

# QUICKDRAWS & LONGSHOTS

## A LASERS & FEELINGS HACK

You knew life would be rough out on the frontier, but things have gotten even worse in the lonely border town of Tumbleweed lately. The hills are full of vicious bandits, hungry coyotes, and angry natives, but also gold, which means there's also a heap of greedy prospectors, scheming politicians, and cheating rustlers. You can feel it in the air – events are coming to a head and when the dust settles, Tumbleweed won't be the same quiet little town it once was. You and the rest of the passengers who just arrived before the train station shut down are stuck here until the troubles pass, so you might as well team up, find out needs doing, and saddle up.

## PLAYERS: CREATE CHARACTERS

- 1** Choose or roll a **manner** for your character: sneaky, daring, slick, gruff, stoic, or cunning.
- 2** Choose or roll an **occupation** for your character: gambler, doctor, guide, trader, official, or gunslinger.
- 3** Choose your **number**, from 2 to 5. A high number means you're better at **quickdraws** (quick guns, seduction, gambling, improvisation, leaping before looking). A low number means you're better at **longshots** (long guns, diplomacy, investigation, tactics, looking before leaping).
- 4** Give your character a classic **Wild West name**, like *Jackson Hooper*, *Maybelle J. S. Whitney*, *Redhawk*, *Li Hong*, *Sancho "Deadeye" Rodriguez*, or *Lady Victoria Eisen III*.

You have an outfit that can be either **rugged** or **stylish** and your gun can be a **rifle** (*long-range, slow pull, unconcealable*), **shotgun** (*high damage, spread shot, unconcealable*), or a **pistol** (*short-range, fast pull, concealable*). You also have one additional piece of gear, like a **trusty horse**, **medicine bag**, **deed to a nearby farmhouse**, a **dozen sticks of dynamite**, **marked deck of cards**, or a **cavalry saber**.

Choose one or create your own personal goal: **avenge a fallen loved one**, **find your fame and fortune**, **settle down and retire somewhere quiet**, **escape your troubled past**, **do right by the world**, **become the most wanted**.

## PLAYERS: CREATE THE TOWN OF TUMBLEWEED

As a group, roll or pick two features of Tumbleweed, the frontier town where the game takes place: **well-stocked**, **friendly folk**, **honest sheriff**, **defensible perimeter**, **cheap amenities**, or **wise matron**.

Also, pick one problem facing the town: **hungry predators**, **dry well**, **crooked deputy**, **thieving whores**, **guns prohibited**, or **organized crime**. Solving this problem allows you to roll for a third feature above.

## PLAYERS: ROLL THE DICE

When you do something risky, roll **1d6** to find out how it goes. Roll **+1d** if you're **geared** and **+1d** if you're **skilled** (*the narrator tells you how many dice to roll based on your character and the situation*). **Roll your dice and compare each die result to your number**. To help someone else, make your own roll. If you succeed, you give them **+1d**.



If you're using **quickdraw**, you want to roll **under** your number.



Down If you're using **longshot**, you want to roll **over** your number.

- 0** If none of your dice succeed, it goes wrong. The narrator describes the mess you're in now.
- 1** If one die succeeds, you barely scrape by. The narrator inflicts a complication, harm, or cost.
- 2** If two dice succeed, you get the job done. Yehaw!
- 3** If three dice succeed, you get a critical success! The narrator tells you some extra effect you get.
- !** If you roll your number exactly, you earn grit. You get a hint or advantage, chosen by the narrator, that applies to the immediate situation, or you can save your grit to reroll a die later in the scene.

## NARRATOR: CREATE THE ADVENTURE

Roll or choose on the table below. Halfway through the adventure, roll 1d6 to see if the story has a twist; on a 1-5, reroll the adventure detail in that category.

### DURING...

- |                                   |  |
|-----------------------------------|--|
| 1. Seasonal blizzards/sandstorms  | 4. A native uprising/war in the territory      |
| 2. A breakout of cholera/smallpox | 5. A heated election for the new mayor/sheriff |
| 3. A relentless drought/famine    | 6. The annual poker/quickdraw tournament       |

### A THREAT...

- |  |   |
|--|---|
| 1. A wanted criminal mastermind, Dalton Black      | 4. A ruthless Yankee bounty hunter, The Seeker          |
| 2. Banditos from across the border, Los Pistoleros | 5. A wealthy widow landowner, Scarlett Faust            |
| 3. The merciless circuit Judge Hayden Carn         | 6. Chief Burning Arrow, who claims to own the territory |

### WANTS TO...

- |            |             |
|------------|-------------|
| 1. Destroy | 4. Prospect |
| 2. Steal   | 5. Build    |
| 3. Corrupt | 6. Defend   |

### THE...

- |   |                                  |
|---|----------------------------------|
| 1. Rail line leading through Tumbleweed           | 4. Raging Wolf's cursed tomahawk |
| 2. The High River, Tumbleweed's only water source | 5. Local bank's cash carriage    |
| 3. The Canyonaro Silver Mine                      | 6. Tumbleweed's town hall        |

### WHICH WILL...

- |  |   |
|--|---|
| 1. Run all the honest folk out of Tumbleweed       | 4. Reveal the map to a long-lost gold mine  |
| 2. Break the truce with the nearby tribes          | 5. Cause the dam to fail and flood the town |
| 3. Cause an avalanche and block the road back East | 6. Get Tumbleweed annexed into Mexico       |

## NARRATOR: RUN THE GAME

Present the players with challenges and opportunities, encouraging them to work together to accomplish their goals. Put them into situations and ask them what they do.

*"As his goons surround the roadhouse, you start to wonder if Buckshot Bill is worth the \$500 bounty. Their flickering torches send shadows dancing around the darkened building while the ruthless criminal awaits your answer."*

Call for rolls when the situation is uncertain. Don't try to tell the whole story, let them add to it with their actions and fill in the narrative blanks whenever possible.

*"The little native boy was right – the old well is full of gold! Of course, getting it out is no simple matter, and judging from the rumbling under your feet, you've only got a few minutes to figure out how before the rest of his tribe rides into the valley. Maybe you can reason with them and explain why he's with you, maybe not."*