



ACES HIGH EXTRAORDINARY PEOPLE
THE JAMES YOUNGER GANG

Note:

Aces High, Extraordinary People, The James Younger Gang requires both the Basic Role Playing game and the mythic wild west supplement, Aces High, published by Chaosium Inc.

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The contents of this book, whilst based on real people and real incidents, are a work of fiction.

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Edited by Matthew Whelan*

Thanks:

This one is just for Jane - 29/09/1972 - 05/06/2009.

www.AcesHighRPG.co.uk

***VANILLA WHALE** from Larabie Fonts*

THE JAMES YOUNGER GANG

we are rough men used to rough ways

ORIGINS

The James-Younger gang was spawned during the bleak and bloody years of the American Civil war. In 1864, Jesse and Frank James along with Cole Younger, John Jarrette, and George Shepherd served with William 'Bloody Bill' Anderson after being introduced to him during their time with Quantrill's Raiders.

Quantrill's Raiders were accused of committing acts of terrorism during the Civil War, carrying out wholesale destruction on persons and property. In 1863 the bushwhackers attacked and killed 150 civilians in Lawrence, Kansas, earning them the enmity of Southerner and Union alike. At times the guerrillas scalped and dismembered the dead, and killed any Union soldiers that tried to surrender. This total disregard for human life characterized the way the bushwhackers fought during the war.

It is their relationship with 'Bloody Bill' Anderson that prevented the Raiders from gaining a pardon at the end of the war. This concluded in a period of bloody retribution once the hostilities had ended and Union commanders declared William Quantrill an outlaw, even though he had a Confederate commission as a Captain of Partisan Rangers.

Jesse James is said to have been wounded while trying to surrender to Union troops and it is possible that this, and other acts of aggression, sent him on the following path of outlawry. Similar acts were perpetrated against members of the Younger family too. These desperate individuals would meet and join forces to become the James-Younger gang.

Centered in the state of Missouri from 1866 to 1882 the James-Younger gang's membership had a tendency to evolve as gang members were killed or captured. In its early stages it included the James Brothers (Frank and Jesse), the Younger Brothers (Robert, Cole, Jim, and John), Arthur McCoy, Bill Chadwell, Charlie Pitts, Clell Miller, John Jarrette and Matthew "Ace" Nelson. In all, more than 20 people have been associated with active participation in the James-Younger gang.

CRIMES

The James and Younger postwar crimes began in 1866, after the end of the Civil War. The survivors of Bloody Bill's band of bushwhackers remained together under the leadership of Archie Clement, who led the group on several politically motivated and violent encounters.

The bushwhackers committed their first robbery on 13th February, 1866; the gang stormed the Clay County Savings Association in Liberty, Missouri taking over \$60,000 in cash and bonds. It was the first daylight, peacetime, armed bank robbery in U.S. history and it was a sign of the blood and trouble to come. Archie Clement was killed in Lexington in December of the same year. The band of bushwhackers fractured again and Jesse James became the head of a new group of loyal Confederates, smaller in number but just as bloody and determined.

JAMES AND YOUNGER

The gang didn't earn the name 'The James-Younger Gang' until the authorities first named the James brothers and Cole Younger as suspects in the robbery on March 20, 1868 of the Nimrod bank in Russellville, Kentucky.

The James-Younger Gang committed 16 other armed robberies before their failed attempt to rob the bank in Northfield, Minnesota on September 7, 1876.

In 1879 Jesse James organized a new gang and renewed his life as an outlaw, which came to an abrupt end with his death in 1882 in Saint Joseph, Missouri at the hands of Robert Ford.

BOUNTY

At the time that Robert Ford shot him, Jesse James had a \$25,000 bounty on his head, Frank James, \$15,000 and any other member of the gang a \$5,000 bounty, all of them Dead or Alive. But that was after many years of outlawry. \$500 was offered after the Railroad robberies in 1874 for arrest and conviction, a \$1,000 bounty in 1876 for arrest and conviction, a \$5,000, Dead or Alive, bounty was offered for each member of the James-Younger gang after the Northfield Bank job and later \$10,000 by the Railroad.

During the gang's 15 years of activity The James-Younger Gang held up twelve banks, seven trains, four stagecoaches, one county fair and a payroll courier, in the process stealing more than \$200,000 and killing at least 16 men. Their crimes took place in Arkansas, Iowa, Kansas, Kentucky, Missouri, Texas and West Virginia.



KEY FIGURES

ALEXANDER FRANKLIN JAMES (1843-1915)

Plodding and cautious, 'Frank' James believed in his higher intellect. Even though he has been referred to as simple minded and deferential to his younger brother, Frank had some formal education and was known to quote Shakespeare and the Bible.

Frank joined Quantrill's Raiders during the Civil War at 20 years of age and became one of William 'Bloody Bill' Anderson's raiders in the following year.

Frank, weary and tired of running from the law, handed himself over to Thomas T Crittenden, the Missouri Governor, on October 5, 1882. Hailed as a living hero, mobs cheered him as he was escorted to the train platform to be returned to Clay County to stand trial. Frank was acquitted of his part in the crimes nearly a year later.

Frank James favored a pair of .44-40 1875 Remington revolvers because they chambered the same cartridge as his Winchester rifle. Frank was also reputed to be a far better shot with the pistol than his brother, Jesse.

Frank James died of a heart attack while living at the James family home on February 18, 1915.

STR	11	MOV	10	Effort	55
CON	10	HP	11	Stamina	50
SIZ	12	FAT	21	Dam Mod	0
INT	10	MP	11	Idea	50
POW	11	Dex SR	3	Luck	55
DEX	15	Siz SR	2	Agility	75
APP	10	PIETY	16	Charisma	50
EDU	12	SAN	43	Know	60

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4		
L. Leg	05-08	04-06	4		
Abdomen	09-11	07-10	4	2	Long Coat
Chest	12	11-15	4	2	Long Coat
R. Arm	13-15	16-17	3	2	Long Coat
L. Arm	16-18	18-19	3	2	Long Coat
Head	19-20	20	4		

Weapon	SR	A%	Dam	P%	Ap	Rng
Remington	1/SR	105	2D4+4	--	10	22
Remington	1/SR	105	2D4+4	--	10	22
Winchester	1/SR	85	2D4+4	--	14	750

Skills					
Brawl	60	2 Pistol Style	90	Ride	90
Dodge	60	First Aid	70	Listen	70
Literacy	60	Know Region	70	Stealth	65
Literacy	75	Navigate	65	Track	60

Notes Pious Parents
Sure Shot +15%
-3 POW

JESSE WOODSON JAMES (1847-1882)

Jesse was said to be 5'11" tall with a solid, compact build. He had a fair complexion, was prone to blinking his blue eyes and had a carefully trimmed black beard which was left to grow thick while he was on the run. He was a courageous, born leader with a streak of cruelty and dark violence about him, probably exacerbated by his morphine addiction. Jesse James has been described as a cold blooded killer and a thief as well as the 'Robin Hood' of the Wild West.

Jesse rode with Quantrill's Raiders during the Civil War and joined William 'Bloody Bill' Anderson's raiders at 16 years of age. Quantrill taught a young Jesse the arts of murder, horse stealing, arson and butchery. These skills were refined under the tutelage of 'Bloody Bill'. Involved in the Centralia massacre, Jesse was also responsible for leading a successfully bloody charge on the pursuing Federal troops. He personally raced after three survivors and cut them down. Jesse had tasted blood and seemed to like it.

Throughout Jesse James' criminal career, he often wrote to the newspapers with pride of his role as a bushwhacker, rallying the support of former Confederates and other Missourians who had been brutalized by Federal authorities during the Civil War and Reconstruction

Jesse James favored a pair of Colt Army single action revolvers with 7 inch barrel. He was also reported to have owned a Colt .45 Peacemaker, a .45 Smith and Wesson Schofield, 1873 Winchester and a Colt Pocket Revolver.

Jesse James was shot by Robert Ford on April 3, 1882.

STR	14	MOV	10	Effort	70
CON	16	HP	15	Stamina	80
SIZ	14	FAT	29	Dam Mod	+1d4
INT	13	MP	12	Idea	65
POW	12	Dex Sr	3	Luck	60
DEX	13	Siz Sr	2	Agility	65
APP	15	PIETY	18	Charisma	75
EDU	10	SAN	37	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5	2	Long Coat
Chest	12	11-15	6	2	Long Coat
R. Arm	13-15	16-17	4	2	Long Coat
L. Arm	16-18	18-19	4	2	Long Coat
Head	19-20	20	5		

Weapon	SR	A%	Dam	P%	Ap	Rng
Colt Army	1/SR	90	1D8+2	--	13	27
Colt Army	1/SR	90	1D8+2	--	13	27
Peacemaker	1/SR	90	1D10+2	--	8	23
Schofield	1/SR	90	1D10+2	--	12	30
Winchester	1/SR	75	2D4+4	--	14	750

Skills					
Brawl	70	2 Pistol Style	75	Ride	90
Dodge	60	Literacy	60	Strategy	90
Literacy	60	Know Region	50	Spot	90
Literacy	65	First Aid	65	Stealth	65

Notes Magnetic Personality + 1 POW + 3 APP
Pious Parents
+1 CON
Psychopath
Dependency - Morphine - Acute



THOMAS COLEMAN "COLE" YOUNGER (1844-1916)

Cole Younger was a huge man of 200 lbs. Tall and muscular with a fleshy, handsome face, sharp laughing eyes, an extrovert with a jovial sense of humor. Never solemn for long, Cole loved the flamboyant and the dramatic. Whilst avoiding the Law, Cole has been attributed with getting jobs with the government census takers and singing with a choir.

Cole rode with Quantrill's Raiders during the Civil War from age 19 and joined William 'Bloody Bill' Anderson's raiders near the end of the war. During the disastrous Northfield bank robbery Cole was shot 11 times and survived to tell his tale.

Cole served 25 years in prison for the Northfield robbery. After leaving prison he wrote a book, 'The Story of Cole Younger: By Himself'. He portrayed himself as a Confederate avenger and a peoples hero, rather than as an outlaw. He lectured and toured the south with Frank James in a Wild West show, 'The Cole Younger and Frank James Wild West Company' in 1903.

Cole Younger was renowned for using a pair of Colt Dragoons. He owned a Smith and Wesson .32 presented to him by William Quantrill. He also used a Colt Single Action Army revolver, .36 Colt Navy and a nickel plated .44 Smith and Wesson with 8in barrel and ivory grips.

On August 21, 1912, Cole declared that he had become a Christian and repented of his criminal past. He finally passed away on March 21, 1916.

STR	16	MOV	10	Effort	80
CON	20	HP	17	Stamina	100
SIZ	15	FAT	36	Dam Mod	+1d4
INT	11	MP	12	Idea	55
POW	12	Dex SR	3	Luck	60
DEX	12	Siz SR	2	Agility	60
APP	13	PIETY	1	Charisma	65
EDU	10	SAN	45	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	6		
L. Leg	05-08	04-06	6		
Abdomen	09-11	07-10	6	2	Long Coat
Chest	12	11-15	7	2	Long Coat
R. Arm	13-15	16-17	5	2	Long Coat
L. Arm	16-18	18-19	5	2	Long Coat
Head	19-20	20	6		

Weapon	SR	A%	Dam	P%	Ap	Rng
Colt Dragoon	1/SR	75	2d6	--	14	30
Colt Dragoon	1/SR	75	2d6	--	14	30
Colt Army	1/SR	75	1D8+2	--	13	27
Colt Navy	1/SR	75	2D4	--	13	27
Schofield	1/SR	75	1D10+2	--	12	30

Skills					
Brawl	55	2 Pistol Style	70	Ride	75
Dodge	60	Bargain	75	Listen	70
Climb	55	Know Region	50	Spot	60
		Fast Talk	95	Stealth	70

Notes +3 CON
Extraordinary Health
Compulsive Liar

ROBERT "BOB" EWING YOUNGER (1853-1889)

Bob Younger was the baby of the gang. He was 23 when he traded shots with the people of Northfield. Bob was 8 when the Civil War broke out in 1861. His father was killed by Union soldiers and his home was burnt to the ground. After the Northfield bank robbery he was sent to prison and died there of tuberculosis on September 16, 1889.

STR	14	MOV	10	Effort	70
CON	12	HP	11	Stamina	60
SIZ	11	FAT	26	Dam Mod	+1d4
INT	10	MP	13	Idea	50
POW	13	Dex SR	3	Luck	65
DEX	14	Siz SR	2	Agility	70
APP	12	PIETY	14	Charisma	60
EDU	12	SAN	48	Know	60

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4		
L. Leg	05-08	04-06	4		
Abdomen	09-11	07-10	4	2	Long Coat
Chest	12	11-15	5	2	Long Coat
R. Arm	13-15	16-17	3	2	Long Coat
L. Arm	16-18	18-19	3	2	Long Coat
Head	19-20	20	4		

Weapon	SR	A%	Dam	P%	Ap	Rng
Brawl		75		--		
Colt Navy	1/SR	90	2D4	--	13	27
Enfield Rifle	1/CR	70	3D6	--	14	1000

Skills					
Brawl	65	Jump	65	Ride	75
Dodge	70	Bargain	55	Listen	60
Climb	65	Streetwise	40	Spot	70
		First Aid	65	Stealth	75

Notes None

JAMES "JIM" YOUNGER (1848-1902)

Jim, like his brother Cole, was big and good humored. But Jim was easily led by the charismatic Jesse. Jim served 25 years in prison for the Northfield robbery. He was released in 1901. Jim killed himself on October 19, 1902, because the family of the woman he wanted to marry refused to allow it.

STR	15	MOV	10	Effort	75
CON	16	HP	15	Stamina	80
SIZ	14	FAT	31	Dam Mod	+1d4
INT	14	MP	10	Idea	70
POW	10	Dex SR	3	Luck	50
DEX	12	Siz SR	2	Agility	60
APP	10	PIETY	2	Charisma	50
EDU	11	SAN	43	Know	55

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5		
L. Leg	05-08	04-06	5		
Abdomen	09-11	07-10	5	2	Long Coat
Chest	12	11-15	6	2	Long Coat
R. Arm	13-15	16-17	4	2	Long Coat
L. Arm	16-18	18-19	4	2	Long Coat
Head	19-20	20	5		

Weapon	SR	A%	Dam	P%	Ap	Rng
Colt Army	1/SR	75	1D8+2	--	13	27
Colt Navy	1/SR	75	2D4	--	13	27
Enfield Rifle	1/CR	60	3D6	--	14	1000

Skills					
Brawl	65	Demolitions	70	Ride	80
Dodge	65	Appraise	65	Listen	80
Fast Talk	55	Know Region	70	Spot	75
		Cooking	55	Stealth	70

Notes Highly Perceptive
Extraordinary Health
Manic Depressive



MCCLELLAND "CLELL" MILLER (1850-1876)

Clell joined William 'Bloody Bill' Anderson's raiders at 14 years of age. He was captured in 1864 and incarcerated in a Missouri prison but released in 1865.

Following his release, Clell joined the James-Younger Gang in 1871. In 1874 Jesse James and Clell Miller kidnapped Joseph W. Witcher, a Pinkerton detective. They took him to a crossroads near Independence, Missouri. Three years before the gang had had a shoot-out with Pinkertons at the same location. In a blatant message to that organization they shot Witcher and left his corpse at the crossroads.

Clell participated in 11 crimes with the James-Younger Gang before he was killed on September 7, 1876, during the Northfield, Minnesota bank robbery.

STR	17	MOV	10	Effort	85
CON	13	HP	11	Stamina	65
SIZ	10	FAT	30	Dam Mod	+1d4
INT	10	MP	15	Idea	50
POW	15	Dex SR	2	Luck	75
DEX	14	Siz SR	2	Agility	80
APP	12	PIETY	4	Charisma	60
EDU	9	SAN	25	Know	45

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4		
L. Leg	05-08	04-06	4		
Abdomen	09-11	07-10	4	2	Long Coat
Chest	12	11-15	5	2	Long Coat
R. Arm	13-15	16-17	3	2	Long Coat
L. Arm	16-18	18-19	3	2	Long Coat
Head	19-20	20	4		

Weapon	SR	A%	Dam	P%	Ap	Rng
Knife	3	55	1d3+1	60	15	--
Colt Navy	1/SR	70	2D4	--	13	27
Springfield	1/CR	90	2D8	--	14	500

Skills					
Brawl	75	2 Pistol Style	55	Ride	90
Dodge	80	Listen	65	Strategy	55
Track	65	Streetwise	65	Spot	60
		First Aid	55	Stealth	65

Notes None

BILL CHADWELL (1845-1876)

aka: William Stiles, Jack Ladd, J. Ward

Bill Chadwell was recruited to the James-Younger Gang shortly before the Northfield Bank robbery. It is thought that he may have been associated with Quantrill's Raiders during the Civil War. Chadwell had spent the time since the end of the Civil War as an Outlaw and had bought his way into the gang by suggesting that a town called Mankato would be easy pickings. He had insider knowledge; he had been an Outlaw in the area for some time. Chadwell took the gang on a tour of the county showing them the sights, gambling dens and the best warehouses before switching the target to Northfield.

Bill was killed on September 7, 1876 in the bank robbery at Northfield, Minnesota.

STR	12	MOV	10	Effort	60
CON	9	HP	8	Stamina	45
SIZ	8	FAT	21	Dam Mod	0
INT	11	MP	16	Idea	55
POW	16	Dex SR	3	Luck	80
DEX	10	Siz SR	3	Agility	50
APP	14	PIETY	3	Charisma	70
EDU	10	SAN	36	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	3		
L. Leg	05-08	04-06	3		
Abdomen	09-11	07-10	3	2	Long Coat
Chest	12	11-15	3	2	Long Coat
R. Arm	13-15	16-17	2	2	Long Coat
L. Arm	16-18	18-19	2	2	Long Coat
Head	19-20	20	3		

Weapon	SR	A%	Dam	P%	Ap	Rng
Knife	3	75	1d3+1	65	15	--
Colt Navy	1/SR	90	2D4	--	13	27
Enfield Rifle	1/CR	60	3D6	--	14	1000

Skills					
Brawl	65	Climb	70	Ride	75
Dodge	65	Fine Manip.	55	Listen	65
Jump	60	Know. Region	70	Spot	70
		Repair Firearm	45	Hide	55

Notes None

CHARLES "CHARLIE" PITTS

Charlie Pitts was another of Quantrill's Raiders

Charlie was killed after the robbery of the Northfield, Minnesota bank on September 7, 1876.

After Pitts died in the shootout at Madelia, his body was put on display for three days in the states capital. None of his relatives claimed the remains and Pitts's bones were acquired by the state surgeon general. Dr. Murphy put the bones in storage and later gave them to his nephew, Henry Hoyt. Pitts's bones were a source of controversy when Hoyt submerged them in a lake to preserve them, only for a passer by to stumble upon them and report a murder. The lake is said to be haunted by the ghost of Charlie Pitts even now. Pitts's bones were also put on display in the Northfield museum for a period.

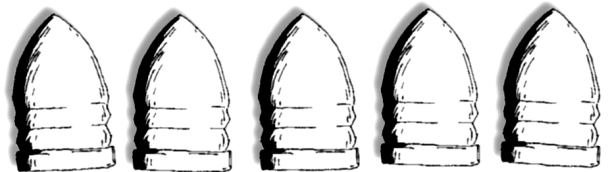
STR	16	MOV	10	Effort	80
CON	8	HP	9	Stamina	40
SIZ	9	FAT	24	Dam Mod	+1d4
INT	16	MP	8	Idea	65
POW	9	Dex SR	3	Luck	40
DEX	12	Siz SR	2	Agility	60
APP	10	PIETY	3	Charisma	50
EDU	10	SAN	22	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	3		
L. Leg	05-08	04-06	3		
Abdomen	09-11	07-10	3	2	Long Coat
Chest	12	11-15	4	2	Long Coat
R. Arm	13-15	16-17	2	2	Long Coat
L. Arm	16-18	18-19	2	2	Long Coat
Head	19-20	20	3		

Weapon	SR	A%	Dam	P%	Ap	Rng
Fist	3	65	1d3	60	--	--
Colt Navy	1/SR	90	2D4	--	13	27
Enfield Rifle	1/CR	65	3D6	--	14	1000

Skills					
Brawl	65	Drive Wagon	70	Ride	75
Dodge	60	Bargain	60	Listen	60
Appraise	55	Streetwise	65	Spot	70
		Gaming	70	Stealth	55

Notes None



TACTICS

when I hate, I've gotta do somethin' about it

The James-Younger gang learnt their tactics as bushwhackers during the Civil War. The bank raids that they carried out seem to especially follow a particular formula. Casual brutality was also key to their operations.

The make up of the gang was always selected from close acquaintances. Members of the gang came from family, cousins, neighbors and military associates. Acceptance into the gang was based on prejudice and the needs of the situation.

Jesse planned most of the gangs exploits. Factors taken into consideration ranged from expenses for setting the job up to detailed reconnaissance of the target. At times the gang's intelligence was so good that they were even aware of the exact amount of money to be had from the vault. This could be attributed to the fact that many southerners were sympathetic to the gang and would hand over any information if asked. Others could be 'encouraged' to help.

Generally, the gang size was anywhere between 4 and twelve members depending on the supposed security of the bank, number of cashiers, size of town etc. This would also keep the size of the gang down to an easily manageable group.

Frequently the gang chose to attempt their robberies at around two o'clock in the afternoon.

The gang would ride into town from different directions congregating outside, or near the target. All gang members would wear their long Civil War army overcoats to hide their weapons. The majority of the gang would remain outside tending to the horses, keeping a watch or blocking entrance into the bank.

One of the gang in the bank would present a large bill or bankers draft and ask for it to be changed. This would require the cashier to open the vault. As the cashier went to open the vault the gang would draw their weapons and demand the money. A sack would be handed to the cashiers and they would be told to quickly fill it with money, bonds and tax stamps. Once the money was in the sack the cashiers would be locked in the vault.

If townsfolk became suspicious then those gang members outside the bank would try to intimidate or scare away any onlookers, initially by firing into the air, only shooting at people if they were being shot at themselves.

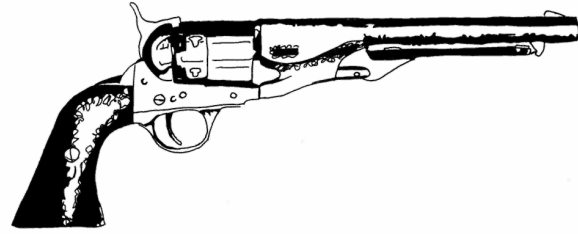
The situation inside the bank was a bit more brutal. Any kind of resistance was usually dealt with swiftly and quite often fatally. The gang needed to get the vault open quickly and this was usually only achievable with the help of the head cashier, or in some circumstances the only cashier, who had the keys. The gang could always take the keys from the cashier but it was much quicker to just get the cashier to open the vault. Any resistance or attempt at escape usually resulted in the individual being shot.

The gang would then leave the bank and ride from town. This type of attack was styled after many of the robberies the men had participated in during the Civil War, when the James and the Youngers rode with Quantrill's raiders.

EQUIPMENT AND WEAPONRY

let your gun be the constant companion of your walks

COLT MODEL 1860 ARMY



The Colt Model 1860 Army revolver was manufactured from 1860 through 1873 and was considered to be the ultimate combat handgun of that period.

This single action revolver was designed around a lightweight frame, but chambered for the more powerful .44 caliber ball in its six shot cylinder.

BS% 10, Cal. .44, Damage 1d8+2, Range 27, Ap. 13, Malf 99-00, Ammo 6, Length 13", SR 1/SR, Enc 1, \$ 16, Year 1860

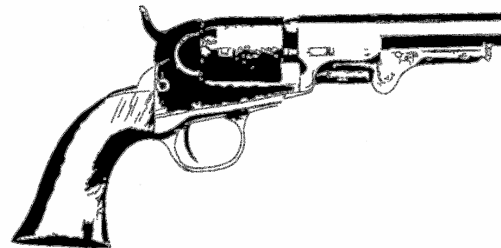
COLT MODEL 1861 NAVY



The Colt Model 1861 Navy revolver was .36-caliber, six-shot, single-action percussion revolver, manufactured by Colt from 1861 until 1873. This was the principal weapon of the Civil War bushwhackers, was popular on the Western frontier and favored by the US Cavalry.

BS% 10, Cal. .36, Damage 2d4, Range 27, Ap. 13, Malf 98-00, Ammo 6, Length 13.5, Sr 1/SR, Enc 1, \$ 13, Year 1851

COLT POCKET REVOLVER



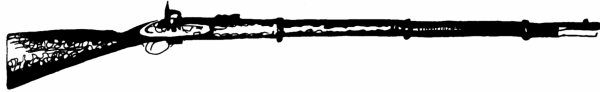
The Colt Pocket Revolver was the single largest selling Colt revolver until well into the 20th century. A substantial demand for the original five shot .31 caliber, and the later .36 caliber, revolver remained from 1849 until cartridge revolvers went into production in the early 1870s.

Civil War officers maintained that the Pocket Revolvers were useful for defense against battlefield surgeons bent on amputating a limb.

William 'Bloody Bill' Anderson is said to have preferred to use a pair of Colt Pocket Revolvers.

BS% 10, Cal. .31, Damage 1d6, Range 15, Ap. 7, Malf 97-00, Ammo 5, Length 5", SR 1/SR, Enc 0.7, \$ 12, Year 1850

ENFIELD 1853



The Enfield 1853 rifle-musket was used by both the North and the South in the American Civil War. The Confederate army imported many of these rifles for their war effort, initially from the British government, then from gunrunners and private contractors. Only the Springfield rifle saw wider use.

This carbine was built and used between 1853 and 1867. It saw action in the Crimean War, the 1857 Indian rebellion, the New Zealand Land War and the American Civil War.

BS% 05, Cal. .577, Damage 3d6, Range 1000, Ap. 14, Malf 96-00, Ammo 1, Length 55, SR 1/CR, Enc 5, \$ 15, Year 1853

REMINGTON 1875 .44-40 ARMY

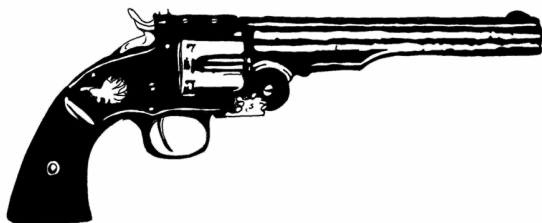


The Remington is known for the prominent web beneath the barrel; this reduces oscillation, and improves accuracy. The Remington used by the Military had a lanyard ring on the butt. The 1875 Model did not sell well in the West, even though it was cheaper and comparable to the more popular Colt Peacemaker Pistols.

Outlaws and Lawmen both recognized the robust nature of the new Remington. Frank James carried one for much of his outlaw career.

BS% 10, Cal. .44-40, Damage 2d4+2, Range 22, Ap. 10, Malf 00, Ammo 6, Length 13.6", SR 1/SR, Enc 1, \$ 27, Year 1875

SMITH & WESSON SCHOFIELD .45



The Smith & Wesson Schofield .45 was a break-open pistol with design modifications by Major George Schofield to make it easy to reload while on horseback. Technologically superior for its day, the Schofield had a hinged break open style frame which could be operated with the thumb of the shooting hand, ejecting all six spent cartridges automatically and providing easy access for reloading.

The U.S. Cavalry was slow to see its merits claiming that early models were too complicated and delicate for service use; others such as Jessie James saw the Schofield's quick reloading capability as a major advantage for their activities.

BS% 10, Cal. .45, Damage 1d10+2, Range 30, Ap. 12, Malf 00, Ammo 6, Length 11", SR 1/SR, Enc 3, \$ 15, Year 1875

SPRINGFIELD 1861



The Springfield 1861 was scarce in the early years of the American Civil War. It was the first rifled musket to see large scale production.

The Springfield rifle could be a deadly weapon over long range with good training. However, training was usually limited to obtaining the high rate of fire and it was only with experience that the new recruit could master the trajectory.

As its presence became more common it was taken up and used effectively by the US Army and the Marine Corps.

BS% 05, Cal. .58, Damage 3d8, Range 500, Ap. 14, Malf 98-00, Ammo 1, Length 56", SR 1/CR, Enc 5, \$ 20, Year 1861

WINCHESTER RIFLE 1873



Known as "The Gun that Won the West" the 1873 Winchester is a lever action rifle manufactured in the United States by the Winchester Repeating Arms Company.

The Winchester Model 1873 was originally chambered for the .44-40 cartridge, but was later produced in .38-40 and .32-20, all of which were popular handgun cartridges of the day. Having a common cartridge in both revolvers and rifles allows the owner to carry two firearms, but only one type of ammunition.

The Winchester Model 1873 was so popular and was produced in such huge quantities that it became a common sight in the American West.

BS% 05, Cal. .44-40, Damage 2d4+2, Range 750, Ap. 14, Malf 00, Ammo 14, Length 42", SR 1/SR, Enc 4, \$ 45, Year 1873

—PLOT HOOKS—

If you want to run a historical James-Younger Gang encounter, then there are plenty of short scenario hooks available. These could be in the form of daring bank robberies, train and stagecoach hold ups and savage gun combat. The Time Line makes it easy to see when the significant historical encounters occur. Only brief details are given; bank, stagecoach, railroad and other incidents are noted.

Any of the bank jobs carried out by the James-Younger gang would make a good encounter for the player characters, either as bystanders that become embroiled in the crime as it happens, as members of the gang itself trying to rob the bank, or even as Outlaws that try to help the James-Younger gang.

Alternately, other encounters such as the stagecoach robberies present different challenges. Are your characters in the stage coach as it is robbed? Or are they driving it?

The stagecoaches and steam trains would probably have quite a mixed group of individuals, which could present an excellent opportunity for a group of player characters to meet up.

Another way to look at it would be to have the players assembled as a peace keeping force made up of Texas Rangers, Marshals and Bounty Hunters. After the first robberies of the James-Younger Gang this group of Lawmen could be sent to hunt down the Outlaws and bring them to justice.

The railroad had their own hired, armed security force. The Pinkertons became interested after the James-Younger Gang attacked the railroad in 1873. A group of Pinkertons were actually sent out after the gang.

Because the James-Younger Gang have a bushwhacker background they are especially hard to track down. Having fought in and survived the American Civil War, they emerge into a new world that is at odds with their intentions.

—ENCOUNTER AT— —NORTHFIELD—

After a reign of havoc that included bank, train, and stagecoach robberies from Texas to West Virginia. The James-Younger gang attempted what is considered to be the last raid of the Civil War, the robbery of the First National Bank of Northfield, Minnesota.

The First National Bank job represents the last time that the James-Younger gang acted as a single unit and provides many opportunities for the player characters to interact with this historical event.

BACKGROUND

September 7, 1876, at 2 o'clock in the afternoon the James-Younger Gang ride into Northfield and take up their positions.

Bob, Cole and Jim Younger are left to guard the bridge across the town square from the bank.

—TIME LINE—

- 1861 American Civil War begins
Osceola, Missouri, sacked by union troops
- 1863 Frank James and William Anderson join Quantrill raiders
CRIME: Bushwhackers attack Lawrence, Kansas, in retaliation for Osceola
General Order No. 11 depopulates three and a half Missouri counties
- 1864 **CRIME:** Centralia massacre in Missouri
Frank and Jesse James join Andersons raiders
William Anderson dies
- 1865 American Civil War ends
William Quantrill dies
- 1866 **CRIME:** February 13, Liberty Missouri, Clay County Savings Association \$62,000.00
CRIME: October 30, Lexington, Missouri, Alexander Mitchell and Co. Bank \$2,000.00
Archie Clement dies
- 1867 **CRIME:** March 2, Savannah, Missouri, Judge John McClain Banking House No record
CRIME: May 22, Richmond, Missouri, Hughes and Wasson Bank \$4,000.00
- 1868 **CRIME:** March 20, Russellville, Kentucky, Nimrod Long Banking Co. \$14,000.00
John Jarrette dies
- 1869 **CRIME:** December 7, Gallatin, Missouri, Daviess County Savings Bank \$700.00
- 1871 **CRIME:** June 3, Corydon, Iowa, Ocobock Brothers' Bank \$6,000.00
- 1872 **CRIME:** April 29, Columbia, Kentucky, Bank of Columbia \$600.00
CRIME: September 26, Kansas City, Kansas City Exposition Ticket Office \$10,000.00
- 1873 **CRIME:** May 27, St. Genevieve, Missouri, Ste. Genevieve Savings Bank \$4,100.00
CRIME: July 21, Adair, Iowa, Chicago, Rock Island and Pacific Railroad \$6,000.00
- 1874 **CRIME:** January 15, Hot Springs, Arkansas, Stagecoach \$3,000.00
CRIME: January 31, Gad's Hill, Missouri, Iron Mountain Railroad \$12,000.00
CRIME: April Austin, Texas, Stagecoach \$3,000.00
CRIME: December 8, Muncie, Kansas, Kansas Pacific Railroad \$55,000.00
- 1875 **CRIME:** September 5, Huntington, West Virginia Bank \$10,000.00
- 1876 **CRIME:** July 7, Rockey Cut, Missouri, Missouri Pacific Railroad \$15,000.00
CRIME: September 7, Northfield, Minnesota, First National Bank \$0.00
Clell Miller dies
Charlie Pitts dies
Bill Chadwell dies
- 1879 **CRIME:** October 8, Glendale, Missouri, Chicago and Alton Railroad \$40,000.00
Jesse James organizes a new gang.
- 1880 **CRIME:** September 3 Mammoth Cave, Kentucky, Stagecoach \$1,800.00
- 1881 **CRIME:** March 11, Muscle Shoals, Alabama, Government Paymaster \$5,000
CRIME: July 15, Winston, Missouri, Chicago, Rock Island and Pacific Railroad \$2,000.00
CRIME: September 7, Glendale, Missouri, Chicago and Alton Railroad \$15,000.00
- 1882 Jesse James is shot and killed by Robert Ford
Frank James surrenders to the Missouri Governor
- 1889 Bob Younger dies
- 1902 Jim Younger dies
- 1908 William Anderson is buried
- 1915 Frank James dies peacefully
- 1916 Cole Younger dies
- 1917 George Shepherd dies

Bill Chadwell and Clell Miller wait outside the bank, guarding the door and dissuading any passers by from entering.

Charlie Pitts, Frank and Jesse James all enter the bank.

It all goes terribly wrong for the Outlaws inside the bank. The acting cashier, Joseph Lee Heywood, refuses to open the safe. He claims that it is secured by a time lock even as they hold a Bowie knife to his throat and then pistol whip him. Assistant cashier Alonzo Enos Bunker is shot in the shoulder as he tries to flee in terror out the front door of the bank.

Meanwhile, the citizens of Northfield have grown suspicious of the men guarding the door. They raise the alarm when Alonzo crashes through the bank doors and falls into the street. The five Outlaws outside draw together and fire in the air, yelling at the townspeople to leave the street. This has the opposite of the desired effect and drives the townspeople to take cover, firing back from protected positions. They ambush the Outlaws from the hardware store and from the second floor of the Waterside Hotel.

The town has been prepared for an attack by the gang. Cover has been specifically placed to protect townspeople. The citizens know what to do in an emergency. They even know what to do with any wagons in the town centre should they be caught in the crossfire.

Inside the bank Charlie, Frank and Jesse hear the commotion outside and turn to flee. As they leave, Frank James shoots the unarmed Heywood in the head for refusing to open the safe.

Nicholas Gustavson, a Swedish student at the college, is shot and killed by Cole Younger. Bill Chadwell and Clell Miller are shot and killed in the streets. The rest of the gang are repeatedly shot at. Bob Younger has his right elbow shattered and Cole Younger sustains eleven wounds in the seven minute gun fight as they try to mobilize and escape the town. Incredibly, the James' receive no wounds.

The gang, injured and empty-handed, barely escapes Northfield, leaving their two dead companions behind. A massive manhunt is organized to pursue the James-Younger gang. Posses chase the gang west for weeks. The James brothers eventually split from the rest of the gang, lose their trackers and escape.

The Youngers and Charlie Pitts are discovered, lost in the swamps west of Madelia, near the Watonwan River. A ferocious gunfight leaves Pitts dead and the Youngers injured and prisoners.

Cole Younger, when asked about the robbery, responded, "We tried a desperate game and lost. But we are rough men used to rough ways, and we will abide by the consequences."

Bob, Cole, and Jim Younger plead guilty to their crimes. Under Minnesota law this saves them from a hanging. They do however each get a life sentence.

Frank and Jesse James flee to Nashville, Tennessee, where they manage to live peacefully for three more years. Eventually Jesse James assembles a new gang and they go on to commit another five more crimes including the robbery of railroads, banks and stagecoaches. The crime wave famously comes to an end at the hands of Robert Ford in 1882.

NORTHFIELD HISTORY

Cows, Colleges, and Contentment

Land acquired from the South Dakota Sioux in 1855 was settled because of the great potential for water power and an abundance of natural resources. A sawmill, a flour mill and a bridge were the first constructions in the place that would become Northfield, Minnesota.

When plotting Northfield, the settlers ignored the river's natural curvature and planned the town in rigid blocks.

Northfield became an agricultural center with many wheat, corn and dairy farms. The town's lumber and flour mills were powered by the Cannon River.

Citizens enjoy the benefits of a good education. Northfield supports two large colleges, a school for its younger citizens and has been recognized as a center of educational excellence.

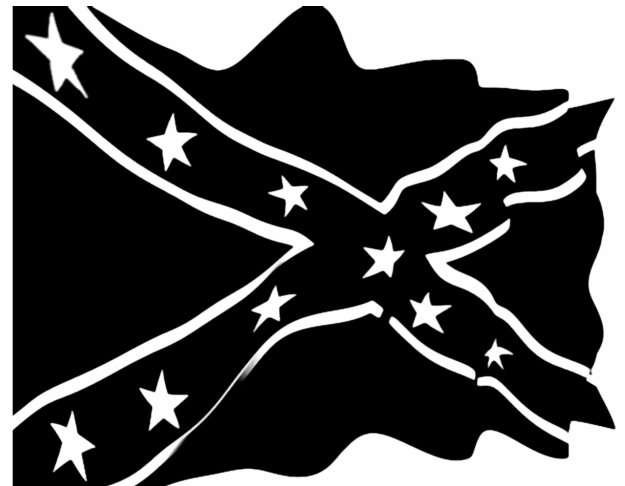
The center of town has all of the expected residences and businesses apart from whorehouses which are discouraged. The Bridge Square is used as a market place during the weekend where all sorts of exotic items may be purchased.

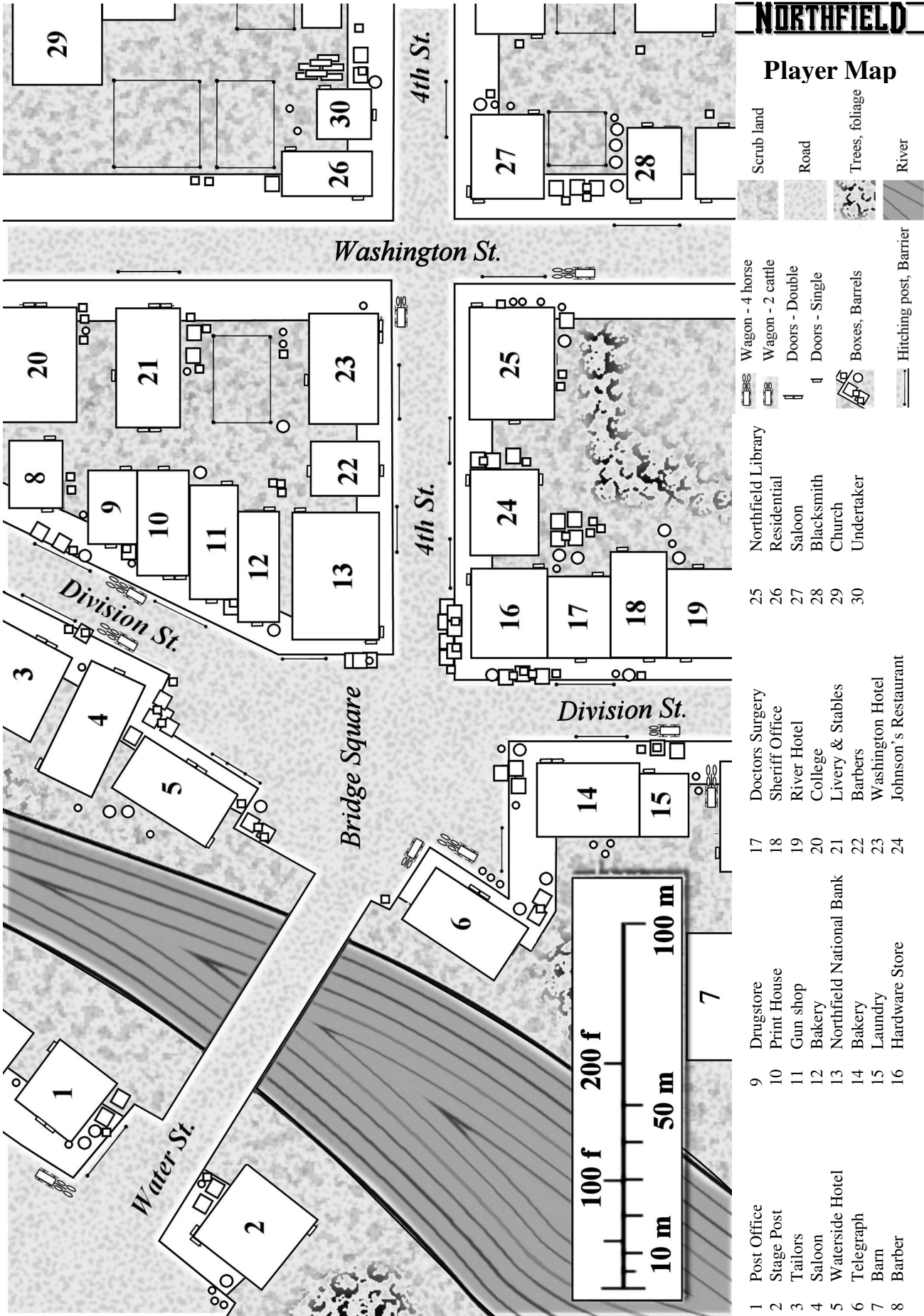
Northfield has good and frequent trade relations with other nearby towns but is self sufficient in baking, corn and flour related industries. Northfield won the straight flour category for best flour in the United States in 1876. Many farms surround the town with the river being diverted to allow irrigation in the fertile soil. Dairy farms are also popular, with its related industries such as butchery, dairy produce and leather working.

The settlers, primarily Norwegian and Swedish, were people who believed in women's rights, temperance, the abolitionist movement, education and helping their fellow neighbor. This tends to make the citizens open and tolerant of others, regardless of ethnicity, religion or gender, but makes them intolerant of excessive alcohol consumption.

Northfield in 1876 was a respectable, small, southern Minnesota community with a population of around 2,000.

The city's motto "Cows, Colleges, and Contentment" reflects the influence of the dairy farms, the emphasis on education and their aspirations.





NORTHFIELD

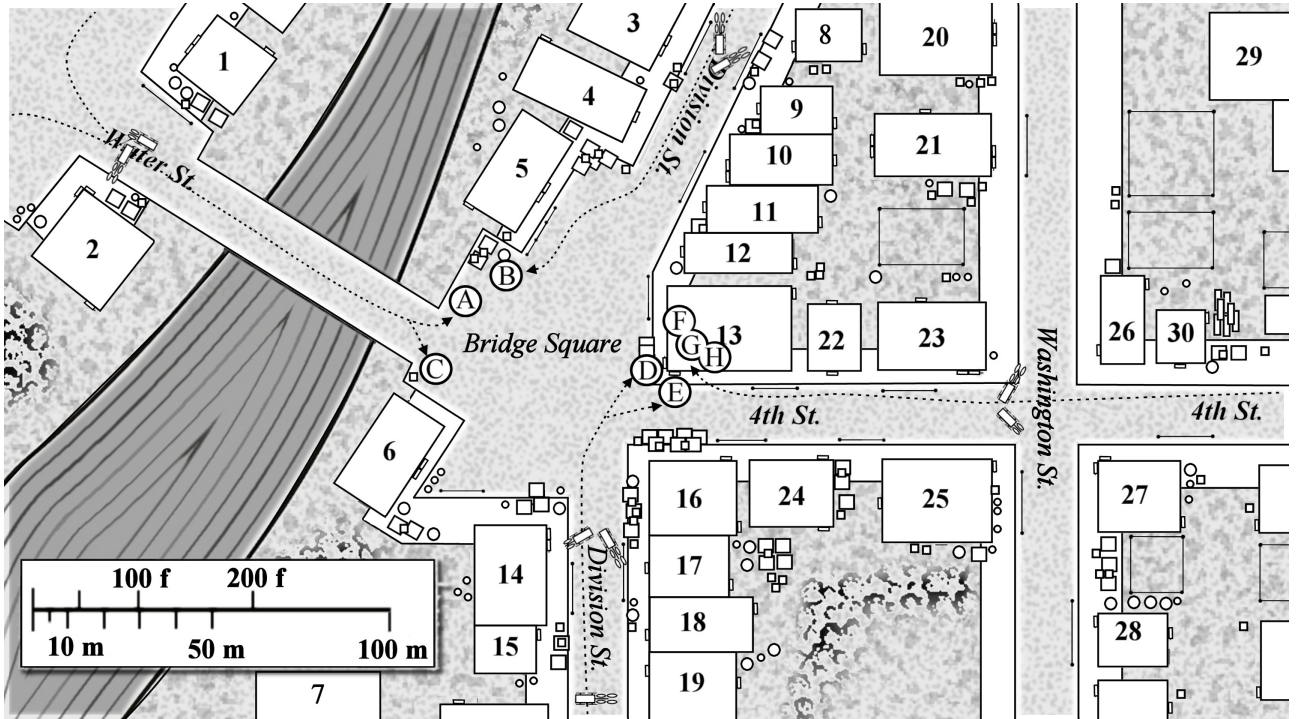
Player Map

- Scrub land
- Road
- Trees, foliage
- River
- Wagon - 4 horse
- Wagon - 2 cattle
- Doors - Double
- Doors - Single
- Boxes, Barrels
- Hitching post, Barrier

- 25 Northfield Library
- 26 Residential
- 27 Saloon
- 28 Blacksmith
- 29 Church
- 30 Undertaker
- 17 Doctors Surgery
- 18 Sheriff Office
- 19 River Hotel
- 20 College
- 21 Livery & Stables
- 22 Barbers
- 23 Washington Hotel
- 24 Johnson's Restaurant
- 9 Drugstore
- 10 Print House
- 11 Gun shop
- 12 Bakery
- 13 Northfield National Bank
- 14 Bakery
- 15 Laundry
- 16 Hardware Store

NORTHFIELD

Masters Map



- | | |
|-------------------|-------------------|
| A - Bob Younger | E - Clell Miller |
| B - Cole Younger | F - Charlie Pitts |
| C - Jim Younger | G - Jesse James |
| D - Bill Chadwell | H - Frank James |

Dotted lines show the direction in which the gang enters the town and where they are positioned as the raid takes place.

The Youngers all enter the town separately and converge on the Western side of Bridge Square at about 13.40. Bill Chadwell and Clell Miller enter the town from the South and take their positions outside the bank at 13.50.

Finally, Charlie Pitts, Jesse and Frank James enter the town from the East and proceed to the bank at 14.00.

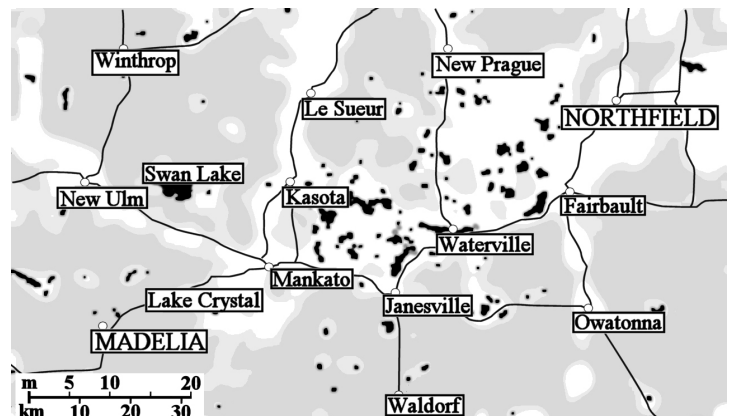
As the town becomes aware of the bank raid, citizens either run for cover and start shooting or draw the wagons across the roads and then use them as barricades, blocking most of the streets.

When the bank raid at Northfield goes disastrously wrong the gang flees west. At some point on this journey, still pursued by a huge posse of angry townsfolk, the James Brothers slip away from the rest of the gang and head north. They eventually make it back to Missouri, then Nashville and relative safety.

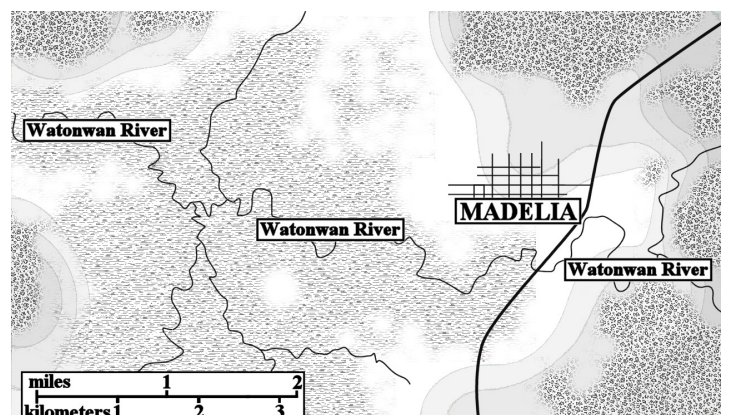
The Youngers and Charlie Pitts continue. Injured and pursued they make it as far as the Watonwan River past Madelia before they are surrounded.

After a terrible gun fight that leaves Charlie Pitts dead, the Youngers finally surrender.

NORTHFIELD TO MADELIA



MADELIA SWAMPS - WATONWAN RIVER



BEHIND THE VEIL

the blood-drenched savage

The bank job described above might make an interesting evening's engagement, but there are sinister forces acting in the background...

Right at the beginnings of the origins of the James-Younger gang there was one major influencing force. That singular force had the power to send a small group of farmers on into history and oblivion, a being that was shaped by dark, Otherworldly powers. That being was William 'Bloody Bill' Anderson.

Born in Randolph County, Missouri in 1840, William Anderson had one older brother, one younger brother, two younger sisters and lived with his parents and two grand parents. The grand parents brought some of the power from the old country with them and they had been introducing the sisters to the earth magics of Wiccan beliefs.

When the parents were killed at the beginning of the Civil War, the Anderson sisters now with a small coven decided to seek revenge. They lost the white magic path of the Wiccan way and took the bloody path of sacrifice and summoning. The Witches and Warlocks summoned a Demon to avenge the death of their parents. They succeeded, but at the cost of William Anderson's eternal soul. He proved too weak to defend against the potent spiritual powers of the Demon and it inhabited his body. The Witches commanded the demon, Bloody Bill, to "attack the Northern forces, bring pain, suffering and death to them all".

In its bid to cause as much havoc among the Yankee forces as possible, Bloody Bill joined the Confederate forces as a bushwhacker serving under William C. Quantrill's band of vicious murderers. The body count began to rise. Unfortunately for Bloody Bill, Quantrill proved too powerful to bind to his will, but others were more susceptible and began to blindly follow his words.

Jesse James, Frank James, Cole Younger, John Jarrette and George Shepherd all fell to the Binding Words (see page 15) of Bloody Bill. All he said was "kill" and under his guidance they set out on a new binge of atrocities. With his 100 bushwhacker raiders, Bloody Bill preyed on any Union detachments or sympathizers that came within their reach.

In the mean time, the Anderson sisters coven was broken up by Federal soldiers and while they were incarcerated the sisters died, breaking the power that held the Demon under control.

Quantrill separated Bloody Bill and his followers from the main party of bushwhackers when they started to adorn their horses with the scalps of their victims

Shortly afterwards, Bloody Bill participated in a murderous rampage of the town of Lawrence, Kansas, in August 1863, scalping the townsfolk and slitting their throats, looting and torching the town.

On September 27, 1864, at the small railroad town of Centralia, Missouri, 116 Federal soldiers were "shot through the head, then scalped, bayonets thrust through them, ears and noses cut off". 150 Union cavalry set out after Bloody Bill after this last atrocity but were ambushed and massacred themselves.

Bloody Bill became known as the "blood-drenched savage".

It is said that Bloody Bill carried a silk cord on which small knots were tied for every Yankee he killed. He was reported crying and even frothing at the mouth during battle; some of William Anderson's humanity remained but locked behind the intentions of Bloody Bill.

Then, on October 27th 1864, while leading his bushwhacker raiders through heavy woodland near Orrick, Missouri, the band was ambushed by Captain S.P. Cox and 300 Union troops. "Anderson and some 20 of his men came in their historic manner, with their bridle reins in their teeth and revolver in each hand". Bloody Bill was riddled with bullets and left for dead in his saddle. His small army put up a fight to try and recover Bloody Bill's body, but they were driven back by the superior firepower.

Bloody Bill's body was returned to Richmond, Missouri where it was propped up in a chair. A pistol was placed in his hand and photographs were taken. Later, the Union troopers decapitated Bloody Bill and impaled his head on a telegraph pole at the entrance to the town as a sign to all that the infamous killer was dead. Bloody Bill's torso was tied to a horse and dragged along the streets of Richmond before being dumped in an unmarked grave outside of town. It wasn't until 1908 that Frank James arranged for a proper funeral service at Bloody Bill's grave, finally putting William Anderson's tortured soul to rest.



The bushwhacker band fractured and drifted apart. However, some of them had been deeply affected by the words of Bloody Bill and were compelled to carry on the blood letting.

It was less than a year and a half later that the James-Younger gang rode into Liberty, Missouri and raided the Clay County Savings Association. They were intent on unleashing a new wave of atrocities, prolonging the Civil War and carrying out their last command, to "kill".

WILLIAM 'BLOODY BILL' ANDERSON (1843-1864)

STR	10	MOV	10	Effort	50
CON	13	HP	14.5	Stamina	65
SIZ	16	FAT	23	Dam Mod	+1d4
INT	14	MP	17	Idea	70
POW	17	Dex SR	3	Luck	85
DEX	13	Siz SR	1	Agility	65
APP	13	PIETY	9	Charisma	65
EDU	8	SAN	23	Know	40

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	5	1	Leather Pants
L. Leg	05-08	04-06	5	1	Leather Pants
Abdomen	09-11	07-10	5	2	Long Coat
Chest	12	11-15	6	2	Long Coat
R. Arm	13-15	16-17	4	2	Long Coat
L. Arm	16-18	18-19	4	2	Long Coat
Head	19-20	20	5		

Weapon	SR	A%	Dam	P%	Ap	Rng
Saber	2	75	1d8+1	65	20	--
Pocket Rev	1/SR	75	1D6	--	7	15
Pocket Rev	1/SR	75	1D6	--	7	15

Skills	Ride	75	Torture	75	
Brawl	75	Knowledge Region	50	Hide	65
Dodge	70	Strategy	65	Stealth	65
Appraise	65	Navigate	70	Climb	65
Insight	75	2 Pistol Style	75	Jump	70

Notes Bad Omen
Binding Words
Terror
SAN Loss 0/1d8

JOHN JARRETTE (1836-1868)

John married Mary Josephine Younger before the Civil War and had two children with her. He rode with Quantrill's Raiders during the Civil War and participated in five bank robberies with the James-Younger gang between 1866 and 1868.

John Jarrette is thought to have died in a house fire in 1868, but there have also been reports of him living in California as late as 1891.

STR	10	MOV	10	Effort	50
CON	15	HP	13	Stamina	75
SIZ	12	FAT	25	Dam Mod	0
INT	13	MP	11	Idea	65
POW	11	Dex SR	2	Luck	55
DEX	16	Siz SR	2	Agility	80
APP	15	PIETY	5	Charisma	75
EDU	8	SAN	19	Know	40

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4	2	Chaps
L. Leg	05-08	04-06	4	2	Chaps
Abdomen	09-11	07-10	4	1	Leather Jacket
Chest	12	11-15	5	1	Leather Jacket
R. Arm	13-15	16-17	3	1	Leather Jacket
L. Arm	16-18	18-19	3	1	Leather Jacket
Head	19-20	20	4		

Weapon	SR	A%	Dam	P%	Ap	Rng
Colt Dragon	1/SR	65	2d6	--	14	30
Colt Army	1/SR	65	1D8+2	--	13	27
Pocket Rev	1/SR	65	1D6	--	7	15

Skills	Ride	70	Climb	45	
Demolition	30	Etiquette	40	Spot	65
Dodge	60	First Aid	55	Stealth	40
Fast Talk	55	2 Pistol Style	65	Swim	50

Notes None

IS ACES HIGH - THE JAMES YOUNGER GANG

"LITTLE ARCHIE" CLEMENT (1846-1866)

Archibald Clement rode with Quantrill's Raiders during the Civil War. He became Bloody Bill's lieutenant at 17, became his most trusted follower and earned the title "Bill Anderson's scalper and head devil." Said to be totally fearless and an expert pistol shot, he quickly took a prominent role in Anderson's military operations. He was the first leader of the James-Younger Gang and led them on their first raid in 1866.

He was killed on December 13, 1866 by Missouri State Militia.

STR	14	MOV	10	Effort	70
CON	12	HP	12	Stamina	60
SIZ	12	FAT	26	Dam Mod	+1d4
INT	13	MP	9	Idea	65
POW	9	Dex SR	3	Luck	45
DEX	14	Siz SR	2	Agility	70
APP	17	PIETY	4	Charisma	85
EDU	11	SAN	42	Know	55

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	4		
L. Leg	05-08	04-06	4		
Abdomen	09-11	07-10	4	2	Long Coat
Chest	12	11-15	5	2	Long Coat
R. Arm	13-15	16-17	3	2	Long Coat
L. Arm	16-18	18-19	3	2	Long Coat
Head	19-20	20	4		

Weapon	SR	A%	Dam	P%	Ap	Rng
Colt Army	1/SR	110	1D8+2	--	13	27
Colt Navy	1/SR	110	2D4	--	13	27
Schofield	1/SR	110	1D10+2	--	12	30

Skills	Ride	75	First Aid	45	
Brawl	65	Streetwise	60	Hide	65
Dodge	60	Strategy	80	Stealth	55
Bargain	80	Fast Talk	75	Navigate	50
Demolitions	75	2 Pistol Style	65	Climb	60

Notes Silver Tongue
Expert Shot
Sadist

GEORGE WASHINGTON SHEPHERD (1842-1917)

George Shepherd rode with Quantrill's Raiders during the Civil War. He is thought to have killed James "Jim" Anderson, the brother of William "Bloody Bill" Anderson, in Austin, Texas. He was involved in the robbery of the Kentucky Nimrod Long Banking Co on March 20, 1868. Shepherd was caught and sent to prison for three years. During his incarceration, his wife remarried without obtaining a divorce.

He died on February 23, 1917.

STR	13	MOV	10	Effort	65
CON	11	HP	10	Stamina	55
SIZ	9	FAT	24	Dam Mod	0
INT	13	MP	11	Idea	65
POW	11	Dex SR	3	Luck	55
DEX	12	Siz SR	3	Agility	60
APP	13	PIETY	9	Charisma	65
EDU	10	SAN	20	Know	50

Location	Melee	Missile	Hp	Ap	Armor
R. Leg	01-04	01-03	3		
L. Leg	05-08	04-06	3		
Abdomen	09-11	07-10	3	1	Leather Jacket
Chest	12	11-15	4	1	Leather Jacket
R. Arm	13-15	16-17	3	1	Leather Jacket
L. Arm	16-18	18-19	3	1	Leather Jacket
Head	19-20	20	3	2	Fur Hat

Weapon	SR	A%	Dam	P%	Ap	Rng
Colt Army	1/SR	75	1D8+2	--	13	27
Pocket Rev	1/SR	75	1D6	--	7	15
Springfield	1/CR	75	3D8	--	14	500

Skills	Ride	50	Climb	45	
Demolition	30	Etiquette	40	Spot	65
Dodge	60	First Aid	55	Stealth	40
Drive Wagon	65	2 Pistol Style	50	Jump	55

Notes None

NEW OTHERWORLD POWER

BINDING WORDS

Range: Beings POW in yards

Duration: Varies, Permanent

Power Point Cost: Targets POW

This ability acts in a similar way to the Otherworld Power, Command, *page 68 AH*, except that it may be targeted on sentient, complete creatures, and the target may attempt to resist the Binding Words with a POW vs. POW resistance roll.

The Being may use Binding Words to force a sentient creature to do one thing for it. The duration of the power is dependent on what the Being tells the target to do. If the Being says "dig your own grave", the target will do this one duty and then will no longer have to obey the Being. However, if the Being tells the target "dig" then that is what the target will do until they are physically incapable of carrying out that task, die or the being that used the Binding Words revokes them.

NEW SPOT RULE

TRUE GRIT

The True Grit Spot Rule has been introduced as an option to allow player characters, and important supporting characters, to withstand normally life threatening amounts of damage.

True Grit represents courage and resolve, an indomitable strength of character and a truly courageous determination which enables the character to withstand pain and, maybe, to ignore mortal wounds.

In combat, if the character has received a life threatening wound to the head or chest, they may show their True Grit by using Power Points to offset damage points. True Grit can be used in non-combat situations but has to be applied at the same instant that the character is damaged.

For every 3 Power Points expended the character may buy off 1 point of damage.

Example: as Cole Younger is trying to escape the Northfield streets he is being shot at from all sides. Cole picks up some non-lethal wounds to his legs and arms but is then shot in the head for 8 points of damage. This would drop his head to -2 hit points, which isn't very good when you are trying to evade lots of irate townspeople. Cole has 12 Power Points and expends all of these on exerting his True Grit, recovering 4 hit points and bringing his head instantly back to 2 positive hit point. This is just enough for him to make one last desperate push to escape the confining streets of Northfield and escape to the open country side. Cole will have to be careful for the next 24 hours; he is all out of True Grit until his Power Points have returned. See page 30 BRP for Power Point Recovery Rate.

NEW OCCUPATION

BUSHWHACKER/JAYHAWKER

Guerilla warfare during the American Civil War was perpetrated by semi-autonomous guerrilla units on both sides.

Pro-Union guerrilla fighters in Kansas were called "Jayhawkers". Originally, most Jayhawkers came from the Seventh Kansas Cavalry regiment. Jayhawkers invaded Missouri with the supposed intention of freeing slaves and killing slave owners.

Pro-Confederacy guerillas were called "Bushwhackers" and were not generally considered to be a part of the regular, Confederate army. Primarily from the slave holding counties along the Missouri and Mississippi rivers, the Bushwhackers considered their Union neighbors to be at the vanguard of a Federalist invasion of their home states.

A typical Bushwhacker/Jayhawker action involves an ambush, a cross border raid, or in some situations, burning towns and cities. Attacks were frequently aimed at individuals and families and often involved fighting between neighbors, where there was a division between Union and Confederacy support. The execution and torture of opposing sympathizers was common, regardless of sex or age. Both groups are accused of gaining supplies by stealing horses and food. Both groups have also been recorded as switching uniforms with their opposition to implement a surprise attack.

Bushwhackers and Jayhawkers were both responsible for committing some of the most infamous atrocities during the Civil War.

Charles "Doc" Jennison and James H. Lane made their bands of Jayhawkers wear red gaiters, earning them the nickname "Redlegs".

William C. Quantrill and William "Bloody Bill" Anderson have been described as "pathological killers".

SKILLS:

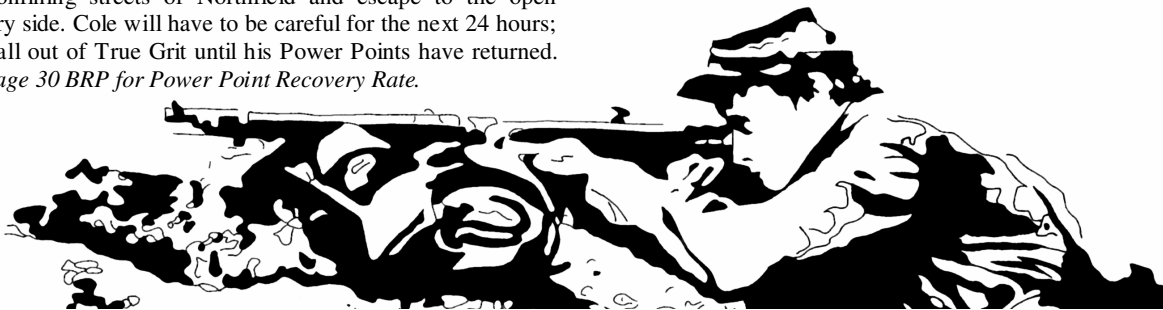
Brawl, Dodge, Firearms (Pistol), Firearms (Rifle), Hide, Knowledge (Region) or (Streetwise), Listen, Navigate or Strategy, Spot, Stealth

EQUIPMENT:

Any weapon your character has more than 40% skill in. Poor to Average clothing, horse & tack, sleep roll, lean to, fire maker & tinder, water canteen

WEALTH LEVEL:

Average, 1D6 x \$20 (\$20 - \$120)



BIBLIOGRAPHY

A Pictorial History of the Wild West by James D Horan and Paul Sann, Spring Books 1954
Age of the Gunfighter by Joseph G Rosa, Tiger Books 1993
Blood Meridian by Cormac McCarthy, Random House 1985 ***
Jonah Hex, Two Gun Mojo, written by Joe R. Lansdale and drawn by Tim Truman, published by DC Comics 1993 ***
Loveless by Brian Azzarello and Marcelo Frusin, Vertigo 2006
The American Frontier by William C Davis, Salamander Books 1992
The Big Book of the Weird Wild West by John Whalen, Factoid Books 1998
The Guns that Won the West by John Walter, MBI Publishing Co 2006

<http://www.civilwarstlouis.com/History/jamesnorthfield.htm>
<http://www.civilwarhistory.com/quantril/anderson.htm>
<http://www.sptddog.com/sotp/jesse.html>
<http://www.nytimes.com/2002/10/27/books/review/27NICHOLT.html>
<http://www.historicmapworks.com/Atlas/US/8261/Northfield+1869+Bird+s+Eye+View/>
<http://northfieldhistory.org/bank-site> ***
<http://www.tombstone1880.com/wildbill/historic.html>
<http://www.tsgraves.com/theOutlaws/history.htm>
http://en.wikipedia.org/wiki/James-Younger_gang

FILMS

Jesse James and the James-Younger gang have been portrayed many times in film, television and documentary.

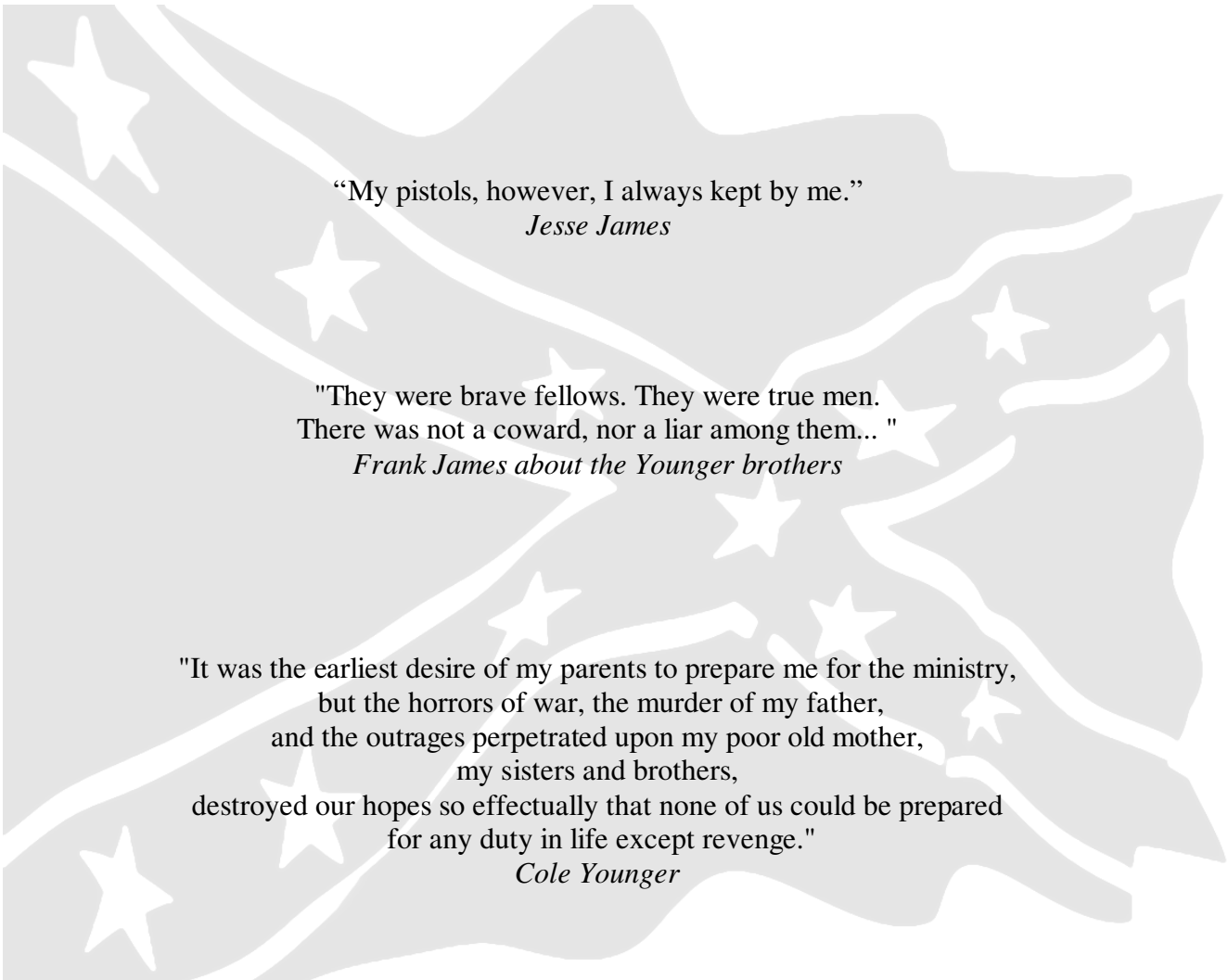
Bushwhackers and Jayhawkers have also been the inspiration for a smaller set of movies.

1921: Jesse James Under the Black Flag
1921: Jesse James as the Outlaw
1927: Jesse James
1939: Jesse James
1939: Days of Jesse James
1941: Jesse James at Bay
1941: Bad Men of Missouri
1947: Jesse James Rides Again
1949: I Shot Jesse James
1950: Kansas Raiders
1950: Return of Jesse James
1951: The Great Missouri Raid
1953: The Great Jesse James Raid
1957: True Story of Jesse James
1959: Alias Jesse James
1960: Young Jesse James
1965: The Legend of Jesse James
1966: Jesse James Meets Frankenstein's Daughter
1969: A Time for Dying
1972: The Great Northfield, Minnesota Raid
1980: The Long Riders ***
1986: The Last Days of Frank and Jesse James
1994: Frank and Jesse
1999: Purgatory
2001: American Outlaws
2004: Legends of the Old West: Frank & Jesse James/The Dalton Gang/Tom Horn
2005: Jesse James: Legend, Outlaw, Terrorist
2006: American Experience: Jesse James
2007: The Assassination of Jesse James by the Coward Robert Ford
2007: Jesse James: American Outlaw
2007: Jesse James
2007: The Real Jesse James Collection
2008: Jesse James - Outlaw Hero

1940: Dark Command
1953: The Stranger Wore a Gun
1955: The Tall Men
1958: Quantrills Raiders
1976: The Outlaw Josey Wales
1979: The Legend of the Golden Gun
1998: Lawrence: Free State Fortress
1999: Ride with the Devil ***
2004: Death Valley: The Revenge of Bloody Bill
2007: Bloody Dawn: The Lawrence Massacre



*** Recommended



"My pistols, however, I always kept by me."
Jesse James

"They were brave fellows. They were true men.
There was not a coward, nor a liar among them... "
Frank James about the Younger brothers

"It was the earliest desire of my parents to prepare me for the ministry,
but the horrors of war, the murder of my father,
and the outrages perpetrated upon my poor old mother,
my sisters and brothers,
destroyed our hopes so effectually that none of us could be prepared
for any duty in life except revenge."
Cole Younger