 points of damage. (6)
- 06 Normal matches, will light even when wet. (6)

### **NOTE**

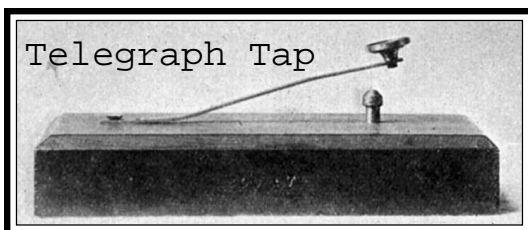
Matches are differentiated by notches cut into the match stick corresponding to the numbers above and can be identified by feel in the dark.

## **Lucifer Bomb**

An infernal device virtually identical to the modern grenade except that the number of fragments is halved. They are extremely dangerous and must be primed with a percussion cap.

## **Telegraph Tap**

A small, 5 lb. box which allows its operator to tap into and make use of the telegraph lines.



## **Distant Telegraphy Detector**

This trunk sized device is capable of detecting the emanations of telegraph signals without being attached to the wire. When placed parallel to, and within 40 feet of, the telegraph line, signals running through the line may be deciphered, although messages cannot be sent. Difficulty Level for use is d6 + the number of active lines running parallel to the line being detected.

## **Wireless Telegrapher**

A 100 lb. Morse code radio with 100 mile range, a man-powered generator and batteries for 30 minutes of use. An antenna is required, and the kit includes a small hot air balloon capable of lifting the antenna to 150 feet in light breezes. 15 minute minus 15 seconds per level of Wireless Telegraphy Skill is needed to assemble the telegrapher.

## **Miniature Camera**

A fist sized box camera w/ three internal high-sensitivity plates. Requires 2 seconds of exposure and works in average light. Comes with electrically powered flash bulb and 25 foot long extension tube and pneumatic trigger.

## **Flash Bombs**

These are thimble-sized mercury based explosives which produce a loud noise and bright flash when thrown against a hard surface. Often carried in a padded case worn inside the belt band for a man and ... er, elsewhere for a lady.

## **Pistol Fired Grenade**

Pen sized 50 point fragmentation (L-Y) or 75 point concussion grenade which may be fired from any Bureau pistol to 100 yards.

## **Roman Candle Sparkler**

Used as a room clearing device, this piece of fireworks produces voluminous sparks but has little chance of actually starting a fire. It terrifies horses.

## **Disguise Bag & Hat**

Traveling case the size of a doctor's bag with makeup, hair dye and wigs in several hidden compartments. Comes with a Top Hat to hold full facial masks needed for quick use.

## Flash Cards

Personal calling cards which produce a harmless puff of flame and smoke 4 seconds after the left-hand edge is crimped. Names may be added, carefully, using the Document Forgery Kit.

## Marked Cards

A set of standard playing cards that are marked. User wears specially treated glasses to see the cheat tags on the back of each card.

## Hot Cards

A set of standard playing cards that when crimped or folded start a chemical reaction that causes them to flash into flame. The entire pack can start a 30 point of damage fireball if a card is reinserted in the box.

Hearts	Flash in 03 Seconds
Clubs	Flash in 10 Seconds
Spades	Flash in 30 Seconds
Diamonds	Flash in 01 Minute

## Cinematoscope

A bulky device which quickly captures dozens or hundreds of images which, when reproduced on board stock, can be flipped quickly to produce the illusion of motion.

## Cavalry Breastplate

Normally worn under the cavalry coat, this partially articulated plate armor can be concealed under a heavy overcoat and protects the chest area from the front. See protection below. This vest is also complete protection from lower velocity projectiles like arrows or spears. This Plate does not stop the kinetic impact of the weapon and the user will be knocked off his horse if caught by surprise.

## Bullet Retarding Vest

A vest, covering the chest area made up of dozens of quilted layers of heavy silk and a layer of crushed glass which act to deflect or retard bullets fired at the wearer. If bullets punch through this vest the wound is contaminated with crushed glass splinters.

### Armor Values

#### Breastplate

EN BI	CL PU	BL FA	LV EX	-AGL	-ACC
24 27	30 24	27 12	31 25	-04	-02

#### Vest

EN BI	CL PU	BL FA	LV EX	-AGL	-ACC
12 10	14 09	13 08	15 12	-03	-02

## Special Papers

A packet of special white paper with functions only distinguishable by a water mark.

### No Ink

A paper that allows the user to write on it with quill or stick. The top sheet peels off leaving a complete message.

### Secret Fading

This paper takes special ink and within 24 hours fades the ink completely away.

### Smoking

This paper will chemically react with special ink and smoke. A single sheet will fill a 10x10 room with dense smoke within a minute.

### Flash Fire

Works like normal paper but if torn flashes into flame in 5 seconds.

## Bureau Whiskey

A fine bottle of Imported Whiskey that can have several properties depended on how it is decanted from the bottle. The trick is the alignment of the top cork before it is opened.

One of the many odd Brands of Bureau Whiskey c.1879



### Twist to the Front

Decants normal Whiskey of a superior Vintage.

### Twist to the Left

Sleeping Drug that acts in less then a minute and knocks the victim unconscious for d4 hours.

### Twist to the Right

The contents becomes an iron dissolving chemical. In 10 minutes it can eat through a inch thick iron bar.

### Twist to the Back

Decants a noxious fuming substances that smells of skunk and will clear a room in no time.

## Bureau 13 Blackpowder

### Bureau Gold



**Bureau Gold c1871**

What looks like Double Eagle Gold Coin is actually a treated replica made of lead and gold paint. These come in waxed rolls of 20 coins.

#### Sleep

Coated with a sleeping Agent that renders the victim unconscious for 30 minutes.

#### Gold Fever

Can make man or animal sick within 10 minutes with debilitating cramps and gastric upset.

#### Gold Fire

These coins can be impacted and will burn with an intense fire of 20 points of damage.

#### Smoke Gold

Like the fire coins these can be impacted and create dense smoke that can fill a 20x20 room in a minute.

#### Fools Gold

While these look and feel like real gold the paint fades in sunlight and the user is left with lead coins.

### Cans

What look like simple cans of food with wind up timers that can be set for minutes to an hour. Wind it up and bury it to the lid or hide it on a shelf.

#### War Party in a Can

Makes a noise like many Indian braves on the warpath. About 25% of the time it makes a noise like a herd of cows on the warpath.

#### Rattler in a Can

A cloth and rubber rattle snake pop out of the can to startle horses, enemies and children.

#### Rabbit in a Can

Much like the snake, this is an imitation rabbit that shoots out of the can across a trail or into the air.

#### Hostage in a Can

Another sound device that sounds like a hostage is moaning or crying for help. The sounds occasionally attract coyote.

#### Gunshot in a Can

This can goes off with a series of simulated gunshots and sounds that appear to be men on horses or a mule trapped in mud. Generally it works right half of the time and only sets things on fire 10% of the time when used indoors.

### Bottle Rockets

What look like Whiskey bottles are complex chemical rockets that act like flares. Light the fuse and it will fly straight into the air to create a spectacular fireworks display.

### Rocket Crow

Light the fuse and this crow like dummy rockets through the sky trailing dense black smoke. At night it works like a roman candle. Not only does it fly a half mile, it makes crow like sounds guaranteed to wake the farmstead, the town or scare the natives.

### Bureau Horses

These horses are specially bred for Bureau Agents. Strong and fast, they are also hellishly smart and loyal to their owners. Generally one of these magnificent animals bonds with its rider and instinctively aids them in their work, serving as a partner with more 'Horse Sense' than many of the people they encounter.

#### Personality of Horse

01-50 Average

Just a very smart horse.

51-75 Temperamental

Prone to fits of temper.

76-85 Obnoxious

Smart, but has a minor mean streak. May get the owner into trouble from time to time.

86-95 Mother Hen

Very smart and very protective of its owner.

96-98 Practical Joker

Very smart and has a wicked sense of humor.

99-00 Hates the Owners Guts

This horse is brilliant and just doesn't like its owner.



## **Skills for Agents**

Bureau 13 agents of the previous century had many similar and now forgotten or abandoned skills that they used in daily life. These are a few of the more useful ones.

### **Morse Code**

This is the ability to sent and translate Morse code. It is treated as a language for purposes of determining fluency. Morse operators each have their own style and it is possible for an operator to recognize the 'hand' of someone with whom he is familiar.

### **Horsemanship**

The skill of controlling a horse. Day to day use and care of this critical means of transportation.

### **Tracking**

To follow a human or animal through forest environments by the small traces they leave behind.

### **Wilderness Survival**

Basic outdoor skills that ensure survival in rough and inhospitable terrain. These include the ability to make shelter and find food in any season. This may also involve knowing wich indian locals are friendly and who will take your scalp.

### **Hunting**

Tracking, trapping, killing, and butchering animals in the wild. Generally the ability to hunt game from squirrel to predatory cats and bears. This skill may include food preservation and tanning.

### **Geography**

Knowledge of the land. Information on geologically diverse areas and how to navigate through them. This also includes getting your horse across these geological features reasonably intact.

### **Fast Talk**

The acquired talent of being able to talk one's way out of a situation by making a lie sound like the truth. May also be a skill of convincing a person you are somebody else or directing the conversation away from sensitive areas. Most politicians are gifted with fast talk as well as Patent Medicine salesmen.

### **Pomposity**

Ability to 'bully' ones way into anything by appearing important, loud, or threatening. It may kick up one's charisma a few points when used in the presence of socially conscious people. This skill is also dependent on the fancy dress of the user and how loud they can get to prove their point regardless if right or wrong.

### **Local Lore**

Knowledge of local customs, happenings, history and people. This skill is a good way of blending into a community or making the locals comfortable in cases where direct contact and information is needed.

### **Wood Working**

The skill of carpentry and the talent to build or repair simple wooden items like wagon wheels or other wood based structures.

### **Photography**

The ability to take pictures and develop them. Generally it takes a wagon of supplies and large cameras. Photographers roamed the backwoods to offer their services.

### **Forgery**

Skill of exacting penmanship and the ability to create documents with official seal and wax. May also include letters of introduction, wanted posters and re-touching photographs.

### **Indians**

Knowledge of Native American culture and society. This is specialized to area and limited knowledge of what is known about the tribes.

### **Language**

European or Indian. An Agent may have one or more other languages with French, Latin, Spanish, and German being the more common. These are followed by a Native Indian Language, Russian, Swedish, or other.

### **Heavy Weapons**

Use of Cannon and Gattling Gun are the main weapons that require use of this skill. While loading is simple, the math and reasoning of hitting a target may take a little more skill. Gattling Guns require exceptional skill to prevent or repair jamming.

### **Gambling**

The special skill of playing card games with Poker and Blackjack being the foremost. This can also be the ability to play for a profit and spot cheaters as well as rigged gambling paranaphalia.

### **Fast Draw**

Use of a holstered weapon with speed and accuracy. This skill is useful to out-draw criminals who are out to ruin your day by putting hot lead in your stomach. This may also include derringers. For every 30 points Skill Levels of Fast Draw you gain a +1 initiative.



## *Bureau 13 Blackpowder*

### **Gunslinger**

No so much the skill of fast draw but the look and fear generated.

### **Gunsmith**

If it breaks you have the tools and the knowledge to fix it, from a simple jam to the manufacture of parts from raw stock. You know what a weapon can do and the best way to keep it functional and ready for use.



### **Good Old Boy**

Ability to adapt to the language and customs of just simple folks. Use of this skill makes an agent 'one of the boys' and an instant friend of the locals. This sense of comoradery can be broken in an instant if the 'folk' realize they are being used or the real identity of the Agent is discovered.

### **Society**

Knowledge of society, social standing and how to move within these circles. This requires clothing, money, social graces and a large degree of self importance.

### **Explosives**

Use of Black Powder, Dynamite and Nitroglycerine to demolish structures or for mining. Includes knowledge of underwater charges, military explosive devices and fuses.

### **Frontier Medicine**

Skills that allow survival from moderate injury and occasional serious injury. May include use of herbal and natural medicines as well as commercial medicines.

### **Courting**

How to charm the ladies under the social system of the times. This ranger from the upperclass rich to the Street Doves. This skill can grant the user trust and friendship if not a little more.

### **Trading**

The skill to spot a deal or a thief when buying goods and services. Also the knowledge of prices in the region.

### **Travel**

A wide ranging skill of the complexities of travel across town or across a continent. Includes use of Stage, Railroad, Riverboat and Steam Ship. Also includes the knowledge of problems associated with such travel as well as prices and estimated times.

### **Disguise**

With little else then meager items available the ability to disguise in a convincing way. This may include language, appearance, social class and manners. A handy Bureau provided disguise kit contains grease paint, glue, horse hair, wax and other items that can help if the user is not examined closely in the daylight.

### **Secret**

Another handy skill used to disguise items, to secret them away or hide in plain sight.

### **Disguised Items**

- a 5 Gold Coins
- b 30 Feet Fuse
- c Knife
- d Letter of Introduction
- e Carrier Pigeon
- f One Shot Darringer



### **War Knowledge**

Concise knowledge of Civil War battles and officers. User can present himself as a veteran of either side and make instant friends and secure lodging. This skill can get the user into sensitive places until his ruse is discovered. Once discovered any who initially believed him are 'powerful' angered and will find creative ways to injure the victim or ride him out of town covered with tar and feathers, something generally reserved for politicians.



Bureau 13

# WEAPONS

From 1850 to 1889 there was a true revolution in the manufacture of guns, both in capabilities and manufacturing methods. Before the mid-1850's, firearms were made individually, one craftsman turning out one weapon - and you hoped he was a good craftsman. By the Civil War, most firearms were manufactured with - again, hopefully - interchangeable parts and could be turned out at a higher rate and an assured minimum quality.

The way firearms were loaded also underwent several radical changes. The last few years had seen the introduction of the percussion cap, a small charge in a metal cap which provided the spark to fire the weapon, the first revolvers and the breach-loader. Just before 1859 the rimfire cartridge was introduced, allowing rapid reloading and the use of magazines, but with less powerful rounds. By 1870 these were being replaced by the Central Fire (or "Centerfire," as it is now known) cartridge, which allowed a more powerful powder charge along with the rimfire's fast reload time. At the end of the period, 1886 and later, smokeless powder was beginning to see some limited use, but by and large the weapons discussed here made use of blackpowder.

The primary problems confronted by the individual Bureau agent from the Bureau's inception to 1889 was, were speed of fire and stopping power. The percussion weapons were better than the old single-shots but when it takes two to three silver bullets to stop a werewolf, the third or fourth one is going to get you before you can reload. Likewise, even with a lot of rounds, a .41 rimfire will do little more than irritate that charging dinosaur. Therefore, for the discerning Bureau agent, an assortment of the most accurate, most concealable, highest capacity and highest stopping power guns available from 1859 to 1889 have been collected here. Unfortunately, especially for the said soon-to-be-deceased agents, few of these capabilities are combined in any one weapon. Good luck (Maniacal laughter from off stage).

## Special Notes

Safeties on these early weapons were crude or nonexistent. Because of this, weapons were often carried with the hammer on an empty cham-

ber. When carried with a fully loaded cylinder, or a round in the chamber in the case of repeating rifles, on any severe jar the GM should roll the MIS percentage or less, or the MIS percentage x 10 if the weapon is dropped, to determine if it accidentally fires. Determine direction of fire using the indirect fire tables found on page 158 of the Bureau 13 RPG.

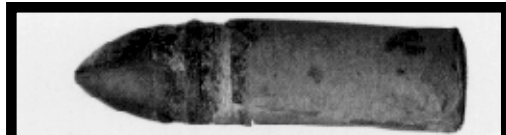
ROL should be multiplied by capacity for any weapons with ROLs other than "A." If you had to reload two expended chambers of a Remington Model 1861 Army, the ROL would be "D x 2," or six actions. For all six chambers, it would be 18 actions. Rifles designated "Military" include bayonet mounts and military sights.

Pistol	Percussion		1860's						
<b>"Colt Model 1860 Army"</b>									
ROF	1	AMO	BD	PB	VS	SH	ME	LO	EX
ROL	Dx6	CYC	n/a	+2	+1	+0	+0	-2	-4
CAP	6	WTE	2.75	EFFECTIVE			EX+		
CIR	1860	MIS	15%	3d			1d		
HSM	-	KDM	-	SPC (h)					

The most popular of all civil war revolvers. Only the lack of decent sights limits the effective range. (\*.44 cal. Ball\*)

Pistol	Percussion		1860's						
<b>"Clayton 1861 Model #2"</b>									
ROF	1	AMO	BD	PB	VS	SH	ME	LO	EX
ROL	Dx6	CYC	n/a+1	+1	+0	-2	-4	-8	
CAP	6	WTE	3.50	EFFECTIVE			EX+		
CIR	1861	MIS	10%b	3d			1d		
HSM	-	KDM	-	SPC (h)					

Heavy pistol with poor sights. Popular with the 100 people who used them in Alabama. (\*.49)



**Sharps .52 Cal Paper Cartridge**

Pistol	Single-action		1860's						
<b>"COLT WALKER"</b>									
ROF	1	AMO	BD	PB	VS	SH	ME	LO	EX
ROL	Dx6	CYC	n/a	+2	+1	+0	+0	-2	-4
CAP	6	WTE	4.0	EFFECTIVE			EX+		
CIR	1847	MIS	15%	5d			2d		
HSM	+1	KDM	+2	SPC (j)					

An extremely powerful pistol. (\*.44 Walker\*)

Pistol	Single-action		1860's						
<b>"Welsh Pocket .31"</b>									
ROF	1	AMO	BD	PB	VS	SH	ME	LO	EX
ROL	Dx10	CYC	n/a	+2	+1	+0	-1	-3	-5
CAP	10	WTE	2.5	EFFECTIVE			EX+		
CIR	1861	MIS	15%	2d			1d		
HSM	-	KDM	-	SPC (c)					

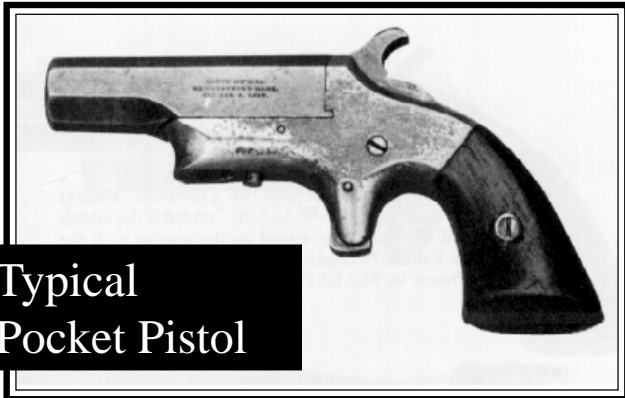
The pocket .31 is a small Navy version revolver. (\*.31\*)

## Bureau 13 Blackpowder

Pistol Single-action 1860's  
**"Sharps 4 Shot Pepperbox"**

ROF	1	AMO	d	PB	VS	SH	ME	LO	EX
ROL	Bx4	CYC	n/a+2	+0	+0	-2	-5	-8	
CAP	4	WTE	1.0	EFFECTIVE			EX+		
CIR	1861	MIS	5%	2d		1d			
HSM	-	KDM	-	SPC (cp)					

This pepperbox is small and concealable. Fires a self contained metallic cartridge. (\*.32\*)



**Typical  
Pocket Pistol**

Pistol Single-action 1860's  
**"COLT M1855 Pocket"**

ROF	1	AMO	BD	PB	VS	SH	ME	LO	EX
ROL	Dx5	CYC	n/a+2	+1	+0	-1	-3	-5	
CAP	5	WTE	1.0	EFFECTIVE			EX+		
CIR	1855	MIS	15%	2d		1d			
HSM	-	KDM	-	SPC (c)					

An early Colt revolver also called the Root Model after the designer. (\*.31\*)

Pistol Single-action 1860's  
**"Remington Elliot Single Shot Derringer"**

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	+4	+0	-4	-8	-12	-16
CAP	1	WTE	.45	EFFECTIVE			EX+		
CIR	1867	MIS	1% <sup>d</sup>	2d		1d			
HSM	-	KDM	-	SPC (pd)					

Very popular with gamblers and well-dressed gentlemen who felt that other armaments would spoil the lines of their clothing, this was literally a vest-pocket weapon. Lack of a trigger guard made the pistol easier to draw. (\*.41 Short Rimfire\*)

Revolver Single-action 1860's  
**"LeMat Revolver"**

ROF	1	AMO	BD	PB	VS	SH	ME	LO	EX
ROL	Dx10	CYC	n/a+2	+1	+0	+0	-2	-3	
		SHOT		+3	+2	+0	-3	-5	-10
CAP	09	WTE	3.5	EFFECTIVE			EX+		
CIR	1856	MIS	15%	3d		1d			
HSM	-	KDM	-	SPC (l)					

Called the 'Grapeshot Revolver' because of the 20 gauge shotgun barrel that serves as the cylinder pin. For its small size it is a devastating weapon. This odd revolver is one of the favorites of many bureau agents. Bureau agent Jackson Kuehl stated "It is not accurate, it is not light, but it packs the punch of a Grizzly Bear." (\*.41 LaMat or LeMat Buckshot or other\*) This other can be rock salt, silver shot, or a number of special chemical or drug pellets.

Revolver Double-Action 1860's  
**"Starr D/4"**

ROF	1	AMO	BD	PB	VS	SH	ME	LO	EX
ROL	Dx6	CYC	n/a+2	+2	+1	+0	-1	-2	
CAP	06	WTE	2.75	EFFECTIVE			EX+		
CIR	1859	MIS	15%	3d		1d			
HSM	-	KDM	-	SPC (h)					

Very popular military revolver. Success was due to the Starr being a reliable double-action pistol. (\*.44 \*)

Revolver Single-Action 1860's  
**"Colt Model 1860 Army"**

ROF	1	AMO	B	PB	VS	SH	ME	LO	EX
ROL	D	CYC	n/a	+2	+3	+2	+0	-4	-8
CAP	6	WTE	2.7*	EFFECTIVE			EX+		
CIR	1860	MIS	5% <sup>b</sup>	4d		2d			
HSM	-	KDM	+3	SPC (hd)					

Produced for the Civil War, the Colt Army included a shoulder stock which attached to its notched frame and back strap. Along with the eight inch barrel, this made the Army a highly accurate weapon. An extra, loaded, cylinder was often carried with the Army, and could be exchanged for an empty cylinder in three actions instead of stopping to reload. (\*.44 cal. Ball\*)

With Stock (26.5" overall)	PB	VS	SH	ME	LO	EX
*WTE 5.0	+0	+4	+3	+1	-2	-6

Revolver Single-Action 1860's  
**"S&W #2"**

ROF	1	AMO	D	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a+1	+1	+0	-1	-3	-5	
CAP	06	WTE	1.75	EFFECTIVE			EX+		
CIR	1861	MIS	5%	2d		1d			
HSM	-	KDM	-	SPC (c)					

First of the metallic cartridge handguns. It was loaded by tipping the cylinder upwards. (\*.32 S&W\*)

Revolver Percussion 1860's  
**"Remington Model 1861 Army"**

ROF	1	AMO	B	PB	VS	SH	ME	LO	EX
ROL	D	CYC	n/a	+1	+3	+3	+0	-4	-8
CAP	6	WTE	2.9	EFFECTIVE			EX+		
CIR	1861	MIS	5% <sup>b</sup>	4d		2d			
HSM	-	KDM	+3	SPC (hd)					

Developed for the US Army during the Civil War, this revolver was easily identified by its 8" octagonal barrel and the brass trigger guard added in 1862. This was a very popular weapon that went home with the soldiers after the Civil War. It was reliable and had good stopping power. Every Bureau 13 supply center contains a number of these revolvers. (\*.44 cal. Ball\*)

Revolver Single-action 1860's  
**"Smith & Wesson #12 'Horse' Pistol"**

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	+3	+2	+2	+0	-3	-6
CAP	6	WTE	3.5	EFFECTIVE			EX+		
CIR	1861	MIS	5% <sup>g</sup>	4d		1d			
HSM	-	KDM	-	SPC (c)					

This "tip down" break-action revolver was a rare Civil War sidearm because of its weight and difficulty to draw. It was called a Horse pistol because of its tendency to knock its user out of the saddle. (\*.56\*)



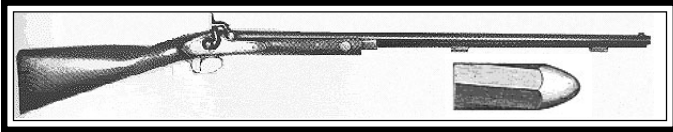
## Bureau 13 Blackpowder

Revolving Rifle Single-action 1860's

### “Colt M1855 Revolving Rifle”

ROF	1	AMO	BC	PB	VS	SH	ME	LO	EX
ROL	Dx5	CYC	n/a-1	+0	+0	+1	+2	-2	
CAP	05	WTE	9.75	EFFECTIVE			EX+		
CIR	1855	MIS	10%	5d			2d		
HSM	-	KDM	+1	SPC (d)					

An early repeating rifle issued to some sharp shooters during the Civil War. A carbine version was also produced. (\*.56 \*)



Rifle Sniper 1860's

### “Whitworth Rifle”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	+0	+0	+0	+2	+3	+1
CAP	1	WTE	9.0	EFFECTIVE			EX+		
CIR	1860	MIS	10%	6d			2d		
HSM	-	KDM	+1	SPC (j)					

A very accurate Confederate sniper rifle also popular as a target rifle. Barrel and rounds were hexagonal. (\*.45 Whitworth\*)

Rifle Single-action 1860's

### “Henry Rifle”

ROF	1	AMO	D	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	+2	+1	+1	+0	-2	-4
CAP	15	WTE	8.0	EFFECTIVE			EX+		
CIR	1860	MIS	10%	3d			1d		
HSM	-	KDM	-	SPC (j)					

A well liked repeater with a large magazine capacity. The Henry, unfortunately, fired a relatively weak cartridge. (\*.44 rimfire \*)

Rifle Single-action 1860's

### “Model 1855 Rifled Musket”

ROF	1	AMO	CR	PB	VS	SH	ME	LO	EX
ROL	D	CYC	n/a	-2	-1	+0	+1	-1	-5
CAP	01	WTE	9.5	EFFECTIVE			EX+		
CIR	1855	MIS	20%	6d			2d		
HSM	-	KDM	+2	SPC (e)					

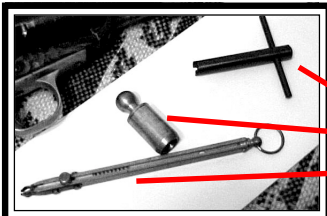
The 55 utilized the patented Maynard Priming System which decreased loading time. (\*.58 \*)

Rifle Single-action 1860's

### “Enfield Model 1858”

ROF	1	AMO	CR	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	-2	+0	+1	+3	+0	-3
CAP	01	WTE	9.5	EFFECTIVE			EX+		
CIR	1858	MIS	10%	6d			2d		
HSM	-	KDM	+2	SPC (e)					

A short two band rifle issued with bayonet. Known for accuracy and use of standard 58 cal ammunition. (\*.577\*)



Black Powder Tools  
 Nipple Wrench  
 Powder Measure  
 Cap Setting Tool

Rifle Single-action 1860's

### “Enfield Model 1861 Musketoon”

ROF	1	AMO	CR	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	-1	+0	+1	+2	-3	-8
CAP	01	WTE	7.5	EFFECTIVE			EX+		
CIR	1861	MIS	10%	6d			1d		
HSM	-	KDM	+2	SPC (e)					

A muzzle loading carbine used by artillery crews and cavalry early in the Civil War. (\*.577\*)

Rifle Single-action 1860's

### “Model 1861 Springfield”

ROF	1	AMO	CR	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	-2	-1	+0	+1	-1	-5
CAP	01	WTE	9.5	EFFECTIVE			EX+		
CIR	1861	MIS	10%	6d			2d		
HSM	-	KDM	+2	SPC (e)					

The 61 Springfield was the rifle most widely used in the War. (\*.58\*)



Colt 1860  
 Army .44

Rifle Single-action 1860's

### “Model 1841 Mississippi Rifle”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	-1	+0	+1	+2	+0	-3
CAP	01	WTE	9.75	EFFECTIVE			EX+		
CIR	1841	MIS	10%	5d			2d		
HSM	-	KDM	+2	SPC (e)					

The Mississippi rifle saw service in the Mexican War and was instantly popular due to its reliability and accuracy. (\*.54\*)

Rifle Single-action 1860's

### “Model 1842 Springfield Musket”

ROF	1	AMO	B	PB	VS	SH	ME	LO	EX
ROL	E	CYC	n/a	+2	+1	+0	-3	-5	-8
CAP	01	WTE	9.5	EFFECTIVE			EX+		
CIR	1842	MIS	10%	6d			1d		
HSM	-	KDM	+3	SPC (e)					

The last of the US issue smooth bore muskets can also fire buckshot or Buck and Ball. (\*.69 Ball\*)

Rifle Lever-action 1860's

### “Sharps Model 1859 Rifle”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	-1	+0	+2	+1	+0	-1
CAP	01	WTE	8.5	EFFECTIVE			EX+		
CIR	1859	MIS	15%	5d			1d		
HSM	-	KDM	+2	SPC (d)					

A single shot lever action rifle that was also a breech loader. It fired a combustible cartridge. (\*.52 Sharps\*)



## Bureau 13 Blackpowder

Rifle											1860's
<b>"Sharps Model 1859 Carbine"</b>											
ROF	1	AMO	C	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	C	CYC	n/a	+0	+1	+2	+3	-1	-2		
CAP	01	WTE	7.5	EFFECTIVE				EX+			
CIR	1859	MIS	15%	5d				1d			
HSM	-	KDM	+2	SPC (d)							

Popular during the Civil War, early models included a Maynard Priming System. Used the same cartridge as the rifle. (\*.52 Sharps\*)

Rifle											1860's
<b>"Smith Carbine"</b>											
ROF	1	AMO	C	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	C	CYC	n/a	+0	+1	+2	+0	-3	-8		
-CAP	01	WTE	7.0	EFFECTIVE				EX+			
CIR	1860	MIS	10%	4d				1d			
HSM	-	KDM	+2	SPC (d)							

A single shot breach loader developed for Cavalry and artillery crews. The hinged breech opens similar to modern break-open shotguns. (\*.52 Smith\*)

Rifle											1860's
<b>"Sharps Model 1859 Rifle"</b>											
ROF	1	AMO	C	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	C	CYC	n/a	-1	+0	+2	+1	+0	-1		
CAP	01	WTE	8.5	EFFECTIVE				EX+			
CIR	1859	MIS	15%	5d				1d			
HSM	-	KDM	+2	SPC (d)							

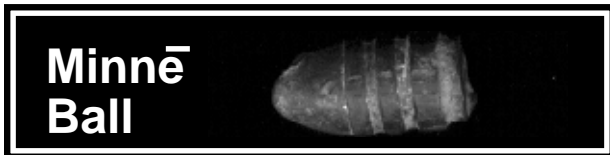
A single shot lever action rifle that was also a breech loader made famous by Berdan's Sharpshooters during the Civil War. It fired a combustible cartridge. (\*.52 Sharps\*)

Rifle											1860's
<b>"Spencer Rifle"</b>											
ROF	1	AMO	C	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	B	CYC	n/a	+1	+0	+2	+2	-1	-5		
CAP	07+1	WTE	9.0	EFFECTIVE				EX+			
CIR	1863	MIS	2%	5d				1d			
HSM	-	KDM	+1	SPC (a)							

The first repeater to see wide spread military use. The Spencer saw service through the 1870's and the Indian Wars. (\*.56-50 Spencer\*)

Rifle											1860's
<b>"Henry Repeating Rifle"</b>											
ROF	1	AMO	C	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	B	CYC	n/a	-1	+0	+2	+3	+1	+0		
CAP	17+1	WTE	10	EFFECTIVE				EX+			
CIR	1860	MIS	10%d	4d				1d			
HSM	-	KDM	+2	SPC (d)							

The first lever action rifle, this weapon was woefully underpowered and characterized by an open action which could easily become dirty and jam. However, it boasted a capacity not equaled for over a decade and could be loaded on three actions using rounds previously loaded into a tube and literally poured into the magazine. (\*.44/40 Rimfire\*)



Rifle											1860's
<b>"Winchester Model 1866 Carbine"</b>											
ROF	1	AMO	CD	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	B	CYC	n/a	+0	+0	+3	+1	+0	-2		
CAP	13+1	WTE	7.75	EFFECTIVE				EX+			
CIR	1866	MIS	2%d	4d				2d			
HSM	-	KDM	-	SPC (j)							

An early model of the famous Winchester lever-action, with a saddle ring on the side. (\*.44 Henry Rimfire\*)

Rifle											1866
<b>"Winchester Model 1866 Military Musket"</b>											
ROF	1	AMO	CD	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	B	CYC	n/a	-1	+0	+2	+3	+1	+0		
CAP	17+1	WTE	8.25	EFFECTIVE				EX+			
CIR	1866	MIS	2%d	5d				2d			
HSM	+1	KDM	+3	SPC (d)							

This military version of the extremely popular model was manufactured primarily for the Turkish government and included a bayonet mount. (\*.44 Henry Rimfire\*)

Rifle											1860's
<b>"Spencer Carbine"</b>											
ROF	1	AMO	C	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	B	CYC	n/a	+0	+1	+2	+3	-1	-5		
CAP	07+1	WTE	7.5	EFFECTIVE				EX+			
CIR	1863	MIS	2%	5d				1d			
HSM	-	KDM	+1	SPC (a)							

The Spencer was the most popular carbine used by Cavalry troops during the civil war. President Lincoln personally approved of this weapon. (\*.56 -50 Spencer\*)



Rifle											1860's
<b>"Palmer Carbine"</b>											
ROF	1	AMO	C	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	B	CYC	n/a	+0	+1	+2	+3	-1	-5		
CAP	01	WTE	7.0	EFFECTIVE				EX+			
CIR	1865	MIS	2%	5d				1d			
HSM	-	KDM	+1	SPC (a)							

Over a thousand Palmer carbines were manufactured for the US government. Delivered too late for military service. It was the first bolt action cartridge gun accepted by the military. While it saw little use, it was popular and known for reliability. (\*.56-50 Spencer\*)

Revolver											1870's
<b>"Remington New Model #4 Revolver"</b>											
ROF	1	AMO	C	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>		
ROL	Bx5	CYC	n/a	+3	+1	+0	-2	-4	-8		
CAP	05	WTE	1.0	EFFECTIVE				EX+			
CIR	1877	MIS	5%	3d				1d			
HSM	-	KDM	-	SPC (p)							

A very small pocket revolver most commonly used as a 'hideout' gun. Carried concealed or in a large pocket. Popular with gamblers. (\*.41 SC\*)

## Bureau 13 Blackpowder

Revolver Single-action 1870's

### “Colt House Model Revolver”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx4	CYC	n/a	+2	+1	+0	-2	-4	-8
CAP	04	WTE	1.5	EFFECTIVE				EX+	
CIR	1871	MIS	5%	2d				1d	
HSM	-	KDM	-	SPC (p)					

Called the cloverleaf pistol due to the shape of the cylinder. (\*.41 RF\*)

Revolver Single-action 1870's

### “Smith & Wesson Single Action 1st Model”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+3	+2	+1	+0	-3	-6
CAP	06	WTE	2.5	EFFECTIVE				EX+	
CIR	1876	MIS	5%	3d				1d	
HSM	-	KDM	-	SPC (p)					

Pocket sized ‘top-break action’ revolver sometimes called the ‘Baby Russian’. (\*.38 S&W\*)

Revolver Single-action 1870's

### “Remington Double Derringer”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx2	CYC	n/a	+2	+1	+0	-3	-6	-9
CAP	02	WTE	.75	EFFECTIVE				EX+	
CIR	1871	MIS	5%	2d				1d	
HSM	-	KDM	-	SPC (p)					

Called the ‘Hide-Out’ pistol by the gamblers that made them popular. (\*.41 RF\*)

Revolver Single-action 1870's

### “Colt New Line Pocket Model”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx5	CYC	n/a	+3	+1	+0	-2	-4	-8
CAP	05	WTE	1.0	EFFECTIVE				EX+	
CIR	1874	MIS	5%	3d				1d	
HSM	-	KDM	-	SPC (p)					

A revolver designed to be carried in a vest or jacket pocket. (\*.38 Colt\*)

Revolver Single-action 1870's

### “British Bulldog”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+3	+2	+1	+0	-3	-6
CAP	06	WTE	1.5	EFFECTIVE				EX+	
CIR	1870	MIS	5%	3d				1d	
HSM	-	KDM	-	SPC (p)					

A popular pocket revolver produced in England that made its way into the Americas. (\*.41 SC\*)

Revolver Single-action 1870's

### “Colt Army Revolver”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	+3	+2	+2	+0	-3	-7
CAP	6	WTE	3	EFFECTIVE				EX+	
CIR	1873	MIS	2%g	4d				1d	
HSM	-	KDM	+4	SPC (cd)					

Also known by “the Peacemaker,” “Six-shooter,” “Sheriff’s Model” and a half dozen other names, this very popular revolver was carried by General George Custer, Bat Masterson, Theodore Roosevelt and most of the famous Western personages of the day. (\*.45 Colt\*)



Revolver Single-action 1870's

### “Colt Model 1875 SW”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+2	+2	+1	+0	-3	-7
CAP	06	WTE	2.0	EFFECTIVE				EX+	
CIR	1875	MIS	5%	3d				1d	
HSM	+1	KDM	+2	SPC (dh)					

A lighter version of the classic Colt Peacemaker saw little action in the West it was designed for. There were persistent rumors that the entire production run of 2000 was sold to a single man. (\*.45 LC\*)

Revolver Single-action 1870's

### “Smith & Wesson No. 3 American”

ROF	1	AMO	CD	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+1	+3	+3	+0	-3	-7
CAP	6	WTE	1.75	EFFECTIVE				EX+	
CIR	1870	MIS	5%g	4d				1d	
HSM	-	KDM	+3	SPC (hd)					

S&W’s first top breaking revolver, this model featured automatic cartridge ejection when opened and an 8” barrel. An effectively identical weapon was produced in 1871 for the Russian Imperial Army, as the Russian .44. (\*.44 S&W American\*)

Revolver Single-action 1870's

### “S&W Schofield”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+2	+2	+1	+1	-3	-6
CAP	06	WTE	2.5	EFFECTIVE				EX+	
CIR	1875	MIS	5%	4d				1d	
HSM	+1	KDM	+2	SPC (dh)					

The Schofield was first produced for the military but really found its success in the civilian market. It was the favorite pistol of Jesse James. (\*.45 S&W\*)



Revolver Single-action 1870's

### “Colt Shopkeeper”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+3	+1	+0	-2	-4	-8
CAP	06	WTE	1.5	EFFECTIVE				EX+	
CIR	1873	MIS	5%	4d				1d	
HSM	+1	KDM	+2	SPC (dc)					

A favorite pistol of gamblers and store keepers, the Shopkeeper is a Colt 1873 with a 2.5 inch barrel. Trigger guard often cut away. (\*.45 LC\*)

## Bureau 13 Blackpowder

Revolver                      Single-action                      1870's

### “Colt Model 1877 Lightning”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+2	+2	+1	+0	-3	-6
CAP	06	WTE	2.0	EFFECTIVE				EX+	
CIR	1877	MIS	5%	3d				1d	
HSM	+1	KDM	-	SPC (c)					

A D/A revolver that was the preferred side arm of Billy the Kid. (\*.38 LC\*)

Revolver                      Single-action                      1870's

### “Colt Model 1878 Frontier”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+1	+2	+1	+0	-2	-6
CAP	06	WTE	2.75	EFFECTIVE				EX+	
CIR	1878	MIS	5%	4d				1d	
HSM	+1	KDM	+2	SPC (dh)					

The 1878 Frontier was a larger version of the Colt Lightning. Fires the same cartridge as the Peacemaker. (\*.45 LC\*)

Revolver                      Single-action                      1870's

### “Remington Model 1875 SAA”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+2	+2	+1	+0	-2	-4
CAP	06	WTE	2.5	EFFECTIVE				EX+	
CIR	1875	MIS	5%	4d				1d	
HSM	+1	KDM	+2	SPC (dh)					

An attempt to compete with the M1873 Colt but was never purchased by the military. This was the favorite pistol of Frank James because the ammunition interchanged with his Winchester 1873 Rifle. This is an excellent pistol if you carry the Winchester rifle. Many Bureau 13 supply dumps have these in matched sets. (\*.44-40 Winchester\*)

Rifle                      Lever-Action                      1870's

### “Remington Keene Rifle”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	-1	+0	+0	+1	-1	-3
CAP	07	WTE	8.5	EFFECTIVE				EX+	
CIR	1877	MIS	5%	7d				2d	
HSM	+1	KDM	+3	SPC (e)					

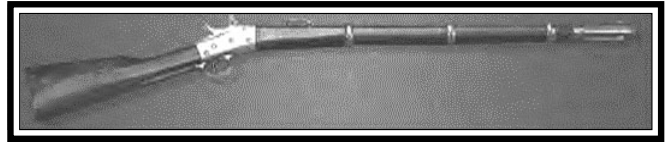
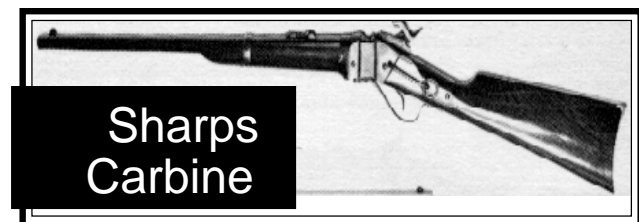
Remington's first production bolt action rifle. External hammer must be cocked manually before each shot. (\*.45-70 Government\*)

Rifle                      Lever                      1870's

### “Winchester Model 1876”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	+0	+0	+1	+2	-2	-4
CAP	08	WTE	8.5	EFFECTIVE				EX+	
CIR	1876	MIS	5%	6d				2d	
HSM	+1	KDM	+2	SPC (e)					

This rifle was often called the ‘Centennial’ Model. It had the large frame of the 1873 Winchester. (\*.40-60 WCF\*)

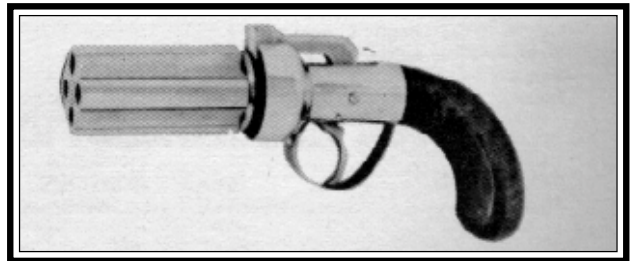


Rifle                      Breech Loading                      1870's

### “Remington Rolling Block Rifle”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	-1	+0	+2	+1	-1	-3
CAP	01	WTE	9.0	EFFECTIVE				EX+	
CIR	1870	MIS	5%	7d				2d	
HSM	+1	KDM	+3	SPC (e)					

The strongest Breech loading rifle of the period. The rolling block was very popular with foreign governments as a military rifle and saw success in the US as a target rifle. (\*.45-70 Government\*)



Rifle                      Bolt Action                      1870's

### “Sharps 1874 Sporting”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+0	+0	+2	+3	+0	-1
CAP	01	WTE	10.0	EFFECTIVE				EX+	
CIR	1874	MIS	5%	7d				2d	
HSM	+1	KDM	+3	SPC (e)					

The favorite rifle of long range target shooters. (\*.45-70 Government\*)

Rifle                      Bolt-Action                      1870's

### “Sharps 1874 Hunters Rifle”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	-1	+0	+2	+1	-1	-2
CAP	01	WTE	9.75	EFFECTIVE				EX+	
CIR	1874	MIS	5%	10d				3d	
HSM	+2	KDM	+4	SPC (f)					

The classic ‘Big 50’ buffalo rifle. (\*.50-100 Sharps\*)



Rifle                      Lever-Action                      1870's

### “Springfield 1873 Trapdoor”

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	-1	+0	+0	+1	-1	-3
CAP	01	WTE	9.75	EFFECTIVE				EX+	
CIR	1873	MIS	5%	7d				2d	
HSM	+1	KDM	+3	SPC (e)					

The standard US rifle for nearly 2 decades. A carbine version was issued to cavalry. This was the weapon that armed Custer's troops and then the Indians. (\*.45-70 Government\*)

## Bureau 13 Blackpowder

Rifle	Lever-Action		1870's
<b>"Winchester Model 1873 Rifle"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	F	CYC n/a	+0 +1 +2 +0 -2 -4
CAP	16	WTE 8.0	EFFECTIVE EX+
CIR	1873	MIS 5%	4d 1d
HSM	-	KDM +1	SPC (d)

The most common lever action rifle of the day. The '73 fires the same cartridge as most of the pistols available. (\*.44-40 WCF\*)

Rifle	Lever-Action		1870's
<b>"Evans Lever Action Rifle"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	F	CYC n/a	-1 +0 +2 +1 -3 -6
CAP	34	WTE 8.5	EFFECTIVE EX+
CIR	1871	MIS 5%	4d 1d
HSM	+1	KDM +2	SPC (d)

The Evans held the distinction of having the largest magazine capacity of any mass produced firearm. Lever action made for rapid firing. (\*.44 Evans CF\*)

Rifle	Lever-Action		1870's
<b>"Sharps Model 1874 Military"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	B	CYC n/a	+0 +0 +2 +1 +0 -4
CAP	01	WTE 9.5	EFFECTIVE EX+
CIR	1874	MIS 5%	7d 2d
HSM	+2	KDM +4	SPC (e)

A strong and reliable military rifle and carbine. This model evolved into one of the most popular target and hunting rifles of the period. (\*.50-70 Government\*)

Rifle	Lever-action		1870's
<b>"Winchester M73"</b>			
ROF	1	AMO D	<b>PB VS SH ME LO EX</b>
ROL	B	CYC n/a	-1 +0 +3 +1 -1 -6
CAP	10+1	WTE 6.5	EFFECTIVE EX+
CIR	1873	MIS 1% d	5d 2d
HSM	-	KDM +3	SPC (d)

The highly successful Winchester carbine was used for home defense and hunting. (\*.44-40 Winchester\*)

Rifle	Bolt-action		1870's
<b>"Winchester-Hotchkins 1879 Repeating"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	B	CYC n/a	-1 +2 +3 +2 +0 -2
CAP	6+1	WTE 8.5	EFFECTIVE EX+
CIR	1879	MIS 1% d	5d 2d
HSM	+1	KDM +4	SPC (d)

Benjamin Hotchkins designed this weapon, which included one of the earliest functional safeties. (\*.45-70 Government\*)

Revolver	Single-Action		1880's
<b>"Merwin &amp; Hulbert Pocket Army Model"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	Bx6	CYC n/a	+3 +2 +1 -1 -4 -8
CAP	06	WTE 2.0	EFFECTIVE EX+
CIR	1880	MIS 5%	4d 1d
HSM	-	KDM +2	SPC (c)

A large calibre pistol that was never actually purchased for military use. (\*.44-40 WCF\*)

Revolver	Single-Action		1880's
<b>"S&amp;W 44D/A First Model"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	Bx6	CYC n/a	+3 +2 +0 -2 -4 -6
CAP	06	WTE 2.0	EFFECTIVE EX+
CIR	1881	MIS 5%	4d 1d
HSM	-	KDM +2	SPC (c)

The favorite pistol of Bandit Queen Belle Star. Good stopping power and highly reliable. (\*.44-40 WCF\*)

Revolver	Double-action		1880's
<b>"Smith &amp; Wesson .44 Double Action"</b>			
ROF	1 or 2	AMO C	<b>PB VS SH ME LO EX</b>
ROL	B	CYC n/a	+2 +3 +2 +0 -4 -8
CAP	6	WTE 2.25	EFFECTIVE EX+
CIR	1881	MIS 5%g	4d 2d
HSM	+1	KDM +3	SPC (hd)

This S&W is popular with Bureau agents for its automatic extractor, reflected in its ROL, its high ROF and its powerful load. (\*.44 S&W Russian\*)

Revolver	Single-Action		1880's
<b>"Forehand &amp; Wadsworth D/A Revolver"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	Bx6	CYC n/a	+3 +1 +0 -2 -5 -8
CAP	06	WTE 1.0	EFFECTIVE EX+
CIR	1880	MIS 5%	3d 1d
HSM	-	KDM -	SPC (p)

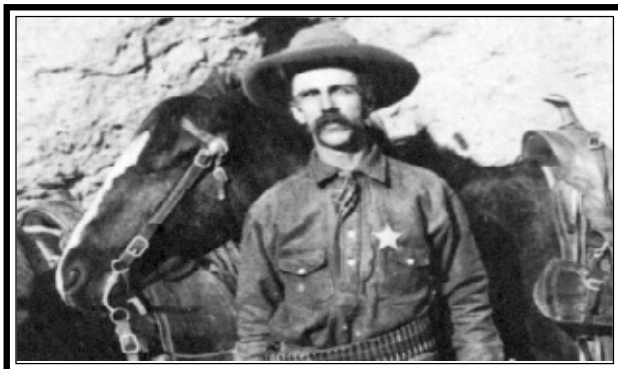
This style of pocket pistol was also known as the American Bulldog Revolver. (\*.38 CF\*)

Revolver	Single-action		1880's
<b>"Aetna Pocket Revolver"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	B	CYC n/a	+4 +0 -4 -8 -12 -16
CAP	7	WTE .7	EFFECTIVE EX+
CIR	1880	MIS 3%g	3d 1d
HSM	-	KDM -	SPC (p)

This is a small break-action revolver reloaded by tipping the barrel and cylinder up. It has a brass frame and a guardless spur trigger. (\*.22 Rimfire\*)

Revolver	Double-Action		1880's
<b>"S&amp;W Double Action First Model Revolver"</b>			
ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	Bx6	CYC n/a	+2 +1 +1 +0 -4 -6
CAP	06	WTE 2.0	EFFECTIVE EX+
CIR	1880	MIS 5%	3d 1d
HSM	-	KDM -	SPC (c)

The first S&W revolver with a double action mechanism. (\*.38 S&W\*)





## *Bureau 13 Blackpowder*

Revolver	Double-Action		1880's						
<b>"H&amp;R M1880 D/A Revolver"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+3	+2	+1	+0	-4	-8
CAP	06	WTE	1.75	EFFECTIVE				EX+	
CIR	1880	MIS	5%	2d			1d		
HSM	-	KDM	-	SPC (p)					

Known as the H&R Bulldog, it was very concealable under normal clothing. (\*.32 S&W\*)

Revolver	Double-Action		1880's						
<b>"M&amp;H Double Action Pocket Model"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	Bx6	CYC	n/a	+2	+1	+1	+0	-4	-6
CAP	06	WTE	1.75	EFFECTIVE				EX+	
CIR	1881	MIS	5%	3d			1d		
HSM	-	KDM	-	SPC (c)					

Produced as a gentleman's revolver, it was carried in a small holster under a jacket. (\*.38 CF\*)

Rifle	Lever-action		1880's						
<b>"Colt Burgess Repeating Rifle"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+0	+1	+3	+1	-1	-3
CAP	15+1	WTE	8.5	EFFECTIVE				EX+	
CIR	1883	MIS	5%d	5d			2d		
HSM	+1	KDM	+3	SPC (d)					

Based on Andrew Burgess' design, fewer than 4000 of these lever-action rifles were made. (\*.44-40 Centerfire\*)

Rifle	Slide-Action		1880's						
<b>"Colt Lightning Medium Frame Rifle"</b>									
ROF	1	AMO	CD	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	+0	+0	+2	+1	-3	-5
CAP	15	WTE	8.0	EFFECTIVE				EX+	
CIR	1883	MIS	5%	4d			1d		
HSM	-	KDM	+2	SPC (d)					

Fast firing slide-action rifle used in Wild-West shows for trick shooting. (\*.44-40 WCF\*)

Rifle	Single-Action		1880's						
<b>"Winchester Model 1886"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	-1	+0	+2	+3	+1	-1
CAP	07	WTE	10.0	EFFECTIVE				EX+	
CIR	1884	MIS	5%	9d			3d		
HSM	+2	KDM	+4	SPC (e)					

A large frame rifle designed for big game hunting. (\*.50-110 Express\*)



Rifle	Single-Action		1880's						
<b>"Remington-Lee 1882"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	A	CYC	n/a	+0	+0	+2	+1	+0	-1
CAP	05	WTE	9.5	EFFECTIVE				EX+	
CIR	1882	MIS	5%	7d			2d		
HSM	+1	KDM	+3	SPC (e)					

Built for the Navy and later converted to sporting use. (\*.45-70 Government\*)

Rifle	Bolt-Action		1880's						
<b>"Winchester-Hotchkiss Model 1883"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	+0	+0	+1	+2	+1	-1
CAP	06	WTE	9.75	EFFECTIVE				EX+	
CIR	1883	MIS	5%	7d			2d		
HSM	+1	KDM	+3	SPC (e)					

Appeared on the market in 1883 for military and sporting use. This was Winchester's first bolt action rifle. (\*.45-70 Government\*)

Rifle	Single-Action		1880's						
<b>"US M-1881 Trapdoor Marksman's Rifle"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	+0	+0	+3	+1	+0
CAP	01	WTE	8.5	EFFECTIVE				EX+	
CIR	1881	MIS	5%	7d			2d		
HSM	+1	KDM	+3	SPC (e)					

Manufactured to be given away at national shooting matches. (\*.45-70 Government\*)

Rifle	Single-Action		1880's						
<b>"Colt Lightning Large Frame Rifle"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	F	CYC	n/a	-1	+0	+2	+3	+1	-1
CAP	08	WTE	10.0	EFFECTIVE				EX+	
CIR	1884	MIS	5%	8d			3d		
HSM	+1	KDM	+4	SPC (e)					

A favorite rifle of many big game hunters. (\*.50-95 Express\*)

Rifle	Bolt-action		1880's						
<b>"Lee-Metford / Lee Enfield"</b>									
ROF	1	AMO	GHMR	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	+0	+2	+3	+1	+0
CAP	8+1	WTE	8.5	EFFECTIVE				EX+	
CIR	1888	MIS	1%d	5d			2d		
HSM	-	KDM	-	SPC (d)					

Later known as the Lee-Enfield, this famous bolt-action rifle was the primary British long arm for decades and is still in use as a sniper rifle. While the British models were not modified to accept a reloading clip until 1892, Bureau 13 models can be loaded in this manner, giving them ROL "A" for 5 rounds and ROL "B" for all 8 rounds. First weapon that used 'Modern' powder. (\*.303 British\*)

Rifle	Lever-action		1880's						
<b>"Winchester Model 1886 Sporting"</b>									
ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+0	+1	+3	+3	+1	+0
CAP	4/8+1	WTE	8	EFFECTIVE				EX+	
CIR	1886	MIS	2%d	7d			3d		
HSM	+2	KDM	+4	SPC (ej)					

The 1886 Sporting was available in nearly a dozen calibers, ranging from the moderately powerful to the extremely powerful round listed here, and with a half magazine. (\*.50-110 Winchester Express\*)



## Bureau 13 Blackpowder

### SHOTGUNS

Shotgun Percussion 1860's

#### "Single Barrel Percussion"

ROF	1	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	F	CYC	n/a	+0 +2 +1 +0 -4 -8
CAP	01	WTE	8.0	<b>PB VS SH ME LO EX</b>
CIR	1860	MIS	15%	7d 6d 2d 1d 1d 1d
HSM	-	KDM	-	SPC ()

Usually created from a military musket that has had the bore smoothed. (\*20 gauge\*)

Shotgun Percussion 1860's

#### "Double Barrel Percussion"

ROF	1or2	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	F	CYC	n/a	+0 +2 +1 +0 -4 -8
CAP	02	WTE	8.0	<b>PB VS SH ME LO EX</b>
CIR	1860	MIS	15%	9d 8d 7d 6d 2d 1d
HSM	-	KDM	-	SPC ()

Sporting shotgun that was usually cut down. Favorite weapon of Confederate Cavalry. (\*12 gauge\*)

Shotgun Percussion 1870's

#### "Colt Model 1878"

ROF	1or2	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	B	CYC	n/a	+0 +1 +2 +0 -4 -8
CAP	02	WTE	7.0	<b>PB VS SH ME LO EX</b>
CIR	1878	MIS	5%	7d 6d 2d 1d 1d 1d
HSM	-	KDM	-	SPC ()

Classic double barrel shotgun with 2 exterior hammers. (\*12 gauge\*)

Shotgun Percussion 1870's

#### "Belgian Meteor"

ROF	1or2	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	B	CYC	n/a	+0 +2 +1 +0 -4 -8
CAP	02	WTE	5.0	<b>PB VS SH ME LO EX</b>
CIR	1872	MIS	5%	10d 9d 8d 6d 4d 2d
HSM	-	KDM	-	SPC ()

Favorite of Doc Holiday. Was often cut down for close range work. With a modified stock and extremely short barrel, it could serve as a handgun for the strong. (\*10 gauge\*)

Shotgun Percussion 1880's

#### "Remington Model 1882"

ROF	1or2	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	B	CYC	n/a	-1 +0 +1 +2 -3 -6
CAP	02	WTE	7.5	<b>PB VS SH ME LO EX</b>
CIR	1882	MIS	5%	10d 9d 8d 6d 4d 2d
HSM	-	KDM	-	SPC ()

Designed originally for waterfowl hunting but when cut down makes for an effective combat weapon. Has the kick of a mule when loaded with buckshot. (\*10 gauge\*)

Shotgun Lever-action 1880's

#### "Winchester Model 1887"

ROF	1	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	E	CYC	n/a-1	+0 +1 +2 -3 -6
CAP	05	WTE	8.0	<b>PB VS SH ME LO EX</b>
CIR	1887	MIS	5%	9d 8d 7d 6d 2d 1d
HSM	-	KDM	-	SPC ()

A lever action repeater favored by train and stagecoach guards. Its popularity was brought about by the success of the Winchester Rifles. (\*12 gauge\*)

Shotgun Pump-action 1880's

#### "Spencer Model 1882"

ROF	1	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	E	CYC	n/a	-1 +0 +1 +2 -3 -6
CAP	05	WTE	7.0	<b>PB VS SH ME LO EX</b>
CIR	1882	MIS	5%	9d 8d 7d 6d 2d 1d
HSM	-	KDM	-	SPC ()

First successful mass-produced pump shotgun. It saw wide civilian and military use. (\*12 gauge\*)

Shotgun Percussion 1880's

#### "US Model 1881 Trapdoor"

ROF	1	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	B	CYC	n/a	-1 +0 +1 +2 -3 -6
CAP	1	WTE	8.0	<b>PB VS SH ME LO EX</b>
CIR	1881	MIS	5%7d	6d 2d 1d 1d 1d
HSM	-	KDM	-	SPC ()

Issued to army units as a foraging gun. Closely resembles the model 1873 rifle. (\*20 gauge\*)

Shotgun Pump-action 1880's

#### "Colt Model 1883 Hammerless"

ROF	1or2	AMO	lm	<b>PB VS SH ME LO EX</b>
ROL	B	CYC	n/a	-1 +0 +1 +2 -3 -6
CAP	02	WTE	7.0	<b>PB VS SH ME LO EX</b>
CIR	1883	MIS	5%	9d 8d 7d 6d 2d 1d
HSM	-	KDM	-	SPC ()

Colt's first double barrel shotgun without external hammers. The weapon cocked itself when it was broken open for loading. (\*12 gauge\*)

### Airguns

While air rifles were more expensive and difficult to make than blackpowder and cartridge weapons, in terms of accuracy and power they were similar and in terms of capacity and speed of fire they outclassed their more popular brethren until the late 1880's.

ROL is marked "\*" because reloading an airgun was a multistep process. The tube for ammunition could be loaded in 1 action per 4 rounds of ball or at ROL "B" for conical bullets.

The reservoir, located in the stock or as a screw-on ball, could be charged by the use of a pump similar to, but larger than, that used on bicycles in 5 minutes of strenuous pumping. It is possible to reduce this to 4 minutes by having a second pumper take over when the first starts to tire. A reservoir can be pressurized to fire 1/2 its normal number of shots in 2 minutes and to 2/3rds pressure in three. Additionally, a reservoir can fire 125% of its total number of shots when fully charged, but at half damage for the additional 25%. Many airguns were made without an internal reservoir, obtaining power from an external "ball" reservoir which was screwed into the gun after being charged. It normally attached under the rifle, where it could serve as a handrest and multiple balls were often carried. Once an internal reservoir is charged or a ball is attached, the possibility exists that it will begin to lose pressure. Roll for a MIS every 5 minutes after the weapon has been charged for an hour. On any MIS result, lose air for the equivalent of one shot per five minutes.

While not silent, airguns are much more quiet than powder weapons, inaudible at greater than SH range, although

## Bureau 13 Blackpowder

a bullet fired from a fully charged gun does produce a supersonic "crack." More importantly, airguns lack the blackpowder guns' identifying and blinding cloud of smoke.

Airgun

### "Lowenz Repeating"

ROF	1or2	AMO B	<b>PB VS SH ME LO EX</b>
ROL	*	CYC n/a	-2 +1 +3 +3 -3 -
CAP	16+1	WTE 9	EFFECTIVE EX+
CIR	1792	MIS 9%d	3d 1d
HSM	-	KDM -	SPC ()

Copied by Italian and Swiss makers, this type of airgun was available throughout the 19th century. A fully charged reservoir can fire 32 shots. If 2/3rds charged, it can fire 30 shots. The Lowenz is virtually silent. (\*.470 Ball\*)

Airgun

1870's

### "Girandoni Austrian Military"

ROF	1or2	AMO BCV	<b>PB VS SH ME LO EX</b>
ROL	*	CYC n/a	-2 +1 +3 +3 -2 -
CAP	20+1	WTE 9.7	EFFECTIVE EX+
CIR	1779	MIS 3%d	5d 2d
HSM	+2	KDM +3	SPC ()

This weapon was used by sniper squads in the Austrian Army until 1815. Identical weapons were produced until the 1880's in Europe and the US and both stock and ball versions were used by Bureau 13. (\*.51 cal. Ball or Conical\*)

## Gatling Guns

Gatling Guns were crank operated machine guns originally developed using percussion capped firing chambers firing through rotating barrels and were adapted to fire first rimfire then centerfire rounds.

Because the weapon was crank driven, avoiding misfires is based largely on the firer's skill in moving the crank at the proper speed and in a steady manner. MIS is determined by making a percentage skill roll against Gatling Gun (use) skill, at difficulty 4, +1 per round over, or four rounds under, 15 per action.

Machine Gun Crank-driven

1860's

### Model 1865 Gatling

ROF	1to10	AMO CS	<b>PB VS SH ME LO EX</b>
ROL	A	CYC n/a	-2 -1 +0 +1 -2 -4
		Cannister	+1 +3 +2 +0 -4 -8
CAP	20+	WTE 425	EFFECTIVE EX+
CIR	1865	MIS *	15d 5d
		Cannister	4d xd4 1d xd4
HSM	+2	KDM +8	SPC ()

Developed in 1865 to fire either solid shot, explosive shells, or cannister. This weapon had no means to traverse laterally. This model was the most powerful Gatling produced. (\*1 inch Gatling\*)

Machine Gun Crank-driven

1860's

### Model 1866 Gatling

ROF	1to15	AMO CS	<b>PB VS SH ME LO EX</b>
ROL	A	CYC n/a	-1 +0 +2 +1 -2 -4
CAP	37	WTE 225	EFFECTIVE EX+
CIR	1866	MIS *	8d 2d
HSM	+2	KDM +4	SPC ()

The first Gatling mass produced for military service saw limited use. (\*.50-70 Government\*)

Machine Gun Crank-driven

1870's

### Model 1874 Gatling

ROF	1to15	AMO C	<b>PB VS SH ME LO EX</b>
ROL	A	CYC n/a	-1 +0 +1 +2 -1 -3
CAP	40/400	WTE 200	EFFECTIVE EX+
CIR	1873	MIS *	7d 2d
HSM	+1	KDM +3	SPC ()

First of the 'classic' Gatling Guns. This model was produced in two lengths. A shorter version of the standard length Gatling became known as the 'Camel Gun'. This version was adapted to use the Bradwell Magazine System which was a cylinder containing twenty magazines with 20 rounds in each.. (\*.45-70 Government\*)

## Bureau Special Weapons

Weapons developed for the use of Bureau 13 agents.

Revolver Single-action

1870's

### "Reinforced Colt .45"

ROF	1	AMO CE	<b>PB VS SH ME LO EX</b>
ROL	B	CYC n/a	+3 +2 +2 +0 -3 -6
CAP	6	WTE 3.1	EFFECTIVE EX+
CIR	1876	MIS 5%g	5d 2d
HSM	+3	KDM +4	SPC (he)

This is an improved version of the Colt Peacemaker, designed for Bureau 13 use and reinforced to fire heavily overloaded .45 rounds. A bar can be set in front of the hammer, making it safe to carry six rounds without fear of accidental discharge. \*.45 Colt\*

Revolver Single-action

1870's

### "Bureau LeMat"

ROF	1	AMO C	<b>PB VS SH ME LO EX</b>
ROL	Bx9	CYC n/a	-1 +0 +1 +1 -2 -6
		Shotgun	+3 +2 +0 -1 -5 -10
CAP	6	WTE 3.5	EFFECTIVE EX+
CIR	1871	MIS 7%	6d 2d
		Shotgun	7d 6d 2d 1d 1d 1d
HSM	+1	KDM +3	SPC (ei)

A large revolver chambered for the military carbine cartridge. The Bureau 13 LeMat has a 9 shot cylinder with a 20 gauge shotgun barrel that serves as the cylinder axis pin. A favorite of agents in need of heavy firepower. (\*.45-55\*)

Bureau Rocket

1860's

### "Stoutenburgh Rocket"

ROF	1	AMO HE Rocket	
ROL	B	CYC n/a	MINIMUM MAXIMUM
CAP	1	WTE 31	RANGE RANGE
CIR	1865	MIS 10%	40 ft. 250 ft.
		BACKBLAST	BLAST BURN
		5d10	300 2d10

This rocket is mounted in a tube which is rested on the shoulder to fire. Aside from a long trail of fire behind the tube, the rocket leaves a huge cloud of smoke which nearly blinds the firer. Generally a volley of these rockets should be fired at a target immediately before abandoning the site. Grapeshot versions of the rocket are available with effects identical to a modern high-yield fragmentation grenade. In some cases a dozen of these weapons were linked together and disguised as a barrel of crackers. Agents simply had to remove the top, the crackers, and the false spacer to expose the lethal interior. The barrel could be mounted on a swivel or cason like a cannon.

## Bureau 13 Blackpowder

Bureau Mine 1860's

### "Horse Mine"

ROF	1	AMO Powder Keg			
ROL	n/a	CYC n/a	BLAST	BURN	
CAP	1	WTE 25	300	3d10	
CIR	1863	MIS 20%	Shrapnel (d4)		

### Bureau Bullets

Hollow Bullets - These are specially made soft wood bullets which can be opened and filled with banes or drugs in 15 actions. Damage and accuracy modification is as follows:

Damage	<b>PB</b>	<b>VS</b>	<b>SH</b>	<b>ME</b>	<b>LO</b>	<b>EX</b>
4d	+0	+0	+0	-1	-2	-4

### Soporific Rounds

These are bullets with large reservoirs and a weighted plunger, tipped by a hollow needle. Fired from any .51 caliber airgun, they are treated as V4 darts but with 20% chance of breaking instead of injection their contents. Usually filled with a sleep inducing agent or an opium based drug that will slow or put the victim into a drugged state. May also be filled with a poison.

### Weapon Options

The following are a number of sights and weapons available for use with rifles.

#### Flip Up, or Military, Sights

These are made up of a sight post shaped like a football goal, which can be folded down out of the way for short range shooting. The two arms of the post are marked for different ranges and an iron sight can be moved up and down the polls according to the range. For longer shots, the post is flipped up and the iron sights are adjusted to the estimated distance to the target. These sights are usually found on military rifles and are taken into account in the listed accuracy. The military sight is as durable as the rifle itself. It takes two actions to set up the sight.

#### Vernier Peep Sights

These are a much more accurate version of the above sights. Instead of an iron sight, these consist of a concave disk with a pinhole in the center and a much more sensitive ranging system. An optical effect of the pinhole is to make the target clearer and the instrument grade quality of the sight calibrations makes the sight more accurate. While more durable than a telescopic sight, these are susceptible to damage, especially when standing upright, and rough treatment will knock them out of alignment. These can only be repaired by someone with Projectile Weapons Technology 11 or higher. Four actions to set up the sight.

#### Telescopic Sight

The size of a walking stick, this telescope acts exactly as a 4x modern scope, but is very fragile and easily damaged by any sharp blow if not protected.

#### Enchanted Sight

This normal appearing sight uses a modification of the "Sight: See Present" spell to produce an extraordinarily sharp sight picture, giving +2 at VS and SH, and +4 at ME and

greater ranges. Available for any weapon, delivery or replacement takes 4 + d6 months.

### Stock

Additionally, stocks can be added to or removed from weapons, altering their "to hit" score as shown below. Removing a stock from a weapon which normally carries one will subtract the modifications listed. Removing the stock also moves the strength required to use the weapon up by one letter, i.e. Spc (d) becomes (e), etc., and (f) requires a strength of 20.

#### Type of Weapon

H = Handgun      R = Rifle      S = Shotgun  
M = Machine Gun    X = Rocket

#### Device

#### Range and Modifier

Device	PB	VS	SH	ME	LO	EX	WT
<b>Telescopic sight</b>							
x4+ (high power)	-2	-1	+2	+4	+4	+4	1.7
Use on HR							
<b>Military Sight*</b>							
Use on R							
<b>Vernier Peep sight*</b>							
Use on RM							
<b>Enchanted sight**</b>							
Use on HRS							
<b>Stock</b> HRS	-2	+1	+1	+1	+2	+2	2.3
<b>Stock Removed</b> RS	+0	+0	-1	-2	-1	-2	

\*The negative range modifications given for these sights at shorter ranges considers the sights as left in the "up" position where they make use of the standard sights more difficult. The sights can be flipped down in one action.

\*\*The enchanted sight can be installed on rifles after 1873 by anyone with Projectile Weapons Technology or Gunsmithing 30%, on virtually any weapon by someone with Proj. Weap.s Tech 50%, or enchanted directly onto the gun.

### Multiple Sighting Devices

While multiple sights can be mounted on a weapon, the bonuses are not cumulative. The weapons described above do not include any telescopic sights or aiming aids unless otherwise mentioned in the descriptions. Weapons described as "a version of" or "identical to" another weapon can be used under that other weapon's skill.



**Bureau Agent Fredrick Dodds on Guard Duty at the White House in summer 1864**



## **Invention & Technology**

### **Reminder 1862-1889**

It was a time of miracles. This 30 year period saw a world revolution in mechanical and electrical innovation. Great discoveries were being made.

#### **1861-1865**

Germ Theory  
Internal Combustion  
Refrigeration  
Typewriter  
Gatling Gun  
Metalurgy  
Pasteurization  
Baseball  
Weather Forecasting  
Red Cross  
Subway  
Aerial Photography  
Roller Skates  
Tennament Reforms  
Food Canning

#### **1865-1870**

Antiseptic Surgery  
Ice Machines  
Dynamite  
Bicycles  
Celluloid  
Salvation Army  
Floor Sweeper  
Trade Unions  
Clipper Ships

#### **1871-1875**

Duplex Telegraph  
Typewriters  
Pressure Cooking  
Luxury Liners  
Lawn Tennis  
Philadelphia Zoo  
Pneumatic Drills

#### **1876-1880**

Telephone  
Phonograph  
Microphone  
Repeating Rifle  
Electric Tram  
Electric Light  
Frozen Meat  
Public Telephones  
Motorized Tricycle  
Electric Street Light  
Pensions  
Fur Farming  
Crematoriums

#### **1881-1885**

Bingo  
Labor Unions  
Skyscrapers  
Sickness Insurance  
Machine Gun  
Hydroelectric Plant  
Vaccination  
Steam Turbine  
Golf

#### **1886-1889**

Electric Motor  
Analgesics  
Esperanto  
Punch Cards  
Cordite  
Box Camera  
Pneumatic Tire  
Escalator  
Hardened Steel  
Steel Frame Buildings  
Precision Manufacturing  
Radioactive Elements  
Aluminum  
Sterilization  
Automobiles

# The Lights in the Sky are Cigars



## Strange Night in Town

Early on Thursday the stage from Clarksville, WY was destroyed by a steer. Bureau 13 wouldn't have batted an eye except for the fact the steer fell out of the sky and made flinders out of the empty stage. Generally steers don't fly. When the driver, Sam Carson, regained consciousness he claimed a shadow had crossed his path and then an impact knocked him senseless. A giant with a round head had stolen the freight and mail. A second telegraphed report to Carson City stated that Thursday night the Renton Trust Bank Company had been robbed of a 1800 pound steel safe and it had been lifted through the roof while nobody in the bar across the street saw anything out of the ordinary.

## The Driver

Sam Carson is still a nervous wreck. He is in Wiley's Saloon on the edge of town taking in a few shots of medicinal whiskey. He sticks to his story that he was delivering the mail when he heard a steer "Moo" and everything exploded. The sun was behind the giant shadow of a man with a round head that hit him. Sam will confide in the agents that: "You know, funny thing is I smelled beans just before he hit me."

## The Bank

The president of the Renton Trust Bank Company is in no better shape. He is haranguing Sheriff Whitworth about assembling a posse to go after the robbers. He believes



a gang managed to get the safe out of the building with a block and tackle and load it on a wagon. That the safe held only \$3000 in gold and paper money is no consideration to the scope and engineering of the crime.

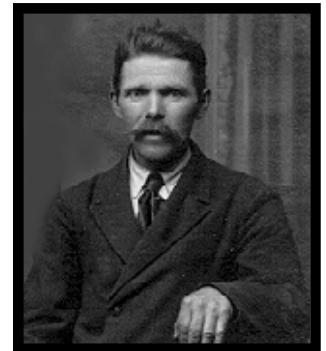
Even stranger and unknown to the officers are the Denton brothers who are spending fistfuls of money like there is no tomorrow.

## Renton, Wyoming

Renton is a small cow town on the Bozeman trail. This means life is dull until Friday when 200-400 cowboys head for the main street and the bars, brothels, stores and cheap entertainment that separates them from their pay. Ben Whitworth, the new Sheriff, is in a quandary about the hole in the roof of the bank and the missing safe. Bureau agents (In the disguise of Marshalls or Pinkerton Agents) can befriend him easily. The weekends for him are a living hell and cowboys are already coming into town for an early start on their drinking.

## Jail

In jail is an unconscious man. Somebody whacked him over the head with a heavy object but was scared away before finishing the job. His papers, wallet and coin purse are gone. He is dapper and dressed in the style of the European Aristocracy. He speaks broken English and on partial recovery has convinced the Sheriff that he is crazy. Whitworth will not mention the man until somebody says the word 'balloon', and then he will laugh. He will tell agents of the wild eyed man who claims to have his balloon stolen by little cow-men. He really hopes the town's doctor will return in a few days and take him off his hands. What the Count really needs is time to recover, sleep, and somebody to talk to who has an open mind and will try to translate his sometimes odd English.



## Purchase at the Store

Several townsfolk will remember the dapper man when he checked into the hotel two nights before and did a little shopping in the morning. He went to the general store and bought a box of cigars. The shopkeeper remembers him and even pulls a pair of small

## Bureau 13 Blackpowder

gold coins from his pocket. The coin is lettered in Slovak and German with a tower on one side and a group of Royalty on the other.

### The Coin

The small gold coins are the key to information. They are Mulvainian \$10 gold pieces. These are the 3rd he has collected in the last three days. The first from the pleasant man who wanted cigars. The second was from the Hotel. The last one was from Clyde Denton who bought a load of ammunition, ropes, and a barrel of blasting powder.



### What Happened

The Count had a fondness for cigars. Not the Spanish variety or even the Royal blends from San Juan. He preferred American. As he travelled west he ran out of cigars and landed near a local town to purchase another stock. The difficulty was he just couldn't land without attracting attention. He had his crew drop him on the edge of the town at midnight. From there he would find a hotel room and rest until the stores opened the next morning. The plan had always been successful.

But the Denton gang found the ship. The Denton's were a gang of less than bright rustlers -far too stupid to make any big hauls or keep any of the money they made. Clyde, Floyd, and Amos were the brothers who made the bulk of the group. At 6'4 and 370 pounds, Pedro Sanchez was the bulk. Pedro is known for the giant sombrero he wears. Most of the locals have learned not to laugh at the hat as their bones cracked under his giant fists.

For the first hour they speculated it was a train without tracks. Then they crept closer and saw it was a huge cigar shaped balloon. They were amazed when the side door opened. Clyde Denton immediately shot the elderly guard who looked like somebody's butler and quickly boarded the craft in search of gold. Amos Denton was no fool and more cautious. He had once worked as a Railroad Fireman and at a telegraph office. Anything that hovered and flew was a prize worth far more than gold. Emil, the little engineer inside was also no fool. A six gun to the head made translation easy and he showed Amos the simple controls. They would later chain him to the wall in their hideout. Amos figured that if it could lift the four rustlers, it could lift a couple of steers. If they could steal steers, they could

easily drop them on a stage and take the gold. They could even cut a hole in the roof of the bank and haul off the safe. The gang was really in business now.

They flew the ship back to their hideout. The \$100 in Mulvainian gold found in a storage chest would help pay for a hell of a Friday night in town but they needed more. They had to find a steer first.

Three days later, with cash and gold, they saddled up and headed into Renton for the time of their lives.

### Agents

If the agents can put the pieces together they might end up in a fight with the gang members. This is a good chance. If they inquire and talk to a lot of people they will alert the gang, who will ride back to their hideout. It isn't much of a hideout as it is a small failed farm that Pedro owns about 6 miles North of the town. What makes it a good place to live is the



deep canyon a half mile from the house that can easily hide an 80 foot flying machine.

### Sightings

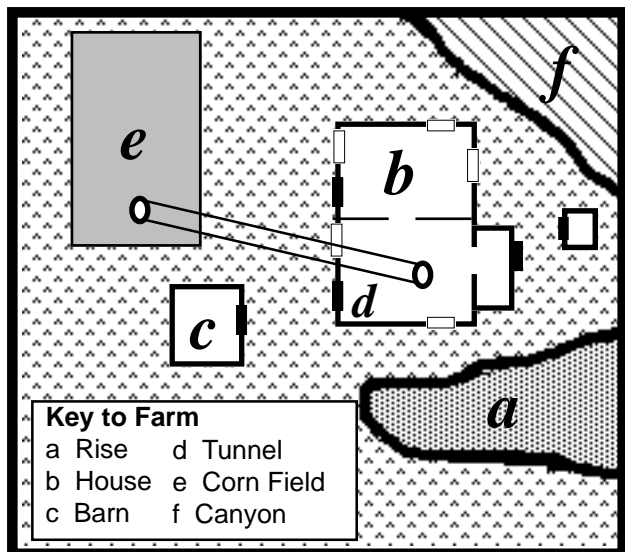
The problem with the craft is few people look up to see a silent black shape sailing among the stars. Several children have seen it heading north. Three Kiowa's that come to Johnson's General Store have seen it but they avoid Friday through Sunday in Renton due to altercations with the natives.

### On Pedro's Farm

The farmhouse, small barn, and outhouse are a fire waiting to happen. The place is a mess with a single skinny dog and a few worried chickens. The corn is knee high and dead. Under the shack is a stone walled basement, with an escape tunnel leading into the corn field.



## Bureau 13 Blackpowder



### STATISTICS (Pedro Sanchez)

STR	INT	THR	HPT	WKP/WKM
20	09	10	120	-
CON	WIZ	DOD	75%	MCD
18	07	15	90	-
DEX	LCK	ACC	50%	REC
10	12	10	60	-
AGL	CRZ	STB	25%	TMP
10	10	76	30	25
SNS	MRE	STN	EXP	PIE
06	04%	03	-	15
SKILLS				
Cowboy		16	Farmer	05

### STATISTICS (Sheriff Whitworth)

STR	INT	THR	HPT	WKP/WKM
13	10	12	49	-
CON	WIZ	DOD	75%	MCD
16	12	12	36	-
DEX	LCK	ACC	50%	REC
12	15	13	24	-
AGL	CRZ	STB	25%	TMP
12	13	76	12	55
SNS	MRE	STN	EXP	PIE
03	01%	12	-	12
SKILLS				
Sheriff		16	Fastdraw06(+2)	

## Dealing with the Dentons

Bureau choices are limited to killing them, buying them off, or stealing the airship if they can find it. The gang will consider selling the airship for \$50,000 in gold. Agents can expect the difficulty in finding \$50,000 in gold or that the gang will ambush them after the ransom is delivered.

### STATISTICS (Amos Denton)

STR	INT	THR	HPT	WKP/WKM
15	14	12	69	-
CON	WIZ	DOD	75%	MCD
16	12	12	52	-
DEX	LCK	ACC	50%	REC
10	10	09	35	-
AGL	CRZ	STB	25%	TMP
10	10	76	17	48
SNS	MRE	STN	EXP	PIE
02	04%	06	-	03
SKILLS				
Outlaw Boss		14	Engineer	07

### STATISTICS (Floyd)

STR	INT	THR	HPT	WKP/WKM
12	09	13	50	-
CON	WIZ	DOD	75%	MCD
16	07	11	37	-
DEX	LCK	ACC	50%	REC
10	12	12	25	-
AGL	CRZ	STB	25%	TMP
11	12	56	12	44
SNS	MRE	STN	EXP	PIE
02	02%	07	-	07
SKILLS				
Fast Draw		03	Brawling	16

### STATISTICS (Clyde Denton)

STR	INT	THR	HPT	WKP/WKM
16	05	14	90	-
CON	WIZ	DOD	75%	MCD
16	05	13	67	-
DEX	LCK	ACC	50%	REC
10	14	07	45	-
AGL	CRZ	STB	25%	TMP
10	06	26	22	25
SNS	MRE	STN	EXP	PIE
06	06%	03	-	02
SKILLS				
Stupid Ideas		16	Brawling	17



**Amos Denton (Left) Floyd Denton (Center) and Clyde Denton(Right)**



## The Story of Mulvainia

East of the Dyje river and bordered by Czechslovakia, Austria, and Hungary, the 27 acre nation of Mulvainia has largely been forgotten by history and anybody who turned left at Kutý on the Czech border. The nation was founded in 1310 by Heintz Grantz, a young Austrian knight whose horse threw him into a swine trough in a poor peasant village. Immediately falling in love with the beautiful maiden who rescued him from drowning, he settled and established the ethnically confused but politically stable kingdom of Mulvainia. Realizing his son had wed a swineherd, a lavish sum was sent to the knight under the assumption he would stay where he was and keep his mouth shut about the marriage.



Heintz built his castle and ruled in benevolence until 1380. Leaving many children behind, the royalty formed a ruling council and placed the least likely and most controllable member of the family on the throne. It was business as usual as the new nation went back to swineherding and a dynasty that didn't do a lot. The 60 foot tower, half acre keep and swine pens have been the symbol of prosperity for the 600 inhabitants for more then 500 years.

There is a tradition that Mulvainia has a way of keeping its secrets. Most people who discover the back road simply think it a quaint village. Others who invade or collect taxes are either paid off, scared off or married into the community.

## The Grantz Engine

In 1865, Count Ferdinand Grantz of Mulvainia discovered the Grantz Effect while probing the mysteries of Electricity and Magnetism. Simply a pure quartz crystal with an intricate wrap of wire spun at an odd angle, the result created a barrier to gravity. The first zeppelin-shaped device - actually a huge sheet antenna spread over a frame - which he called a Grantz, powered by a Grantz engine generating a Grantz field (The

Count was not noted for his exceptional modesty.) flew 350 feet before crashing into a small cottage. After recovering from being whacked with a stick by an old lady (the peasants of Mulvainia were not noted for their reverence of the aristocracy.), Count Grantz went back to the drawing board. He knew this device would make Mulvainia a world power only second to great England. By 1876, after improving his jealously guarded secret, the Count and his two sons were making trips to China, London, and San Francisco. He had serious second thoughts of becoming a world power, having seen the Franco Prussian War and other conflicts in Europe. Maybe a comfortable but stable country was for the best.

## Play and Endings

This simple scenario will be easy for your players to solve unless they go in the wrong directions or just fail to put the clues together.

As a clue you can use the kids who seem to see more happening than the locals. Especially the Hawthorn sisters, Emily and Electra. Being immigrants from Germany, they speak German and can translate for the agents. They have another of the Mulvanian gold coins given to them when they helped the nice old man shop in the store. They will be shy about telling Bureau agents about the coin.

The best bet to solve the problem is to take the Dentons in town or at the farm. At the farm the dog will serve as a warning and set the Agents into a gunfight or siege. The Dentons will flee if they are outgunned or any of them are wounded. They will retreat to the airship and head to another territory. This will complicate matters until they can be tracked again.



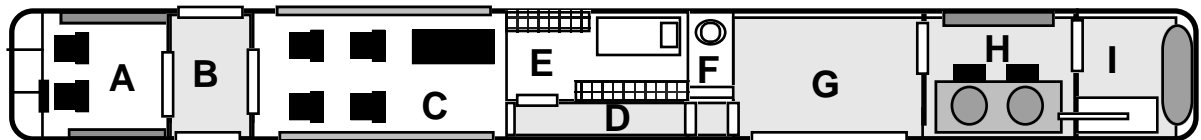
## Gantz Flying Machine



Side Outside View With Door and Window Shutters Closed



Side Cutaway View Length: 80 Feet Width 12 Feet



Top View With Furniture and Equipment

## Gantz Flying Machine

This is a cutaway of the Gantz Engine and 80 foot craft. It is constructed of brass covered by a water-proof layer of thin Oak Sheeting. All parts are carefully hand crafted and interiors are varnished. While the Gantz effect generates a warm blue glow, the flyers prefer oil lamps. Lifting capacity of the craft is 8 tons. Weight of the craft is 8.4 tons.

### Performance

Airspeed for the machine is 0 to 602 MPH under the generator. Inertia is negligible and right angle maneuvers can be accomplished with few difficulties other than making the pilot nauseous. A second generator is designed to start if the first is damaged in any way. With both generators working in parallel, the craft can boost 64 tons of dead weight as if it were a feather. However this puts a terrific strain on the structure of the ship if the weight is towed outside. The vehicle stays inherently stable. Motion is created by simple stick adjustments that literally tilts the Generator a few degrees off-center. A set of tiny ship's wheels control direction and lift.

The actual secret of the Gantz engine is a simple field coil wrapped around a 20 pound quartz crystal. The batteries are charged by use of a simple steam engine powered by coal.

## Flying Machine Key

These are the areas and controls of the craft.

### A CONTROL ROOM

Much like a ship's wheel. There are two chairs and a glass window to the outside. A series of gauges tells the pilot of steam pressure.

### B ENTRY HALL

Doors open from port and starboard to an entry hall with hooks for coat and hat storage.

### C LOUNGE

Four comfortable, overstuffed chairs and a dining table are here for passengers. Windows allow viewing of flight. Several filled bookcases and a telescope are available for use by passengers.

### E STATE ROOM

The Royal state room has a bed and storage for clothing and personal items. It is connected to a simple toilet (F) by corridor (D).

### G CARGO

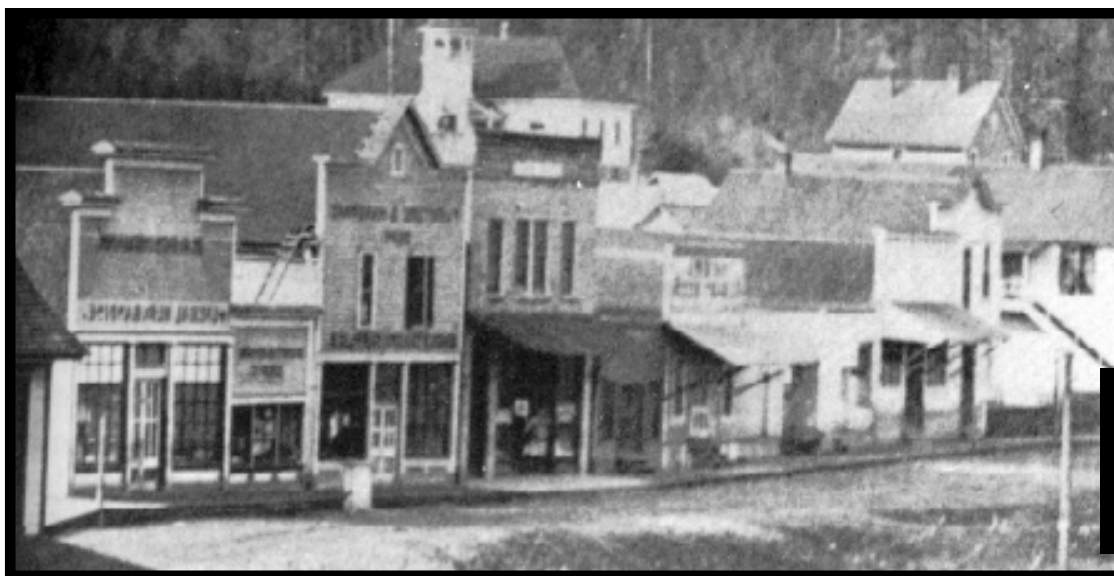
The Cargo area contains most of the ship's food and supplies. It is also a kitchen and supports hammocks for the flight engineer.

### H GANTZ ENGINES

Two Gantz engines mounted on the deck. Several smaller ones are mounted on walls and ceiling to create pusher fields for speed.

### I STEAM PLANT

A simple coal fed steam plant to generate electricity for multiple Galvonic Cells. May use wood.



**Liberty  
Arizona  
1879**

## Western Town Generator

This section is a detailed, area population generator for campaigns set in the West between 1859 and 1889. It will assist you in the design of small towns and create their resources and distinctive personality or ‘Town Attitude.’ This with the Town Bonus and Problem tables allows expansion, exploration, and many scenario possibilities as your Agents travel across the West.

## Maps

Use maps of your favorite state. We highly recommend use of Rand McNally Road Maps for mapping your campaign, in particular the ever common ‘Rand McNally Road Atlas’. These high quality maps are best used with a Hex Grid Transparency.

## Hex Maps

For best results set an imaginary, drawn, or ‘Hex Transparency’ over your map. From the end of this generator you can make a simple transparency of the Hex Map Provided at any copy shop. Drop this over your map and use to create the area of play and surrounding areas that influence the town.

## Population

For an area’s general population and their methods of subsistence, roll a d100 on each column. The GM should feel free to modify this number.

Population	Class	Buildings*
01-25	0001 to 0006	Farm 01
26-50	0007 to 0025	Crossroads 01 +d4
51-75	0026 to 0050	Junction 03 +d6
76-85	0051 to 0100	Small Town 05 +d10
86-90	0101 to 0250	Medium Town 10 +d10
91-95	0251 to 0500	Large Town 20 +2d10
96-97	0501 to 1000	Very Small City 30 +3d10
98-99	1001 to 2000	Small City 50 +4d10
00	2001+	City 60+

\*Buildings at Main Town Center may not include farms.

## Temperament

Roll a d100 for the NPC survivor community’s general attitude towards outsiders. The Temper index relates to Tri Tac Game rules.

Attitude to Outsiders	Temperament
01-05	Trusting and Friendly 85
06-50	Friendly 70
51-75	Mostly Friendly 60
76-85	Neutral Friendly 55
86-90	Neutral 50
91-95	Neutral Hostile 45
96-97	Hostile 35
98-99	Rampantly Hostile 25
00	Will Shoot on Sight 10

## The ‘Small Town’ Mind

Remember, the townsman or homesteader is just that and to survive has had at best a hellish time with the Native Americans, Bandits, or the lack of comfortable society. He has faced the death of loved ones, and crazy hostiles at every turn. At first contact there is a 80% chance a lone individual or ‘Hard Scrabble’ Farmer will operate as if 20 points lower on the temperament scale. This is purely fear.

## Justice

Justice for infringements of societies’ old and new rules may be different at every turn. Roll a d100 for harshness of the legal system in common use,

01-50	Not Generally Harsh.
51-75	Minimally Harsh.
76-85	Harsh in matters of the survival of the community. Rarely execute offenders.
86-90	Overtly harsh to most outsiders and breakers of the local laws.
91-95	Unbelievably Harsh
96-98	Harsh to Outrageous
99-00	Deadly, even for minimal crimes.

## Local Government

Local government is the method by which a community is regulated and the motives of the governing body

- 01-50 STANDARD LAW & ORDER  
A sheriff with legal authority granted by the State/Territory and Government
- 51-75 COUNCIL, ELDERS, or FAMILY  
A group of elected or known leaders.
- 76-85 SMALL FORCE  
A small group that serves as law.
- 86-95 PARALEGAL FORCE  
A highly respected, wise or charismatic leader. May be sponsored by a company or Farm/Ranch Association.
- 96-99 NO CENTRAL AUTHORITY  
People that cooperate for their general survival without law and the people who enforce the few necessary laws.
- 00 SPIRITUAL LEADERSHIP  
A priest, religious order or belief that controls the community.

## Popular Support

Popular Support is the population's general attitude toward their leadership in day to day affairs.

- 01-50 Support
- 51-75 Agree with most decisions.
- 76-85 Agree with few decisions.
- 86-90 Disagree with most decisions but are kept in line by fear.
- 91-95 Dislike their leadership and are kept in line by force and Fear.
- 96-97 Hate their leadership.
- 98-99 Are secretly plotting against their leadership.
- 00 Are currently about to revolt.

## Motives

Motives for communities' actions might not always be as beneficial as one could believe. Roll a d100 for the area leaderships true motivations,

- 01-50 Community and Survival oriented.
- 51-75 Mostly Community Oriented
- 76-85 Community and Self Oriented
- 86-90 Mostly Self oriented.
- 91-00 Totally Self oriented,

## Subsistence

- 01-50 Farming
- 51-75 Mining
- 76-85 Cattle Town
- 86-95 Rail Junction
- 96-98 Manufacturing
- 99 Frontier Crossroads
- 00 Fort Support

## Using New Technology

This is the population's attitude towards the use of Newfangled Technologies. This is variable to the community and to smaller groups of people. At the lowest end are the Religious purists with their creed of destroying everything that is new and miraculous. At the upper end are skilled Experimenters who take pride in the adaptation and use of complex machines and primitive electronics. While some areas may openly campaign against the invention that is creeping into daily life, many will openly approve of anything that makes a harsh life easier.

- 01-05 Destroy on Sight
- 06-10 Mistrust
- 11-50 Use When Necessary
- 51-75 Use when Available
- 76-95 Use Constantly if Possible
- 96-98 Search For New Ideas and Use
- 99-00 Manufacture for Trade and Sale

## New Technology Repair

Technological Repair is the ability of a small population to have a skilled Smith or individual who can fix steam engines or has knowledge of electricity.

<b>Result</b>	<b>Chance to Function</b>
01-50 Awful Work	10%
51-75 Poor Ability to Restore	20%
76-85 Adequate but Poor Ability	35%
86-95 Adequate Ability	50%
96-97 Good ability	75%
98-99 Outstanding Ability	90%
00 Repair with Loving Care	98%

## Power Technology

This is the available power technology for the general areas. Many populations do not use this potential resource due to stubbornness or technical inability to repair what is needed a Roll a d100.

- 01-75 NO WORKING POWER
- 76-90 Hydro Mechanical  
FUEL: Water (direct conversion to turn belts and machinery.
- 91-95 Wind Mechanical  
FUEL: Wind Power (direct conversion to turn belts and machinery.
- 96-00 Steam Mechanical  
FUEL: Wood/Coal (direct conversion to turn belts and machinery.

## Fuel Reserve

Roll a d100 for those areas where the general fuel supply can be measured.

- 01-50 d10 Months
- 51-75 2d10 Months
- 76-95 4d10 Months
- 96-00 Mammoth supply



## Bureau 13 Blackpowder

### Town Buildings

These are the average places you may find in any town. After the basic businesses are established in the town, it will grow. Time adds more refined businesses and competition.

Assayer's Office	Railroad Station
Bank	Saloon
Barber	Saloon with Entertainment
Bath House	School
Blacksmith	Sheriff's Office/Jail
Butcher	Stable
Church	Tailor
Court House	Train Station
Doctor	Undertaker
General Store	
Hotel	
Lumber Yard	

### Town Bonus

This is an optional bonus chart for special items that make a town unique. Roll a d100 once per 100 people.

01-02	Fixed Fortification
00-04	Mines or Caves Known
05-06	Extensive Tunneling
07-08	Gold Mine
09-10	Silver Mine
11-12	Railroad Office
13-14	Telegraph Hub
15-16	Railroad Depo
17-18	Railroad Hub/Yards
19-20	Stage Coach Office
21-22	Hospital
23-24	Dentist's Office
25-26	Pharmacy
27-28	Gunsmith
29-30	Local Armory
31-32	Lumber Camp
33-34	Lumber Mill or Yard
25-26	Hardware Store
27-28	Grain Elevator
29-30	Grist Mill
31-32	Bakery
33-34	Machine Shop
35-36	Carpenter's Shop
37-38	Dog Kennel
39-40	Laundry
41-42	Furniture Store
43-44	Tailor
45-46	Billiard Hall
47-48	Restaurant
49-50	Newspaper
51-52	Dress maker/Milliner
53-54	Bank Building With Large Vault
55-56	Book Store
57-58	Non Christian Church
59-60	Opera House

61-62	Post Office
63-64	Warehouse, Empty
65-66	Warehouse, Full of...
67-68	Distillery
69-70	Coffee House
71-72	Grange Hall
73-74	Horse Doctor/Horse Breeder
75-76	Cattle/Rail Station
77-78	Fire House
79-80	Orphanage
81-82	Cooper
83-84	Large Chinese/Mexican/European Community
85-86	Women's Association
87-88	Progressive Mayor
89-90	Excellent Sheriff
91-92	Friendly Indians
93-94	Rich Cattle Baron
95-96	Inventor
97-98	Musician or Singers
99-00	Mechanical Genius

### Problems

Area problems are those little, annoying things that ruin a Traveller's day. These may be intermittent or a constant threat.

01-50	FOOD SHORTAGES
01-50	From Mismanagement
51-75	From Outsiders
76-85	From Poor Harvests
86-95	From Own Leadership
96-00	Lack of Technology to Support a Larger Population
51-75	HEALTH
01-95	Common Sickness (Colds, Flu, Pneumonia, Chicken Pox, Measles, Mumps, Whooping Cough)
96-98	Diseases (Cholera, Typhoid, Yellow Fever, Small Pox, Polio, Tuberculosis, Tic Fever)
99-00	Plague, Anthrax, Diptheria
76-85	VIOLENCE
01-50	From Outsiders, Bandits, Indians
51-75	From Own Group or Leadership
76-85	From Individuals, Indians
86-90	From Outsiders and Themselves
91-95	From Other Communities
96-00	From Natural Disaster
86-95	ECONOMIC or SOCIAL PROBLEMS
01-50	From Outsiders
51-75	From Own Group or Leadership
76-85	From Individuals
86-95	From Other Communities
96-00	From Natural Disaster

## Bureau 13 Blackpowder

96-99	TECHNICAL
01-75	Lack of Know-How
76-89	Lack of Materials
90-98	Lack of Tools
99-00	Sabotage
00	MULTIPLE PROBLEM (Roll d4 Times Above)

Round/Powder Quality	RND	BLA
01-50 Good Quality	97%	97%
51-75 Acceptable Quality	90%	95%
76-85 Poor Quality	75%	85%
86-90 Bad	60%	75%
91-95 Terrible	45%	55%
96-98 Awful	35%	40%
99-00 Rotten	25%	35%

### Traders

This is the general personality of traders that wander the west. They range from Snake Oil Salesmen to legitimate Tinkers. A trader's CTC is a random d100 roll. CTC is the chance of being cheated, If cheated, roll on CTD or the character's chance to discover the fraud. Add related skill modifiers in trading, 5% per level of skill of the trader or buyer. PCC is a player's chance to cheat a trader

Trader	CTC	CTD	PCC
01-50 Fair	05%	80%	75%
51-75 Average	10%	60%	65%
76-85 Sharp	15%	50%	55%
86-90 Fair	20%	40%	40%
91-95 Profiteer	30%	30%	25%
96-98 Shark	50%	20%	10%
99-00 Land-Shark	65%	05%	05%

Cheating may involve misquotes, switched merchandise, misscounts, or any of a number of possible ways to gain from a sale.

### Quality

Merchandise quality is the general chance an object purchased will last its expected lifetime of use, CHA is the chance to function its normal life span. CTD is the chance to detect worthless material from the outside appearance.

Quality	CHA	CTD
01-02 In the Box from Factory	99%	01%
03-10 New	98%	03%
11-50 Outstanding	90%	05%
51-75 Expected	80%	10%
76-85 Good	75%	20%
86-90 Fair	50%	40%
91-95 Poor	35%	60%
96-98 Awful	20%	80%
99-00 Rubbish	10%	95%

### Remember

Brand names like Colt or Remington were actually better quality items as long as the boxes are sealed or have not been tampered with.

### Ammunition

Boxed ammunition and black powder are often lacking the necessary production quality to insure the proper operation of weapons. The listed percentages are for ignition of the powders. RND is for prepackaged ammunition. BLA is traditional Black Powder.

### Re-Loads

Purchase of new or reloaded shotgun shells can also be dangerous guesswork where the manufacturer is unknown and the reloader, at best, moderately skillful at making powder and repacking rounds.

PROBLEM	MODIFIER
01-50 Improper Chemical Manufacture	-10%
51-75 Dampness	
01-85 Black Powder	-15%
86-00 Primer Cap	-20%
76-90 Bad Primers	e
91-95 Insufficient Powder	a
96-97 Contaminated Powder	b
98-99 Mixed Powder Types	c
00 Bogus Powder	d/e

- a Round jams in the weapon or does half of the expected damage in penetration.
- b Powder cut with nonburnable material. In any rapid fire weapons has the same effect as 91 with the addition of a 5% cumulative chance of a misfire.
- c Mixed powder quality creates a heavy residue in any rapid fire weapon that will eventually promote jamming with a 5% cumulative chance per use.
- d Bogus powder will not fire and stops any rapid fire weapon from firing until the shell is ejected manually.
- e It just fails and cannot be made usable.



**Agents DeJong and Fox  
During Supper  
c. 1864**

# Battles & Events of the Civil War

Over the years a number of wars have each been described as “the first modern war.” WWI, WW2, Vietnam, the Gulf War, and others have each laid claim to this title. Yet, truly, of them all, the United States’ Civil War best deserves to be called the first truly modern war. While each of the other wars mentioned introduced various weapons systems, tactics, and/or strategic methods to the scene, it was the Civil War that was the watershed in terms of moving warfare from the form it had sat in since the introduction of firearms into a war waged by a modern industrial society.

While most students of the war realize that it saw the first use of modern warships (steam powered and armored), and many realize it was the first successful use of the submarine, few realize just how profound the technical advancements were, of which many saw the culmination of their development in later wars. Breech loading rifles, modern revolvers, machine guns, metallic cartridges (rifles, pistols and artillery), exploding shells, mines (both land and water), modern rifled naval and land artillery, indirect artillery fire, airships (observation balloons), submarines, battleships (monitors), modern communications (telegraph), motorized troop movement (railroads), mobile strategic reserves, modern power production, industrial warfare, economic warfare, sabotage of means of communications, transportation and production, total war, scorched earth warfare, organized guerrilla warfare, organized propaganda, conscription (as opposed to feudal service), modern logistics, the modern general staff, modern strategic and tactical principles, and unit organizations still in use today were among the many “improvements” to war introduced on those battlefields.

Compared to the Napoleonic wars of some 50 years earlier, this war was even more different than WW2 was compared to WW1. Every major power sent military observers to the battlefields to see what new and innovative methods they could use upon their return home. Some, such as Italy’s Garibaldi, actually used this information in a positive manner, changing the political map of Europe for the better. Others used it to foment an arms race that would culminate in the two World Wars. In any event, the lessons learned on those battlefields, and their consequences, are with us to this day.

While much of this did not, and does not, concern the average B13 agent, a number of advances affected him directly. The telegraph enabled essentially instant communication between agents separated by formerly vast distances. The rails and motorized shipping allowed for rapid movement. The weapons introduced put the agents on a par with many of the evils they confronted. While a Colt Navy .38 might not be as good as a Beretta 9mm, it was a vast improvement, especially when facing some pesky werewolf, over the previous generation of single shot barrel-loaded pistols. And a Gatling gun or “coffee grinder” automatic rifle

was vastly superior to 10 agents with muskets. With a breech-loading artillery gun, whether on land or sea, Bureau agents could put some impressive holes into some of the larger monsters. Not only was it powerful but had a fairly impressive rate of fire as well. Who needs a Stinger missile to take down a dragon; one good shot from an 11" Parrott gun could take down all but the biggest ones.

These improvements allowed for the formation of the Bureau under its current strictures, with a minimum number of agents. Had they not been available, the number of agents required simply to patrol and investigate, much less confront the enemy would have been vastly greater, to the point where secrecy would have been a farce. Thus, the statement that the Bureau was the child of the Civil War is quite literally true, for it could not have existed prior to that war.

## 1861

### Eastern Theatre of Operations

Date	Location	State	Union Casualties (u)	Confederate Casualties (c)
04/12/61	Fort Sumpter	(Charleston), SC	CS	0u 0c
04/20/61	Norfolk Navy Yard	(Norfolk), VA	CS	
06/03/61	Philippi	WV	US	
06/10/61	Big Bethel	WV	US	
06/11/61	Rich Mountain	WV	US	
07/21/61	Bull Run	(Manassas), VA	CS	2,700u 1,900c
09/12/61	Cheat Mountain	VA	US	30u 30c
10/21/61	Balls Bluff	(Leesburg), VA	CS	237u 139c

### Far Western Theatre of Operations

Date	Location	State	Union Casualties (u)	Confederate Casualties (c)
06/01/61	Booneville	MO	US	
08/10/61	Wilson’s Creek	MO	CS	2,100u 1,250c
11/06/61	Battle of Belmont	MO	US	500u 900c

### Coastal Operations

Date	Location	State	Union Casualties (u)	Confederate Casualties (c)
08/27/61	Hatteras Outlet	VA	US	
11/07/61	Port Royal	NC	US	

The end of 1861 saw Confusion in the North and the blockade of Hatters Outlet and Port Royal by the Union. The first long range plans saw the need to cut the south off from supply and at the Mississippi. Coastal fortification and seizure began as the North began to take the Eastern Coast.

## 1862

### Eastern Theatre of Operations

Date	Location	State	Union Casualties (u)	Confederate Casualties (c)
03/23/62	Kernstown	VA	US	

### Valley Campaign

Date	Location	State	Union Casualties (u)	Confederate Casualties (c)
05/08/62	McDowell	VA	CS	
05/23/62	Fort Royal	VA	CS	
05/25/62	Battle of Winchester	VA	CS	1,500u 400c
06/08/62	Cross Keys	VA	CS	
06/09/62	Port Republic	VA	CS	

### Peninsula Campaign

Date	Location	State	Union Casualties (u)	Confederate Casualties (c)
05/05/62	Williamsburg	VA	NV	(No Victor)
05/31/62	Seven Pines	(Fair Oaks), VA	US	5,000u 6,000c
06/12/62	Stuart’s Raid	(White House), VA	CS	

### Seven Days Battle

Date	Location	State	Union Casualties (u)	Confederate Casualties (c)
06/25/62	Mechanicsville	VA	US	
06/27/62	Gains Mill	VA	CS	894u 1400c
06/29/62	Battle of Peach Orchard	VA	US	
06/29/62	Savage Station	VA	US	
06/29/62	White Oak Swamp	VA	US	
06/29/62	Glendale Farm	VA	US	
06/29/62	Fraysers Farm	VA	US	
07/01/62	Malvern Hill	VA	US	

### Total

15,000u 20,000c

## Bureau 13 Blackpowder



### Second Bull Run

08/09/62	Cedar Mountain, VA	US	
08/29/62	Second Bull Run (Manassas), VA	CS	<b>Total</b>
08/31/62	Battle of Chantilly, VA	US	16,000u 9,200c

### Antietam (Sharpsburg) Campaign

09/14/62	South Mountain, MD	NV	(No Victor)
09/14/62	Harpers Ferry, MD	US	<b>Total</b>
09/17/62	Antietam (Sharpsburgh), MD	US	12,500u 13,800c

### Fredricksburg Campaign

12/13/62	Fredricksburg, MD	CS	12,500u 5,400c
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### Vicksburgh Campaign

12/25/62	Vicksburgh (Chickasaw Bluffs), MS	CS	1,800u 200c
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### Western Theatre of Operations

### Casualties

01/19/62	Mill Springs, KY	US	
02/06/62	Ft. Henry, TN	US	
02/14/62	Ft. Donaldson, TN	US	2,900u
04/06/62	Shiloh, TN	US	13,000u 10,500c
10/03/62	Cornith, TN	US	2,500u 4,200c
10/08/62	Perryville KY	NV	(No Victor)
12/31/62	Battle of Stones River, TN	US	13,000u 12,000c

### Far Western Theatre of Operations

### Casu-

<b>alties</b>	03/07/62	Pea Ridge, AK	
US	1,300u		800c
04/15/62	Peralta, NM	US	
12/07/62	Prairie Grove, AK	US	

### Up and Down the Mississippi

### Casualties

03/13/62	New Madrid, MO	US	
04/04/62	Island #10, MS	US	
05/09/62	Plum Point, MS	CS	Naval Action
06/06/62	Battle of Memphis, TN	US	Naval Action
04/24/62	Battle of New Orleans, LS	US	

The year 1862 was characterized by move, Counter-move and bluff near and around Washington and Richmond. This was the Peninsula Campaign that was foiled by Robert E. Lee. The Union's armies were learning to fight and the Continuing strangulation of the South's seaports and river supply routes were progressing.

## 1863

### Eastern Theatre of Operations

### Casualties

05/01/63	Chancellorsville, MD	CS	16,800u 13,000c
06/09/63	Brandy Station, MD	US	500u 900c

06/13/63	Second Winchester, MD	US	
07/01/63	Gettysburg, PA	US	23,000u 20,000c
11/07/63	Rappahannock,	US	83u 6c
10/09/63	Bistoe Station,	US	50u 136c
11/27/63	Wilderness (Mine Run),	CS	1,700u 800c

### Western Theatre of Operations

### Casualties

03/14/63	Port Hudson, MS	NV	Naval Blockade
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Run

### Vicksburg

04/18/63	Grierson's Raid, MS	US	
05/01/62	Port Gibson, MS	US	
05/14/62	Jackson, MS	US	
05/16/63	Champions Hill, MS	US	
05/19/63	Siege of Vicksburgh, MS	US	
08/19/62	Chickamauga, MS	US	1,700u 2,400c
09/19/62	Iuka, MS	CS	

### Chattanooga Campaign

07/63	Siege of Chattanooga, TN	CS	318u 157c
11/63	Siege of Knoxville, TN		

### Battle of Chattanooga

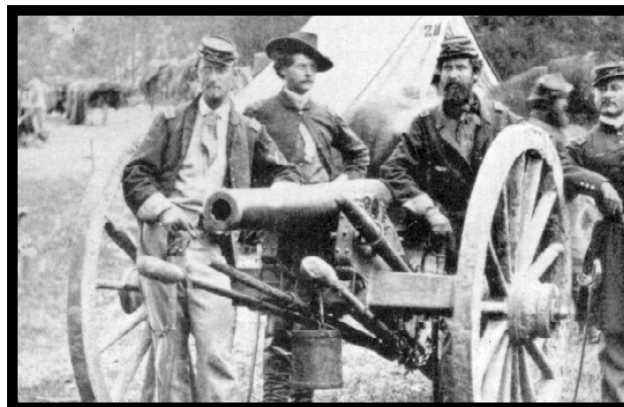
11/24/63	Lookout Mountain, TN	US	<b>Total</b>
11/25/63	Missionary Ridge, TN	US	750u 370c

### Costal Operations

### Casualties

04/07/63	Charleston, SC	CS	Union Repulse
09/06/63	Fort Wagner, SC	US	Occupation
10/05/63	Submarine Attack,	CS	Submarine Assault

By the end of 1863 the war appeared to be winding down, but there were two more hard years to come. Major battles had been fought and the loss of the critical port of Vicksburg put a clamp on Southern aid from the west. The South was encircled.





## Bureau 13 Blackpowder

### 1864

<b>Eastern Theatre of Operations</b>		<b>Casualties</b>	
02/20/64	Olustee, FL	CS	1900u 940c
02/28/64	Kilpatrick/Dhalgren Raid, VA	CS	
<b>Wilderness/Spotsylvania/Cold Harbor Campaigns</b>			
05/05/64	Battle of the Wilderness, VA	US	2,300u 2,800c
05/08/64	Battle of Spotsylvania, VA	CS	14,300u 10,000c
05/11/64	Battle of Yellow Tavern, VA	US	400u 1,000c
06/03/64	Battle of Cold Harbor, VA	CS	13,100u 3,100c
05/15/64	Drewry's Bluff, VA	NV	1850u
05/15/64	Battle of New Market, VA	CS	645u
06/11/64	Trevilian, VA		
06/15/64	Battle of Petersburg, VA	CS	8,200u 4,200c
07/11/64	Early in Washington, VA	NV	1900u 700c
07/23/64	Kernstown, VA	CS	
07/24/64	Winchester, VA	CS	3700u 2600c
09/19/64	Battle of Opequon, (Winchester)	NV	5000u 4,600c
09/22/64	Battle of Fisher's Hill, VA	US	528u 1,300c
10/19/64	Battle of Cedar Creek, VA	US	5,600u 2,900c

### Forrst's War

02/22/64	Battle of Okolona, MS	CS	
04/12/64	Fort Pillow, KY	CS	
06/10/64	Bierce's Crossroads, MS	CS	600u 500c
07/14/64	Battle of Tupelo, MS	US	680u 1,300c
08/21/64	Memphis, TN	CS	
10/29/64	Jacksonville, TN	CS	

### Franklin/Nashville Campaign

11/26/64	Columbia, TN	US	
11/29/64	Spring Hill, TN	US	
11/30/64	Franklin, TN	US	6,300u 2,300c
12/15/64	Battle of Nashville, TN	US	3,000u 5,400 c

### Costal Operations

		<b>Casualties</b>	
02/17/64	CSS Hunley Sinks Housatonic	CS	Sub Sinks
Frigate			
06/19/64	Kearsarge vs. Alabama	US	Alabama Sunk
08/05/64	Battle of Mobile Bay, AL	US	Ironclad Battle
10/27/64	CSS Albemarle (Plymouth), NC	US	CSS Raider Sunk
12/23/64	Fort Fisher, NC	CS	



<b>Petersburgh Campaign</b>		<b>Casualties</b>	
06/19/64	Siege of Petersburg, VA	US	Begins
07/30/64	Battle of the Crater (Petersburg), VA	CS	3,800u
1,200 c			
08/14/64	Deep Bottom, VA	NV	3,000u
08/18/64	Globe Tavern, VA	US	4,500u 1,700 c
08/25/64	Reams' Station, VA	US	
09/29/64	Chaffin's Bluff, VA	US	
09/30/64	Peeble's Farm, VA	CS	
10/27/64	Boydton Plank Road, VA	US	528u

### Atlanta Campaign

05/07/64	Dalton, GA	US	2750u 2800c
05/15/64	Resaca, GA	US	
05/19/64	Cassville, GA	US	
05/25/64	Dallas, GA	NV	2,400u 3,000c
05/25/64	New Hope Church, GA		
06/27/64	Kenesaw Mountain, GA	US	3000u 800c
07/20/64	Peachtree Creek, GA	US	1,600u 2,500c
07/22/64	Battle of Atlanta, GA	US	3,800u 8,000c
07/28/64	Battle of Ezra Church, GA	CS	700u 4,700c
08/31/64	Fall of Atlanta (Atlanta), GA	US	
12/15/64	Ft. McAllister, GA	US	
12/21/64	Savannah, GA	US	

<b>Far Western Theatre of Operations</b>		<b>Casualties</b>	
04/08/64	Sabine Crossroads, TX	CS	
04/09/64	Pleasant Hill, LO	CS	3,500u 2,000c
10/19/64	Lexington	CS	
10/23/64	Westport	US	

<b>Far Western Theatre of Operations</b>		<b>Casualties</b>	
03/02/64	Waynesboro	US	

With the end of 1864 the Confederacy was broken, cut off, and dying. The Union armies were creeping south to take the last of the rebel cities. Sherman's march to the sea and the burning of Atlanta broke the spirit of the people as most realized the war was lost.

### 1865

<b>Eastern Theatre of Operations</b>		<b>Casualties</b>	
01/13/65	Fort Fisher, NC	US	1,400u 500c
02/17/65	Burning of Columbia, SC	US	
02/22/65	Fall of Wilmington, SC	US	
03/19/65	Battle of Bentonville, SC	US	1,700u 3,300c
04/02/65	Battle of Selma, AL	US	400u
<b>Petersburg Campaign</b>			
03/25/65	Battle of Ft. Stedman, VA	US	
03/29/65	Dinwiddie Courthouse, VA	US	
03/30/65	Battle of White Oak Road, VA	US	
05/01/65	Battle of Five Forks, VA	US	
05/02/65	Battle of Petersburg, VA	US	
<b>Appomattox Campaign</b>			
04/06/65	Battle of Saylor's Creek, VA	US	
05/09/65	Appomattox, VA	US	

**End of the War Casualty Total 600,000**

## Bureau 13 Blackpowder

### Goods and Services

The problem with a concise list for goods, wages and services is that they varied from location and by the year. Prices saw a major jump during the Civil War years and decline a decade later. By the 1880's they were dropping again due to invention and mass production. The following are a general guideline for what things cost in 1875. For 1865 and 1885 use a calculator and modifiers.

<b>Cost of Living Multipliers</b>			
1865	1875	1885	Boom Town
1.30	1.00	0.90	x2.00 +

#### Weapons

Darings	\$002.00-\$010.00
Revolver (Cap & Ball)	\$006.00-\$015.00
Revolver (Cartridge)	\$006.00-\$015.00
Rifle (Muzzle Loader)	\$003.00-\$007.00
Rifle (Breech Loader)	\$008.00-\$020.00
Rifle (Magazine)	\$015.00-\$030.00
Shotgun	\$005.00-\$020.00
Cap & Balls (200)	\$000.20-\$000.30
Cartridges (Per 100)	\$001.50-\$002.00
Shotgun Shells (Per 25)	\$001.50-\$002.00
Dynamite Stick (after 1870)	\$000.10-\$000.25
Black Powder (Lb.)	\$000.30-\$000.50

#### Animals

Mule	\$040.00-\$060.00
Saddle Horse	\$040.00-\$060.00
Calvery Horse	\$070.00-\$100.00
Draft Horse	\$040.00-\$060.00
Mule	\$020.00-\$040.00
Milk Cow	\$020.00-\$040.00
Cattle	\$010.00-\$020.00
Sheep	\$004.00-\$010.00
Pig	\$003.00-\$005.00
Chicken	\$000.50-\$001.00

#### Meals and Food

Average Meal	\$000.15-\$000.30
Good Meal	\$000.30-\$000.75
Great Meal	\$000.75-\$001.00
Flour (Lb.)	\$000.05-\$000.07
Sugar (Lb.)	\$000.05-\$000.09
Oatmeal (Lb.)	\$000.05-\$000.08
Beef (Lb.)	\$000.07-\$000.10
Bacon (Lb.)	\$000.03-\$000.05
Coffee (Lb.)	\$000.20-\$000.30
Tea (Lb.)	\$000.50-\$001.00
Weeks Trail Ration	\$000.75-\$001.00
Cigar	\$000.05-\$000.25
Beer	\$000.05-\$000.10
Whiskey (Shot)	\$000.05-\$000.10
Whiskey (Bottle)	\$001.00-\$002.00

#### Living

Boarding House (Week)	\$002.00-\$003.00
Hotel (Flophouse)	\$000.25-\$000.50
Hotel (Fair)	\$000.50-\$001.00
Hotel (Good)	\$003.00-\$005.00

Stable (Horse)	\$000.15-\$000.25
Hotel (Excellent)	\$005.00-\$010.00

#### Land

Farm (80 Acres)	\$020.00-\$040.00
Land Near Town	\$040.00-\$060.00
Average Town Lot	\$100.00-\$500.00
Prime Town Lot	\$500.00-\$900.00

#### Clothing & Supply

Boots	\$005.00-\$010.00
Shoes	\$003.00-\$007.00
Hats	\$001.00-\$010.00
Trowsers	\$001.00-\$005.00
Shirt	\$001.00-\$005.00
Coat	\$005.00-\$010.00
Dress	\$001.00-\$003.00
Suit	\$010.00-\$020.00
Union Suit/Undergarments	\$000.50-\$001.00
Socks (Per 12)	\$000.10-\$000.15
Saddle	\$020.00-\$040.00
Buggy	\$040.00-\$100.00
Wagon (Farm)	\$020.00-\$040.00

#### Hygene

Shave & Haircut	\$000.15-\$000.25
Bath	\$000.15-\$000.25
Soap	\$000.03-\$000.05

#### Fees & Travel per Mile

Circus/Fair/Sideshow	\$000.10-\$000.25
Cultural Events/Theatre	\$000.25-\$001.00
Bawdy House (Night)	\$005.00-\$020.00
Stage/Train/Ship (High Class)	\$000.07-\$000.10
Stage/Train/Ship (Average)	\$000.03-\$000.07
Stage/Train/Ship (Immigrant)	\$000.01-\$000.03

#### General Goods

Bedroll	\$002.00-\$004.00
Tools (Average Tool)	\$000.50-\$001.00
Cloth (Yard)	\$000.10-\$000.25
Candles (Per 12)	\$000.10-\$000.15
Oil Lamp	\$000.50-\$001.00
Matches (Per 100)	\$000.02-\$000.03
Rope (Per Yard)	\$000.03-\$000.05
Cards/Dice	\$000.25-\$000.50

#### Wages Per Month

Unskilled Labor	\$015.00-\$030.00
Skilled Labor (Carpenter/Smith)	\$030.00-\$060.00
Military (Non Comissioned)	\$020.00-\$030.00
Military (Comissioned)	\$040.00-\$080.00
Cowboy/Trapper	\$040.00-\$060.00
Farmer	\$050.00-\$070.00
Gambler	\$100.00-\$150.00
Outlaw	\$050.00-\$150.00
Merchant/Salesmen	\$100.00-\$150.00
Doctor	\$100.00-\$150.00
Sheriff	\$060.00-\$100.00
Lawyer	\$075.00-\$125.00
Federal Agent (Bureau 13)	\$100.00-\$200.00

#### Coins & Currency

Gold Eagle	\$10.00	Quarter Dollar	\$00.25
Half Eagle	\$05.00	Dime	\$00.10
Quarter Eagle	\$02.50	Half Dime	\$00.05
Silver Dollar	\$01.00	Cent	\$00.01
Half Dollar	\$00.50	Half Cent	\$00.005

The Trotter Alternate

# **Skill List for Bureau 13 1859-1889**

## **A**

ACCOUNTING  
ADMINISTRATION  
AERONAUTICS (Balloon)  
AGRICULTURE  
ANIMAL HUSBANDRY  
ANIMAL TRAINING  
ARCHERY TECHNOLOGY  
ARCHERY  
ART (PAINTING)  
ART (SCULPTURE)  
ART (LITHOGRAPHY)  
ASSAYING

## **B**

BANKING  
BARBER  
BARKEEPING  
BIOLOGY (ANIMAL)  
BIOLOGY (HUMAN)  
BLADE FIGHTING  
BLADE THROWING  
BLADE WEAPON TECHNOLOGY  
BOATING (Canoe)  
BOATING (Small Craft)  
BOATING (Sail)  
BOATING (River Boat)  
BOXING  
BRAWLING

## **C**

CERAMICS (Classical)  
CHEMISTRY (General)  
CHEMISTRY (Industrial)  
CIVIL ENGINEERING  
COLD SURVIVAL  
COMMUNICATIONS TECHNOLOGY  
CRIMINAL INVESTIGATION  
CRIMINAL LAW  
CRIMINAL PSYCHOLOGY  
CRYPTOLOGY  
CRUDE WEAPONS

## **D**

DANCING  
DEMOLITION  
DESERT SURVIVAL  
DOMESTIC TRADING  
DUELING  
DROVING (Cattle/Sheep)  
DROVING (Hogs/Turkeys)

## **E**

EDUCATION  
ENGINEERING (General)  
ENGINEERING (Railroad)  
ENGINEERING (Military)  
ENGINEERING (Mining)  
ENGINEERING (Typographic/  
Survey)  
ENTERTAINER (Music)  
ENTERTAINER (Voice)

## **F**

FABRICATION (General)  
FABRICATION (Leather)  
FABRICATION (Metal)  
FABRICATION (Stone)  
FABRICATION (Wood)  
FARRIER  
FENCING  
FINANCE/BANKING  
FISHING (Commercial)  
FISHING (Personal)  
FOREST SURVIVAL  
FOOT RACING

## **G**

GAMBLING  
GEOGRAPHY  
GEOLOGY  
GUNFIGHTING\*  
GUNSMITHING\*

## **H**

HEALTH CARE  
HELIOGRAPHY  
HISTORY  
HORSEMANSHIP  
HUNTING (Commercial)  
HUNTING (Personal)

## **I/J/K**

INDIAN LORE  
INFANT CARE (Human)  
JOURNALISM  
JUNGLE SURVIVAL  
KNIFE USE  
KNOWLEDGE (Local)

## **L**

LANGUAGE

LANGUAGE (Indian)  
LAW ENFORCEMENT  
LUMBERING (Commercial)  
LUMBERING (Personal)

## **M**

MATHEMATICS  
MARKSMANSHIP (Sport)  
METALLURGY  
MOUNTAIN CLIMBING  
MOUNTAIN SURVIVAL  
MINING (Coal)  
MINING (Gold)  
MINING (Hard Rock)  
MINING (Hydraulic)  
MINING (Open Pit)  
MINING (Sluicing)

## **N/O**

NUT GATHERING  
OPTICS

## **P**

PHILOSOPHY  
PHOTOGRAPHY  
PHYSICAL SURVEILLANCE  
PROJECTILE WEAPONS (Cannon)  
PROJECTILE WEAPONS (Handgun)  
PROJECTILE WEAPONS (Rifle)  
PROJECTILE WEAPONS (Shotgun)  
PILOT (Horsedrawn Vehicle)  
PILOT (Locomotive (Steam))  
PILOT (Steam Traction Engine)  
PILOT (Riverboat/Steam Boat)  
PILOT (Ox Drawn Vehicle)

## **R**

RELIGION  
RELIGION (Other)

## **S**

SCOUTING  
SECURITY  
SWIMMING

## **T**

TACTICS  
TRACKING  
TELEGRAPHY

## **UVWXYZ**

WAINWRIGHT  
WEAPONS, MILITARY (Light)  
WEAPONS, MILITARY (Heavy)  
WHEELWRIGHT  
UNDERTAKING

**1879**  
**Bureau 13**  
**Scenario 2**



## The Girl, The Gold and the Skull

The summer of 1877 was just odd. It was hot when you least expected it and wet when you couldn't stand it. Things were migrating in the wrong directions and the Indians were at best annoyed and at worst holding a knife to your throat.

The Southeast was still busy rebuilding after the Civil War and grumbling about policy from the White House. The White House was grumbling about politics and the South.

And then there was that large shipment of gold on the way from California to Washington. The gold was incidental but it was the cornerstone of most of the other problems that were about to happen. Gold generally was the cause of many problems, mostly if you didn't have it and then again, mostly if you had. It wasn't a spectacular shipment, about \$100,000.00 or so. It was packaged carefully in California and placed in a specially built rail car.

Any bandit would have considered it a good target except for the 16 military men and the Gatling Gun that guarded it. We won't count the Pinkerton detective as he was sleeping off an exemplary bottle of Whiskey.

### The Skull

Also on the train, not far from the gold a small crate labeled securities was bound in steel. It was a shipment out of Hyderabad India travelling an odd route to the Smithsonian Museum. On the train was its finder, Dr Whittier Wyatt of the British Museum of Borrowed Antiquities. What he had was a disturbing mystery. Whittier loved mysteries of any type from ancient text to strange pots. He didn't like mysteries that had a trail of bad luck and blood. This mystery resembled a crystal skull and was first thought to be a religious artifact.

Each of its owners died bloody deaths from sharp blades, glass or in one case a steam powered grinder.

His acquisition of the object was a virtual steal as the newest owner had the visage that he was dealing with a curse of profound character and vengeance. The previous owner was half right. What he didn't realize was that it was indeed a religious artifact and a temperamental one at that.

In a greater truth it was far more religious than he could have known and wasn't at all happy about being stolen from its shrine. As far as semi-sentient artifacts go.. it wasn't vengeful and quite lazy. It would have been happy to sit on a pillar and be admired. Now it was aware that it was on the move and didn't like it one bit, especially that its magnificence was locked in an iron box. Of the paranormal abilities it had, and there were a few, the least sucked the luck from around itself and returned the energy to people close to it in the form of terrible and bloody nightmares and lousy poker hands. The longer it was in the dark the angrier it was becoming. There were a few other abilities it hadn't manifested yet but the time was about to come. Dr Wyatt had no idea that in the wrong hands the Skull was a weapon of mass destruction. In the right hands it did wonderful things if you liked knives and butchered goats.

The archeologist pondered its origins as he tried to translate the text that had wrapped around the pillar the skull had sat on. With him on the train was his daughter Gretchen who was comely, smart, and educated at Oxford. Her passion was also ancient language and she was also wrapped in the study of the ancient script that circled the room that the skull had sat in. She was also having nightmares about goats and sharp objects.



## ***Bureau 13 Blackpowder***

The legendary Russian Royal Secret Service was represented on the train by three servants of Vladimire Rosenoff, a relative of the Czar taking an extended trip across the nation in the hope of becoming an ambassador. Vlad was royalty and he knew it. Vlad was also a lush and everybody else knew it. He had met the Pinkerton Agent on the first night and drank him soundly under the table. Vlad, in his formidable military uniform, buttons, medals and 370 pound girth had hoped to see bandits and Red Indians. He had dreamed of this since he was young. Now he was sleeping restlessly and dreaming of Red Indians and Bandits and Goats.

### **The Assassin**

Also on the train was an assassin of the Three Fingered Hand of Rajapor who was motion sick and wanted to return the skull to Hyderabad. Rachavendra Bashcar was a master with the thrown knife and thuggee scarf. He could hit a target to the square inch at 50 feet. In his hands a simple scarf could be a deadly weapon. At the end of the first day on the train he might have been able to hit a bucket at 10 feet but it wouldn't have been with a sharp object and his scarf needed serious laundering.

### **The Gang**

The Garlin Gang was at best a group of three brothers and a couple of cousins named Charlie. Lance, Billy, Jeb and Redemption were typical for the time. About a year of education between them, orphans after Billy shot mom and grandpa had fallen through the outhouse and drown. As far as brains went, they weren't the brightest but they had a real nose for gold. Jeb worked for the Railroad and could almost read. He knew about the large shipment of gold heading east. Their idea was simple. Disconnect the flat car with the soldiers from the train and blow it up. Then disconnect the securities car from the train and let the pas-



sengers and the engine go on it's way. Timing and location was crucial they figured. By the time help could arrive they would be long gone with the gold. It wasn't a bad plan for a group of half whit horse thieves. It just needed luck.

### **Add An Outlaw with No Name**

Shadowing the Garlins was an Outlaw with No Popular Name. He had ridden out of Mexico on a mule and may have been one of the greatest outlaws of the west if he had taken a name for himself. He just didn't care. What he did care about was good cigars and the gold to buy them. A quiet drink at Dusty Pete's Saloon and the overly loud Garlins had told him there was more to this situation then they could handle. He could handle it easily.

The Garlin's plan was to Plant Gang members on the train at Foxboro, release the train north of Lassater and head straight for Mexico. This the Outlaw with no Popular Name could understand. How these idiots could time it all were beyond him. Sheriff Harken Dodds had the curiosity of a cat. He knew the Garlins well and figured when it came to brains they got the short end of the stick. What intrigued him was the dusty nameless stranger up from Mexico who was keeping an ear on the brothers. The stranger often talked to his mule. That warrented caution.

### **The Indians**

Blazing star of the Apache was not having a good day. His small band of warriors was still sick from the canned beef they stole and the last farmstead they approached. The white squaw had cut lose with three shotgun blasts before he could offer to trade for food or water. These white people had no common sense when being approached by xxxx. You'd think they were Crow or Modoc.

The Bureau would have never been involved in the matter of a shipment of this nature but the train had a number of passenger cars and on it was a long term Agent named Sam Felder. Sam was heading east to take a position in Washington along with a small group of Bureau trainees. This is your group of agents. Sam is 48, a linguist with a specialty in Chinese and a little bit of a sensitive. His first day on the train was an eye opener and before he jumped the train at Foxboro. In his quickly scrawled note he tells the trainees he has real bad feeling he just couldn't place and he is going to Telegraph ahead. Ahead would have been a good idea except some hysterical settler has tried to scare Indians and used a shotgun. The blast had severed a connection in the telegraph wires.

**Morning:**

**April 7th STATION**

The train has been on the rails most of the night

## Bureau 13 Blackpowder

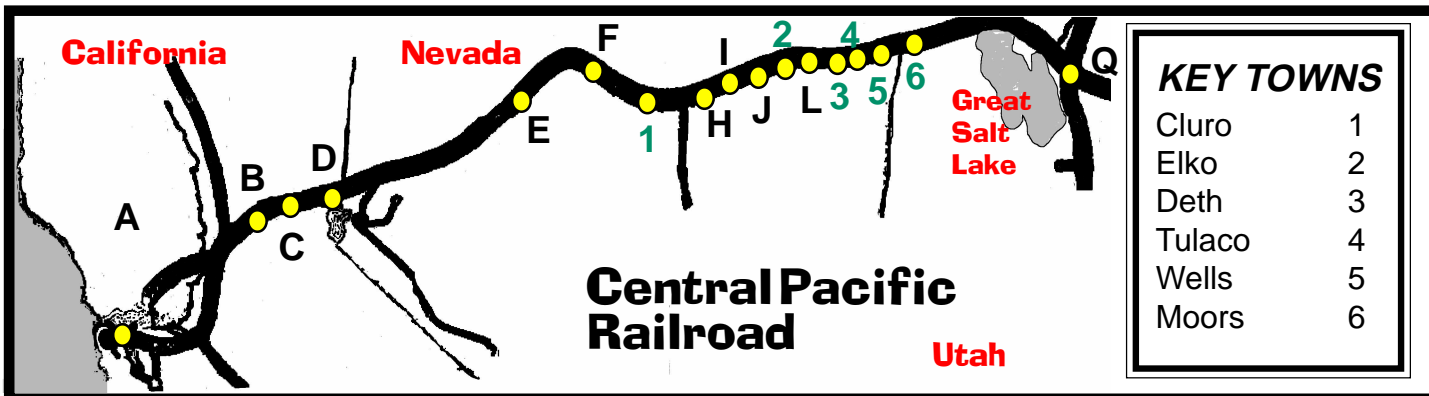
other than a 4 hour repair stop. Willie Oakland, the Engineer and his Fireman Osgood Davis have just chalked it up to bad luck that pins fell out of the throttle and little things have caused the delay.

Just before the train pulled out Sheriff Dodds was amazed to see Lance and Charlie Dean, dressed, and buying tickets for Lassater. He boarded the train on a whim after hiding his badge and figured the railroad owed him a day's pay to prevent some sort of mischief.

Mirage	09:43	18m	07
White Plains	10:00	15m	08
Browns	10:30	30m	12
Granite Poin	10:50	20m	07
Oreana	11:40	40m	22

### DAY TWO am

The events now are coming into focus as the train begins it's second day. The passengers are settled



### DAY ONE AM

This is where the train is loaded and most of the passengers join the event.

<b>Sacramento A</b>	07:55	<b>START</b>	<b>MILES</b>
Arcade	08:15	20m	08
Antelope	08:30	15m	06
Junction	08:42	15m	06
Rocklan	09:15	33m	04
Newcastle	09:55	40m	09
Auburn	10:15	20m	05
Clipper Gap	10:38	23m	04
Colfax	11:40	59m	03

### DAY ONE pm

		<b>START</b>	<b>MILES</b>
Gold Run	12:20	40m	11
Dutch Flat	12:30	10m	02
Alta B	12:40	10m	02
Blue Canon	01:50	70m	09
Emigrant Gap	02:15	25m	06
Cisco C	02:50	35m	08
Summit	03:45	65m	07
Truckee	04:40	55m	15
Boca	05:13	35m	08
Verdi	06:00	24m	16
Reno D	07:00	60m	09
Vista	07:20	20m	07
Wadsworth	08:40	80m	27
Desert	09:00	20m	08
Hot Springs	09:27	27m	09

in for the ride and stops at towns become less frequent or skipped entirely.

Rye Patch E	12:05	50m	10
Humbolt	12:50	26m	11
Mill City	01:16	18m	12
Raspberry Creek	01:33	57m	08
Winnemucca F	02:30	33m	20
Golconda	03:03	52m	17
Stone House	03:55	55m	24
Battle Mountain	04:50	54m	19

<b>Cluro 1</b>	<b>05:55</b>	<b>65m *1</b>	<b>40</b>
<b>Pallsade H</b>	<b>06:15</b>	<b>20m</b>	<b>10</b>
<b>Carlín I</b>	<b>06:50</b>	<b>35m</b>	<b>10</b>
<b>Moleen J</b>	<b>07:16</b>	<b>36m</b>	<b>10</b>
<b>Elko 2</b>	<b>08:00</b>	<b>44m *2</b>	<b>12</b>
<b>Halleck L</b>	<b>08:57</b>	<b>57m</b>	<b>24</b>
<b>Deth 3</b>	<b>09:25</b>	<b>28m *3</b>	<b>13</b>
<b>Tulasco 4</b>	<b>09:50</b>	<b>25m *4</b>	<b>13</b>
<b>Wells 5</b>	<b>10:20</b>	<b>30m *5</b>	<b>08</b>
<b>Moors 6</b>	<b>10:55</b>	<b>35m *6</b>	<b>08</b>

Independence	11:15	20m	05
Otego	11:33	18m	06

### DAY TWO pm

		<b>START</b>	<b>MILES</b>
Toano	12:15	42m	16
Loray	12:40	25m	07
Montello	01:08	30m	09
Tecoma	01:35	25m	10

## *Bureau 13 Blackpowder*

Lucin	02:05	30m	11
Bovine	02:30	25m	11
Terrace	03:10	40m	11
Maltin	03:40	30m	10
Kelton	04:30	50m	22
Lake	05:15	45m	21
Promontory	06:15	60m	18
Blue Creek	06:50	35m	08
Corinne	07:30	40m	20
Bonneville	08:07	37m	15
<b>Ogden Q</b>	<b>08:30</b>	20m	18

### **The Baggage Car**

Old Bart Gleason is in the clerk in the securities car with a massive headache. He swears the steel bound box has moved three times and when he dims the lamps it seems to glow and sing in some weird language. Twice he has kicked it. This seems to stop the problem. The third time he kicked it his nose started to bleed. He figured as soon as it stopps bleeding, he'd unlock the car and go forward for a few minutes. When he'd returns he'd kick that damn box again.

### **The Guards**

The soldiers and their commander Col. Jackson Custer Smith are edgy and just can't sleep. They aren't happy about the assignment. Several have had nightmares about Indians swarming the train and carving up the passengers like a goat on a butcher block. Col. Smith has had a few shots of whiskey to steady his nerves but they just won't steady. A few more shots and he would feel better. Maybe a few more after that.

### **Train Staff**

Lars Johanson, the conductor notices the odd mood aboard the train. He likens it to a faint wisp of smoke that you could sense but not find the source of. Something was in the works here on his train and he would keep an eagle eye for it. It was his train and nothing this side of hell would upset it. He was also half right.

### **Taking the Train**

In it's own way the Skull has a limited impression of it's surroundings but still hates being in the box. It sang to it's priest to be placed back on the stone pedestal where it could be admired and gift the faithful. It was answered with a sharp thump several times. It ponders why things are jogging it and why its songs have fallen on deaf ears.

### **The Assassin**

By the second stop Raghavendra is still sick but planning to murder anybody in the way of the re-

trieval of the skull. He knows it is in the fourth to the final train car. He will wait until the Baggage Clerk heads back to the car and then kill him at the entry.

### **LATER:**

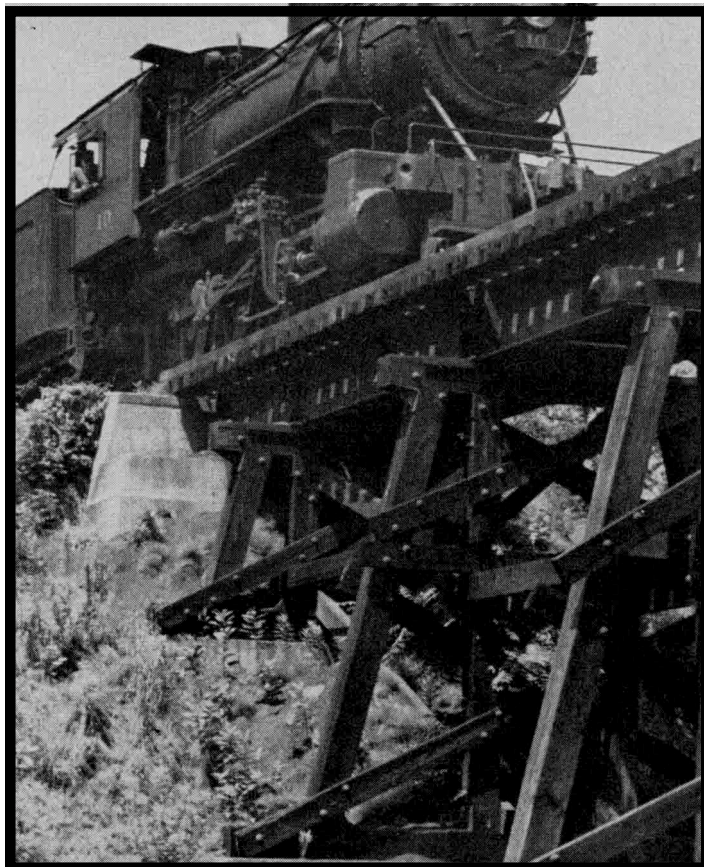
### **The Gang**

The other half of the gang is waiting between Deth and Tulasco with a carefully set trap of four barrels of black powder set under the tracks at a small ravine. With careful timing they can blow the flatcar. Timing is crucial. Unfortunately the other Charlie sold his gold watch to pay for the blasting powder.

### **The Basic Plan**

Charlie on the train will climb out of the last meal car, scale over the Security car and pull the pin on the coupler on the Guard and Box Car that has the horses.. While this is effective, timing is crucial to separate the train from the last three cars and blow the bridge to prevent persuit. The plan will start at Deth, and the tain released just before Tulasco. From Back to front the train is configured:

- 1 Box Car
- 1 Passenger Car (Guards)
- 1 Securities Baggage Car
- 1 Salon/Dining Car
- 2 Passenger Car
- 1 Engine w/Tender





## The Third Town: A Few Extra Mexicans More

Heading into Tulasco are a dozen tired Mexican cowboys that are moderately lost and would really like a drink. Estaban Rodriguez is happy to see the town in the distance and will whoop for joy as he tells his men to follow. The Whoop would be in the right place at the wrong moment. Some hysterical Sodbuster's wife has a reloaded shotgun.



## The Securities Car

Old Bart has kept his promise and given the iron clad box another resounding kick. He exits the car as the object within snaps one of the iron bands, blasts a rat into bloody kibbles and vows to eviscerate the next person who kicks the box.

## Disconnecting The Train

Charlie should have little problem disconnecting the Flatcar and the end of the train. Unfortunately the Securities Car is another story and the pin won't unlatch without something to loosen it. As he heads back into the car he might well run into Wyatt's comley daughter Ann who is hunting for the box with the skull about the time Raghavendra throws up on Sheriff xxxx and stumbles after her. Raghavendra may well be surprised and smitten by the woman who speaks his language. The Pinkerton agent may be awake at this time may well show his face. In his condition he may well fall off the train on his own volition.

## Timing and the End of the Train

With no surprise the train will pull away from the not so vigilant defenders who's part of the train will come to rest just a bit shy of the bridge set to blow



them to kingdom come. Somehow the fuze for this has been lit. Ten minutes later after rousing the commander, they have dropped the ramp on the stable car, mounted and head across the wash. About this time the bomb detonates. Nearly a ton of mud and gravel wash over the calvery troop and disrupt it for at least an hour.

## The Engineer

While the engineer is told he has lost part of the train but he is far too busy looking for the pin from the throttle that has fallen off again. The train rockets on to the next town and will be stoppable as the steam runs down. By coincidence it does reach the next station and stops exactly where it needed as the main boiler blows a rivet that strikes the church bell.

## Take The Town

The entire town is now a fortified camp waiting for the Indians. Every man, woman and child who can fire a gun is waiting and you can hear a pin drop. The heat is oppressive and in the distance there is a single figure on a mule who is riding in. The remains of the train are here by now in whatever condition is left. The stranger rides right up to the towns people, nods, and rides over to the train station. They know a stranger when they see one.

## The Russians

Excitement is high as the three moderately drunk Russians disembark the train and join the townspeople in defense of their town. As the Mexicans ride in Boris takes careful aim with a rifle once used by the Czar to kill elephant.

## Behind the Mexicans

Racing up behind the Mexicans are a troupe of mud covered cavelry that now look remarkably like Indians. At this point the train's boiler blows several more rivits and ones hits the mayor between the eyes and knocks him cold.

## The Indians

Noticing the problems on the East side of town xxx and his band have come in on the West at the side of the train.

The resulting gunfire will scare the Indians so badly they will take cover in the dining car. Within minutes they have found the stocks of food and the waiters uniforms. Any close contact to the securities car will tell Speaks to Lizards and Bugs that there is bad





## Bureau 13 Blackpowder

medicine there. He can hear the skull calling out and becoming angry.

### At The Station

If the Garlins have gotten this far the Nameless friend who has helped will also help them pack the gold into several crates. This is depending on the alterations in the baggage car. Showing a US Martials badge, the stranger has ordered the securities off the train and into the back room of the Train Station for safe storage. He will guard them until the Garlins show up for their cut.

### The Gold

Sheriff Dodds is also watching the gold. In fact he is watching as the Garlins show with a heavy wagon and deal with the Nameless Stranger. If things go well the crates will be loaded into the back of the wagon by the remaining Garlin brothers and a Charlie. With his single crate the Nameless Stranger waves good by to the outlaws and taps a fuse on the back of one crate with his cigar. They just don't realize they don't have the gold and do have a lot of blasting powder.

### Resolution

So the Artifact is in the Hands of several Agents or heading home. Raghavendra is dead, in the care of Wyatt's comley daughter or escorting the box home.

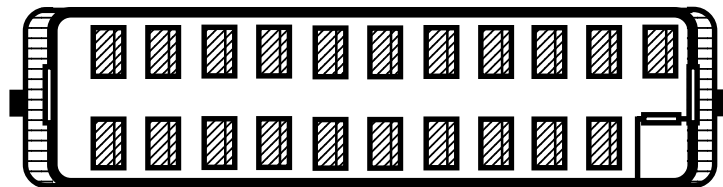
The Blasting Powder is in the hands of the Garlins, lit. Sheriff is planning on seeing the garlins in Jail. Part of the the Gold is on the back of the Mule who does know where the rest is but is not talking.

Blazing Star and his band will be running a dining car under the tutorage of Johansen

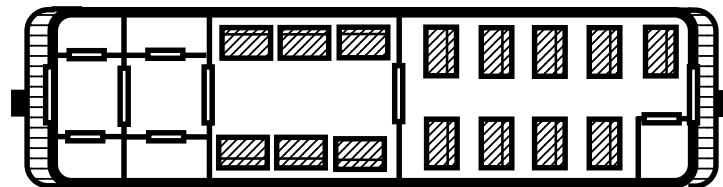
The Russians are on a Binder at The Drunken Eagle Saloon and celebrating their saving the town from Red and White and Brown Indians. Boris has no idea he will be dealing with more Reds in about 30 years.

### Notes on the Train

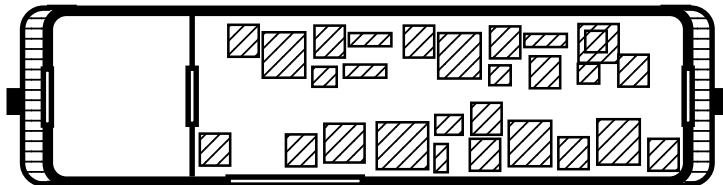
The average speed of the train is between 20 and 30 miles per hour for the critical time of the scenario. There are other possibilities in the resolution but that depends on the Agents.



Passenger Car



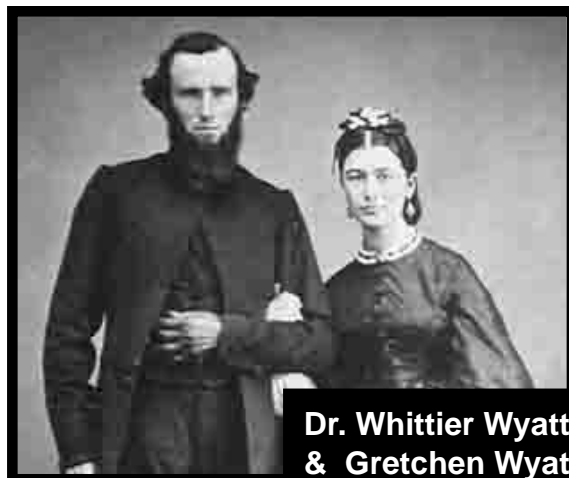
Salon Car



Securities Car

### A Few Extra Notes

Dr. Whittier Yatt and Gretchen can be the key to fixing problems with the Skull. Teamed with the Assassin, they can identify the creature and either bribe or convince it will be put on display for the masses to worship.



Dr. Whittier Wyatt & Gretchen Wyatt

### Experience

Experience on this is varied depending on the outcome. There are enough factors involved to create serious problems for the Bureau Trainees on the train. By the time the line is fixed and the Bureau notified, the situation will be finished. Retrieval of the skull will not be easy and shipping at best difficult unless you have goats. Destroying the skull releases the thing inside and that would just be bad unless you have goats.

Generally this scenario is designed to have multiple facets that can go wrong or create a quick and wild adventure for new agents. There are multiple endings possible both good and bad. This will be in the hands of the players and GM.



## How much for that Dead Cowboy?

It wasn't that the town of Rye Patch was filled with morons or even less the decent people. It was just that their Sheriff Joe Blackwell was dead from heart failure and nobody knew the fact.

Sergio Lopez was walking his way towards home in California when he found the horse and the dead rider. Being he was Mexican had little to do with the situation. When he found Sheriff Blackwell he paid his respects, tied him over the horse and took him back towards Rye Patch.

## Ambush

Politics can take strange twists especially when your lands have been taken and food is scarce. The two very lost Crow braves knew this well and spotted the not so white eyes with his bundle of food, a good horse, and probably a good rifle. If their skill with a rifle had been better they wouldn't have put several rounds into the sheriff, spooked the horse and sent Sergio on the ride of his life without the sheriff. In tern the Indians inspected the bundle, took the clothes and tarp and headed south.

## Welcome to Rye Patch

When he reached town Sergio was noticeably upset and the citizens noted he had the Sheriff's horse. His immediate run to the bar for a shot to calm his nerves did little to answer questions on what had happened to the Sheriff and why this saddle tramp had a horse that wasn't his. When he tells his story a group of moderately drunk cowboys is incredulous but ride out to find the body. They immediately spot the bullet holes in the sheriffs back.

## Frontier Justice

Back in town there is turmoil over the incident and Sergio is grabbed as the probable murderer of the Sheriff. While trial is recommended four drunk cowboys haul the victim from jail and hang him.

A day later the body is in a coffin and on display in front of Sam Cole's Mortuary and Dentist Shop as was the custom. Nobody is saying a lot about the incident.

## The Wagon

Fate has a way of curing some injustices and this day fate was heading through Rye Patch in an old wagon. Looking like a gypsy or showman's wagon with paint peeling and horses that were far too quiet, it was only heralded by the howl of dogs and cats who took one look and off for a long weekend elsewhere.

The driver was a nondescript man, pale with long grey hair who dressed in black duster. In mid summer the coat was not an option. At 93 in the shade you would have expected him to sweat or take off his wide brimmed hat. People who noticed him were surprised by his 6'3 height and thin appearance but nobody could quite remember his eyes except Jody Parmenter. Jody ran up to the stranger, looked him in the face, said "Howdy!" and got violently sick. Years later he would get drunk at the Starlight Saloon and say two words about. Red Eyes.

The stranger walked into the General store, bought items with gold and packed them into his wagon. In one of his whims, he walked across the street and looked into the face of Sergio Lopez for a long moment as if he was seeing the dead man's life.

"How Much for the Dead Cowboy?" he asked Sam Cole. Sam, being what could be considered a wize ass, even for the 1870s immediately considered his cost to bury the criminal and said "I figure \$6.00 cash money." He was even more surprised when the stranger flipped him a \$20 gold piece, pulled out a stick with a bit of crystal on it and touched Sergio between the eyes and spoke to him.

'La mort par la violence, injuste a temps, je vous rends le temps au droit ce faux petit homme. Un par avion, l'Eau, le Feu et la Terre mettront en liberte votre Ame'.

The school teacher who speaks French swears she heard this distinctly if she is questioned at a later time. With this finished he smiles at the confused Cole and departs. Cole swears he smells something dead as the horses pass. He is right.

## The Stranger

The Bureau has been hunting a shadowy individual since the 1860s. Called the Lord of the Dead he

## *Bureau 13 Blackpowder*

seems to have the magic mastery of returning the dead to life. His zombies were seen in the civil war and after. His plantation was small and well worked but few saw the slaves until after the war. Little did the viewers realize that they were all dead for quite some time, not killed by the master. This crime and the materials found smacked of magic and witchcraft. The Bureau investigated and realized they had something evil. They were half right.

### STATS

This man is nearly 600 years old. He is the master of magic and reanimation. He is fast, powerful and generally not hostile. He simply does not like being chased, shot at or noisy neighbors. To call him good would not be entirely right, but to call him evil would not be right either. Generally he is in-between even if the Bureau has him on their top 13 list. They would have him on the list for the next 130 years and still be no closer to stopping him in Georgia where his estate bordered a defunct crematorium.

### Bureau 13 a Day Later

Your Team is 24 hours behind him and arrive a few hours before Sergio digs his way out of the cemetery and takes revenge on the first Cowboy.

Agents will immediately know there is something wrong in the town. You can nearly cut the tension in the air with a knife. People are upset over the incident but they are also afraid of the 'Fearsome Four-some' as they call themselves. The best place to start is the Starlight Saloon. They will be treated with respect but distance. The bartender, Frank Dutton will talk to them a little as he serves drinks. The truth will be hidden until the close of the first attack on Charlie Riggs.

<b>The Hanging Posse</b>	<b>Dies by</b>
1 Charlie Riggs	Earth
2 Skeeter Grey	Air
3 Ted Truttman	Fire
4 M A Hansen	Waters



Sergio now has the physical stats:

### STATISTICS

STR	INT	THR	HPT	WKP/WKM
43	08	12	949	-
CON	WIZ	DOD	75%	MCD
16	12	08	667	-
DEX	LCK	ACC	50%	REC
08	10	04	425	-
AGL	CRZ	STB	25%	TMP
08	03	50	212	10
SNS	MRE	STN	EXP	PIE
03	95%	0	-	12
SKILLS		Stelth	60%	

Sergio will track down his killers but will not kill any of the innocent. He may break a few bones or cause mass destruction though.

### Slowing or Stopping

The attack will last for an hour or until the victim is dead. If agents block the killing in some creative way the next victim will be attacked the next evening, following the cycle of Earth Air Fire and Water. The cycle then repeats to start with Charlie Riggs if he is alive.

The problem is he can only be stopped by the opposite element he is killing with. If he is stopped he returns to the grave for the night. Reverend Goodfield will bless him all he wishes but can not stop the nightly return. The ground at the grave has become rock hard. If the Agents attempt to blow Sergio to fragments, the parts will find a way to reassemble.

### Solutions

The town will be in a panic after the second attack. Many will leave the city but the Hanging Posse can not seem to get outside the town line. No matter the path out they somehow end up back in town. Only death or the apology of the remaining members of the men who hung Sergio will save them. And they have to be honest.

### Other Solutions

The mayor of the town can also help by renaming the town and that will end the incident cold. If the Bureau Agents can find an Indian Shaman they can communicate with Sergio. In the presence of the Shaman he appears happy and normal, even joking. He will tell them about his family in Arizona and only become serious when they talk about his revenge.

### Experience

If they manage to save any of the perpetrators then a bonus 1000 per survivor.

#### \*FRENCH Translation

\*Death by violence, unjust in time, I return you the time to right this wrong little man. One by Air, Water, Fire and Earth will set your Soul free.

## Bureau 13 Blackpowder

In history books 1878 is known as the “year of the tornadoes.” After 1925 (842) and 1936 (552), 1878 experienced more tornadoes than any other year with 540. Of these nearly one quarter occurred in one state - Colorado. Ladies and Gentlemen, the title of the piece for tonight is

### *In The Path of the Storm*

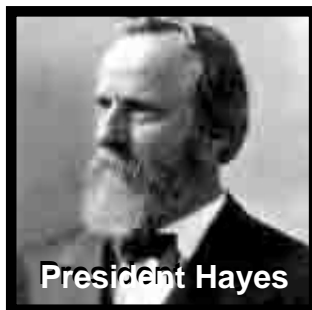


It is the fifth of June, 1878, and the weather in Carson City, Nevada is oppressively hot. In the last four months, this has become the Western hub for Bureau 13 activity. The steam from the Chinese laundry that serves as the Bureau’s cover operation does nothing to make the offices more livable and condensation forms sheets on every painted or metal surface. Charlie Lung, who manages the laundry, is as always cheerfully indifferent to the weather. To look at him, people wouldn’t believe he was human, the way the wispy little old man handles the heat. You know better. Ten thousand-year-old Imperial dragons just don’t sweat.

You are almost literally stuck to your respective decks filling out the last of the paperwork on the Ghost Train matter, when Branch Director Monahan calls you into his office.

The group crowds into the tiny cubicle, made even smaller by the invisible wall around the room’s other occupant. He is a broad-shouldered, handsome man, with a high forehead, deep-set blue eyes, straight nose, firm lips and a full white beard. He wears an ill-fitting tweed suit and high collar, open in the heat.

President Rutherford B. Hayes nods amiably to you and motions Monahan (and any female party member) to the room’s only chair(s). He begins to pace. “Gentlemen (... and Lady).” You have all automatically come to atten-



President Hayes

tion on recognizing your visitor.

“I’ve asked Mr. Monahan to be allowed to brief you in order to impress on you the urgency of this investigation.” He inhales and releases his breath in a sigh as he leans against Monahan’s desk. “Over the last two months, a stream of highly destructive tornadoes, the likes of which has not been seen before has cut across the state of Colorado. Governor Blancharde has requested emergency assistance. Normally, this would be the extent of Federal involvement. But this was sent to me.” He displays this letter. (Show letter.) “Gentlemen( ... and Lady). This letter came to me while I was traveling in Utah. Three days later the small town of Gopher was literally wiped from the face of this Earth by no fewer than seven tornadoes which struck in the course of 45 minutes. A group of Marshals and Secret Service agents were able to convince most of the townsfolk to evacuate the area. They watched from a nearby knoll as every single building was reduced to splinters.

Monahan speaks up. “President Hayes requested we contact Washington to attempt to identify this ‘Dr.’ Cortraine. A Dr. Bacholo Cortraine was ten years, from its founding until two years ago, at the Massachusetts Institute of Technology in Cambridge. He was a colleague of the geologist William Rogers and taught science and electricalism at Harvard. He was dismissed after what are described as ‘a series of actions displaying an increasingly unstable personality.’ We have sent investigators to determine what direction his researches had taken. At this time,” Monahan sits back and steeples his hands, a sure sign of extreme irritation, “we have no information on his activities since leaving the Institute save that he traveled west. While we attempt to track his movements from Cambridge, the President has requested you to be sent to Colorado to attempt to counter the treat there.

President Hayes clasps his hands behind his back. “I am authorizing you - and have provided a Presidential order to Director Monahan to this effect - to take any action necessary and to call on any Federal forces or personnel, to prevent further damage to the Union or any part of it!” His voice has turned forceful and instead of the easygoing man you first met, he is every inch the President of the United States. “Remember that fighting battles is like courting: those who make the most pretensions and are boldest usually win. I wish you the best of luck.” He nods to any female party members and leaves by Monahan’s private door.

### Questions

Any questions asked by the party can be generally fobbed off with “Well, that’s something you’ll have to look into while you’re in Denver,” but any reasonable requests should be answered as fully as possible. The



*"To the President of the United States of America*

*The lying scum Governor Blancharde has lied and Cheated for the last time. He promised me \$100,000 for bringing Rain to Colorado. Which I did! I will see the liar Blancharde dead! He and his States Marshals have tried to kill me on two occasions. Now I Turn to You, Mr. President Hayes, for Justice. Unless the Liar Blancharde is executed and the \$100,000 Owed to Me is Paid, I will be forced to Destroy the Sovereign State of Colorado.*

*As proof of My ability to do this, in 3 days I will Destroy the hamlet of Gopher, Colorado which I leave to You to evacuate or not as you will. Be it on your head and the Cheat Blancharde. You must have observers there, I will know if you do not.*

*Do not try to cheat me as well or feel my Wrath.*

*Faithfully yours,*

*Dr. Bacholo Cortraine*

*MD, Ph.D., D.Sc.*

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players should also be given a few minutes to decide what special equipment, other than that provided below, they may need.

### **Base of Operations**

Two train cars are assigned to you, one sleeping/dining car and one cattle car. The cattle car carries 4 saddle horses, 4 coach horses and a "Wells Fargo" stage coach with gatling gun mount inside its collapsible walls. The gatling gun is dismounted and carried in the rear trunk along with two 200 round drums. The sleeping/dining car includes food for 250 meals and a collapsible field surgery with extensive medical equipment and supplies. Additional equipment includes \$1000 in paper funds and an additional \$1000 in gold specie, a collapsible glider, a 2 man balloon, a telescopic cane, 100 rounds of ammunition for each gun type carried by the characters, 10 blocks of clayite, 12 of each grenade type for the Bureau Belt, 100 caltrops, 12 sets of Bureau matches and 3 cases, a grapple gun, 50 flash bombs and 12 roman candle sparklers.

### **Next Stop Denver**

You are to report to Governor Blancharde in Denver. He has been told that an unspecified number of federal agents making recommendations for federal assistance will be investigating tornado damage. He will give you a list of strike sites and general assistance in your investigation. He should not become aware of the Bureau's existence.

Your train deposits you at the Central Denver Depot just before noon on a bright sunny day. The constant southern wind is enough to refresh you after the heat of the train. Your cars are uncoupled and parked on a siding and you activate the electrical and magical protections. The Capitol building is 5 blocks away, according to your map, and a number of cabs wait at the edge of the platform. The city is surprisingly modern for a frontier area, with 1 and 2 story brick buildings lining the streets behind the wooden sidewalks and awnings. Denver is a busy, bustling city despite its dirt streets and shanty-town outskirts. Why, they are even paving the streets around the Capitol. Telegraph lines crisscross the sky and a horse-drawn trolley system is being installed.

Within an hour of the party's arrival, black thunderclouds will begin to roll in from the south. Denver has been experiencing storms from the south for the last few weeks and the weather gets worse, and has been bad for longer, as you travel south. This weather started in Silver City about a month ago and is still worse there. This information is available through the National Weather Bureau and checking with areas south of Silver City will show no unusual weather there. The

Shoshoni who live in the area of Silver City can also give the party this information.

This information may need a small amount of bribery or time.



### **Denver**

The Capitol building is a beautiful, modern stone structure with four corner towers and a central dome under construction, its metal framework exposed. Dozens of cabs and horses line the entryway to the square on which the Capitol rests. The streets for a block or two in all directions are paved with brick and trolley lines already run up and down Colfax street. Just across 14th Street are the offices of the Denver Tribune, another potential target. Climbing the stairs to the main entrance of the building you note two Colorado Marshals flanking the doors. Just inside, to the left, a frosted glass door stands open and clerks bustle about in seeming chaos. As you enter, you are greeted by a tall, narrow man obviously constructed on a strip of land that was high but not wide. Either his mouth is pinched with perpetual sourness or he has just lunched on lemons. He settles his small glasses to the tip of his nose and slicks back his brillcreamed, brown hair as he approaches.

### **The Governors Office**

"I am Dashell Pritchett. I am THE Governor's secretary. The Governor has expected you for lunch!" His voice is somewhat high-pitched and as sour as his face. "Please follow me." Pritchett will not engage in small talk as the party members are far below his notice except as the Governor's guests.

The Capitol is a tribute to the latest architectural thought. Myriad electrical lights line the wall in glass sconces and hang from the ceilings in huge chandeliers. Laid out in two wings, with broad, marble-paved

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halls connecting the front and back entrances, the building soars four stories into the sky. Longer, narrower halls run from the central lobby the length of each wing. The walls are brilliant white stucco, only just beginning to turn a muted ivory from the pipe and cigar smoke of the inhabitants, or paneled in dark woods. The State Seal is set into the white marble of the rotunda under the temporary ceiling hiding the incomplete dome.

Pritchett's heels click on the marble as he turns into the left-hand hallway. Most of the offices facing the front of the Capitol on this wing seem to be assistants to the Governor and fully half of that area is dedicated to his offices. You come to an office with "Dashell Pritchett, Governor's Secretary" emblazoned in gold and Pritchett leads you in. You see a modestly appointed office with desk and chair and a door to the right which opens onto another office, manned, womaned by a dazzling blond, a shapely ankle visible under her desk. "Oh, Mr. Pritchett. Go right in. The Governor is expecting you." She will smile openly at the handsomest man in the party as they pass.

### **In the Office**

The Governor's office is just as richly appointed as the rest of the Capitol. The mahogany walls are polished to a gleam and the floor is a beautiful geometric parquet. Rich leather sofas are scattered among low tables and arm chairs, and at the far end of the room rests a desk only slightly smaller than Denver. A huge fireplace behind the desk, cold now in the dense sultry air, is surmounted by a leviathan portrait of Governor Blancharde himself.

Only marginally more modest, the massive, rotund Governor rises and moves from behind his desk. He is white haired and clean shaven, rows of chins resting above his starched collar and canary-yellow silk shirt. A circus tent of material has gone into the acres of his finely tailored brown waistcoat, not to mention pants and jacket. A watch chain and fob worthy of a ship's anchor chain and anchor circumnavigate his stomach.

### **Blancharde**

Blancharde has a deep, rumbling, jovial voice which rolls out over the room as he greets you each in turn. Clapping your hands warmly (all but the largest vanish into his two great paws), his sea-blue eyes twinkling, he booms "Ah, my friends!" (shake, shake.) "I am so happy to see you here!" (shake, shake) "I hope you had an EXCELLENT trip!" (shake, shake.) "The weather is terrible; you are not seeing our lovely city at its best ... but then, you wouldn't be here otherwise!" (wink, shake.)

Going on in this vein he apologizes that you have missed lunch but offers a little snack in which he,

"out of politeness," will join. A small mob of secretaries enter with pitchers of beer, pots of aromatic black coffee, chilled crocks of milk bedewed with condensation and sandwiches piled high with roast beef or chicken, dark brown mustard oozing from between thick slabs of tomato and piles of lettuce. A quarter-round of sharp cheddar also appears and joins the rest on the low tables in front of the sofas. Blancharde himself is a testimony to how good the Capitol's chefs are and only after the first few minutes of gorging will he permit conversation.

After allowing a few questions, brushing off queries about Cortraine, he will indicate that the interview is over. "Pritchett," he nods to Dashell, who has not touched a bite, "has arranged for you to have the best rooms in the city, in the Palace, across the street." (Where they can easily be monitored.) "All of my offices have been told to give you any help they can." (Thought the higher-ups have been told to limit cooperation regarding Cortraine and how the federal money will be spent — he expects much of it to fall into his pockets.) "If you need anything at all, speak to my secretary and Dashell will get it for you." (And keep tabs on them.) "And now," he says, rising and brushing crumbs from his vest, "I will leave you in his more than capable hands." He laughs and warmly clasps each of your hands. Pritchett will lead the way back to his office.

Once there, Pritchett turns to face you. "I have arranged offices on the third floor, should you need them. The numbers," he proffers two keys from his deck, "are on the keys." "The damage reports are in the State Auditor's Office, where we first met, as are the meteorological records. Simply announce yourselves at the Palace's deck and you will be shown to your rooms. Should you have any questions or be in need of assistance, please speak to me or my assistant," a nod toward the blonde in the adjacent office. He seats himself and picks up a handful of papers, obviously finished. Should the players attempt to talk to him, he will give only short answers and will refer them to other government functionaries. He will deny any knowledge of Cortraine beyond what he read in the papers and, if pressed, can provide impressively doctored books to account for what little money was raised for disaster relief. Pritchett is very composed and nothing short of physical violence will rattle him. He will maintain that the Governor is an honest man and outstanding politician. If for some unknown reason the party does offer violence, he will call the Marshals, who will arrive at the rate of d6 per minute.

### **Brown Palace**

Land baron Henry C. Brown's "Brown Palace" is grand, as impressive as anything you have seen in

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San Francisco, though gaudy by the standards of New York or Boston. Anything that isn't dark wood is red velvet or gilt. The lobby is filled with overstuffed chairs in turn filled with overstuffed businessmen and the hotel restaurant offers a "Businessman's Lunch, 20 oz. steak & beer, .15 ¢." A bit high, perhaps, but from the aroma wafting over you, likely worth it.

You have been provided adjoining suites on the second floor of the four-story structure (where the rooms can easily be accessed and searched from the balcony running the front of the building) with complimentary bottles of real French champagne (Veuve Clicquot '68, if they ask) and the redcaps who carry your bags up will carefully explain that anything they want has been taken care of by the Governor — even to the point of refusing tips. Anyone staying the night will be annoyed by the manager's offers of "anything, anything at all" and later any male players will have a visit from beautiful, colorfully-dressed women who will explain that the Governor wanted them to have an especially pleasant stay.

### **The Tribune**

Across the street from the Capitol, at the Denver Tribune's offices, is an extensive newspaper morgue but few newsmen. Casual questioning will find that most of them are ensconced at their usual haunts, The Printer's Lice Saloon just down 14th street. The bar seems inhabited exclusively by newspapermen, swindlers, traveling evangelists and other ner-do-wells. There the 'papermen drink, gossip and write stories or engage in roundtable "liar's fairs;" which is pretty much the same thing.

Checking in the offices of the Denver Tribune, the only daily paper in the state, will give the information on the weather around Denver and will carry reports on the drought. Starting 2 months ago, they started carrying reports on "Rainmaker" Cortraine. These reports were treated as a joke and claim that before he could begin "rainmaking," the drought broke. In reality, Cortraine began his work two days before the first rain but only the Governor's men know this. The paper will also cover the society ball, and presentation of the play *Under the Gaslight*, put on by Mrs. Susan Millhouse. Profits and donations from these events were to go to drought relief. Careful questioning of the newspapermen, especially by someone presenting himself as a newsman, will reveal that the widow Millhouse is the Governor's mistress. The news also mentions that Maurice Barrymore is returning to New York tomorrow after his triumphant presentation of *Gaslight* at the Capitol Theater. The April 1st paper contains a short interview with Professor George Hafflhoff of the Colorado School of Mines in which he mentions Cortraine.

### **The Capitol Theater**

Checking the Capitol Theater, if the players can get into the actors' and stagehands' confidence, is a gold mine. Most of the major actors, and Mr. Barrymore, know that a great deal of money was raised to pay Dr. Cortraine. Barrymore, and a few others, were present when Cortraine demonstrated his machine and brought a little rain. They know he started "rainmaking" a few days before the first rains. Ann Tergram, the local diva, liked Cortraine and knows that he was furious when Blancharde cheated him. She saw him having boxes loaded on a southbound train on April 27th and believes he left on the same train.

### **School of Mines**

Checking the School of Mines, Dr. Hafflhoff is a Texas good-ole-boy who is a wide ranging scientist as well as a geologist and engineer. He talked to Cortraine and studied the device. He also knows that Cortraine considered a location near Gopher as perfect for generating atmospheric alterations.

### **The Chinese Connection**

Anyone with possible Tong contacts or serious experience with Chinese culture will hear about Mr. Wong, proprietor of The Black Pool and leader of the Gao Loon (Nine Dragons) Tong. If proper requests (along with bribes) are made, Wong will be able to provide much information. He will meet with one player at his restaurant. The Black Pool is a narrow rectangular dining room with several tables. Gilt lanterns and beautifully calligraphed scrolls line the walls. A curtained doorway at the back separates the kitchen from the dining area. Wong Sen Wie holds court from a table on a raised area beside the curtain. He is an older man, his arms still muscular but his hair and mustache shot with gray. He wears a dark red robe which experienced Sinologists will recognize as marking him as a Tong leader with some experience in magic. His fingernails are ensheathed in three inch cloisonné silver nailguards. Wong gestures to a chair and welcomes the player in Chinese. The negotiations for information should begin with elaborate pleasantries which he will expect the player to return (play it to the hilt).

If the player is successful, Wong will click two of his long fingernails and a waiter will come from the kitchen bearing a huge bowl of broth which he places on the table. Smaller bowls appear before Wong and the emissary and the curtain in the back of the room parts. An ancient man, his waist-length hair and mustache mere wisps of white, enters. A small leather bag hangs from the rope that serves as his belt. As he reaches the table he grasps the bag and opens it slightly, just enough to allow an emerald serpentine



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head to pop curiously forth. The ancient catches the snake just behind the head and extends it over the bowl of soup. Under his experienced thumb three drops of venom fall into the soup as the player realizes how honored he is — he is being served Chrysanthemum soup with lemongrass and venom of poisonous snake. A small, almost luminescent, china cup is set before the guest and filled with the wondrous, kerosene-and-spice scented beverage known as Ng Ka Pay. The thimble-sized translucent cup actually rings as the first drops of liquid fall into it, though whether from the delicacy of its construction or the fiery properties of the beverage, you do not know.

### Dinner



Other dishes served to honor the successful negotiator will be Drunken Crab (live baby crabs crawling in a wine sauce and hiccuping gently), Crispy Duck's Foot Webbing, and Bird-In-Nest (duck meat fried in a cup of the regurgitant that certain larks use to glue their nests together — a rare delicacy here in the US.). Pour it on. If the player turns green, you did well. Pleasantries will be drawn out through the meal and negotiations will not start until the last delicate slices of pickled fruit vanish at its end.

### Contacts

Wong has contacts who can gather a great deal of information about the Governor. Many of the higher-ranking government officials and the wealthy of the city consider Chinese servants as symbols of high standing. He will invite the player to return the next evening for the information. For \$2000, or less if the negotiations were especially successful or the player impressed Wong, the information that Blancharde raised then embezzled over \$100,000 is available. If the player also questioned Wong about Cortraine, he can find the porters who the Doctor hired to carry several huge crates from his rooming house to the train station. The porters will be present for questioning at a click of Wong's nailguards and one, Lin Pio, saw that the crates were loaded onto the train that runs to South to Silver City.

### The Weather

If anyone checks with the National Weather Bureau or Telegraph Offices, they will find that the weather is steadily worsening at Colorado Springs on the railroad line south of Denver.

### Heading South

Any one or two of these sources should convince the players to head south, young man. A message is sent to the engineer and by the time the party is prepared to leave, the train will be hooked up and the turntable will have pointed it south. Thirty minutes later it will top a ridge above the small village of Castle Rose. Black clouds will march in from the southern horizon painting the world with a sickly greenish-yellow light. The town consists of two or three rows of houses parallel to the track and centering on the Depot with a few outbuildings scattered beyond the major streets. The plain rises into the foothills to the west of town.

### Castle Rose

As the train slows at the top of the rise you are horrified to see a funnel cloud begin to form about a mile south of you. You crest the hill and begin to pick up speed and the engineer applies brakes, the train squealing in protest of being slowed. Before you, slowly, almost majestically, a jet-black vortex drops from the clouds toward the town of Castle Rose. Just south of the town, with what seems at this distance a mere puff of dust, it touches down and sweeps north toward you as if God is stretching out a finger to stir the earth below. At the edge of town it slightly brushes the first building; which shatters into a cloud of splinters. Moving with seeming deliberation, it shifts from side to side, drawing a jagged line of destruction up the tracks, through the center of town. As one you have stepped from the halted train to watch this manifestation of pure violence. As it reaches the northern edge of the village, apparently coming directly toward you, the tornado lifts from the ground and in seconds has vanished back into the clouds. In the space of half a minute what was once the prosperous community of Castle Rose has been reduced to shattered hulks and flinders.



From where you stand in the silence following the storm, you begin to hear the moans and cries of survivors. Significant experience should be awarded for stopping to set up first aid stations, organize rescues and to otherwise help the survivors. Remember that the train carries large quantities of food and medi-

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cal supplies. Opportunities to lift fallen building off of the trapped should be plentiful and no attempt to induce the players to publicly display magic or covert Bureau equipment should be passed up. Successful clandestine use of such skills and equipment should be awarded with commensurate points. Sobbing little girls with curly yellow pig-tails and rag dolls abound.

### Silver City

Silver City is a small but traditional silver mining town of perhaps 40 or 50 buildings with almost as many saloons as homes. A semi-resident circuit riding minister is providing entertainment to the miners in the form of a fire-and-brimstone sermon as the train pulls into the station. Instead of the Chinese porters of Denver, a number of Shoshoni Indians laze around the train depot.

### The Indians Talk

Questioning them, the Indians will prove taciturn but if shown respect, which is rare in this area, and provided with gifts, especially of tobacco and alcohol, some can give valuable assistance. Approaching an older Shoshoni who wears three feathers braided into his hair, "Goldeneyes" for the white man's pince-nez glasses he wears, is the best bet for assuring complete and accurate information. He assisted, a couple of months ago, a man answering Cortraine's description and several helpers load two wagons-worth of crates from the train. Refusing their aid as guides, and under-paying them, he headed out along the road toward Gopher. The Shoshoni will offer their services as guides. If one is employed as such, groups of Shoshoni living South of Gopher can provide additional information.

### Behind the Agents

Unless the party was especially careful in covering their questions about the Governor and the money raised to pay Cortraine and were very quiet in leaving Denver, the train following theirs will have five Colorado Marshals under orders from the Governor, through Pritchett. These are no better than the bandits who used to frequent the area and have been directed to interfere with the players' investigations and ambush and kill them if such can be done without connection to Blancharde and far enough from habitation. They will follow the party along the road to Gopher and waylay them the first night, creeping up to the camp and concentrating on anyone awake before killing the sleeping figures. They are not especially quiet or trained to stealth and any alert watchman, especially with magically enhanced vision, will not fail to spot them. If no watch is set, any Indian guide will wake and warn the party, but with only seconds to spare before the first

fuselage.

The road, if something that is only a rutted track within half a mile of Silver City can be called a road, is dusty, rock-strewn and winds through heavy scrub. Weaving west, the cloud cover begins to show breaks and the climate, oppressively humid in Colorado Springs, has become significantly dryer. The town of Gopher is almost deserted, a few survivors rebuilding while the rest have moved on.

### Ruins of Gopher



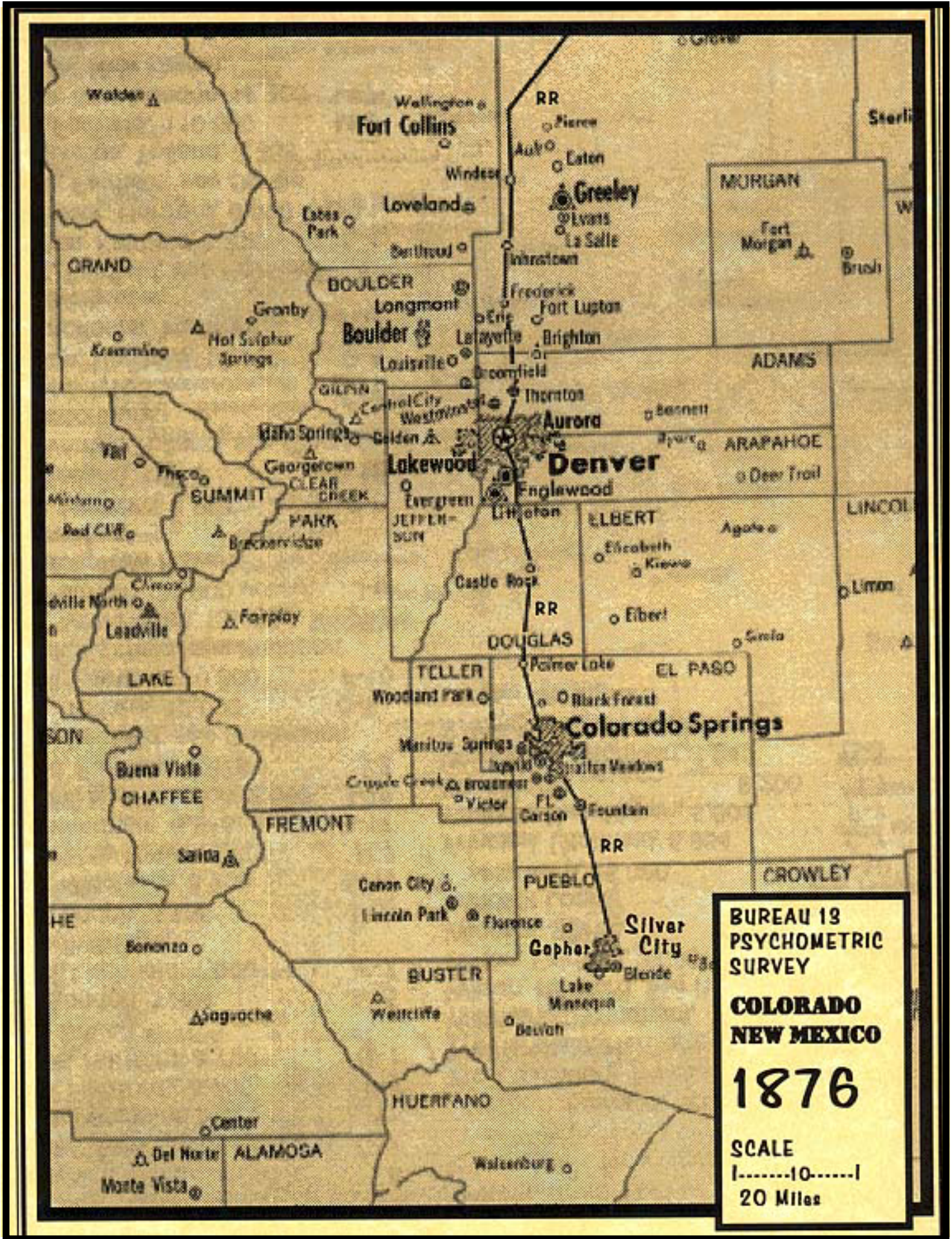
Once past Gopher the party begins to enter the table-lands. Shoshoni living south of Gopher will know that there has been activity on a large mesa west of Gopher which they hold sacred. If the players have no native guide, they will have to win the confidence of a group far more distrustful and hostile than those in town. They know that their attempts to approach the mesa or otherwise interfere with the white men working there were met with unusual atmospheric phenomena which they associate with the god Thunder and the mesa is now taboo to them. If the players have done anything to endear themselves to the Indians, even so little as throwing a party from their stocks of food, the locals will warn them most strenuously against approaching the mesa but will refuse to say exactly why.



### MESA

Getting to the point where they can observe the mesa, the party will top a rise and see the barren flatlands spread out before them, the mesa rising some five miles west. Viewing with telescopes or magical vision enhancement for any length of time will show movement on top of the mesa. These are the three guards Cortraine has posted as sentries. An old mine







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in the mesa has been expanded by Cortraine and put to his own use. On the far side is a man-made cave complex where he keeps his horses and wagons.

The mesa is a difficult climb and anyone approaching during the day will be clearly visible to the guards, and the subject of possible fatal tornado and lightning attacks, in the unlikely event that Cortraine decides that something more than the guards' rifles are needed. Anyone approaching by night without great care, magical invisibility or similar protection will be visible to the guards' "Night-oculars," light-gathering binoculars designed by Cortraine. The guards will attempt to wound and take prisoners rather than to kill — if this will not put them in danger. Any large group approaching by day or night closer than five miles will be the subject of a tornado attack. Likewise, if the party moves around in the stage coach for any time, they will be spotted even if they remain at a distance of greater than five miles. If this happens, the sky will blacken over the party, suffusing all they can see with the sickly yellow-green light they have come to fear. Directly above them the clouds will begin to swirl, poking first a dimple, then a long thread down reaching directly toward them. As they flee for their lives, a tornado roars above them. Looking up, they can see an almost continuous display of lightning in a twisting tube that leads up into the clouds to a tiny spot of blue sky. As the tornado dips lower, whipping dust and grit into their eyes, the wind blowing at such an intensity that it is almost impossible to breath, the last thing any of them know is losing sight of their surroundings as the tornado drops directly on top of them.

### **Captured**

The party awakens, one after the other (roll against constitution to determine the order), in an alcove off of a large man-made cave, apparently in the mesa. The alcove is divided from the rest of the room by a series of thick iron bars set deep into the rock. A chain and large padlock seal the small iron door to the cell. Dominating the room, as the player's vision returns, is a large contrivance constructed of highly polished brass and set on a section of mining cart rails. One end of the room is a large open



area through which you can see blue sky. The device itself is a bulbous, round thing with numerous pipes and tubes and a short protruding snout angled upward. A keyboard is set at the opposite side and the whole effect is like nothing so much as some strange steam calliope. The infernal engine is being attended by a small, bespectacled, man who they will recognize from descriptions as Dr. Cortraine. Several other rough types armed with pistols or rifles are scattered about the room. Cortraine actually has an even dozen hired thugs but three are standing guard above and two are on other business elsewhere in the mine.

### **Cortraine**

Needless to say, all obvious weapons, as well as any jewelry or watches, have been taken from the players. On one of the guard's directing Cortraine's attention to the fact that the players are awake, he will approach their prison, staying well back from the bars. If Cortraine's scientific abilities are questioned he will become enraged and approach closer but otherwise he will maintain a calm demeanor and good distance from any attempts to grab him.

"From the items discovered in your coach and the fact that you have come so far to this place to find me, I can only conclude that you are agents of President Hayes. I am certain that you have guessed by now that I am Dr. Cortraine. You may also have determined that this magnificent device behind me is what was once my benign weather-maker."

"It is a pity that President Hayes chose not to take me seriously. My experiments have allowed me to improve my device to the point that I can now reach Denver. Since the cheat and murderer Blancharde has not been dealt with and since the President has chosen not to pay me the money owed me, I now have no other alternative but to destroy the city of Denver. You will be greatly honored to view the crowning achievement of meteorological science." He settles his glasses on his nose and turns to the machine. Touching a key produces a puff of steam or smoke from underneath and the instrument rolls slowly forward until the dangerous-looking snout has a clear view of the sky beyond the opening. Cortraine begins to play over the keyboard, generating deep, almost melodious notes and flashes of blue light from inside his mechanism.

"This will take only a few minutes to accumulate the etheric forces and then I will begin the task at hand."

### **Missed in the Search**

Although obvious weapons have been removed, the belt bombs and knives at least remain and any sorcerers or psychics have their talents at hand should they be given the opportunity to use them. Any of these



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should be sufficient to destroy the machine prior to its activation but would then leave the players completely exposed to gunfire from the half dozen armed desperadoes in the room. However, if they wait, the thugs' attention will be diverted to the infernal device as several of them help to adjust wheel and turn it this way and that under Dr. Cortraine's directions. Once the machine has been activated to generate a tornado over Denver, anyone with weather spells will be able to tell that it will be far easier to call down weather-related magics onto the machine (plus 25% to chance of casting) and anything such as a lightning strike will serve to destroy the apparatus in a spectacular manner. Likewise use of explosives will remove it dramatically, killing or rendering unconscious three of the guards. If the party can use explosives, spells or a simple lockpick to release themselves from confinement, outnumbered and cowed Cortraine will flee down to the wagons. The guards will likely follow him, providing light covering fire but leaving weapons for the player to arm themselves. An open show of magic will terrify any remaining guards into blind, headlong flight with no thought to ambushes of covering fire.

### Escape

On reaching the two wagons, the villains will attempt to escape west across the tablelands. The stage coach and horses will be left in the confusion and the gatling gun and any snipers put in place earlier by the players will have little difficulty disabling the wagons or killing the driver, horses or passengers. Cortraine will be in the second wagon to which the players turn their attention. If captured he will accuse the players of being in on the plot to murder him. If convinced otherwise, he will rant on about the two murder attempts on him by Blancharde's "hired dogs" and will describe the fund-raisers, including the theatrical performance of Gaslight and will explain that the Governor appropriated the money then refused to pay him his due.

### The Marshals

If the State Marshals are still around and have not been able to stop the players earlier, they will arrange to ambush them between Gopher and Silver City, concentrating on killing Cortraine if they can identify him.

Blancharde will have at least one Colorado State Marshal watching the train station if the players take the train all the way back to Denver. There are many sidings before the city proper and the Wells Fargo coach will attract no particular attention.

Endings in Denver

If players return to Denver to report, that is the end of the adventure. They will eventually hear of the continuing investigation of Blancharde. If they decide to confront Blancharde he will act surprised and immediately produce records of the fund-raising events brought in by Pritchett. Any Marshals who have been questioned will have only been able to implicate Pritchett and show his name is the only one on any damning papers. Blancharde will place the entire blame on him, leaving him stunned and then order him arrested. If the agents continue to accuse Blancharde he will point to all the evidence against Pritchett while there is none against his good name. He will demand the agents to leave.

### Federal Investigation

If a Federal Investigation is invoked, Blancharde will terrify the witnesses, bribe the judges and have the best lawyers money can buy. Pritchett will be too scared of testify against his boss if he manages to live to a trial date.

### WEAPONS

Revolver Single-Action

#### "Colt Army"

ROF	1	AMO	BC	PB	VS	SH	ME	LO	EX
ROL	Dx6	CYC	n/a	+3	+2	+1	+0	-4	-8
CAP	6	WTE	3	EFFECTIVE					EX+
CIR	1860	MIS	10% <sup>c</sup>	4d					1d
HSM	-	KDM	-	SPC (hd)					

A commonly available percussion cap weapon developed for the Army. (\*.45 Ball\*)

Rifle Cartridge

#### "Springfield 1873"

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	+0	+2	+3	+1	+0
CAP	1	WTE	6	EFFECTIVE					EX+
CIR	1873	MIS	3% <sup>b</sup>	5d					2d
HSM	+1	KDM	+3	SPC (d)					

The Springfield "Trap Door" was introduced for Army and Cavalry use and was popular after the war. Effective but slow to load. (\*.45-70 Government\*)

Shotgun Break-action

#### "Ross Coach Gun"

ROF	1 or 2	AMO	1m <sup>q</sup>	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	+0	+1	+2	+0	-	-
CAP	2	WTE	5.5						
CIR	1874	MIS	1% <sup>b</sup>	SPC (fh)					

A double-barreled, sawed-off shotgun with outside hammers, this weapon can be broken down to fit in a carpet bag. (\*.12 Gauge\*)

Revolver Double-action

#### "Colt Model 1877 Lightning"

ROF	1 or 2	AMO	C	PB	VS	SH	ME	LO	EX
ROL	C	CYC	n/a	+3	+2	+2	+0	-3	-7
CAP	6	WTE	1.5	EFFECTIVE					EX+
CIR	1877	MIS	2% <sup>g</sup>	4d					1d
HSM	-	KDM	+4	SPC (cd)					

One of the earliest double-action revolvers. (\*.45 Colt\*)

Rifle Lever-action

**“Evans New Model Military Rifle”**

ROF	1	AMO	C	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-1	+0	+2	+3	+1	+0
CAP	26+1	WTE	9.5	EFFECTIVE				EX+	
CIR	1877	MIS	2%d	5d					2d
HSM	+1	KDM	+2	SPC (d)					

A more powerful version of the Old Model, the New Model retained the bayonet mount and lengthened the barrel. (\*.44 Long Evans\*)

Rifle Break-action

**“Sharps Model 1874 ‘Big 50’”**

ROF	1	AMO	CD	PB	VS	SH	ME	LO	EX
ROL	B	CYC	n/a	-3	+0	+2	+5	+2	+0
CAP	1	WTE	12	EFFECTIVE				EX+	
CIR	1875	MIS	1%d	7d					3d
HSM	+2	KDM	+4	SPC (ejm)					

Not actually manufactured until 1875, this is the famous “Bufalo” rifle. (\*.50-90 Sharps\*)

**Name: Colorado Marshalls**

STR	12	INT	09	THR	10	HPT	50
CON	11	WIS	09	DOD	10		
DEX	11	LCK	10	ACC	14		
AGL	10	CRZ	12	STB	66		

**Special Skills**

All Marshalls carry Colt Armys. 3 of the ambushers will have Springfields; 2, Ross Coach Guns

**Name: Thugs**

STR	14	INT	07	THR	10	HPT	60
CON	11	WIS	05	DOD	10		
DEX	10	LCK	07	ACC	14		
AGL	10	CRZ	08	STB	66		

**Special Skills**

All of Cortraine’s helpers carry Colt Lightnings purchased by Cortraine — who insisted that they be proficient with them. Two of the guards below and one above are armed with Evans New Models and the other two guards on the mesa top carry Sharps Big 50s.



# Bad Night at Fort Cartwright

Rumors fly on the wind and tell of strange happenings in the North West. The Bureau has sent a group of agents to xxx to investigate a man who has raised people from the dead. When you get there is no trace of the stranger or his wagon-but there are other problems.

A little shy of 40 miles from town is a small fort that is under siege. Twelve soldiers have been repeatedly attacked by Modoc Indians. The strange news is that the Indians have let travellers pass and are still friendly. They claim the Fort and the Soldiers are no longer Men.

**Arrival**

The journey is uneventful until they fall into sight of the fort. Then they begin to take sporadic rifle fire that is inaccurate but consistent. As agents ride to the gates they are opened by the 8 survivors.

**Bits of Recent History**

Nights in the fort were quiet and to say the least boring. Captain Hammon does not have a lot to do. The area was peaceful.

Private Jack Suggs was a consummate whistler and warbled a tune or two every night. He even did a few songs harmonica to the enjoyment of the company. After a few months the Modoc came out of the forest for these little concerts and occasionally left the soldiers a deer. They smiled and clapped but did sour faces and hated it when Private Suggs whistled.

One late evening under the moon Suggs whistled a fine tune and noticed the Indian Woman at the edge of the forest who was dancing. After several days of this he had a friend. He’d serenade her, she’d laugh and leave a plump rabbit for him or a bundle of fresh meat. She loved his whistling. A month later Suggs and Tsonoquah were more than friends. He never once questioned that he never saw her by day. Several of the men knew about her but nobody was able to catch her or him at the wall. A few days before

**Suggs Now**

Suggs has fallen ill is now being hidden away. He is feverish, the sun hurts his eyes and he just looks bad. Unless he is freed of the evil



## Bureau 13 Blackpowder

that grows in him he will turn into a wild man and head for the forest within 72 hours.

### Name

- 1 Captain Hammond  
Upset and Impatient
- 2 Jack Suggs  
Shouldn't have cut down that Totem Pole
- 3 Doyle Reynolds  
Suggs Shouldn't have cut down that Totem Pole
- 4 Tom Hansen  
Knows about Sugg's Indian Woman
- 5 Raymond Green  
Has several Modoc friends and speaks their language
- 6 George Hampton  
Will be sniped off the wall that night
- 7 Bill Bolton  
Knows an indian Legend called Basket Woman. A spirit that scares bad children and eats them. He has it half right.
- 8 Dusty Jones  
Garbage pit smells like the Battle of Manassas

### Calling the Lady

If they whistle she will dance at the edge of the forest. Several whistlers will call her to the wall. She is beautiful.

### Cannibal Woman

STR	65/4	INT	08	THR	10	HPT	860
CON	11	WIS	08	DOD	10		
DEX	12	LCK	06	ACC	14		
AGL	19	CRZ	19/1	STB	36		

She is also the legendary Cannibal Woman. This supernatural monster in reality is a 7 foot woman covered with long greasy hair. She has sharp claws and eyes like an owl. She is fast and attacks twice per combat round. If she connects with 2 claws and a bite, has a 35% chance of sucking the victim's brain out. Called by many names and names never spoken aloud the Modoc know her well. If you don't know her real name you don't see she is hideous. If she is called by any of her real names she will reply. At'at'lia, Dash-Kayah or Tsonoquah and she will always reply "That is my name." and then for a flash you see the real creature.

### Clues at the Dump

North of the fort is the garbage dump, a spot where the refuse is simply dumped. Oddly the area is silent and there are never scavengers about either day or night. The area reeks of decay. In the dump the rabbit bones are not rabbit. They are human. They are infant children that have been stolen from the Modoc.



### Help From the Modoc

The Indians know what is happening and now hate the Soldiers for their involvement with the monster. They do not realize there was only the one soldier who was charmed.

### Convincing the Captain

Captain Hammond will first be incredulous and then turn hostile as the facts become known and he sees the small skulls at the trash pit. At dinner he will offer the Agents venison stew about the time one of the Soldiers complains he ate Suggs Rabbit stew and nearly broke a tooth on a quartz bead.

### Immobilizing the Monster

If enough men with a total over double her strength attack her, she can be subdued. But to do this will require the help of the Indians. Once subdued, she reverts into the Ogre-like creature she is. Shooting and stabbing are useless. She needs to be pinned with a forked Oak Pole and shoved into a fire. The oak pole robs her of her strength and she could be handled by children as strength drops to 4. Screaming and pleading, she will melt and turn into a cloud of mosquitoes.

### Cleanup

There is a 50% chance that the remaining soldiers were touched by this evil and ate the stew. An Indian shaman can see the shadow of evil and take them away to cleanse them. There is a 30% chance that each of the unclean will fight the idea and begin to turn into monsters, sesquach like creatures in a month. However the Modoc will stop this one way or the other.