

SIX GUNS

A SIDEWINDER: RECOILED SUPPLEMENT

THE JAMES-YOUNGER GANG

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SIX-GUNS: THE JAMES-YOUNGER GANG

Introduction

Most folks know the six-shooter revolutionized the Old West. Settlers, soldiers, outlaws and lawmen alike relied on a trusty hogleg for protection on the frontier. Now, with a title like **Six-Guns**, you might reckon this **FREE** *Branded for Recoiled* supplement is about those very sidearms.

Wrong! But hey, we figure the metaphor fits right nicely. That is, a good Judge needs a passel of non-player characters to enliven Old West roleplaying. A holster loaded with spirited personalities gives a Judge an edge in developing adventures. So we like to think of **Six-Guns** as a smokewagon with a full wheel of Old West gunfighters, soldiers and other interesting folks ready for any Judge's draw.

While some **Six-Guns** installments will have a theme binding the characters together, others might be a hodgepodge collection of personalities. Either way, we hope you can put these cowpokes to use right quick-like. And don't be surprised if other DHR products call some of these folks into action.

The James-Younger Gang

*Jesse was a man, a friend to the poor,
He'd never see a man suffer pain;
And with his brother Frank, he robbed the Chicago bank,
And stopped the Glendale train.*

— Ballad of Jesse James (trad.)

Perhaps the most famous band of outlaws of the Old West, the James-Younger Gang featured the legendary Jesse James, his brother Frank, their cousins (by marriage) the four Younger brothers, and a number of friends and brothers-in-arms. Feared by some and revered by others, the gang was responsible for numerous heists: including the Clay County Savings Association Bank in Liberty, MO, the Gads Hill, MO train robbery and the First National Bank in Northfield, MN.

Formed by the former Confederate guerrillas Cole Younger, Frank James and Jesse James, the gang developed a reputation for daring robberies, often accomplished with style and panache. Tales of stealing from the rich and giving to the poor were fueled by accounts of common folk spared by the gang, as well as the outlaws' tendency for spending their money freely among locals.



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Various accounts indicate that upwards of 40 different men rode with the James-Younger Gang. The Dog House Gang chose six of the better known members, circa 1874, for this installment of *Six-Guns*.

Personalities



Alexander Franklin "Frank" James

The son of a slave-holding family in the deeply divided border state of Missouri and known as an intelligent and well-read man (with a penchant for quoting Shakespeare and the Bible), Frank James joined the Confederate Army at the age of 18. Shortly thereafter, he was captured by Union forces and spent time in a federal prison. After his parole, Frank joined up with the infamous William Quantrill, learning the ways of guerrilla warfare in the Ozarks. While serving with Quantrill, Frank was joined by the Younger brothers, Cole and Jim.

As a member of Quantrill's Raiders, Frank developed into a skilled marksman and accomplished tactician. After the war, he would apply his natural smarts and battle experience to the outlaw life. Frank and Cole Younger formed a gang intent on seeking revenge against Yankee businesses—particularly trains and banks.

Frank James rode with the gang until his brother Jesse's death in 1882. He married Annie Ralston in 1874 and they had one son. Frank lived to the ripe old age of 72, having gone on the straight and narrow, with accounts telling of his making a living as a shoe salesman, farmer and Wild West Show star in his later years.



Alexander Franklin "Frank" James (Smart Hero 4, Fast Hero 3; Soldier 2)

Sex: Male

Birthdate: January 10, 1843

Birthplace: Clay County, Missouri

Heritage: American

Weight: 160 lbs.

Height: 6' 0"

Hair: Light Brown (handlebar moustache)

Eyes: Blue

Allegiances: James-Younger Gang

Challenge Rating: 9

Level: 9

Grit Dice: 4d6+3d8+2d10+18 (59)

MDT: 14

Initiative: +3

Speed: 30 ft.

Base Attack Bonus: +5

Grapple Modifier: +5 (+5 BAB, +0 Str)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 5

Reputation: +6

Defense: 19, touch 19, flat-footed 16, (+6 class, +3 Dex)

Saving Throws: Fort +6, Ref +8, Will +4

Abilities: Str 10 (+0), Dex 16 (+3), Con 14 (+2), Int 16 (+3), Wis 12 (+1), Cha 10 (+0)

Attacks: *Fists* +5 (1d3 nonlethal; Crit: 20)

Colt New Model Navy +10 (2d4+2; Crit: 20;

Range: 45 ft.; Ammo: 6 cyl.)

Winchester '73 +8 (2d8; Crit: 20; Range: 105 ft.;

Ammo: 17 int.)

Knife +5 (1d4; Crit: 19-20)

Occupation: Military [class skills: Hide, Survival; bonus feat: Personal Firearms Proficiency]

Skills: Demolitions +12, Hide +11, Intimidate +5, Knowledge (art) +15, Knowledge (civics) +8, Knowledge (current events) +7, Knowledge (history) +8, Knowledge (popular culture) +8, Knowledge (streetwise) +9, Knowledge (tactics) +16, Knowledge (theology & philosophy) +8, Move Silently +11, Profession +10, Read/Write Language (English), Ride +13, Search +11, Speak Language (English), Spot +8, Survival +9, Swim +5

Feats: Dodge, Educated [Knowledge (art, tactics)], Far Shot, Personal Firearms Proficiency, Point Blank Shot, Renown, Simple Weapons Proficiency, Sidewinder, Slip Hammer, Trail Lore (Missouri)

Class Features: Evasion, Plan, Uncanny Dodge 1, Savant [Knowledge (tactics)], Weapon Focus (Colt New Model Navy), Weapon Specialization (Colt New Model Navy)

Possessions: Colt New Model Navy (3), .38 percussion rounds (52), double holster, Winchester '73, .44 center fire rounds (34), riding boots, trousers, cloth overcoat, cowboy hat, plain men's shirt, vest, knife

SIX-GUNS: THE JAMES-YOUNGER GANG



Jesse Woodson James

Although almost five years younger than his brother Frank, Jesse James garnered the greater fame and notoriety. Considered villain by some and folk hero by others (often called the American Robin Hood), Jesse James relied on bravery, good looks and natural likeability to forge his legendary status.

Jesse joined his brother as a member of Quantrill's Raiders in late 1863, after the scorching of Lawrence, Kansas. The James farm, among others, was burned by Union soldiers in retribution for the Raiders' actions in Lawrence, fostering Jesse's hatred of bluecoats and driving him to find Frank. Cole Younger nicknamed Jesse "Dingus" after the young soldier shot off the tip of a finger and coolly observed it was the "dingus-dangest thing."

When Quantrill and "Bloody" Bill Anderson, a psychopathic soldier who led a contingent under Quantrill) parted ways in 1864, Jesse chose to ride with "Bloody" Bill. He continued to ride with remnants of the Raiders until April 1865. It was while he and six others were coming in to surrender under a white flag that Jesse took a bullet to the lung. When captured, the wound appeared so grave that the authorities issued Jesse a pass to go home to die. But Jesse was too stubborn.

After the war, several of the Raiders, including Cole Younger and Frank James, gathered in 1866 and began their life of crime. While the gang operated democratically, Jesse's natural charisma, good-humor (as long as no bluecoats were in sight) and daring escapades made most folks regard him as the leader. By 1881, after numerous robberies (and foiled attempts) the gang dissipated and Dingus went back to his wife (Zerelda Mimms) and children in Tennessee. In 1882, Jesse was shot in the back, in his own home, by Bob Ford, the younger brother of gang member Charley Ford.

Jesse Woodson James (Charismatic Hero 4, Gunslinger 3, Pony Soldier 2)

Sex: Male

Birthdate: September 27, 1847

Birthplace: Centraville, Clay County, Missouri

Heritage: American

Weight: 190 lbs.

Height: 5' 11"

Hair: Brown (close cropped whiskers)

Eyes: Blue

Allegiances: James-Younger Gang

Challenge Rating: 9

Level: 9

Grit Dice: 4d6+3d10+2d10+18 (62)

MDT: 14

Initiative: +3 (+1 class, +2 Dex)

Speed: 30 ft.

Base Attack Bonus: +5

Grapple Modifier: +5 (+5 BAB, +0 Str)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 5

Reputation: +7

Defense: 16, touch 16, flat-footed 14, (+4 class, +2 Dex)

Saving Throws: Fort +7, Ref +8, Will +3

Abilities: Str 10 (+0), Dex 14 (+2), Con 14 (+2), Int 12 (+1), Wis 10 (+0), Cha 18 (+4)

Attacks: *Fists* +5 (1d3 nonlethal; Crit: 20)

Colt Old Model Navy +7 (2d4; Crit: 20; Range: 30 ft.; Ammo: 6 cyl.)

Pistol Whip +5 (1d4; Crit: 20)

Occupation: Outlaw [class skills: Hide, Sleight of Hand; bonus feat: Personal Firearms Proficiency]

Skills: Balance +6, Bluff +8, Concentration +4, Diplomacy +8, Handle Animal +10, Hide +8, Intimidate +15, Knowledge (current events) +5, Knowledge (streetwise) +5, Knowledge (tactics) +3, Move Silently +6, Navigate +3, Read/Write Language (English), Ride +14 Sleight of Hand +12, Speak Language (English), Spot +5

Feats: Blazing Saddle, Defensive Riding, Frightful Presence, Gunplay, Personal Firearms Proficiency, Point Blank Shot, Quickdraw, Renown, Simple Weapons Proficiency, Two-Weapon Fighting

Class Features: Born in the Saddle +2, Charm (male), Effortless Control, Favor, Greased Lightning, Weapon Focus (Colt Old Model Navy)

Possessions: Colt Old Model Navy (3), .38 percussion rounds (80), double holster, shoulder holster, cartridge belt, riding boots, plain men's suit, cloth overcoat, cowboy hat, plain men's shirt, vest, pocketwatch & chain

SIX-GUNS: THE JAMES-YOUNGER GANG



Thomas Coleman "Cole" Younger

The son of a successful Missouri merchant, landowner, and 2-time state assemblyman, Cole Younger had a privileged upbringing. An intelligent young man whose mother was the daughter of a Judge, Cole had a promising career ahead of him in his father's business—or just about anything he might deem to undertake.

But the war changed everything. The Younger's livery was looted by Kansas raiders, the father was robbed and murdered, and the teenaged Cole landed himself in a fight (guns drawn) with a Federal militia captain—Irvin Walley—who insulted Cole's sister. The next day, Walley tried to arrest Cole as a spy.

So the young man armed himself and fled. He soon joined Quantrill's Raiders—that was 1861. During his time with Quantrill, Cole met Frank James and later Jesse James. He participated in the raid on Lawrence, Kansas, and other battles, but by 1864, Cole began to question Quantrill's way of doing things and left the Raiders. When the war ended, Younger was re-united with several friends from the Raiders, including the James brothers.

Cole was wounded and captured in the failed attempt to rob the Northfield, MN bank in 1876. He served 25 years in jail before receiving parole and then a full pardon in 1903. He became a lecturer, speaking to young people and encouraging them to live moral lives and to learn from the mistakes he had made. He died peacefully in 1916.

REWARD!

DEAD OR ALIVE

\$5,000⁰⁰ will be paid for the capture of the men who robbed the bank at
NORTHFIELD, MINN.

They are believed to be Jesse James and his Band, or the Youngers.

All officers are warned to use precaution in making arrest. These are the most desperate men in America,

Take no chances! Shoot to kill!!

J. A. McDonald
SHERIFF

Thomas Coleman "Cole" Younger (Tough Hero 4, Smart Hero 2, Rustler 3)

Sex: Male

Birthdate: January 15, 1844

Birthplace: Harrisonville, Jackson County, Missouri

Heritage: American

Weight: 216 lbs.

Height: 6' 2"

Hair: Sandy Brown

Eyes: Brown

Allegiances: James-Younger Gang

Challenge Rating: 9

Level: 9

Grit Dice: 4d10+2d6+3d8+27 (74)

MDT: 17

Initiative: +2

Speed: 30 ft.

Base Attack Bonus: +5

Grapple Modifier: +6 (+5 BAB, +1 Str)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 2

Reputation: +6

Defense: 19, touch 19, flat-footed 16 (+6 class, +3 Dex)

Saving Throws: Fort +6, Ref +7, Will +4

Abilities: Str 12 (+1), Dex 16 (+3), Con 16 (+3), Int 14 (+2), Wis 10 (+0), Cha 10 (+0)

Attacks: Fists +7 (1d6+1 nonlethal; Crit: 20)

Colt New Model Navy +10 (2d4; Crit: 20; Range: 45 ft.; Ammo: 6 cyl.)

Loomis Side-By-Side +8 (2d6; Crit: 20; Range: 35 ft.; Ammo: 2 int.)

Knife +6 (1d4+1; Crit: 19-20)

Occupation: Military [class skills: Hide, Move Silently; bonus feat: Personal Firearms Proficiency]

Skills: Bluff +4, Craft (mechanical) +4,

Concentration +6, Demolitions +4, Disable Device

+10, Hide +12, Intimidate +8, Knowledge

(business) +4, Knowledge (current events) +9,

Knowledge (history) +4, Knowledge (popular

culture) +4, Knowledge (streetwise) +4, Knowledge

(tactics) +8, Knowledge (theology and philosophy)

+3, Listen +4, Move Silently +11, Navigate +4,

Read/Write Language (English), Ride +9, Search

+4, Speak Language (English), Spot +7, Survival +3

Feats: Brawl, Dodge, Educated [Knowledge

(current events, tactics)] , Endurance, Far Shot,

Knockout Punch, Personal Firearms Proficiency,

Renown, Sidewinder, Simple Weapons Proficiency

Weapon Focus (Colt New Model Navy)

Class Features: Damage Reduction 1, High Tail It,

Remain Conscious, Savant (disable device), Sweep

Possessions: Colt New Model Navy (2), .38

percussion rounds (30), Loomis Side-By-Side, 15

gauge ammo (20), double holster, plain men's suit,

plain shirt, cowboy boots, cloth overcoat, Stetson

hat, string tie, gloves, knife

SIX-GUNS: THE JAMES-YOUNGER GANG



James Hardin "Jim" Younger

Jim Younger enjoyed the same advantaged upbringing as his older brother Cole. Possessing a creative intellect, Jim applied his talents to the arts, especially music and writing. Jim was known to favor the violin and he often kept a diary.

Almost missing the Civil War, Jim joined Quantrill's Raiders in 1864 at the age of 16. Captured by the Federals in Louisville, Kentucky in May of 1865 during the ambush that resulted in Quantrill's death, Jim served time in the Alton Prison (Illinois) until the end of the war.

Jim and Cole's mother died in 1870 and the family relocated for a spell in North Texas. Some say that Jim served as a deputy sheriff of Dallas County, Texas, during that time. Meanwhile, at some point in the early 1870s, Jim joined his older brother and rode with the James-Younger Gang. After the unsuccessful Northfield robbery in 1876, Jim was hunted down by a posse and captured (losing part of his jaw in the fight).

Jim served 25 years in the Stillwater, MN prison before being paroled in 1901. While he had resumed his studies while incarcerated, he couldn't re-adjust to life outside prison. In 1902, Jim Younger was found dead in the Readon Hotel, St. Paul, MN, with a self-inflicted bullet wound to the head.

James Hardin "Jim" Younger (Smart Hero 4)

Sex: Male

Birthdate: January 15, 1848

Birthplace: Harrisonville, Jackson County, Missouri

Heritage: American

Weight: 170 lbs.

Height: 5' 11"

Hair: Brown (scruffy beard)

Eyes: Brown

Allegiances: None

Challenge Rating: 4

Level: 4

Grit Dice: 4d6+4 (21)

MDT: 12

Initiative: +2

Speed: 30 ft.

Base Attack Bonus: +2

Grapple Modifier: +2 (BAB +2, Str +0)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 2

Reputation: +2

Defense: 13, touch 13, flat-footed 11, (+1 class, +2 Dex)

Saving Throws: Fort +2, Ref +3, Will +3

Abilities: Str 11 (+0), Dex 14 (+2), Con 12 (+1), Int 16 (+3), Wis 12 (+1), Cha 12 (+1)

Attacks: *Fists* +2 (1d3 nonlethal; Crit: 20)

Colt Old Model Navy +4 (2d4; Crit: 20; Range: 45 ft.; Ammo: 6 cyl.)

Remington Whitmore M1873 +4 (2d10; Crit: 20; Range: 45 ft.; Ammo: 2 int.)

Knife +2 (1d4; Crit: 19-20)

Occupation: Artist [class skills: Listen, Perform (stringed instruments)]

Skills: Craft (writing) +10, Demolitions +5, Decipher Script +7, Forgery +12, Investigate +6, Knowledge (art) +10, Knowledge (civics) +5, Knowledge (current events) +7, Knowledge (history) +9, Knowledge (popular culture) +7, Knowledge (tactics) +5, Knowledge (theology and philosophy) +5, Listen +9, Navigate +7, Perform (stringed instruments) +9, Read/Write Language (English), Repair +6, Research +8, Ride +5, Search +9, Speak Language (English, Spanish)

Feats: Combat Expertise, Educated [Knowledge (art, history)], Far Shot, Improved Trip, Personal Firearms Proficiency, Simple Weapons Proficiency

Class Features: Exploit Weakness, Savant (Forgery)

Possessions: Colt Old Model Navy (2), .38 percussion rounds (40), double holster, Remington-Whitmore M1873, 10 gauge ammo (20), cowboy boots, trousers, cloth overcoat, cowboy hat, plain men's shirt, knife

PROCLAMATION of the GOVERNOR OF MISSOURI! REWARDS FOR THE ARREST OF EXPRESS AND TRAIN ROBBERS.

Jesse James, Frank James and the Youngers wanted for the robbery at the Gads Hill Station.

These men are desperate and dangerous. Officers of the law are authorized to shoot these outlaws on sight.

With full authority and lawful proclaomation,

Thomas T. Crittenden
GOVERNOR OF MISSOURI



Clelland D. "Clell" Miller

In 1864, Clell Miller—the 14-year-old son of a Missouri farmer—apparently fought with “Bloody” Bill Anderson. Clell’s military service lasted only a few days, as he was captured by Federal troops in October of 1864 and held at the Gratiot Street Prison. He and his family testified that he had never aided the rebellion and he was released in 1865.

Clell resumed the life of a farmer, but was also said to be among the James-Younger Gang at a few incidents in the early 1870s, including the Corydon, Iowa train robbery. Although he was acquitted of that charge, he was definitely with the gang during the 1876 Northfield robbery, as he was shot and killed by the townspeople during the attempt. It seems likely that Miller’s affiliation with the gang is in some way connected to that short stint with Anderson as part of Quantrill’s Raiders, despite his family’s testimony.

Some accounts portray Miller as a stocky man with a hearty laugh—and as a fellow who enjoyed clowning around, except during a fight.

Clelland D. “Clell” Miller (Strong Hero 2, Charismatic Hero 2)

Sex: Male

Birthdate: December 15, 1849

Birthplace: Clay County, Missouri

Heritage: American

Weight: 172 lbs.

Height: 5’ 8”

Hair: Auburn

Eyes: Brown

Allegiances: None

Challenge Rating: 4

Level: 4

Grit Dice: 2d8+2d6+4 (24)

MDT: 13

Initiative: +1

Speed: 30 ft.

Base Attack Bonus: +3

Grapple Modifier: +6 (BAB +3, Str +3)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 2

Reputation: +2

Defense: 14, touch 14, flat-footed 13, (+3 class, +1 Dex)

Saving Throws: Fort +5, Ref +3, Will +0

Abilities: Str 17 (+3), Dex 12 (+1), Con 13 (+1), Int 11 (+0), Wis 10 (+0), Cha 14 (+2)

Attacks: *Fists* +7 (1d6+4 nonlethal; Crit: 20)

Colt Old Model Navy +4 (2d4; Crit: 20; Range: 30 ft.; Ammo: 6 cyl.)

Knife +6 (1d4+4; Crit: 19-20)

Pistol Whip +6 (1d4+4; Crit: 20)

Occupation: Laborer [class skills: Climb, Intimidate, Ride]

Skills: Bluff +6, Climb +6, Diplomacy +4, Handle Animal +5, Intimidate +5, Knowledge (current events) +2, Knowledge (popular culture) +3, Knowledge (streetwise) +2, Perform (stand up) +4, Profession +2, Read/Write Language (English), Repair +2, Ride +3, Speak Language (English)

Feats: Brawl, Dodge, Improvised Weapon Proficiency, Personal Firearms Proficiency, Point Blank Shot, Simple Weapons Proficiency

Class Features: Fast-Talk, Melee Smash

Possessions: Colt Old Model Navy (3), .38 percussion rounds (42), holster (2), buckskin trousers, plain men’s shirt, vest, cowboy hat, cowboy boots, knife (2), pocketknife

SIX-GUNS: THE JAMES-YOUNGER GANG

Arthur C. McCoy (Tough Hero 4; Desperado 2, Scout 2)

Sex: Male

Birthdate: 1825

Birthplace: Ireland

Heritage: Irish

Weight: 140 lbs.

Height: 6' 0"

Hair: Reddish-Blond

Eyes: Bright Blue

Allegiances: None

Challenge Rating: 8

Level: 8

Grit Dice: 4d10 +2d10+2d10+24+3+4 (80)

MDT: 19

Initiative: +3

Speed: 30 ft.

Base Attack Bonus: +5

Grapple Modifier: +4 (+5 BAB, -1 Str)

Space/Reach: 5 ft. x 5 ft. / 5 ft.

Action Points: 4

Reputation: +1

Defense: 19, touch 19, flat-footed 16, (+6 class, +3 Dex)

Saving Throws: Fort +11, Ref +4, Will +4

Abilities: Str 8 (-1), Dex 16 (+3), Con 16 (+3), Int 12 (+1), Wis 14 (+2), Cha 12 (+1)

Attacks: *Fists* +4 (1d3-1 nonlethal; Crit: 20)

Colt New Model Navy +8 (2d4; Crit: 20; Range: 45 ft.; Ammo: 6 cyl.)

Remington Whitmore M1873 +8 (2d10; Crit: 20; Range: 45 ft.; Ammo: 2 int.)

Knife +4 (1d4-1; Crit: 19-20)

Occupation: Military [class skills: Knowledge (tactics), Navigate; bonus feat: Personal Firearms Proficiency]

Skills: Bluff +4, Intimidate +9, Knowledge (current events) +2, Knowledge (popular culture) +3, Knowledge (streetwise) +3, Knowledge (tactics) +4, Navigate +4, Perform (singing) +4, Profession +4, Read/Write Language (English), Ride +9, Speak Language (English), Spot +8, Survival +10

Feats: Confident, Far Shot, Improved Damage Threshold, Personal Firearms Proficiency, Simple Weapons Proficiency, Toughness, Track

Class Features: Damage Reduction 1, Fearless, Hard to Follow, Ornerly DR 1, Robust, Terrain Specialization (mountains)

Possessions: Colt New Model Navy (2), .38 percussion rounds (50), double holster, Remington-Whitmore M1873, 10 gauge ammo (30), buckskin trousers, plain men's shirt, cloth overcoat, cowboy hat, knife



Arthur C. McCoy

While it seems clear that Arthur McCoy was born in Ireland around 1825, the time of his immigration is uncertain. He worked in St. Louis before the war, first as a coppersmith and later as a painter (including jobs painting steamboats). Also serving as a volunteer in the Liberty Fire Company, McCoy married Louisa Gibson—they had two sons and a daughter between 1856 and 1861 (the younger son dying in 1864). Louisa bore two more sons in the early 1870s.

McCoy joined the Confederate Army and served as a Captain under General Joseph Shelby. Known as the “Wild Irishman” because of his zeal for adventure, feral grin and complete absence of fear, McCoy operated as spy, scout, guide, saboteur and messenger. Tales of his bravado in outwitting the Federals on his various missions spread throughout the Confederate ranks, not to mention his ability to break into song suited for any occasion. He had a reputation as a talented rider, marksman and tactician.

After the war, McCoy became involved with the James-Younger Gang because his friend John Jarrette (also a Captain under Shelby) was married to Cole Younger's sister (Josephine). Despite his slight build, the Wild Irishman was said to be the most ferocious of the gang, until he disappeared in late 1874 or early 1875. Some accounts have him as a member of the Gads Hill Train Robbery that year, others claim he was dead by then, but his family and Louisa maintained that he died in the early 1880s.

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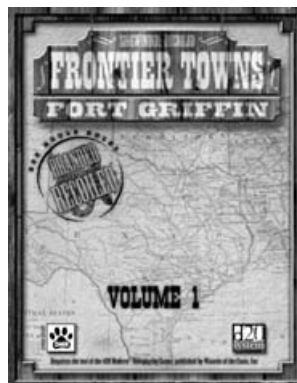
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