



THE GREAT RAIL WARS
DERAILED!

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Deadlands created by Shane Lacy Hensley.



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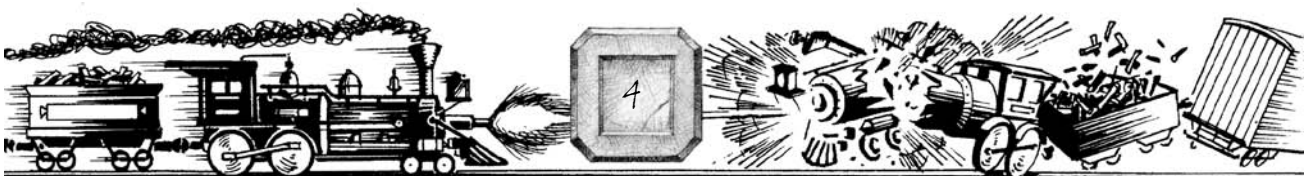
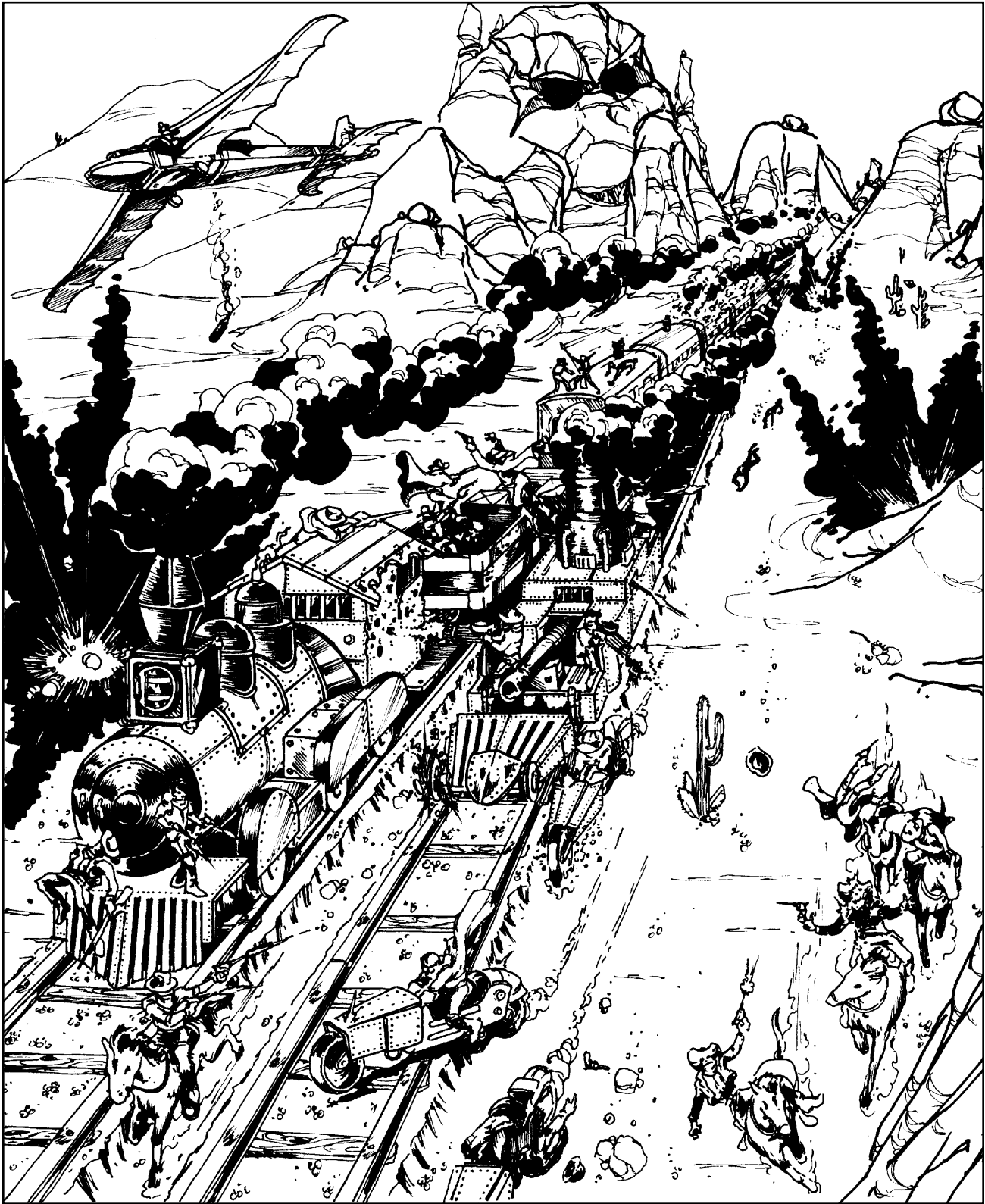
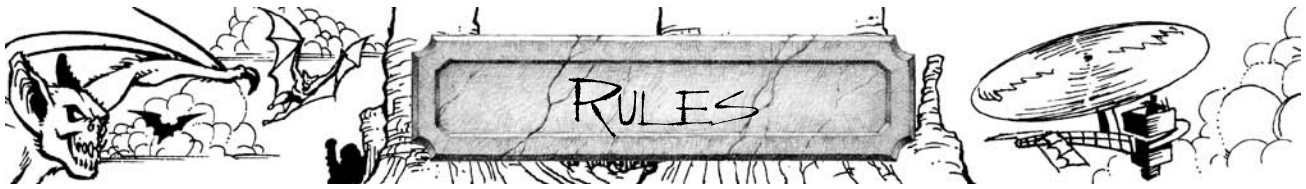
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CHAPTER ONE: RULES O' THE RAILS



Howdy, amigo! Sit a spell and get acquainted with Derailed!, the newest supplement for the fastest, wildest miniatures game either side of the Mississippi. We're talking about The Great Rail Wars, of course, and if you don't know what that is, then you've probably been living in a cave for the last year. Oh, and you're going to have a hard time figuring out what this book is all about.

Deadlands: The Great Rail Wars is the miniatures game set in the Weird West™ of the Deadlands roleplaying game. Derailed! is the vehicles supplement for The Great Rail Wars. Within, there are rules for all those weird-science gizmos rolling, flying, and stomping around: horseless, self-powered rigs like Steam Wagons and Ornithopters.

By their nature, "rigs" are more complex contraptions, and using them in your games entails a little more work. Every effort has been made, though, to keep the rules as simple as possible so you can jump right into the game, riding the latest contraptions to hit the Weird West. Using these simple rules, you can use many of the vehicles already described in Deadlands, as well as some brand-new ones.

The basic rules for using rigs in your games are found in Chapter One. That's all you have to read through to see how it's done. You can even skip Chapter Two if you're not interested in using flying or floating rigs, but be sure you read Chapter One carefully.

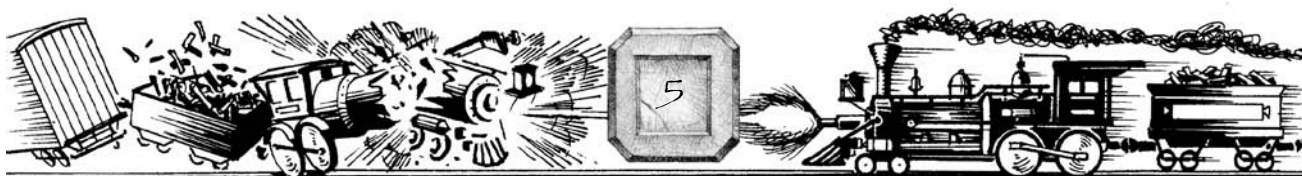
Chapter Three describes the first selection of rigs available for your posses (don't worry, we'll provide you with many more in later supplements). You don't have to read through them all. Just pick out the ones that interest you, and read about them.

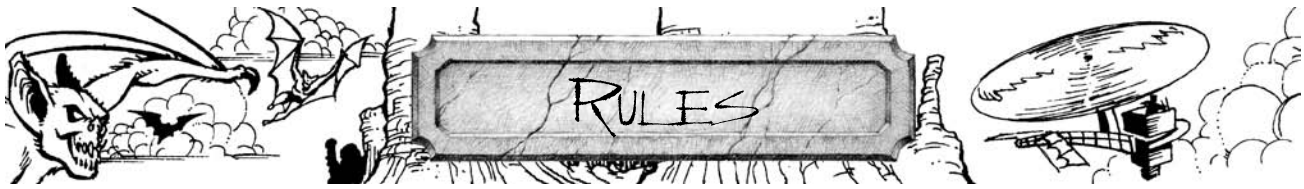
Chapter Four includes a list of upgrades that can be used to improve and customize the basic vehicles, as well as the rules governing their use. We also tell you how to use the nifty weapons pack that is available wherever you bought this book.

Chapter Five gives you new rules, gizmos, and new Edges and Hindrances Tables that cover the new abilities included in Derailed.

Finally, Chapter Six gives you a handful of new scenarios so you can pit your posses against those ornery varmints of the other Rail Barons. Some of the scenarios are written specifically for use with rigs, while the others are general situations that any troops can undertake. But you don't have to stop there. You can also go back and play all of those other scenarios we already published for Deadlands: The Great Rail Wars (like the ones in A Fist Full o' Ghost Rock). This time, though, your lackeys can avail themselves of the latest in weird-science technology. Trust us, it's a whole lotta fun seeing your troops speed across the Weird West in an armored contraption.

So rev up your steam boiler, and let's ride that fancy new gizmo into the Weird West.





RIG CARDS

You're already familiar with the six Traits each troop type has. Each rig has a different set of numbers that defines its abilities. You need to know what these numbers mean, so read on.

Durability works just like Vigor for troops.

Size is the modifier to the Shootin' or Artillery roll when attempting to target the rig. Large rigs are much easier to hit than a cowpoke.

Pace is the rig's normal movement per turn in inches. A rig has four different Pace levels, as described on page 8.

Crew tells you how many cowpokes can ride on the rig. The first number is how many crewmen come with the vehicle when you purchase it. Usually, this is a driver and a gunner for each weapon that comes with the vehicle. Unless you've got veteran crewmen, they're all pretty much the same. Driving everywhere has made them flabby, but they have d8s in Artillery and Drivin', and are Mechanically Inclined as well.

The second number on the Crew line is how many passengers can ride on the rig. If the number has an asterisk beside it, that means that the passengers must ride on top of the rig.

Special lists all the special abilities the rig might have. Here we reveal how much Armor a rig has, its Malfunction rating, and any other special notes.

Speed, Cost, and Bounty work basically the same as on a standard Troop Card with a few notable exceptions.

Speed is tricky. If you have a veteran crew or a hero around, the rig can fire on each action. It can't move on each action, though. We explain this thoroughly in the rules later in this chapter.

Cost is, of course, how many points you need to field the rig. Standard crewman are figured into the cost at 10 points each. If you want to have fewer crewmen, maybe because you want to put a hero in place of one, simply deduct 10 points for each crewman from the cost of the vehicle.

Bounty works the same way as it does for standard troop types. The Bounty for the crew of the rig has already been deducted from the rig's Bounty Points. If someone Wrecks the vehicle (it's Put Down) but doesn't kill all of the crewmen, give him the Bounty Points that are listed on the Rig Card. Each standard crewman that is Put Down during the game is worth 10 Bounty Points.

A SAMPLE RIG CARD

Name — Steam Tank

Type — Land Rig

Cost — 200

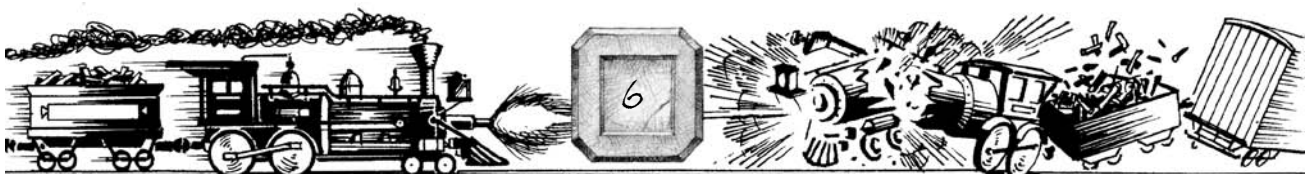
Bounty — 160

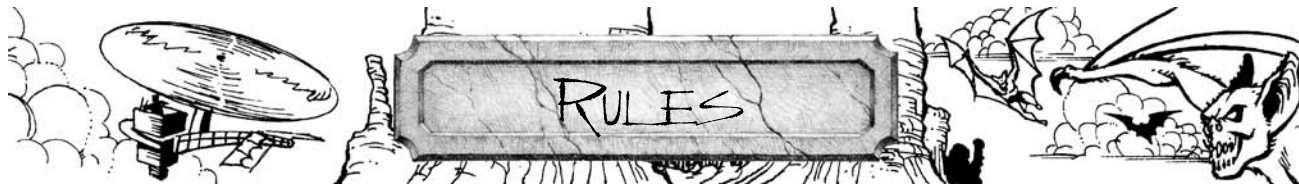
Speed — 1

Traits — Durability d12, Size +2, Pace 3/6/12, Crew 4+6*

Special Abilities — Special: Heavy Armor 6, Malfunction d6, Tracked

Weapons — Weapons: 1 Heavy in turret, plus 1 Light or Steam per side





BUYING RIGS

Rigs are bought just like any other type of troop. This cost includes the rig's drivers and all the crew necessary to operate any basic weapons mounted on the rig.

You can add Upgrades to the rig (see Chapter Four) to improve its performance. Each Upgrade has a cost listed on the Upgrade Card. Paying this cost gets you the Upgrade and adds the cost to the rig's Bounty Points. Simply place the Upgrade Card on the Rig Card to show that your vehicle has that particular enhancement. When someone Wrecks the rig, add the cost of its Upgrades to the rig's Bounty Points to come up with the final Bounty Point total.

Rigs with weapons come with the crew necessary to man the weapons as well. If you don't want a crewman (you may want a hero to drive, for instance), deduct 10 points from the cost of the vehicle. Every crewman killed is worth 10 Bounty Points. You don't want to put out Troop Cards for every crew, so we've included counters for you to place on the Rig Card instead. If a crewman Eats Dirt, flip the counter over. Remove it when he's Put Down.

CREWS

Each rig needs a crew to make it run and shoot. It may not be possible to place actual figures inside of the vehicle. That's okay, compadre; it's assumed they're in there.

The number of crew members staffing a rig is listed on the Rig Card. It's assumed that all of the crew members know each other's jobs and can fill in for each other in an emergency. That means crew members are interchangeable. If your driver gets shot and is Eatin' Dirt, the gunner can replace him. Don't worry about seeing if someone loses control during the transition of crewmembers—that's already accounted for when the vehicle gets hit.

Just like the crew of an artillery piece, a rig's crew still needs its Shootin' ability. This is just in case the vehicle breaks down. If the crew has to hightail it out of Dodge, they can still use their pistols if it becomes necessary.

All crews are capable of operating any of the vehicles we have provided with this book. However, a rig that is specific to a railroad may only be operated by a crew from that particular railroad. For instance, a Union Blue crewman cannot operate a vehicle specific to the Wasatch Railroad. You'll see some of these devices in future supplements.

BACKSEAT DRIVERS

Heroes can attach themselves to a vehicle's crew just as they can to an ordinary posse. All of the standard restrictions and bonuses apply as described in The Great Rail Wars rulebook.

BUT I CAN'T DRIVE!

Troops without Drivin' can't drive a rig, and troops without Artillery can't fire a vehicle's weapons. These are specialized troops, and the everyday bullet-stoppers just can't do it.

A hero can use Experience Points to purchase Artillery or Drivin' however. This is an Edge, so the hero must expend 2 Experience Points for each ability.

The starting level for Drivin' is the character's Shootin' Trait less -1 die type. Artillery starts at the character's Smarts minus a die type.

Either can be raised like any other Trait, once purchased.

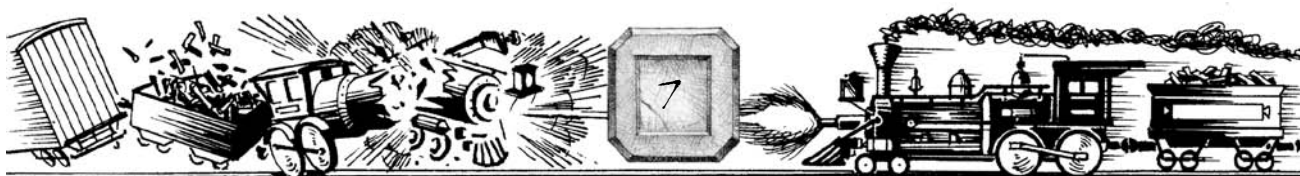
BOUNTY POINTS

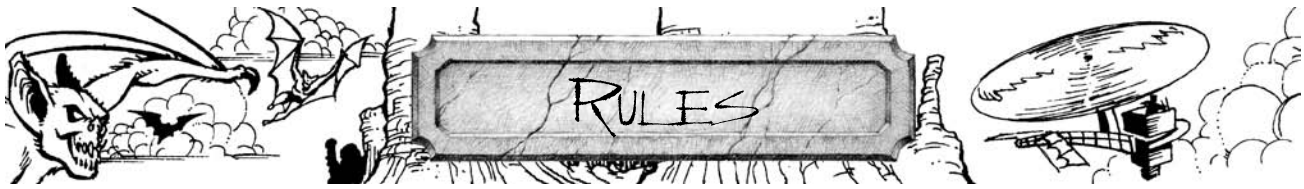
Crewmen are worth 10 Bounty Points each. Guys and gals who can operate the latest steam rigs are hard to come by in the Weird West and they charge a pretty penny for their services. The upshot of all this is that, unless a scenario states otherwise, you can't buy any extra crewmen for your rigs.

Capturing a vehicle isn't worth any Bounty Points—it's enough of an advantage that you now get to use the rig (assuming one of your troops hops in). You only get Bounty Points for rigs you destroy. Troops can't use the "no mercy" rule on a vehicle, but if it's unoccupied, they can automatically hit it in hand-to-hand and can ignore Armor, but not Heavy Armor. Those vehicles are assumed to be "sealed," so a big ornery fellow with a Bowie knife can't just pry out a piston and disable the rig. Of course, this doesn't mean some loco posse might not give it a try.

A lot of strange things can happen when rigs are involved. If you cause an enemy rig to go out of control and it "accidentally" kills other troops, even if they belong to a third party, you get their Bounties as well. You don't get Bounties for killing your own troops, and an out of control vehicle doesn't get Bounties for any enemy troops it happens to run over. The rule is, if you intentionally caused it (and they weren't your own troops), you get the Bounties.

Also, if your vehicle is stolen during a game and you later Wreck it, you don't get the Bounty Points.





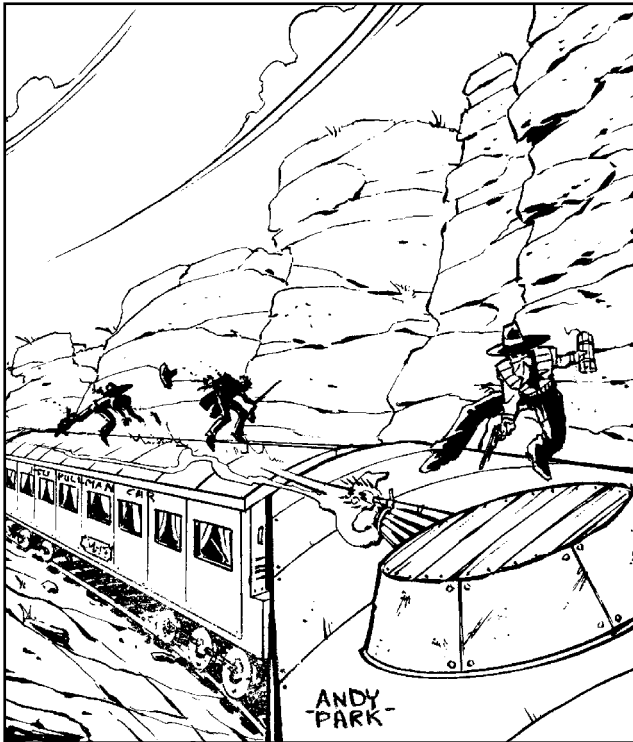
GETTIN' AROUND

The following rules tell you all you need to know about moving your various newfangled contraptions around the smoking battlefield. We don't want to get your feathers ruffled with too much information yet, so let's start with something familiar, like Speed, then move on to Pace, Turnin', and Maneuvers.

SPEED

The Speed number given on a Rig Card is that of the driver and the crew (don't get Speed confused with Pace). Keep a Crew Card handy for reference, but deal Action Cards to each rig—not to the crew. If a crew abandons its rig, it acts as a normal posse and is dealt an Action Card. A rig without a crew cannot move (unless it is one of Hellstromme's automated machines) and does not get an Action Card. The same rules for character movement apply to rigs.

The Golden Rule of Movement applies to rigs, with a few strict exceptions: If a rig's crew has more than one Action Card (from an attached Hero, for instance), the vehicle must move on its first Action Card, and it must use its entire movement for the turn on that action. Simply put, a rig can't split its Pace between Action Cards.



HOLDING ACTIONS

Rig drivers cannot Hold their actions unless they are at a Dead Stop. When they do take their actions, they can accelerate normally, fire, and so forth. Their movement is never halved for being on Hold. If you ignore this rule, then rigs would move much slower than they should be able to at certain "steam" levels. Other crewmen in a rig can always Hold.

This means that when your Auto-Gyro buzzes at Full Steam across the battlefield, the pilot can't fire his gun later in the turn. The gunner could, however, since his attention isn't divided between driving and firing. Similarly, a Steam Tank's three gunners can be on Hold, but the driver can't.

PACE

On every Rig Card is a Pace Trait. This tells you how many inches the vehicle can move at various operating speeds.

Unlike the Pace of an individual figure, a vehicle's Pace is listed at Quarter, Half, and Full Steam. Up to the first number is Quarter Steam, anything over Quarter Steam and up to the second number is Half Steam, and so on. The maximum Pace a rig can travel is the third number, which is its Full Steam rating.

Keeping track of each vehicle's Pace is important, so we've included a number of Pace counters with this book. Take a look at them now. These are placed on each vehicle's card to show how fast the rig is currently moving. This way, when someone takes a shot at a Steam Wagon you moved a while ago, the counter reminds you how fast it was going.

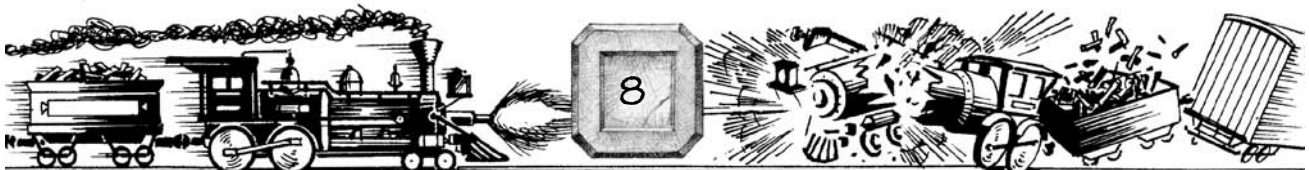
At the beginning of each game, you can choose your vehicle's starting Pace. If the rig must maintain a minimum Pace, you must start at that Pace level. After that, you have to change Pace according to the rules below.

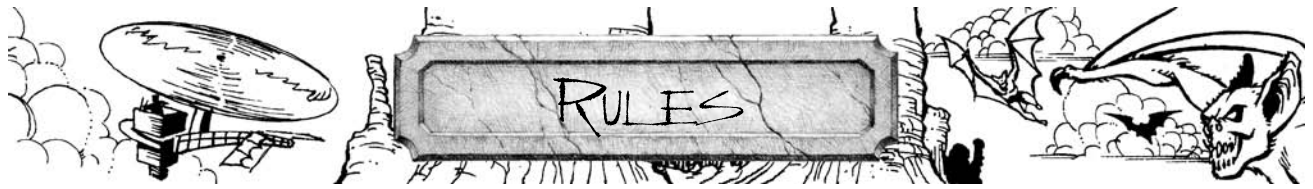
By the way, we know not every vehicle uses steam-power, but we're fond of colorful terms out here in the Weird West, so use the counters even for non-powered rigs.

Dead Stop is the lowest level, and it means the vehicle does not move at all.

Quarter Steam is a cautious speed used to maneuver through tight places or patrol for ambushes.

Half Steam is the normal operating speed for this vehicle. The driver is moving fast enough to keep him out of danger and slow enough to maneuver without too much risk to him or the vehicle.





Full Steam is gasket-blowing, ghost-rock-burning, full-ahead speed. The rig needs to get somewhere fast, and anything in its way had better move, or it's road-kill for everyone. It's harder to hit a vehicle going Full Steam, but it's also harder for the driver to maintain control should he need to perform a maneuver.

CHANGING PACE

A rig's Pace can be changed up or down one level once per Turn, either before or after it moves. It doesn't matter if the driver has a gazillion actions in a turn, he can only change his vehicle's Pace once.

This means a Steam Wagon could go from a Dead Stop to Quarter Steam in one turn, but it couldn't go from a Dead Stop to Full Steam. Likewise, a Velocipede going Full Steam can't slow to a Dead Stop in one action.

There are some upgrades which provide an exception to this rule. See Chapter Four for info on High-Pressure Pistons and Heavy-Duty brakes.

TERRAIN

When determining your Pace, don't count the number of inches moved, count the number of inches used. Say a Steam Wagon goes Full Steam to travel through a patch of swamp (difficult ground). It uses 16" to go through only 8" of swamp (since each inch moved counts as 2"). It's still going Full Steam because it has to use 16" worth of movement, which puts it in the Full Steam category.

Rigs can never move through forests, boulder fields, deep water (unless they're boats), or other "solid" obstacles. Sorry, those nutty mad scientists just haven't perfected that one yet.

ROADS

Roads make it easier to travel across the countryside. A road crossing difficult terrain (except a ford crossing a stream) negates the movement penalty of the terrain as long as the troop remains on the road.

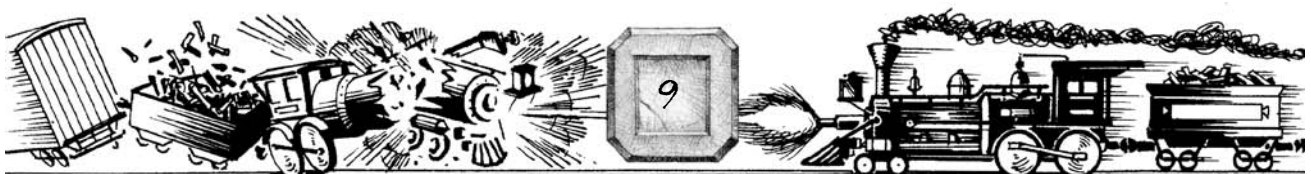
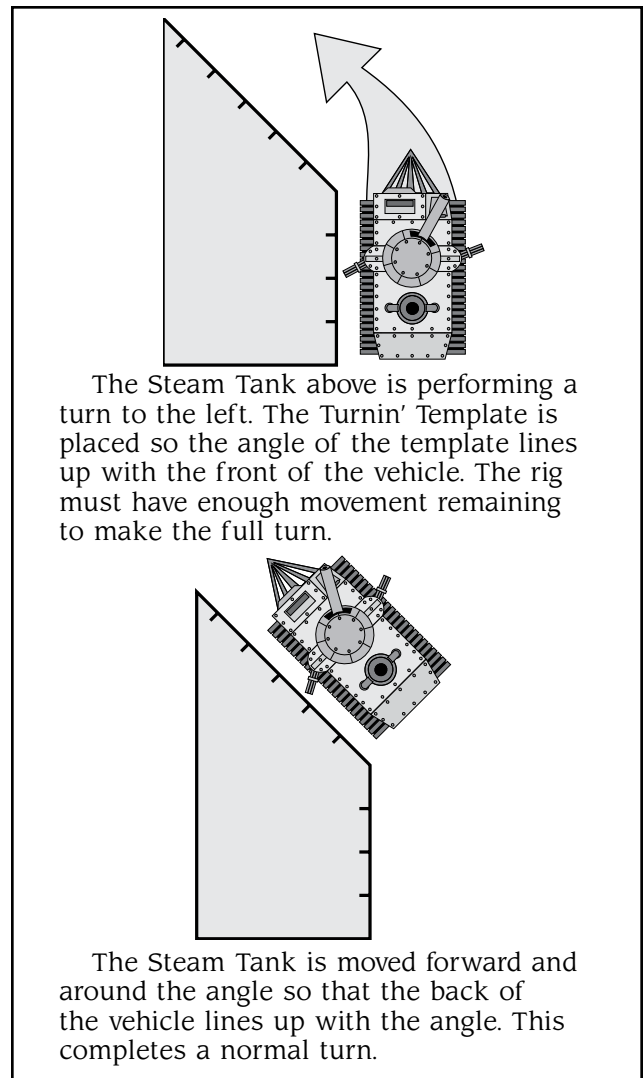
Since vehicles move best when they cruise along a smooth, regular surface, roads also grant a movement bonus to any rigs traveling on them. Whenever a rig (wheeled or tracked) moves along a road for its entire turn, it moves as if it was going one Pace level higher. For instance, a Steam Wagon at Half Steam on a road could move up to its Full Steam range. A vehicle already at Full Steam gets an extra 2d6" worth of movement (like a running bonus, but remember, don't reroll Aces!).

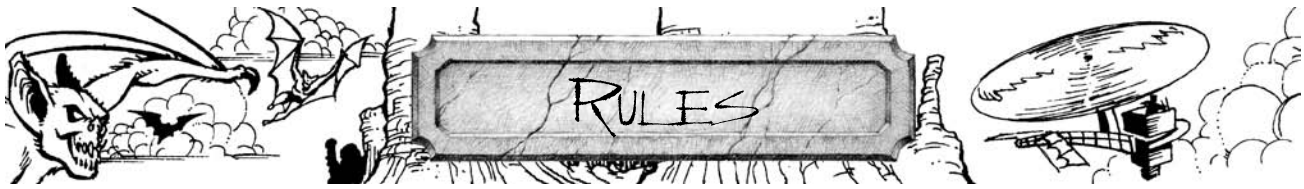
When using the road bonus, use the vehicle's next lowest Pace level to determine if it suffers any penalties to the crew's Shootin' or Artillery rolls. A rig moving at Full Steam on a road, for example, would suffer the modifiers for moving at Half Steam.

THE TURNIN' TEMPLATE

A rig doesn't contribute much to a battle if it enters the table and then scoots across and off the other side. Sooner or later, it's going to have to turn.

Unlike cowpokes, most rigs can't turn on a dime. Unless it's tracked or a walker, a rig must use the Turnin' Template we so kindly provided. A rig may make a normal 45° turn (or any fraction thereof) with no penalties to movement.





MANEUVERS

Driving and turning in polite circles doesn't always get the job done. Sometimes you've got to try some kind of fancy maneuver to save your bacon, or to get the drop on the lowdown snakes that have you in their sights and are aiming to plug you full of lead.

Cowpokes driving around in rigs have discovered ways to use them that their inventors never intended. This is occasionally due to some daredevil who just wants to try something different, or sometimes it's got to do with necessity being the mother of innovation. Whatever the reason, there are some dangerous maneuvers that a good driver can perform with a little bit of luck.

Here's a look at some of the most fun—and quite possibly some of the most dangerous.

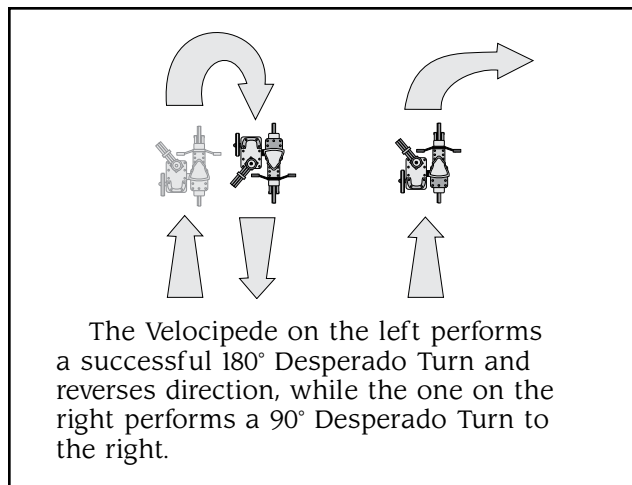
DESPERADO TURN

This maneuver got its name from a band of outlaws in Nevada that use Steam Wagons to rob trains. When they see the lawdogs approaching, they pull this maneuver to make a hasty retreat.

A Desperado Turn can only be attempted when the rig is moving at Half Steam or greater.

An Easy (4) Drivin' roll allows the vehicle to make a 90° turn. Use the square edge of the Turnin' Template.

A Hard (8) Drivin' roll allows the rig to spin up to 180°—so that it is facing the direction it just came from—without having to go out of its way and make a wide turn or two 90° turns. If the roll is successful, rotate the rig 180° and place it adjacent to the position it was in at the end of its move (on either side).



If the roll is unsuccessful, the vehicle skids out of control. See the Outta Control Table on page 12 for the results.

You don't have to say which type of turn your driver is going for when you roll. Just roll and do what you can with the results.

Walkers never attempt this maneuver—they may turn freely anyway.

JUMPIN'

When a cowpoke can't turn in time, she may find herself running off a ridge or some other height. Other times, maybe she just needs to get away from someone in a hurry. Needless to say, this kind of behavior isn't real good for the rig she's driving. Especially if the rig was never intended for flight!

When a rig drives off a raised edge, it hits the ground at a point as many inches from the edge as the height of the drop. Double this result if the vehicle was moving at Full Steam.

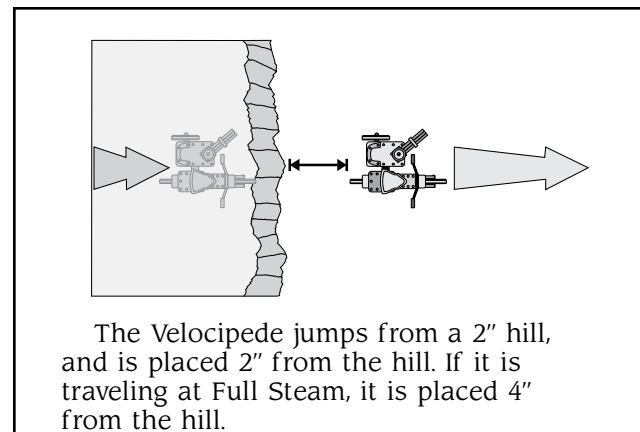
To maintain control of the vehicle, the driver must make a Drivin' roll. The TN is shown on the Jumpin' Table.



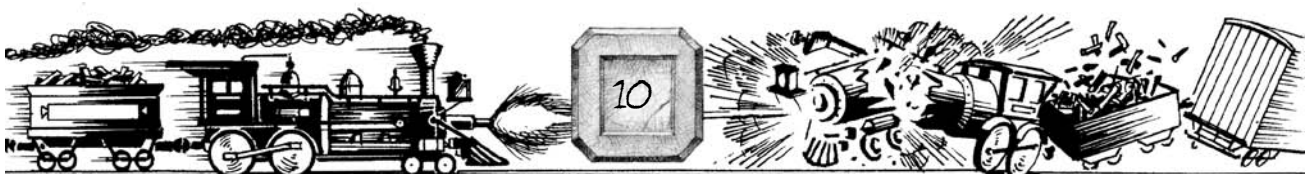
TN Height

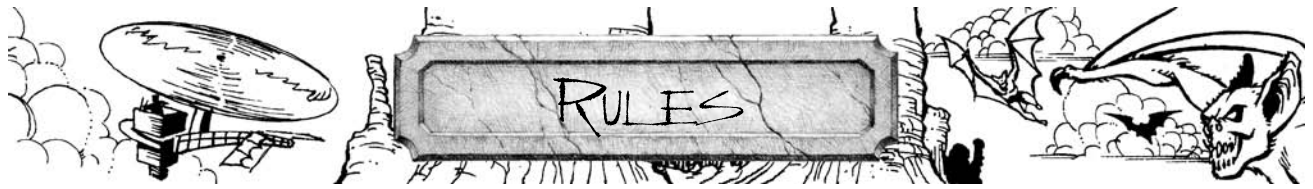
- 4 Low jump (up to 2" high)
- 8 High jump (2" to 6" in height)

Heights greater than 6" are called "falls." (Ouch.)



Move the vehicle as stated above, and give it normal Falling damage (see the next chapter for the updated Falling rules). Armor doesn't help in a fall, but a Reinforced Frame Upgrade does.





SKID

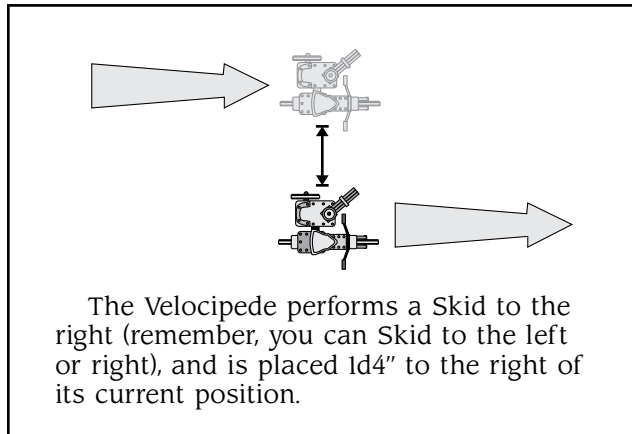
A Skid sends a rig out of control in a semi-controlled manner. In effect, it allows the rig to slide sideways and maintain its current facing and Pace level.

Executing a Skid requires that a vehicle be moving at Full Steam, and that the driver make an Easy (4) Drivin' roll. If the driver crosses over difficult terrain during any part of this movement, the Drivin' roll becomes Hard (8).

If the Drivin' roll is successful, the vehicle slides 1d4" inches left or right at any point during its movement.

If the driver fails the roll, the vehicle Skids Outta Control.

Tracked rigs and walkers can't perform this maneuver.



SLAMMIN' ON THE BRAKES

There you are, hauling your chaps across the Mojave in your new steam buggy when a gigantic rattler pops up out of nowhere. If you want to avoid it, your only choice is to slam on the brakes hard.

Normally, a vehicle may only raise or lower its Pace counter one level at a time. But if he really needs to, a rail warrior can slam on the brakes to drop his vehicle's Pace by two levels. He may attempt this even if has already changed Pace this round.

The driver makes a Drivin' roll. On a Hard (8) roll, he slows his vehicle down two Pace levels. On an Easy (4) roll, he slows down one Pace level. If he rolls lower than a 4, he goes Outta Control, and he consults the Outta Control Table for the results.

Any type of vehicle may use this maneuver.

OUTTA CONTROL

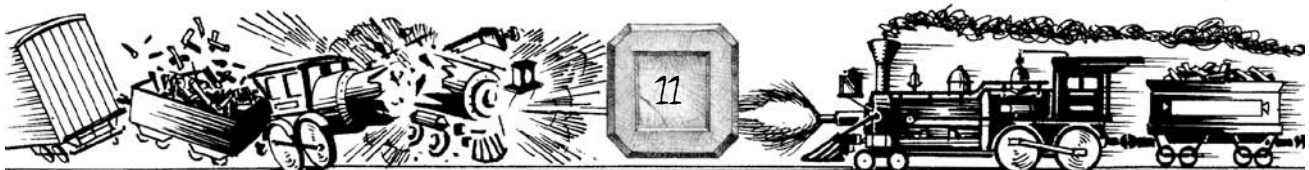
Every once in a while, in spite of her best efforts, a driver cannot maintain control of her vehicle. It's every driver's nightmare, but it does happen, so you'd better be ready for it.

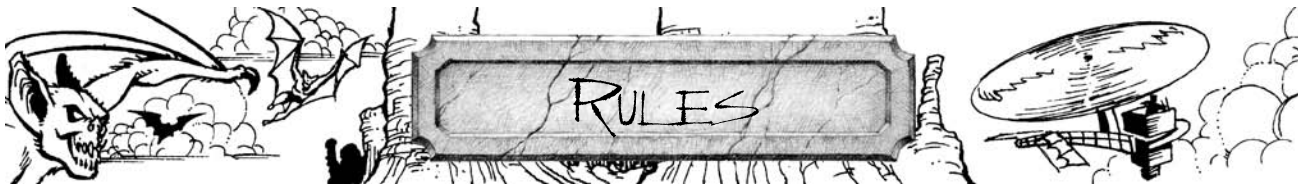
A rig may go out of control because of a failed attempt at a special maneuver, or due to terrain, damage, or a collision with another rig or stationary object. When one of these things happens, roll on the table below to see the often spectacular (and possibly devastating) results.

A rig can never suffer from more than one Outta Control roll in a single Action segment (one Action Card). The driver might have to test his Drivin' several times during the action, but once he's failed one roll, other failed rolls have no further effect. Don't forget this, or your rigs can bounce around the table like pinballs, and that can just get silly.

DEAD STOP

Vehicles at a Dead Stop can't go Outta Control. If they could, the vehicle would truly be a mad science monstrosity. Ignore this possibility entirely.





SLIDING

When a result on the Outta Control Table says the vehicle slides, the distance depends on its momentum. The distance is 1d6" for every Pace level. A vehicle at a Dead Stop has a Pace level of 0, and so on up to 3 for a rig traveling at Full Steam. A vehicle going Full Steam would move 3d6 inches before the driver regained control, for example. Remember, Aces only apply to Trait, ability and damage rolls, so don't reroll Aces when sliding.



1d20 Result

- 1-4 **Skid!** The rig maintains its facing and Skids 1d4" to the left or right. Randomly determine the direction.
- 5-8 **Wobbly Wheels!** The driver maintains control, but the wheels (or other form of locomotion) are affected. The rig suffers a -2 to its Drivin' rolls for the rest of the game. If you get this result a second time, treat it as a Minor Spin.
- 9-10 **Minor Spin!** Place the Boom! Template over the model with the "2" and "3" centered over the direction the rig is traveling and roll a d4. Turn the vehicle to face this direction. It slides in the direction indicated.
- 11-12 **Spin!** Like Minor Spin, but place the rig's front between the "3" and "4" and roll 1d6. Slide the rig in the direction shown.
- 13-14 **Major Spin!** As in a Spin, above, but center the Boom! Template over the vehicle and roll a d12. This is the direction the vehicle slides.
- 15-16 **Spinout!** Yields the same results as a Major Spin, except your opponent can choose the direction of the vehicle's slide!
- 17-18 **Boing!** That didn't sound good! Treat this as a Major Spin, and place a Damage Counter on the Rig Card.
- 19 **Wipeout!** Treat this as a Major Spin, and place a Damage Counter on the Rig Card. The rig is Knocked Out until the crew can make an Easy (4) Smarts roll.
- 20 **Flip!** The vehicle flips end-over-end and smashes everything beneath it. Yes, friend, it's Wrecked. Slide the rig forward, and turn it upside down. Everyone inside or in the wreck's path takes Crash damage.

DAMAGE COUNTERS

Some results on the Outta Control Table tell you to throw a Damage Counter on your rig's card. Each Damage Counter on a rig causes a -2 modifier to its Durability and Malfunction rolls.

CRASH!

All right, amigos, now we're going to explain what happens to those fancy rigs when the driver makes a boo-boo. When a rig goes out of control, it may end up smashing into something. Then again, that may be just what the hombre driving it wants it to do. Either way, something or someone is going to get busted.

When a rig crashes into something solid, like another vehicle, a wall, a tree, or a boulder, both it and the object it collides with take damage. Just how much is shown on the Crash Damage Table. Make sure you roll separately for the vehicle, the object it collides with, and for every passenger or crew involved.

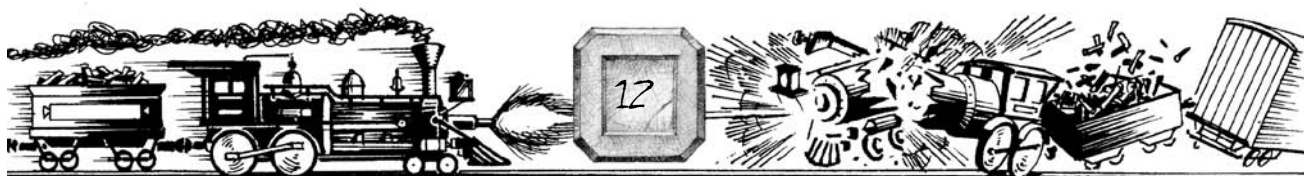
Armor does help in a crash. Reduce the vehicle's and any passenger's damage by the rig's Armor. Troops wearing their own Armor may subtract it from the damage as well.

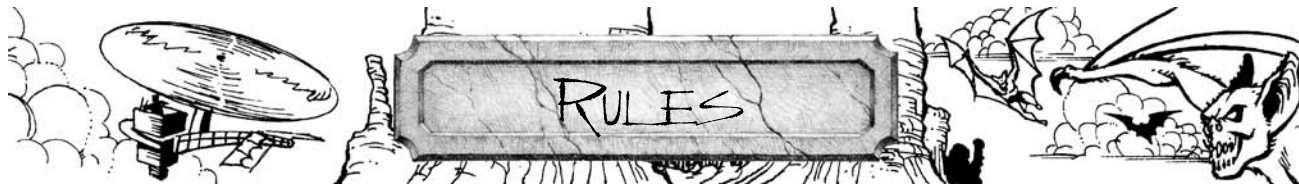
If the rig collided with an immovable object, it immediately comes to a Dead Stop. It's possible for a rig to crash through light obstacles such as wooden fences, thin stone walls, shrubs, an outhouse, etc. If the rig inflicts 10 points of damage or more on an obstacle of this type, it blasts a rig-sized hole in the obstacle and continues moving. If the rig fails to break through, it comes to a Dead Stop.

If two moving vehicles collide head-on with each other, add the dice from each of their Pace levels together. Add each vehicle's Armor rating to the damage inflicted on its opponent. After resolving the damage to the rigs, roll on the Outta Control Table for each vehicle. It's okay to move vehicles through each other at this point (assume they somehow bounced and spun around each other). After resolving the crash, the vehicle's Pace immediately drops two levels—Full Steam drops to Quarter Steam and so on.



Speed	Damage
Dead stop	0
Quarter steam	1d6
Half steam	2d6
Full steam	3d6





Check the **Speed Bumps** section below for what happens when you run over field mice, people, devil bats, or the like—it ain't a pretty sight.

RAMMING SPEED!

Some cowpokes just love to throttle up their rigs, let out a good ol' yee-haw, and ram into something. Whether it's for fun or just plain meanness, it's in their nature. Well, we don't have to understand those wily cowboys, we just need to love 'em.

A ram attempt against a non-moving object happens automatically. The driver doesn't have to make a Drivin' roll to hit that barn. Funny thing, but those barns just can't seem to jump out of the way in time.

However, if the rig is trying to hit someone or something that isn't very cooperative (or thrilled) about being run over by a steam-powered juggernaut, it becomes a bit more difficult, and the driver's skills are put to the test.

When a driver attempts to run over a moving object, he makes a Drivin' roll against each target in his path. Each target rolls her Strength. If the target is another rig, it makes a Drivin' roll to avoid the hit. In this case, the rammer may add +2 for every Pace level he is above the target.

Everyone that loses to the driver becomes another bug in the grill. See the **Speed Bumps** section for all of the gory details.

OOPS!

Sometimes an Outta Control vehicle runs over troops it didn't actually mean to. It's a sad situation, but it's a fact of life on the battlefields of the Weird West. In that case, have those about to be squished make Easy (4) Strength (or Drivin') rolls to get out of the way.

SPEED BUMPS

When a two-ton, ghost rock-spewing, engine o' death comes hurtling down on top of some poor gunslinger, he's likely to become a hood ornament.

Squishy targets, like people and Walkin' Dead (who are lots of fun to run over), don't cause nearly as much damage to vehicles as vehicles cause to them. It's simple physics, compadre.

A rig that hits a troop takes half damage. Roll all the dice, then halve the total (round down).

Armored targets like Automatons make slightly better speed bumps. Add a target's Armor level to the damage the vehicle takes.

MALFUNCTIONS

Mad-science gizmos may make things easier, but only until they break down and blow everything to Kingdom Come. All gizmos are subject to Malfunction, and in case you haven't guessed, rigs are gizmos.

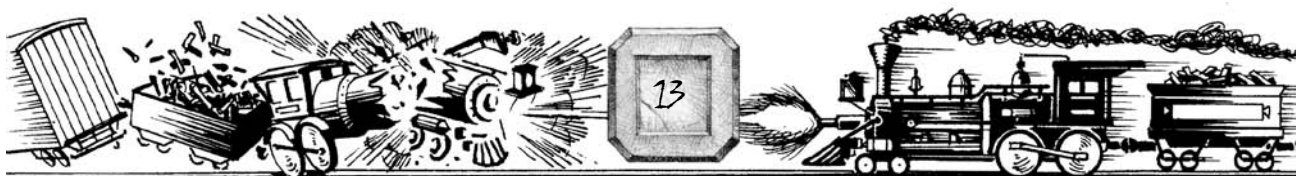
Rigs experience malfunctions in the usual way—whenever its crew or an attached hero is dealt a Joker or a Deuce as an Action Card.

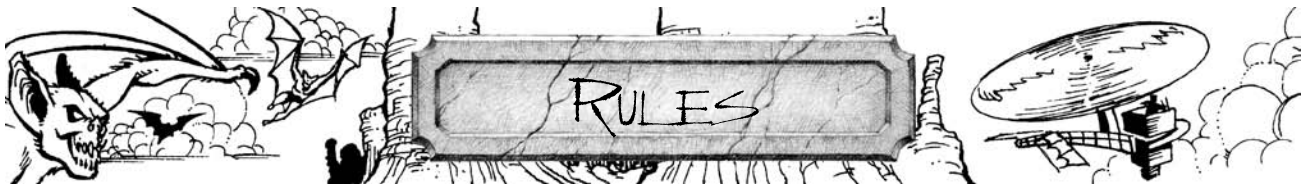
MALFUNCTION PROCEDURE

After a malfunction has occurred (either as a result of an Action Card or damage), roll normally for the severity of the malfunction.

In some cases, the rig may carry a weapon or other upgrade which is also a gizmo (this is clearly marked on the Rig Card or Upgrade Card). These have their own malfunction descriptions. When a malfunction occurs, all the gizmos (the rig and any attached Upgrades) must check.

Each rig and weapon description tells you just what happens when it suffers a Minor, Major, or Catastrophic Malfunction. See Chapter Three for vehicle malfunctions, and Chapter Four for weapon malfunctions.





ALL ABOARD!

PASSENGERS

If a rig's got room for passengers, you can start the game with troops on board. The number of passengers that a given rig can carry is indicated by the second number in the Crew Trait. This number is in addition to the crew needed to drive the rig and fire its weapons.

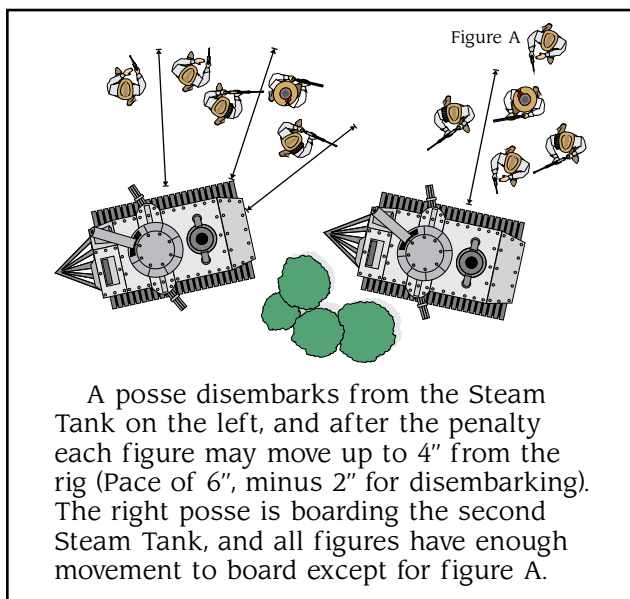
BOARDING & DISEMBARKING

Troops can clamber in or out of a rig at any point in their move. It costs the troops 2" of movement to climb in. If the troop does not have at least 2" of movement remaining, it can't board the vehicle that turn. A rig must be at a Dead Stop when troops are boarding it. Once everyone's on, the rig may move normally.

When troops exit a vehicle, they simply subtract -2" from their Pace, regardless of how far the rig has previously moved. Once again, the rig cannot be moving (must be at a Dead Stop) while the troops are leaving it, unless they Jump! It can move on a later action, however.

HEY, THERE ARE LIMITS!

The whole army can't ride in your Steam Wagon. If there are more troops than the rig can handle, a posse can let some of its members ride while others walk, but the figures must still stay within 4" of each other (see **Moving Troops** in The Great Rail Wars rulebook).



JUMP!

These days, there's a passel of daring heroes who like to jump out of perfectly good vehicles. Figures can jump from a vehicle only on their own actions. If they want to jump out in the middle of a rig's movement, they have to make use of a Hold counter.

Move each cowpoke up to half his Strength from the point of his jump, and make an Easy (4) Strength roll for each jumper. If a cowpoke fails the roll, he takes damage for the current Pace of the vehicle (see **Crash**).

If he makes the roll, he takes damage as if the vehicle was moving one Pace level slower.

GETTIN' ON!

Say an Apache Brave wants to jump into the back of a Steam Wagon and carve up the Texas Rangers on board. Well, here's how it works.

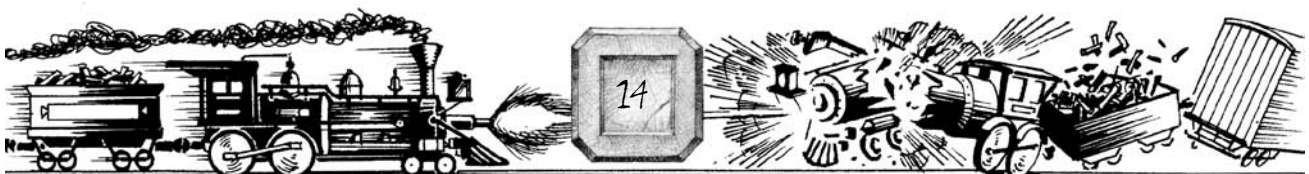
The procedure is similar to Jump!, with a few notable exceptions. If there are passengers or crewmen in the way, they can oppose the jumper. They all make Fightin' rolls, and the jumper subtracts -1 for each opponent after the first, as usual. If the jumper loses, he takes Crash damage from getting thrown out of the rig like a rag doll. If he wins, he gets inside and can cause damage on one of those hombres who tried to block him.

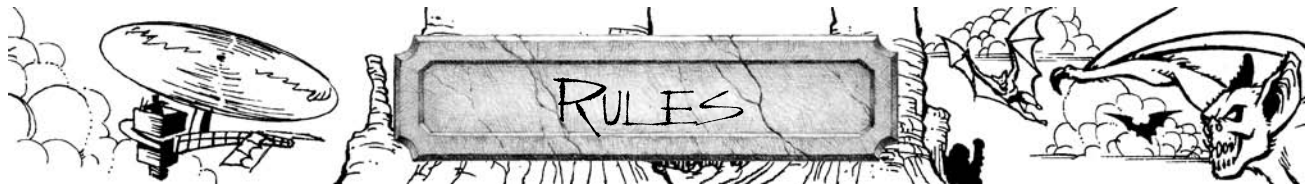
A jumper trying to get onto a space with no enemy figures makes a Strength roll instead of Fightin'. The difficulty is Easy (4) if the vehicle is moving at Quarter Steam or less, and Hard (8) if it's moving at Half Steam or faster. This is relative, so if a character is trying to jump from one Steam Wagon into the back of another, and they're both going Full Steam in the same direction, the relative speed is 0, and the difficulty of the jump is Easy (4).

GERONIMO!

Sometimes an ornery cuss hurls himself out of a speeding vehicle at an opponent. To make such an attack, the jumper yells "Geronimo," and he and his target both make Fightin' rolls. If the jumper loses, he lands beside his target and takes damage for the current Pace of the vehicle.

If the jumper wins, he takes damage as if his vehicle was moving one Pace level slower. Slamming into his opponent adds +4 to his normal hand-to-hand damage roll (he doesn't have to roll to hit, since he "hit" him with the jump). This bonus applies only to the "Geronimo" attack. Second and later hand-to-hand attacks are conducted as normal.





COMBAT!

So what's the point of all this moving around? Why, it's to get close enough to blow things up. That's right, amigo, now it's time to learn how to shoot with (and at) rigs and turn them into steaming piles of junk.

WEAPON ARCS

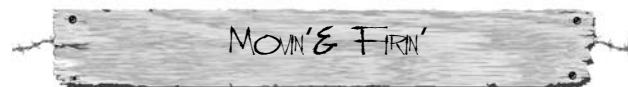
The weapons mounted on rigs are big guns: cannons, rockets, and Gatling guns. Most folks don't bother mounting sidearms on a vehicle, because they aren't effective against big things like rigs. Besides, almost everyone carries a sidearm on their person, and passengers and crew can use them if the rig is open-topped or otherwise has provisions for pointing a gun out.

Big guns mounted on a vehicle can only fire in certain "arcs." See Chapter Three for a diagram of your rig's firing arcs.

HOLD STILL!

Rig-mounted guns work just like their unmounted cousins. Crews use the Artillery ability instead of the Shootin' Trait.

The only difference is that troops on vehicles don't have a very stable firing platform, especially when a rig is bouncing along at Full Steam in the rough desert. This subtracts from their attack rolls as shown below. These modifiers apply to both Artillery and Shootin' rolls. It's no easier to fire a rifle off the back of a Steam Wagon than it is a Gatling gun.



Pace	Modifier
Dead stop	0
Quarter steam	0
Half steam	-1
Full steam	-2

SIZE MATTERS

Some rigs are smaller than your average horse, but others are as big as the proverbial barnside. That's where a vehicle's Size Trait comes into play during combat. All shots that are fired at a rig should add its Size modifier to the roll.

SPEED SAVES!

Here's something new to add to your game, even if there isn't a single rig plowing across the field.

Moving targets are tricky, so any troop or rig

that is traveling 10" or more in a turn is at a -1 to be hit. Troops or rigs moving 20" or faster in a turn are at a -2 to be hit. Artillery fire suffers these modifiers as well.

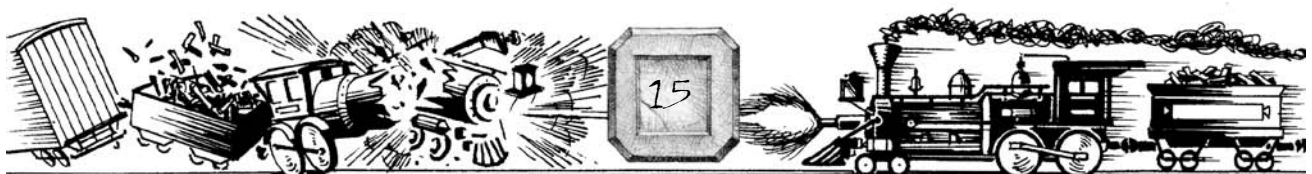
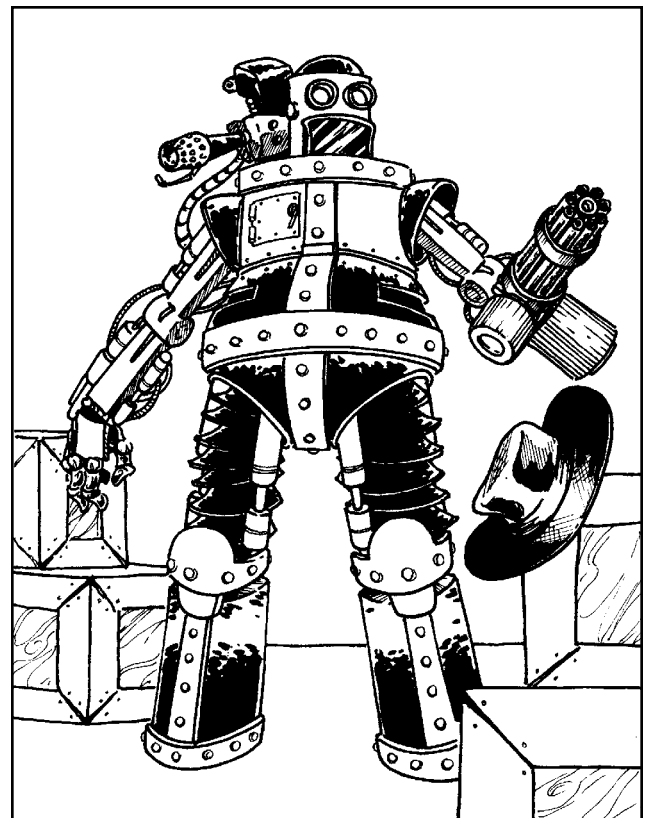
Remember that speed is relative. If your Steam Wagon is going in the same direction as its target, you can ignore the speed modifier. This is important to remember when you're chasing a train!

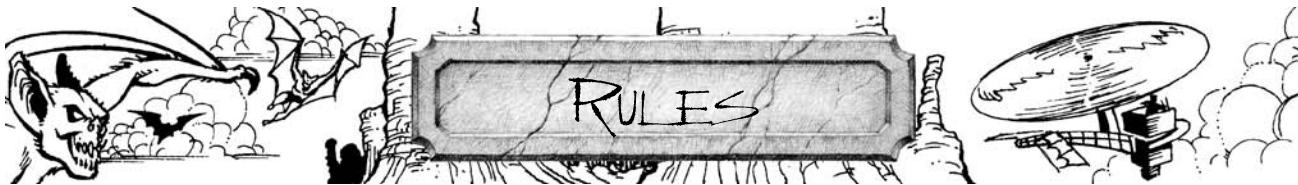
COVER

Just like the hombres in your posses, rigs can hide behind things. The obstruction must be large enough to hide half or more of the target rig. Large bushes and the like are good for soft cover, while stone walls and the corners of buildings give a rig hard cover.

POP-UPS

Rigs which have sufficient movement available to move in and out of cover in a single action can perform Pop-Up attacks just like any other troop type. The standard -1 penalty applies to all attacks made by both the firing rig and anyone shooting at it.





TARGETING CREW

As satisfying as it is to turn your opponent's rigs into smoking piles of debris, sometimes it's easier (and more profitable) to simply shoot the vehicle's crew. Besides, your units may be able to use an enemy rig once the crew has been eliminated!

If the rig is open with an exposed crew, like a Steam Wagon or a Velocipede, you can simply target the crew members normally. There's enough boilers, pipes, sidewalls, seats, and the like to stop a few bullets, so crewmen and passengers in vehicles always get hard cover, even against internal explosions (remember, cover is counted as Armor for explosions).

If the rig is enclosed, the only way to hit the milksops cowering inside is to get a Crew result on the Rig Critical Hits Table.

THEY KILLED KENNY!

If a rig's driver is killed, the vehicle automatically goes Outta Control. If there are no other crew members, the rig decelerates one level per turn until it comes to a Dead Stop.

If there is another crewman nearby, he can take over the driver's seat on his next action.

PANIC!

Panicked troops usually just hunker down in their rig and pray for a miracle. If there are enemy troops on board, however, they jump out unless they're in a flying machine at Medium Altitude or higher. In the latter case, treat them as if they had Nerves o' Steel instead.

THEM'S FIGHTIN' RIGS!

Troops who want to make Fightin' attacks against rigs can do so, but they suffer from any Pace penalties when attacking it, just like cowpokes who are trying to shoot at it.

Normally, troops in hand-to-hand combat get a free swing if their opponents just walk away. Rigs can't be pinned like this—they simply drive away. Even if your Texas Ranger grabs some fool on a Velocipede, the target can easily break free by stepping on the accelerator.

Remember, we told you troops can't use the "no mercy" rule on a rig. However, they do hit undefended rigs that are resting at a Dead Stop automatically, and they can ignore Armor (but not Heavy Armor). A vehicle at a Dead Stop isn't considered defended until someone moves over and enters into hand-to-hand with whoever's trying to chop it up.

UNDER THE GUNS

On certain occasions, troops can get close enough to certain vehicles to get "under the guns." This basically means that enemy troops have gotten close enough to the rig that the guns mounted on the rig cannot target them. You have to use some common sense here. Generally, if the gun has room to traverse and the target isn't in contact with it or its gunner, the weapon can fire upon the target.

This is another good reason why your crew members have their Shootin' ability. If enemy troops are hanging around too close to the rig and your troops can't target them with the rig's weapons, they can always peg them with their pistols.

DAMAGE

Now that we have explained how you can shoot, wreck, and run over just about anything that appears on the Weird West battlefield, we should let you know how that mayhem affects the rigs you can use. Eventually, as every cowpoke knows, it all boils down to the damage that you are able to inflict on those mechanical monstrosities.

Rigs use their Durability Trait to resist damage. This functions just like a figure's Vigor. After a hit is scored, however, the difference between figures and rigs is how the damage affects the rig.

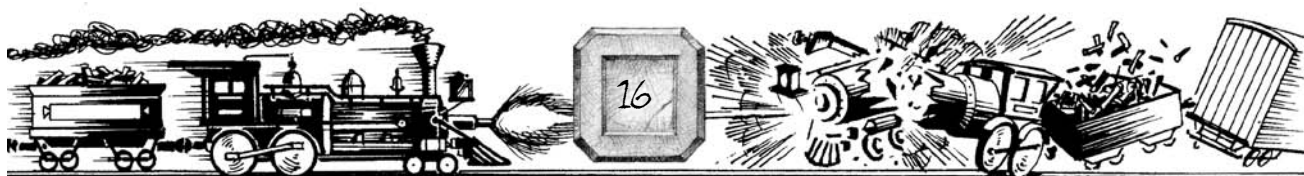
When an attack hits, roll the damage and compare it to the rig's Durability (just like the original rules where you compare the damage to a figure's Vigor), plus any Armor that it may have.

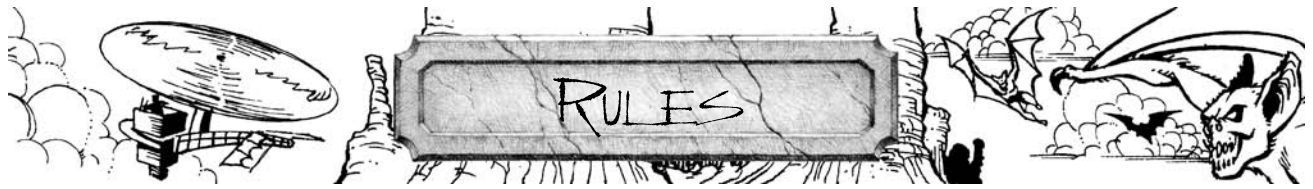
If the damage exceeds a vehicle's Durability roll by 1-4, the driver must make an Easy (4) Drivin' check. If he makes it, he rambles on as usual. If he fails, he goes Outta Control. Remember he can only suffer from one Outta Control result per Action segment, so once a rig goes out of control, no further Drivin' checks are necessary.

If the damage exceeds a vehicle's Durability roll by 5-9, the driver must make a Hard (8) Drivin' check. Again, success gets him off the hook, and he may continue on normally, but failure sends him to the Outta Control Table. The shooter also gets to roll on the Rig Critical Hits Table, even if the driver maintains control.

If damage exceeds the vehicle's roll by 10 points or more, it's destroyed on the spot.

We've provided you with a handy table to help you remember all this.





RIG'S DAMAGE

Difference	Result
1-4	Easy (4) Drivin' roll
5-9	Hard (8) Drivin' roll and roll on Rig Critical Hits Table.
10+	Kablooey! The rig is Wrecked.

RIG CRITICAL HITS

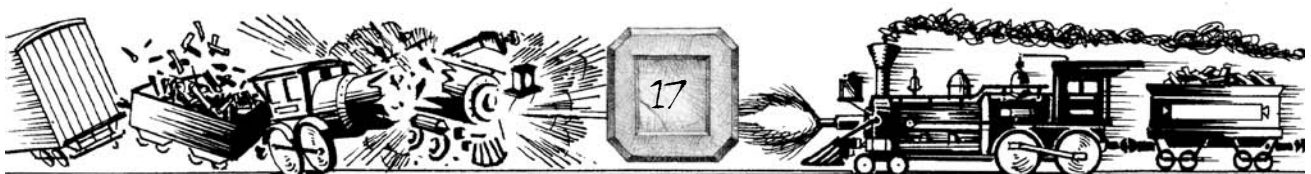
- 2d6 Result**
- 2 **Hey, Stop That!** The shot comes close. Real close. Close enough to make the rig's gunner real mad! He gets an immediate and free shot at whoever caused this result.
 - 3 **Power Plant.** The rig's power plant is hit. Roll on the Power Plant Damage Table.
 - 4 **Locomotion.** The wheels, tracks, wings, etc., are damaged. Halve the rig's Pace ratings, rounded down. This result may be applied multiple times. Beware flying rigs with a minimum Pace.
 - 5 **Controls.** The attack damages the rig's controls. Roll on the Control Damage Table.
 - 6-8 **Structural Damage.** The rig is Knocked Out and is Wrecked unless it makes an Easy (4) Durability roll.
 - 9 **Crew.** An hombre selected at random from the rig is hit. The damage is rerolled, all Armor is ignored, and the poor sod must make a Vigor roll versus the result. If the damage was caused by an explosion, all crew and passengers must roll against the full damage of the weapon (roll again versus each crew and passenger aboard the rig).
 - 10 **Weapon.** A weapon on the side of the vehicle which was hit is destroyed, and it may no longer be used. If there is more than one weapon (or there are no weapons) on the damaged side of the rig, roll another weapon at random.
 - 11 **Major Structural Damage.** The rig has suffered an incredible hit to its structure and is Knocked Out. It's Wrecked unless it makes a Hard (8) Durability roll.
 - 12 **Kaboom!** The rig's boiler explodes, turning it (and the rig) into a twisted piece of metal. It's Wrecked. Crew and passengers take 2d8 damage plus any Crash damage.

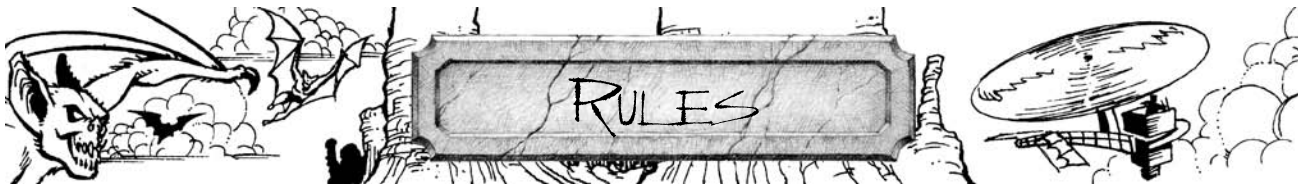
POWER PLANT DAMAGE

- 1d6 Boiler Result**
- 1 **Steam Leak.** The rig's crew gets bathed in steam. Each crewman and passenger takes 2d6 damage.
 - 2-3 **Losing Pressure.** The boiler has developed some small leaks. The driver must make an Easy (4) Drivin' roll to accelerate.
 - 4 **Big Leaks.** The boiler has developed major leaks and is losing a tremendous amount of steam—fast! The vehicle can no longer move at Full Steam, and the crew takes 1d6 steam damage each action. If the rig suffered this result once, it can no longer move at Half Steam too, and so on.
 - 5 **Hold On!** The attack jammed the steam boiler's safety release valve. The rig accelerates to its maximum Pace and cannot slow down until the damaged valve is repaired.
 - 6 **Kaboom!** The boiler explodes. See the "Kaboom!" entry on the Rig Critical Hits Table for the results.

CONTROL DAMAGE

- 1d6 Result**
- 1-2 **Whoops!** Hang onto your sombrero, amigo. The rig automatically goes Outta Control on its next action.
 - 3-4 **Bent.** The control linkage has been bent. Roll 1d6. On an even roll, the rig may no longer turn to the right. On an odd roll, the rig may no longer turn to the left.
 - 5 **Jammed.** The controls are jammed. (Left and right jams make it go in 45° turns.) Roll on the table below:
- 1d6Result**
- 1-2 Controls jammed left.
 - 3-4 Controls jammed right.
 - 5 Controls jammed straight ahead.
 - 6 Controls jammed in reverse. Vehicles that cannot back up are stuck in place.
- 6 **Fouled.** The controls take on a mind of their own. If the vehicle moves, it automatically goes Outta Control.





DEAD RIGS

During the course of a game it is inevitable that your rigs may sustain enough damage that they may no longer operate properly, or they may be destroyed completely. There are three conditions a vehicle may be in during a game.

The first, of course, is undamaged. An undamaged rig performs normally. The second and third conditions are Knocked Out and Wrecked, and these are described in detail below.

KNOCKED OUT

Rigs which are Knocked Out have had enough of their vital pieces damaged, smashed, bent, or otherwise mutilated that they no longer function. A KO'd rig can't move or fire any mounted weapons. The crew members can remain in a KO'd rig for cover, and they may still fire their own personal weapons, however.

If the rig was moving, it slows down one Pace level per action on its own. The driver may still perform maneuvers legal for his type of rig and its current Pace. The driver can slow down an additional level by Slammin' on the Brakes. He doesn't get a "free" power loss for being KO'd.

Just like hombres who are Eatin' Dirt, Knocked Out rigs can get back into the fight. One crewman must spend an action in or adjacent to the vehicle and make a Smarts roll.

On an Easy (4) result, the rig may act normally on its next action. On a Hard (8) roll, the rig can act immediately. Either way, that crewman loses his action (he used it to repair the rig).

If there are multiple crewmen in a Knocked Out rig, they can either whip out their pistols and fight normally, or they can help get the rig moving again by sacrificing their actions as well. Each crewman dedicated to getting a Knocked Out rig running can roll his Smarts as well. You must decide how many crewmen are going to bang on the boiler, so to speak, before any of them roll. If the first of four crewmen makes the roll, the rest don't get their actions back. They have already expended their actions "pitching in."

WRECKED

Wrecked rigs have been mangled beyond repair (at least on the battlefield). No amount of tinkering can get them moving again before the battle ends.

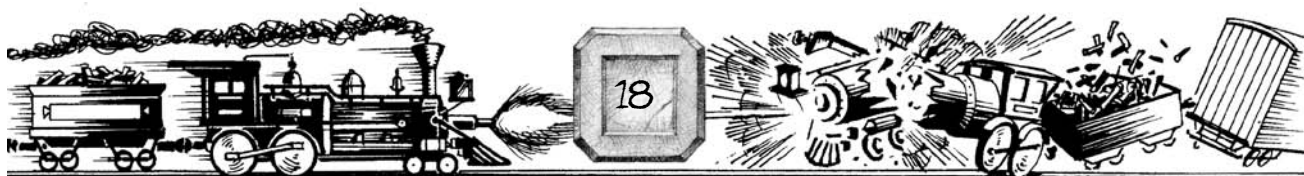
When a moving rig is Wrecked, roll immediately on the Outta Control Table to see where the wreckage comes to rest. Even if the rig doesn't hit anything, the sudden stop causes everyone inside to take Crash damage. The rig comes to a Dead Stop afterwards.

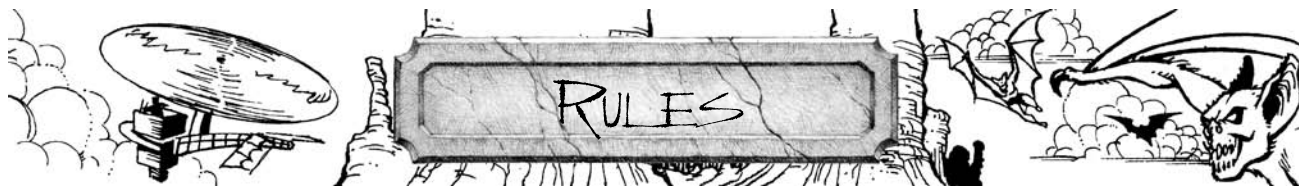
Always leave wrecked rigs on the battlefield. They make great cover for foot troops and annoying obstacles for other rigs. If they are hit by another vehicle, treat them like a solid object when resolving Crash damage, but ignore their Armor (rigs get a little softer once they're cooked).

MARKING DAMAGE EFFECTS

The Rig Cards and counters we provided you with are designed to help you keep lots of messy and distracting "game" pieces off the table. This way your battlefield holds nothing but your beautifully painted troops and scenery.

To keep things all nice and purty, put any Damage Counters on your Rig Card instead of on the table. If you plan on using rigs often, you might want to "color code" them, then make a matching color mark on the back of your Rig Card. That way, if you have more than one Steam Wagon on the table, you can simply match its markings to that of the Rig Card to quickly check its Pace and damage effects.





TINKERIN'

Unlike living hombres, rigs are a little easier to patch back together. The fact that you can carry around spare parts for a rig may have something to do with it.

Figures with the Mechanically Inclined Edge (all Crewmen) can make repairs to rigs. To do this, they must spend an entire action in or adjacent to the rig and make an Easy (4) Smarts roll modified by any Damage Counters.

A successful roll can do any one of the following things:

- Put a Knocked Out vehicle back in action (as discussed under **Knocked Out**, above)
- Remove a single Damage Counter from a vehicle.
- Remove any lingering effects of a single result from the Rig Critical Hits Table.
- Repair a single Malfunction result (the Malfunction description must state that it can be repaired).

The repair being attempted must be declared before the die is rolled, because there's a catch. If the mechanic rolls a 1 and doesn't improve it

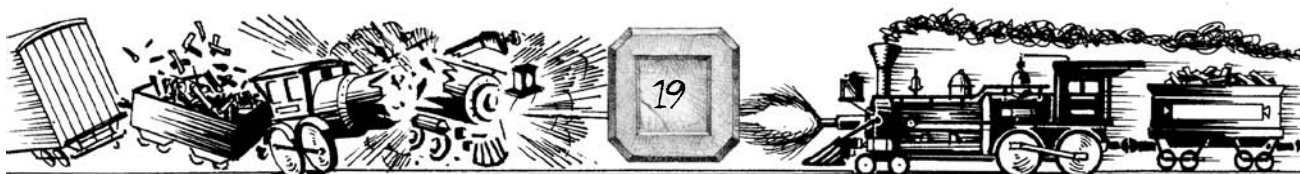
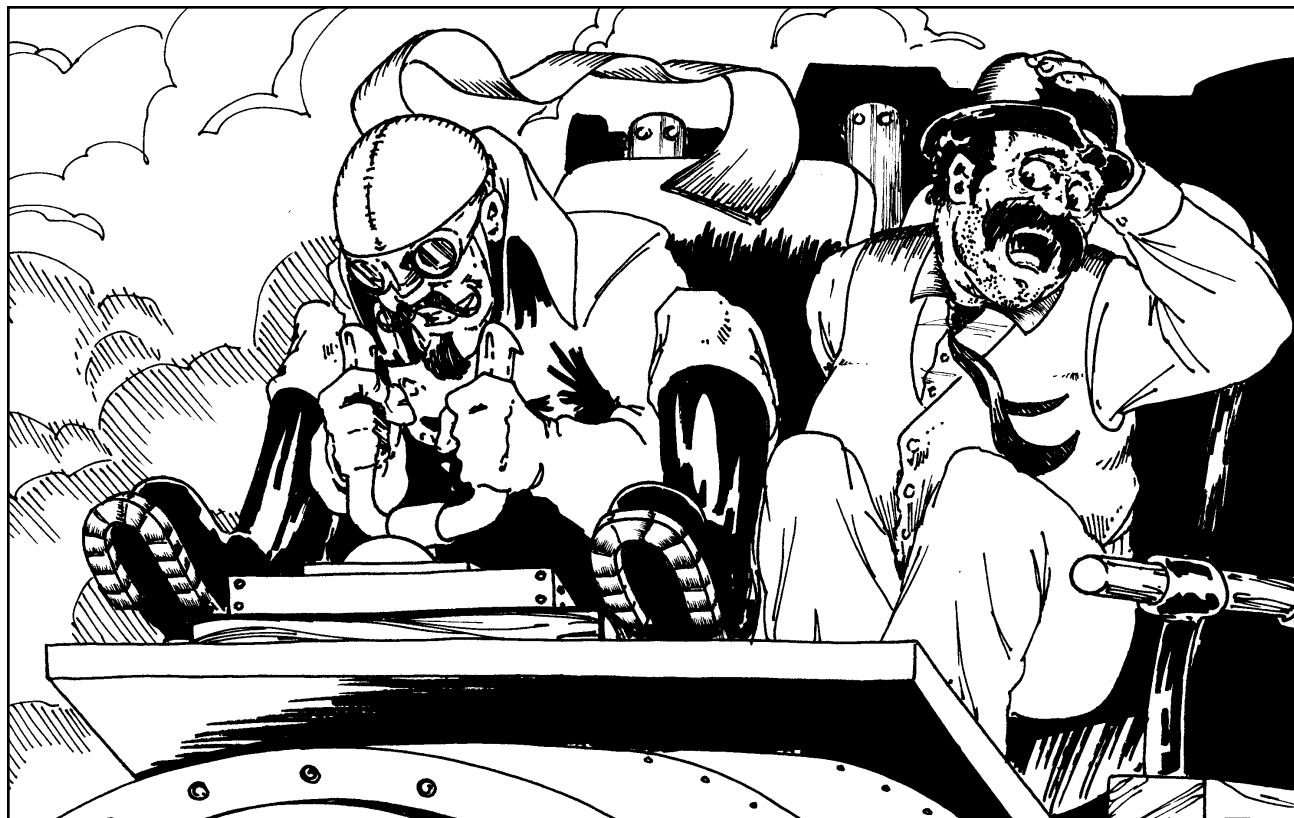
with Fate Chips, the damage he was repairing is so bad he needs a real workshop to fix it. The damage becomes permanent for the rest of the battle.

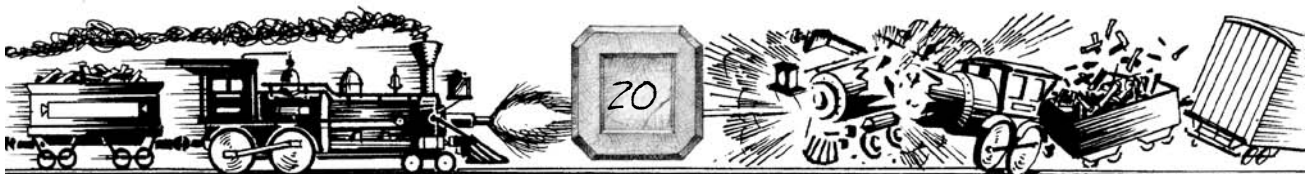
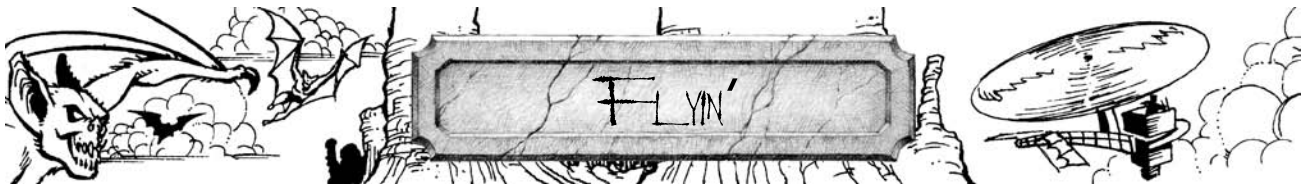
Finally, Mechanically Inclined Crewmen can fix any of the common vehicles in this book. Only crewmen who came with special or unusual vehicles can make repairs to these strange rigs. Even generic crewmen can't repair weird vehicles serving on their own side, they're simply not familiar with them. You'll see unusual rigs like these—notably Wasatch's Clockwork Scorpion and Kang's Dragon's Egg—in The Great Rail Wars army book series, *Dogs o' War*.

SALVAGE & CAMPAIGNS

If you're using the campaign rules we gave you in *A Fist Full o' Ghost Rock*, Mechanically Inclined troops can get Wrecked vehicles working again just like sawbones can get troops fighting again. This only works if there's enough of the rig to save. If the rig suffered the "Kaboom!" critical, it cannot be salvaged.

To repair a wreck takes a Hard (8) Smarts roll. If successful, the Wrecked vehicle can fight again in the next battle.







CHAPTER TWO: FLYN' & FLOATIN'



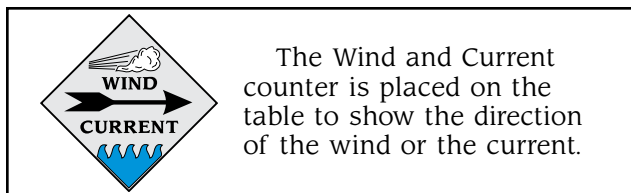
It ain't natural, but somehow the mad scientists of the Weird West got some of their vehicles to fly. They've also done a fair piece of work on the incredible boats that prowl the Maze and the Mississippi. So listen up, pilgrim, 'cause if you're going to use one of these incredible machines in your game, you need to know the nifty rules below.

WIND & CURRENT

When dealing with flying rigs, the direction of the wind is important. The same thing goes with the current when you've got boats in play.

For wind or for battles on the high seas, place the Boom! Template on the battlefield with the 12 pointing toward one side of the table. Roll 1d12. The result is the direction the wind is blowing or the current is running for the duration of the battle. Whenever something drifts with the wind or current, this means that it moves 1d6" in that direction.

For river battles, simply roll 1d6 to determine which way the water runs (1-3 to the right, 4-6 to the left) unless it's obvious.



The Wind and Current counter is placed on the table to show the direction of the wind or the current.

FLYN' MACHINES

Airborne rigs use all the same rules as ground rigs when it comes to crews and such. We'll get into what makes them so special real soon, but let's go ahead and put a few of the basics behind us.

The main thing to remember about aircraft is that even though the model never leaves the "ground," it is actually considered to be at Altitude when moving around on the table (unless the pilot is driving around on the ground).

TURNIN'

Flying machines turn like land vehicles. Use the Turnin' Template "in the air," just like you would on the ground.

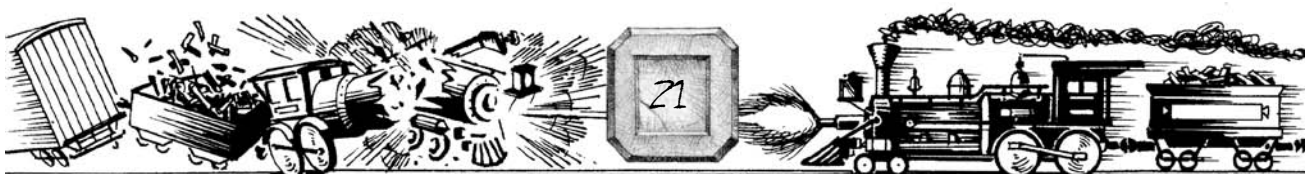
BACKIN' UP

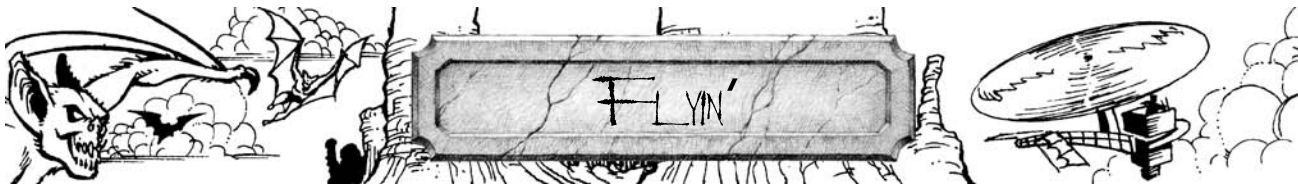
See each individual aircraft's description to find out whether it can back up or not.

TAKEOFF

Should it become important, flying machines takeoff by moving in a straight line at their full Quarter Steam movement (yes, you have to use every inch). Getting the crate off the ground at this speed requires a Hard (8) Drivin' roll. If the pilot spends the time to move his rig its full Half Steam movement, the difficulty of the Drivin' roll drops to Easy (4).

If the roll succeeds, the rig rises to Low





Altitude and may maneuver normally on following actions. Failure means the pilot gets to roll on the Outta Control Table.

LANDING

Getting the rig back on the ground is a little easier. The rig must move in a straight line at Low Altitude a distance equal to its full Half Steam limit. Once this is done, the pilot must make an Easy (4) Drivin' roll to set the crate down.

If the pilot's Drivin' roll succeeds, the aircraft drops to Ground level.

If the roll is failed the craft lands, but the pilot must roll on the Outta Control Table to find the results of the botched landing.

GROUND MOVEMENT?

Believe it or not, a few of the flying contraptions out there can drive along on the ground just like a Steam Wagon. The maximum speed a rolling aircraft can move on the ground is Half Steam.

ALTITUDE

To keep things simple and help you concentrate on blasting your opponents to Perdition so they can't ever return, we've made keeping track of a flying contraption's Altitude simple by narrowing its possible heights down to four levels.

In the following section we describe each Altitude level, including the rules and effects on the line of sight on the battlefield. How come? Because The Great Rail Wars uses true line of sight. You normally hunker down to your figure's point of view and see if you can spot whatever it is you want to shoot at. With flying vehicles, you can't really do that since they're not actually elevated in the air like they're supposed to be. So here are some of our patented guidelines to help you out.

GROUND

A grounded aircraft is just that—sitting on good old Mother Earth. Some of the aircraft in the Rail Wars have wheels that let them move while they are on the ground. Others, like balloons, have to just sit there until they get airborne again.

LINE O' SIGHT

Figure line of sight normally.

LOW

Low aircraft are skimming over the ground. They can ignore rocks, fences, low walls, troops, and other obstacles no higher than 3" tall.

Low-flying aircraft can't move over forests or buildings. To do that, they have to fly up to Medium height.

Cruising this low can be a little dangerous. Sure, it keeps a vehicle from being seen by every joker with a pop-gun, but one wrong move and it can smash into the ground before the pilot can pull up.

LINE O' SIGHT

Figure line of sight normally for these vehicles but ignore any cover they can fly over, such as boulders, fences, or figures on the ground.

MEDIUM

This height level is for aircraft that want to cruise over buildings, forests, and the like. In practical terms, Medium Altitude ranges from 10 to 50 feet above the battlefield.

Aircraft at Medium Altitude can ignore two-story buildings, level-2 hills, forests, and anything less than about 8" high.

LINE O' SIGHT

Figure line of sight normally, but ignore obstacles the aircraft can fly over.

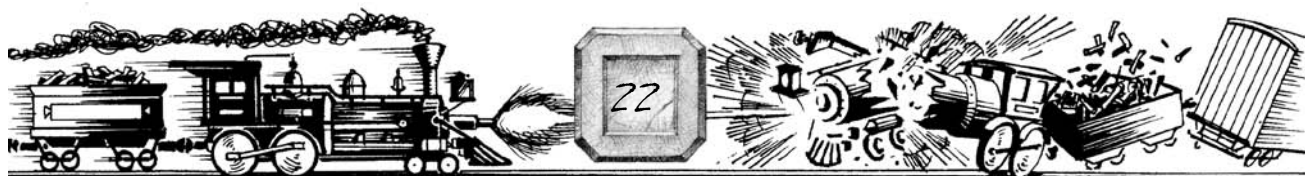
The exception occurs with miniatures that are near a tall obstacle. A cowpoke next to a building, for instance, can't see an Ornithopter on the other side until he moves far enough away from it.

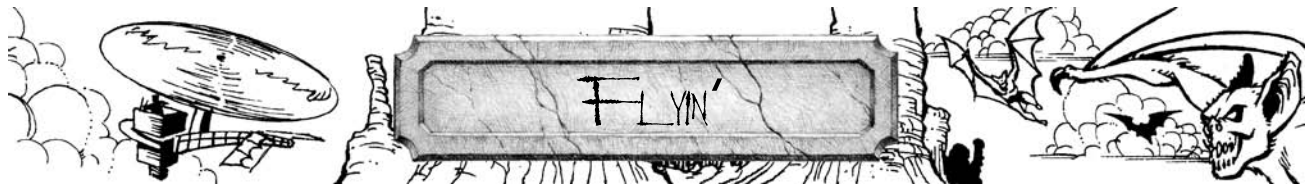
An easy way to figure out how far away a figure must be to see over an obstacle is to measure the height of the obstacle. Figures that are within twice this distance can't see an aircraft at Medium Altitude "over" it. If they move twice this distance away from the intervening obstacle, the vehicle will become visible to them.

HIGH

Flying high is a great feeling. The troops below look like ants, and they generally have a hard time hitting something that is flying so high above them.

A vehicle at High Altitude is 50 or more feet off the ground. It can see and be seen by most everything on the battlefield. All pilots should be aware of who (or what) can spot them, and they should be cautious when flying at High Altitude.





LINE O' SIGHT

Unless a figure has a roof over its head and no appropriate window, it can see any high-flying aircraft.

The exception, again, occurs when the figure blocks its own line of sight by being next to a high obstacle. In this case, measure the height of the obstacle that comes between the figure and the aircraft in question. Figures that are this close or closer to the obstacle can't see an aircraft "over" it.



Height	Line of Sight
Ground	Normal.
Low	Normal, but ignore low obstacles
Medium	Ignore medium obstacles. Those figures within twice the height of an intervening obstacle cannot see the aircraft.
High	Ignore high obstacles. Figures within the height of intervening obstacles cannot see the aircraft.

USING ALTITUDE COUNTERS

This rulebook comes with a number of Altitude Counters that are labeled Ground, Low, Medium, and High. Make sure that one of these is always present on your aircraft's Rig Card so that you and your opponent know the rig's current Altitude.

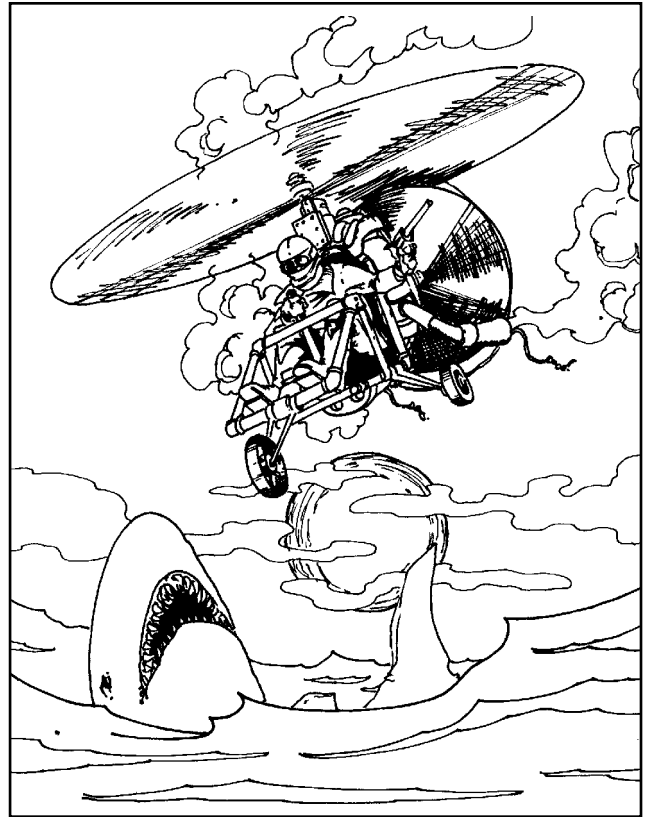
Changing Altitude is done much like changing Pace for Ground Rigs (only once per turn). The difference is that most aircraft can perform a dive far faster than they can climb (see **Power Dive** below).

PACE

Alongside that Altitude Counter, make sure you place a Pace Counter. As with ground vehicles, aircraft may only change their Pace Counter once during an action, and only by one level up or down.

STALLING

Flying machines that are actually airborne can't ever come to a Dead Stop. Flying rigs generally need to keep moving to remain airborne. They must move at least the full amount of their Quarter Steam Pace every turn. That means if Quarter Steam is 3", the vehicle must go at least 3".



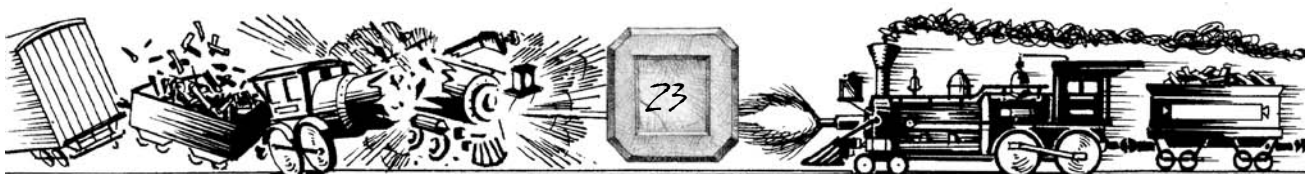
If a pilot can't keep his speed up for some reason, there's a danger his aircraft could drop out of the sky like a stone—a stone that explodes into little tiny pieces when it hits the ground and turns its pilot into a big red stain. You know, those kinds of stones.

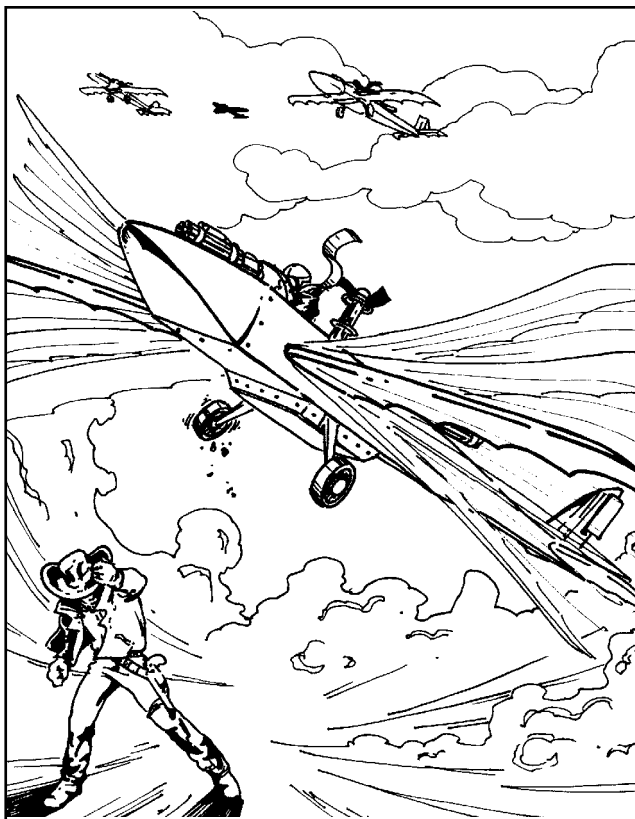
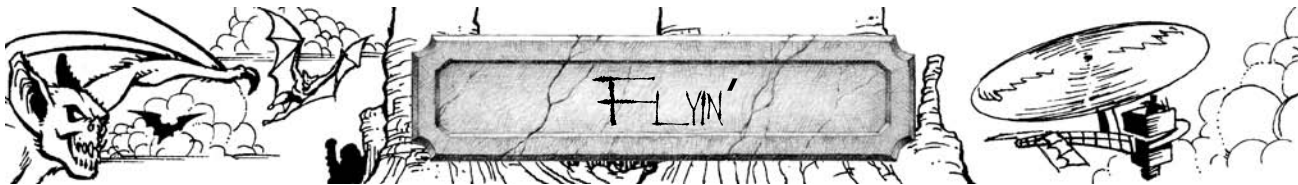
If an aircraft ever goes slower than required, the pilot must make an Easy (4) Drivin' roll. If he makes it, the aircraft moves forward 1d6" and drops -1 level. If he fails, he is forced to roll on the Altitude Change Table (see page 25). Read all results as "X levels down."

You can go slower than Quarter Steam voluntarily to perform a quick dive if you've got the nerve. Just use the procedure we've given you above and take your chances. This can be a handy way to get low quickly if needed, but it's a little dangerous. It may be less of a risk to stay where you are and take your chances.

AERIAL MANEUVERS

Flyin' machines can perform the aerial equivalent of a Desperado Turn, Skid, or Slammin' on the Brakes. They cannot jump. They can also perform an aerial version of the Pop-Up attack (see **Aerial Maneuvers** below).





Pulling a maneuver in the air or in the water follows the same procedure as for ground-based rigs. If the Drivin' roll is failed, the contraption immediately goes Outta Control.

Flying gizmos also have a few special maneuvers all their own, but not all flying rigs can perform these maneuvers. The individual rig descriptions mention any maneuver restrictions.

THE POP-UP

Flying rigs can perform a special type of Pop-Up attack. It allows an aircraft to climb to a higher Altitude to attack and then dive down. This is the only time that an aircraft performs two voluntary Altitude changes in a turn.

The attacking player must announce his intention to perform this maneuver before resolving the attack. The rig may then climb 1 altitude level and perform an attack. This attack suffers the usual -1 Pop-Up penalty.

Once the attack and any return fire from units on Hold has been resolved, the pilot must make an Easy (4) Drivin' roll. A successful roll allows the rig to immediately dive back down to its original Altitude level and continue its move. If the roll is failed, the rig may continue moving, but it remains at its current Altitude level.

POWER DIVE

This risky maneuver allows a pilot to point her rig at the ground and drop like one of those rocks we mentioned earlier. It's possible to drop 1 or 2 Altitude levels in a Power Dive (any more makes you part of the landscape). Each level dropped in this way adds +1d10" of movement, much like the road bonus for Ground Rigs.

At the end of the movement, the pilot must make a Drivin' roll. One-level dives have an Easy (4) TN. A 2-level dive requires a Hard (8) TN. Failing the roll means the rig drops an additional Altitude level. If this brings it to ground level, check out the **Crash** section below.

OUTTA CONTROL IN MIDAIR

Losing control in the air is more dangerous than on the ground. You might miss a tree when your Steam Wagon spins out of control, but missing the ground is another trick entirely.

After the Outta Control roll, you must roll on the Altitude Change Table as well.

ALTITUDE CHANGE TABLE

d6 roll	Altitude Change
1-2	+1 level up
3-4	-1 level down
5	+2 levels up
6	-2 levels down

Aircraft forced higher than "High" bump up against the sky and stay at High Altitude. Aircraft forced lower than the ground hit the ground.

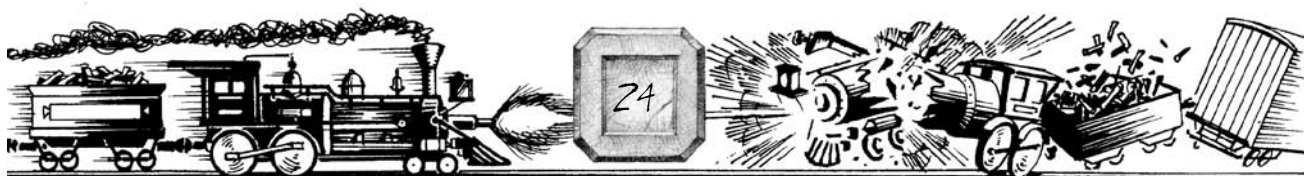
CRASH!

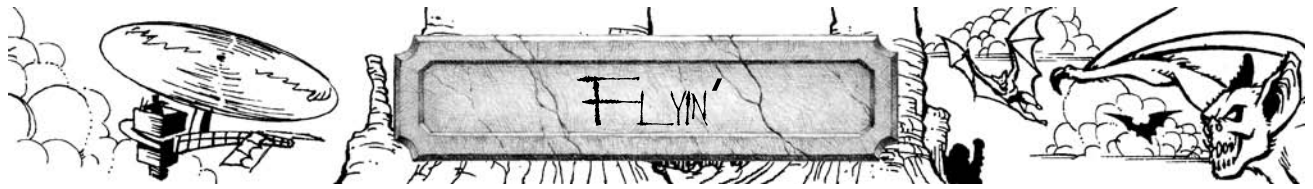
Sooner or later an aircraft is going to crash into another vehicle, a critter, or the ground.

The damage that an aircraft takes from crashing is figured just as it is for Ground Rigs (see the Crash Damage Table in Chapter One). Add the damage dice from the aircraft's current Pace to the Jumping dice for its starting Altitude level. Why Jumping? Because the pilot is doing his best to bring the thing down safely. If the pilot is dead, however, use Falling damage instead. If an Ornithopter at Half Steam crashes from Medium Altitude, it takes 2d6 damage for its Pace, and 1d6 for its Altitude for a total of 3d6 damage.

Roll all these dice together and apply the damage as one total.

Also, as with ground vehicles, any troops an aircraft hits in the air (such as a flying Devil





Bat) cause half the usual dice in damage to the vehicle.

BOARDING & DISEMBARKING

Troops can only board and disembark aircraft that are at Ground level and a Dead Stop. See the rules in Chapter One for how much movement is lost and so on.

GERONIMO!

A really excitable hombre can perform the maneuver we told you about in Chapter One, but he's going to take Falling damage as well as any he suffers for the vehicle's current Pace.

If the jumper makes it, he takes damage equal to +1 Pace and Altitude level lower than his rig currently is. If he fails, he takes both Crash and Falling damage.

FALLING!

In the Great Rail Wars rulebook, we told you that cowpokes who deliberately jump off a height (as opposed to falling) halve the damage of the fall. That rule works fine for low jumps off the roofs of buildings and the like, but it gets a little silly if someone takes a nose-dive off a high-flying aircraft or even a tall cliff.

For that reason, we're going to amend that rule a bit. Jumpers who make an Easy (4) Strength roll take "Jumping" damage, as shown on the new Falling Damage Table. If they fail the roll, they take normal Falling damage. This handles most things your troops should be falling or jumping off of, like buildings, flying machines, or modest cliffs. If there's a high cliff or chasm on the board, you should probably just say anything that falls into it is killed.

If you look at the Falling Damage Table below, you should notice that at High Altitude jumpers don't take any less damage than fallers. It's just too high for human effort to make any difference.

FALLING DAMAGE

Height	Altitude	Falling Damage	Jumping Damage
0"	Ground	0	0
1"-5"	Low	1d6	0
6"-10"	Medium	2d6	1d6
11"+	High	3d6	3d6

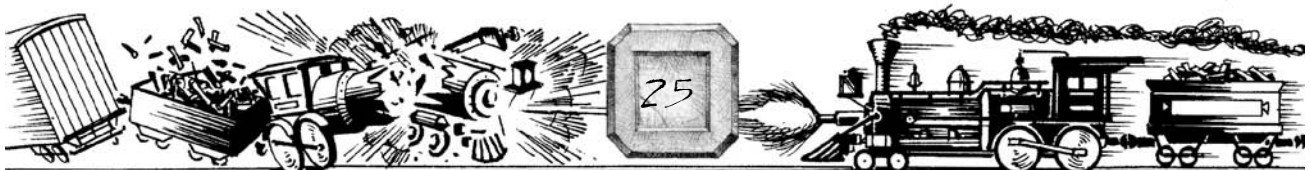
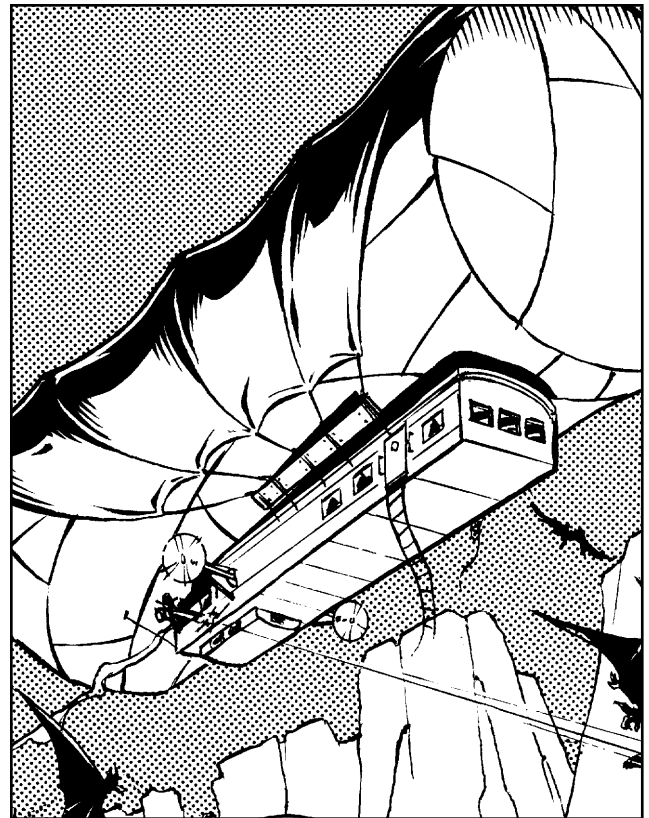
FLYN' CRITTERS

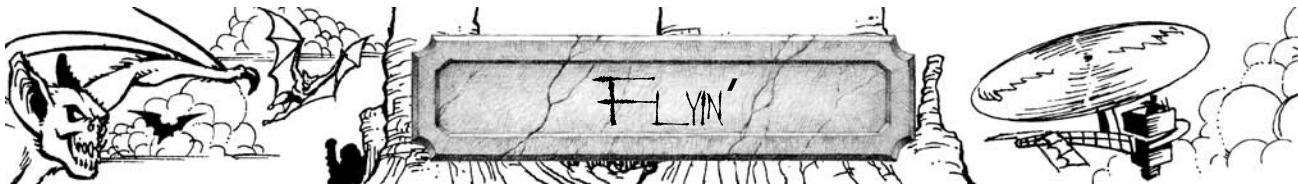
Flyn' critters like Devil Bats or hombres with improved Rocket Packs (see Chapter Five) are much more maneuverable than any full-sized rig. They can maneuver in any direction they like while in the air. The only flying rules they have to follow are the ones concerning Altitude.

Flying creatures can climb 2 Altitude levels per turn and dive up to twice that amount. Just like Air Rigs, they may only climb or dive in a turn, not both. Flying creatures have no minimum Pace. This includes figures affected by a Flight spell.

Most flying creatures, Devil Bats included, attack their victims from Low Altitude. When using their Death From Above ability, Devil Bats swoop down, grab their victims, and flap slowly up to High Altitude to drop them. When shooting at a Devil Bat that has a victim in its claws, assume you caught it in mid-flight at Medium Altitude.

When a flying critter is hit and is Eatin' Dirt it lands directly below the point it was at in the air. The critter must make an Easy (4) Strength roll, or it takes Jumping damage in addition to Eatin' Dirt.





COMBAT

For the most part, Shootin' works the same for and against aircraft as it does for ground vehicles. The Pace modifiers apply to flying aircraft just as they do to ground vehicles. Just to refresh your noggin on the Pace modifiers, any rig traveling 10" or more in a turn is at a -1 to be hit, and a rig flying 20" or more in a turn is -2 to be hit.

ALTITUDE & RANGE

So how does Altitude affect the range? Easy, just measure the normal (horizontal) range and then add +1 to the TN for every Altitude level between the shooter and the target (count Ground and Low Altitude as the same level for this purpose).

For instance, a cowpoke with a Gatling gun on the ground wants to fill a pesky Auto-Gyro full of holes. The Auto-Gyro is 24" (measured straight across the table) from the Gatling, and is flying at Medium Altitude. The TN for the Shootin' roll would normally be Easy (4), but with the Altitude adjustment of +1 (Ground level to Low Altitude is zero, and Medium Altitude is at +1 to the TN), the TN is now a 5.

ALTITUDE & FIXED GUNS

Mounted guns can't usually shoot at targets significantly higher than they are (at least not without giving their crew a hernia trying to elevate the gun). An exception to the rule, though, is that mounted weapons may shoot at flying targets at Ground or at Low Altitude normally. Targets at Medium Altitude must be at least 12" distant to be fired on. Targets at High Altitude must be 24" away to be fired upon.

Mounted weapons include any rig-mounted weapons as well as Gatlings and cannons on traditional carriages. Mounted weapons on flying machines can fire down without incurring a penalty, because the aircraft can simply tip, dive, or waggle in whatever way necessary to bring the guns to bear on the target.

TARGETING CREWMEN

Crewmen of Air Rigs are difficult to hit because the rig shields the crew from ground troops. Regular Troops use the same minimum distances as fixed guns when targeting crew of flying rigs. A Sharpshooter who wants to shoot the pilot of an Ornithopter at Medium Altitude, for example, can only make the shot if the rig is at least 12" distant. If it was at High Altitude, it would need to be 24" away from him.

AIRBURSTS

Occasionally, an aircraft explodes in midair, and it is usually as exciting as the Independence Day fireworks show. It's a lot of fun to watch, unless you happen to be directly below it.

Anytime an aircraft explodes at Ground, Low, or Medium Altitude, or an explosive is centered on a flying aircraft at these Altitudes, everything underneath the explosion takes damage as well. For instance, if your Ornithopter explodes in midair and there are troops underneath, they take damage from the blast. Damage from an airburst is 2d6.

You can ignore being beneath a template of any sort if it's centered on a vehicle that is flying at High Altitude. It's too high up to cause any serious damage.

DAMAGE

So what happens when your fancy flying machine catches a cannon ball or a couple of well-placed rounds from a steam Gatling? It's not good, partner, but if you really want to know about it read on.

KNOCKED OUT

Flying machines act just like ground rigs when they get Knocked Out. They decelerate one Pace level per turn until they hit a Dead Stop. Remember that this might cause your machine to drop out of the sky like a rock if it has a minimum Pace to maintain.

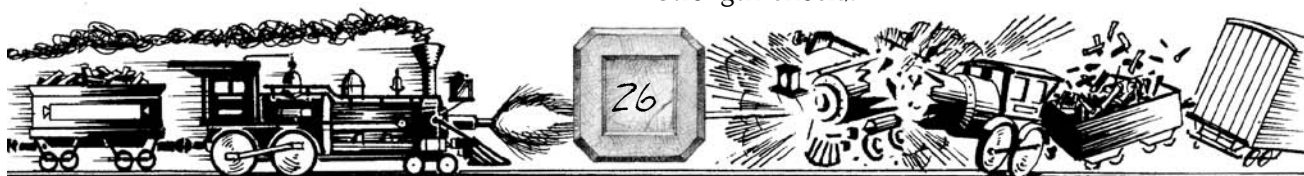
In addition, the contraption automatically drops -1 Altitude level at the end of its move. If it reaches Ground level, the pilot can attempt to land. If he fails, however, he is introduced to the ground—pancakes anyone? Apply Crash Damage as usual.

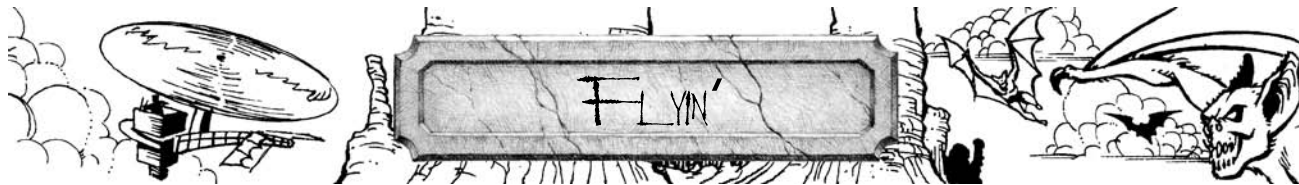
WRECKED

Wrecked flying machines head straight for the ground, impacting immediately after the Wrecked result occurred. Kiss your leather clad patootie good-bye.

Unless the rig has already gone Outta Control, go ahead and figure out its "death spiral" from the rig's new position. To simulate this, place the Boom! Template over the craft and roll a d12 to determine the direction of the spiral. The rig dives 1d6" per Pace and Altitude level in this direction.

Apply full Crash and Falling Damage to everyone aboard and anyone beneath the rig on the ground who can't get out of the way (Easy (4) Strength check).





BOATS!

Occasionally, the forces of the Rail Barons get into a fight next to water. Usually, they're squabbling over some bridge across the Mississippi or some other big river. The Rail Barons have also sent forces out into the Maze to prepare for their coming, and they've started building fantastic navies to support their troops on the cliffs and beaches. On a few rare occasions, the Baron's armadas have battled in the open sea, complete with gruesome boarding actions.

If any of this wild stuff happens in your games, you're going to need some rules for how to handle boats. Funny thing, but we just happen to have some for you.

Included with this book are a couple of cardstock boats. Use these until you and your friends decide you want to create or purchase actual models. If boats are going to be a rare addition to your Great Rail Wars game, we recommend you save some of your hard earned dinero and just use the cardstock boats we've provided.

MOVEMENT

Boats behave just like ground vehicles. Mark them with a Pace counter, and unless the boat's description says otherwise, always use the Turnin' Template when maneuvering turns in the water.

GERONIMO!

It's a lot easier on them old rickety bones to fall on water than on sun-parched earth. A figure who falls, jumps, or otherwise tumbles from a rig into the water doesn't take Crash damage (but see the **Swimmin'** section, directly below).

A figure who falls from a height onto water always takes Jumping damage instead of Falling damage. If he makes an Easy (4) Strength roll, he takes Jumping damage as if he was -1 level lower than he really was.

SWIMMIN'

Water is choppy during a battle, and most cowpokes never learned how to swim anyway. You're lucky just to get them to take a bath. On a troop's first action of each turn in the water, it must roll an Easy (4) Strength roll. If it makes it, it successfully treads water and can move up to half its Strength die type. If it fails, it stays in place and takes 1d6 damage.

Note that this is slightly different than the damage we gave you for "waterin' holes" in the Great Rail Wars rulebook. We recommend you go ahead and use this revised damage for those games as well.

You probably already suspected this, but Undead never take drowning damage. It's pretty hard for a dead man to drown. However, they still have to make the Strength roll to move. As expected, machines like Automaton or Clockwork Spiders sink like stones. If they fall into a river or channel (such as in a Maze scenario), they're destroyed. They can walk through shallow water such as a shallow waterin' hole or stream though.

MANEUVERS

Most boats can't perform maneuvers because they're too slow. Ever see a paddle-wheel steamboat do a desperado reverse? Didn't think so.

Out in the Maze, however, the crafty Rail Barons have developed a few small, fast-moving craft that can perform waterborne maneuvers. You'll see some of these boats in future Great Rail Wars supplements.

COMBAT

Again, use the rules we gave you in Chapter One. Don't forget to add or subtract Shootin' modifiers for Pace and relative speed.

DAWN JONES' LOCKER

Bouncing cannonballs off your spiffy new boat has slightly different effects than against land vehicles

KNOCKED OUT

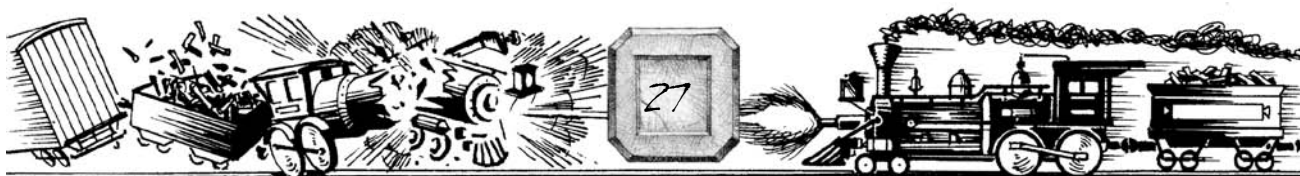
A Knocked Out boat may not fire weapons. It drifts 1d6" each turn in the direction of the current, if there is one. If there is no current, it drifts in a random direction. Use the Boom! Template to determine this.

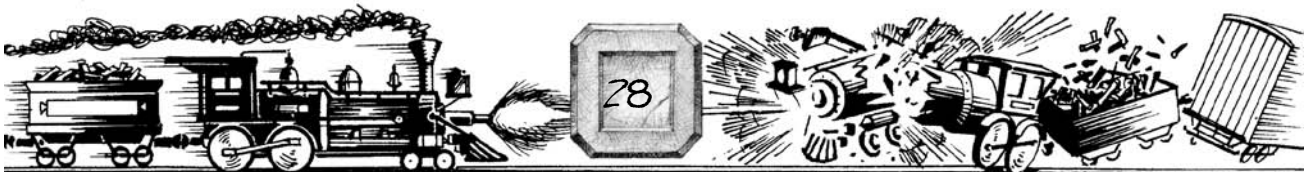
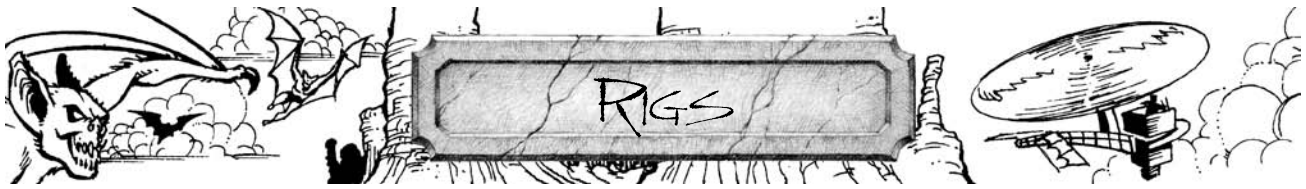
WRECKED

A Wrecked boat goes straight to the bottom, leaving its crew thrashing in the water.

DOWNSTREAM

It's always easier to travel downstream than up. If your waterway is a river (or a channel with a strong current), boats which go downstream get to add +1d6" in that direction to their Pace.







CHAPTER THREE: ALL KINDS O' RIGS



Now that you know how to use all the wacky gizmos we've talked about, it's time to pick your poison and get on the road with it. So here's an assortment of rigs that can come in handy when recruiting your rail gangs.

THE RIGS

Each of the rigs presented below are described in a standard format.

First comes a brief description of the rig, followed by its **Operation**—any specific requirements or rules that apply to it. Any special rules that require more explanation than usual are also here.

After that is a description of the rig's **Weapons**. This tells you how many weapons the rig mounts and what type of weapons the rig can carry—either Light, Steam, or Heavy weapons (see Chapter Four for weapon descriptions). You can swap a weapon out within its category if you wish. If a vehicle can handle any Heavy weapon, for instance, feel free to add a 6lb. cannon.

Below this is the **Weapon Diagram** which shows the rig's mounting points for weapons, and their firing arcs.

Next is an **Upgrades** entry, which explains what upgrades are usable with the rig and how they affect the performance of the vehicle during the game. Upgrades are explained in detail in Chapter Four.

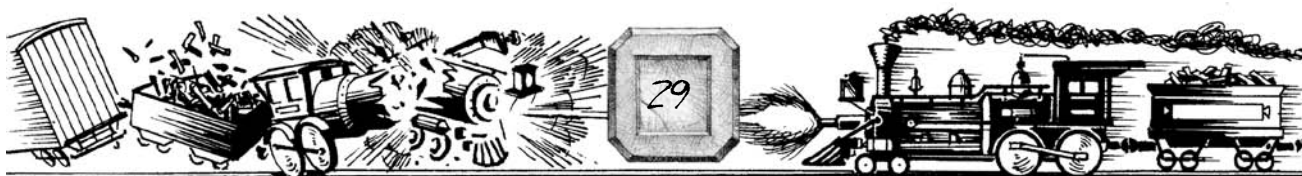
Then there are the rig's **Malfunction!** descriptions, used for those golden moments when Fate drops a load on your head. Some malfunctions have a section which reads "**Repair:** X." This means Mechanically Inclined figures may repair the malfunction. The "X" is the TN of the Smarts roll needed to make the repair (see Tinkerin' in Chapter One).

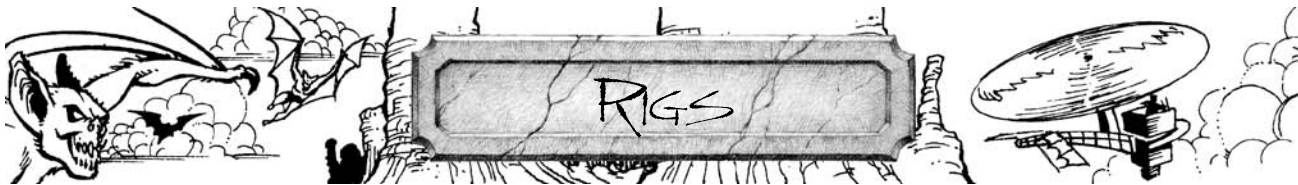
Last, there is a summary of the rig's **Traits** and any special notes.

WHY RIGS?

Many of the rigs created by the mad scientists don't move very fast. Some of them are barely as fast as a horse. This is understandable if you realize that steam-and-ghost-rock power is still a new technology. Besides, if you add a big boiler to a rig, it makes it heavier and harder to move.

So why bother with them? Well, pardner, the main attraction of these newfangled moving machines is not so much their speed but their convenience. You may only be able to move as fast as a horse, but you don't have to feed a steam cart or rest it every once in a while. A rig also affords you more protection than a horse or a wagon. Just keep it filled with water and supplied with ghost rock, and you can keep going as long as you can keep your eyes open. Also, the use of Armor is imperative to the survival of a rig—and its crew. So they may not be fast, but they're still worth having.





AIR CARRIAGE

Known commercially as "Dr. Smith's Incredible Lighter-Than-Air Carriage," this amazing device floats in the air by means of an assortment of hot-air balloons on the roof of the coach.

The Air Carriage can carry 12 passengers and two crew members in its spacious cabin.

OPERATION

By properly manipulating the speed and direction of the screws, the vessel's driver can rotate it in place, so the Air Carriage is able to turn as it wishes. The Air Carriage is also able to move backward at Half Steam or less.

Because it is a balloon, the air carriage has no minimum Pace and does not have to perform a takeoff run like other flying rigs—it can leave the ground while at a Dead Stop.

The Air Carriage cannot perform Pop-Ups or Power Dives.

AIR BAGS

Whenever a shot hits the Air Carriage, roll a die. On an even result, the shot hits the inflatable balloon. Ignore this result if the shot was a sidearm (such as a pistol) or solid shot of some kind. If the shot was explosive, however, it ignores Armor and does normal damage. If the damage exceeds the Durability roll by 5 points or more, the Air Carriage immediately loses an Altitude level and must make a Hard (8) drivin' roll. The Air Carriage can never climb higher than its new Altitude.

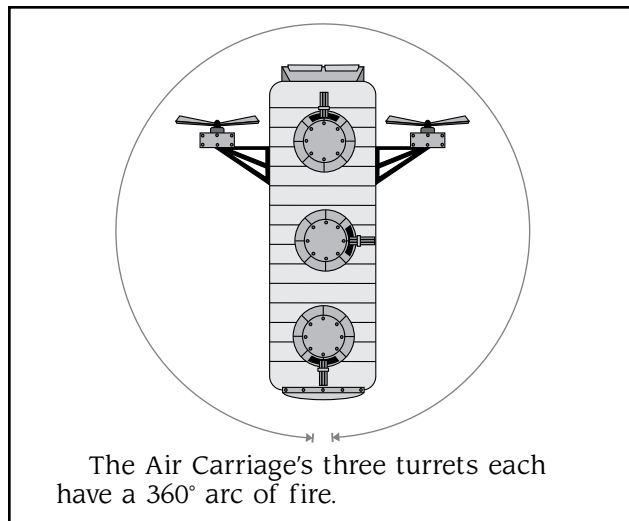
JUMPERS

A new tactic of the Rail Barons is to load up an Air Carriage with specially trained troops equipped with Air Catchers (see Chapter Five). Jumpers can be used to get behind enemy positions and destroy strategic emplacements!

Jumpers are a new posse of Gunmen you can purchase only if you purchase an Air Carriage. A Jumper Troop Card can be found with this book. Other than their Air Catchers, the Jumpers look like any other cowpoke, so use Gunman or Scout figures once they hit the ground.

WEAPONS

Three turrets are mounted on the bottom of the cabin. They can fire at any target at the air carriage's Altitude level or lower (including straight down). They cannot fire at targets higher than the air carriage. Each turret may mount a single Light or Steam weapon.



UPGRADES

- Air Brakes
- Armor (hull only)
- Bomb Racks
- High-Pressure Pistons
- Reinforced Frame
- Tweaked
- Wind Gauges

MAJORITY

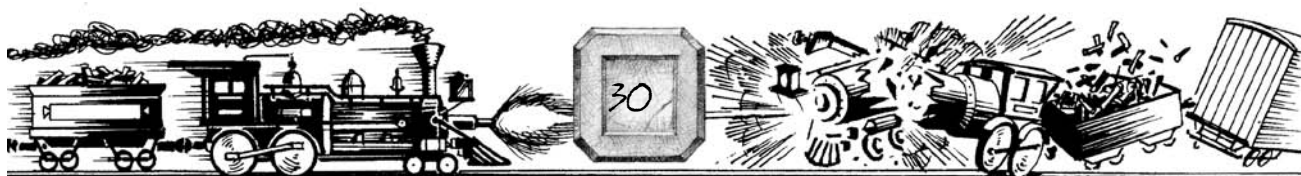
Minor Malfunction: The air bag suffers a slow leak. The Air Carriage can no longer increase its Altitude. The Air Carriage must land before attempting a repair. **Repair:** 4.

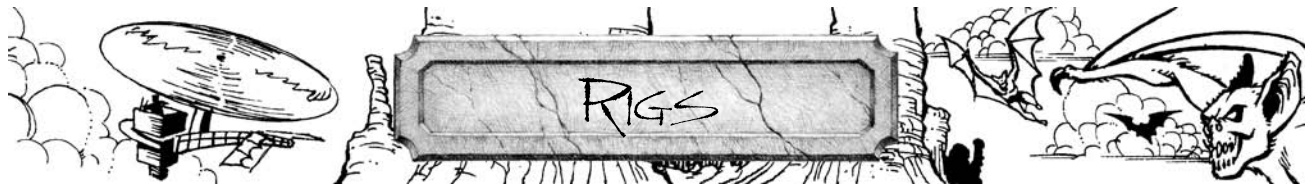
Major Malfunction: The air screws shatter. The Carriage can no longer move or turn. It drifts with the wind on its first action of each turn. The Air Carriage must land before attempting a repair. **Repair:** 8.

Catastrophe: The boiler explodes, causing the entire contraption to plummet and crash into the ground. Oh, the humanity! The carriage drifts 2d6" in a random direction (use the Boom! Template) and is Wrecked. Everyone on board must jump from the balloon of doom or they are Put Down. Figures beneath the air carriage must make an Easy (4) Strength roll to get out of the way. If they don't, they're Put Down, though they can be recovered afterwards.

TRAITS

- Durability:** d12
- Size:** +3
- Pace:** 3/6/12
- Crew:** 4+12
- Special:** Armor 2, Malfunction d8





AUTO-GYRO

The Auto-Gyro doesn't have the comfort or space of an Air Carriage, but if you don't mind roughing it and choking back a little dust, it gets you where you're going quick.

This rig consists of a couple of seats attached to a steam boiler that powers the rear air screw. The top fan isn't powered. Instead, forward motion causes air to wash over the fan's blades and give the Auto-Gyro lift.

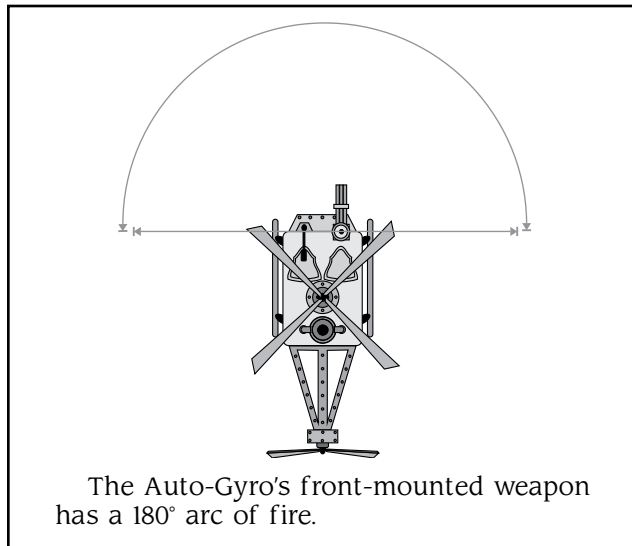
OPERATION

Auto-Gyros takeoff using the normal rules, but can land while moving at their full Quarter Steam Pace. The rig can be launched from a moving platform, such as a railroad flatcar or the roof of a boxcar, in which case it can take off vertically. To do so, the launching rig must be moving at a Pace equal to the Auto-Gyro's stall speed (remember, that's full Quarter Steam).

The Auto-Gyro cannot hover. The rig's forward motion spins the lift fan and allows it to fly.

WEAPONS

The Auto-Gyro sports a front-mounted Light or Steam weapon.



MAJLFUNCTION

Minor Malfunction: The air screw's blades are damaged, and the Auto-Gyro's Pace is halved until they can be successfully repaired. The blades cannot be repaired until the Auto-Gyro lands. **Repair:** 4.

Major Malfunction: The fan blades are damaged. At the start of each succeeding action, roll 1d6 and 1d8. If the d6 roll exceeds the d8 roll, the unbalanced fan shatters. If this happens, apply the Catastrophe result given below. The Auto-Gyro must be on the ground and at a Dead Stop to be repaired. **Repair:** 4.

Catastrophe: The lift fan splinters into fragments and the Auto-Gyro has a showdown with the ground. Not a good situation for the pilot or for the hombres on the ground directly below the plummeting craft. The Auto-Gyro is Wrecked.

UPGRADES

- Air Brakes
- Armor
- High-Pressure Pistons
- Reinforced Frame
- Tweaked
- Wind Gauges

TRAITS

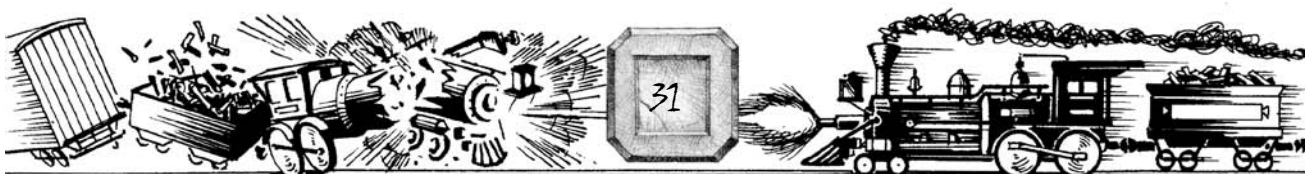
Durability: d8

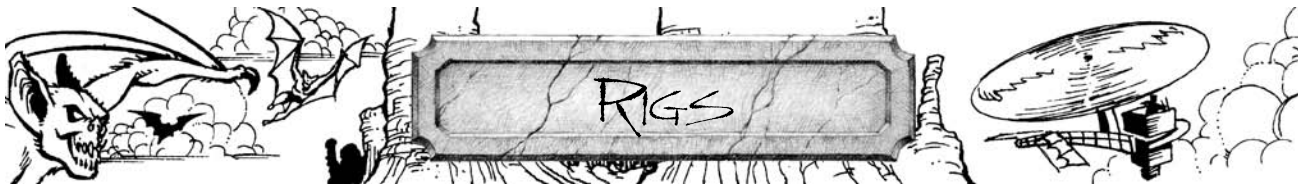
Size: +1

Pace: 6/12/24

Crew: 2

Special: Armor 2, Malfunction d6





BATTLE SUIT

Touted as the ultimate battle armor, this contraption increases a cowpoke's abilities and protects him at the same time. The Suit is about 9 feet tall and consists of an enlarged outer shell and mechanical workings.

The Suit looks something like a huge Automaton, but a driver rides in the armored body with his noggin sticking up into the "head" of the Suit, which acts like a helmet for the driver. The front of the head has a viewport made of bulletproof quartz. The operator's arms and legs reach into those of the suit, and as he moves, the suit moves with him. The Battle Suit's clockwork mechanisms and powerful pistons increase the strength and mobility of the wearer.

OPERATION

The Battle Suit's legs are driven by high-powered pistons, so keep track of its Pace just like any other vehicle.

A Battle Suit cannot perform maneuvers.

THE BIGGER THEY ARE...

Most of the Suit is taken up by the character inside it. When the Suit is hit, there's a good chance the driver is hit too.

Roll a die whenever the Suit is Knocked Out or Wrecked. On an odd result, the figure inside suffers damage exactly as if the rig had suffered a "Crew" critical hit. In any case, the operator is Eatin' Dirt (he's struggling to crawl out).

The driver has a pistol he can use once he's out of the Suit. If a hero was in the Battle Suit, his weapon of choice was strapped to the shell somewhere, and he can use it normally once he exits the Battle Suit.

LYING DOWN ON THE JOB

The Battle Suit can go prone and stand just like any other figure. It can also climb over small obstacles, wade through water, and so forth. Treat it just like a large human figure, except that it uses the standard movement rules for rigs.

NOW I HAVE THE POWER!

The Battle Suit augments the wearer's natural abilities, enhancing them with the mechanical force of steam power. While encased in a Battle Suit, the driver's Strength is increased by +2 die types. (A step past d12 is d12+1, and so on.) Unless a hero or veteran wears the suit, assume the wearer has the Traits of a standard Gunman.

FIGHTIN'

Although the Battle Suit is considered a rig due to the nature of its construction and use, it can engage in hand-to-hand combat just like normal troop types. Because the operator must manipulate the heavy suit of metal to make it fight, he uses the lower of his Drivin' or Fightin' Trait.

Also, a Suit fitted with a ranged weapon instead of a chainsaw can still successfully engage in Fighting, since flailing a large chunk of metal around still does a considerable amount of damage to a target. The suit is unable to pick up anything with the modified arm—there is no grasping mechanism—should that become an issue.

WEAPONS

The basic Battle Suit is armed with a chainsaw and a Gatling gun. Any Light or Steam weapon, or a chainsaw can replace the Suit's basic weapons.

UPGRADES

- Armor
- Heavy-Duty Brakes
- High-Pressure Pistons
- Reinforced Frame
- Tweaked

MAJORITY FUNCTION!

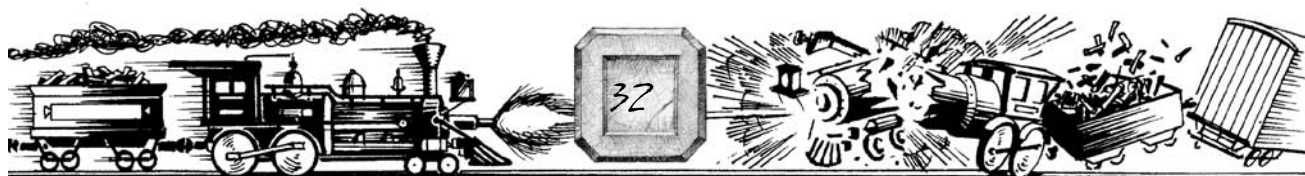
Minor Malfunction: The steam routing system sputters and malfunctions. The driver must make an Easy (4) Drivin' roll, or the suit falls down. The operator can stand the Suit back up if he makes a Hard (8) Drivin' roll on a later action.

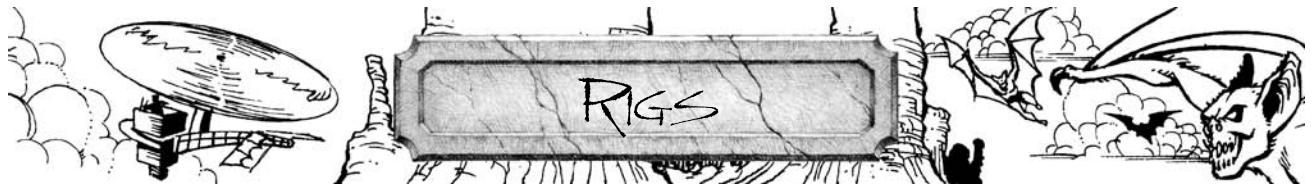
Major Malfunction: The gizmo staggers and falls down—hard! The Suit takes 3d6 damage. It may get back up as described above under Minor Malfunction.

Catastrophe: The boiler explodes, causing 2d10 damage to the operator and anyone else caught within the blast radius (center a Boom! Template over the Battle Suit and apply damage to any figure within range). The Suit is Wrecked and, well, the driver probably is too. Adios, amigo.

TRAITS

- Durability:** d8
- Size:** 0
- Pace:** 3/6/12
- Crew:** 1
- Special:** Armor 2, Malfunction d6, Walker





MAZE RUNNER

Designed specifically for use in the Great Maze of California, the Maze Runner is a versatile boat that would serve equally well on just about any body of water. It is fast and highly maneuverable, a fact attributable to its innovative design.

The secret to its performance lies in its twin, side-mounted paddle wheels. One wheel is set on each side of the boat, and the pair are powered by a high-efficiency ghost rock boiler. The paddles' drive mechanisms operate independently, allowing them to run in different directions. This makes it possible for the boat to spin in place if required—a feature that can come in handy considering the dangers that inhabit the Maze.

OPERATION

Maneuvering around the treacherous canyons of the Maze is dangerous work. Some genius figured out that having paddle wheels on either side that could turn in either direction would allow a boat to turn more easily.

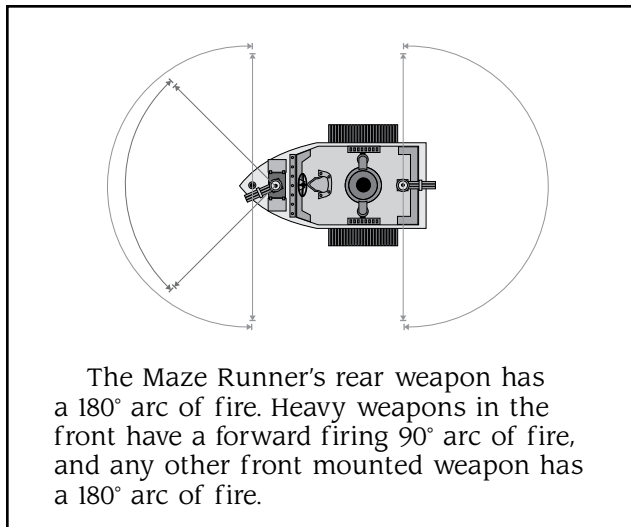
A boat with independent dual paddle wheels can turn however it wants, unless it is using screws to propel it. In that case, the boat must use the Turnin' Template.

WEAPONS

Any Light or Steam weapon can be placed in the Maze Runner's rear mount. The front mount can hold any type of weapon, though Heavy weapons have a more limited arc of fire, as shown in the diagram below.

UPGRADES

Armor



High-Pressure Pistons
Mine Rack
Reinforced Frame
Screws
Tweaked

MAJORITY

Minor Malfunction: A paddle wheel is jammed. Roll a d6 to randomly determine which wheel is affected (1-3 right wheel, 4-6 is the left). The Runner may only turn in the direction opposite of the jammed wheel, and it must also use the Turnin' Template until it is successfully repaired. **Repair:** 4.

Major Malfunction: The wheel is slipping on its axle. The vessel's Pace is halved, and all Drivin' rolls are made at -2. **Repair:** 8.

Catastrophe: The boiler explodes, doing 3d10 damage to anyone in the range of a Boom! Template. The Maze Runner is Wrecked.

TRAIT

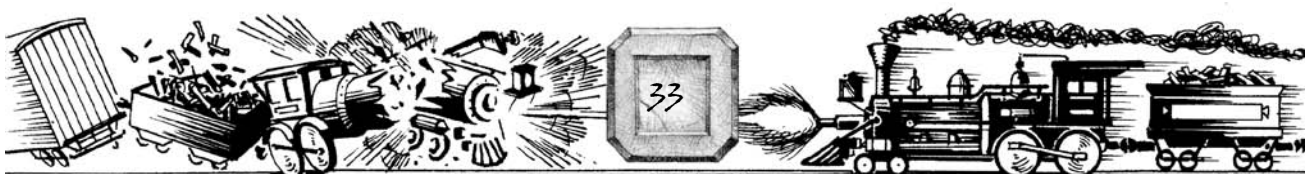
Durability: d12

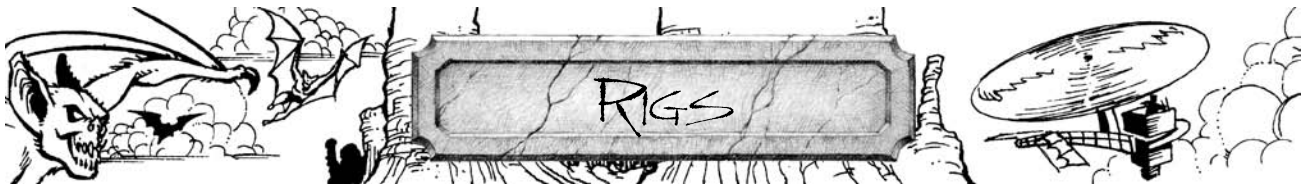
Size: +2

Pace: 3/6/12

Crew: 3+6

Special: Heavy Armor 2, Malfunction d6





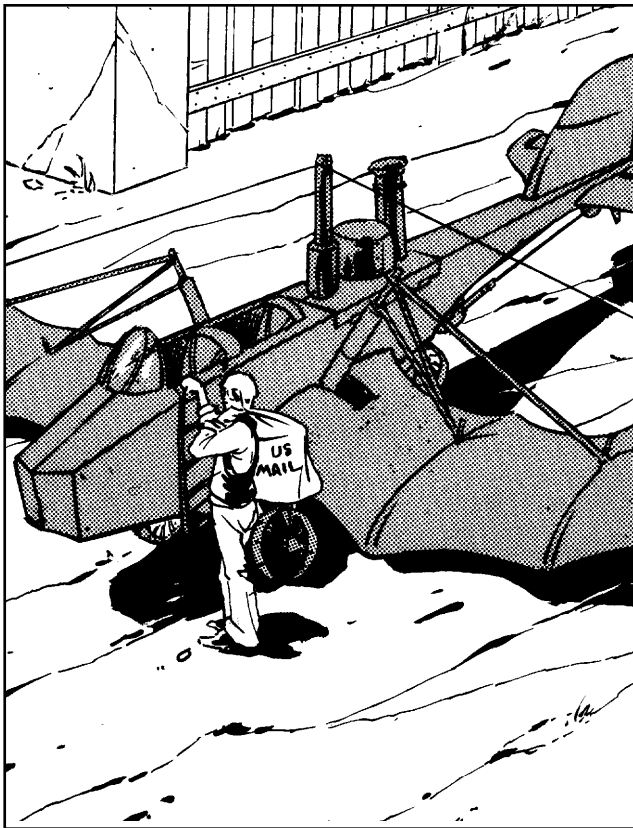
ORNITHOPTER

An Ornithopter is a lightweight flying rig that flies by flapping its wings. Once airborne, a skilled pilot can keep the vehicle aloft for hours by gliding on rising air currents. If the winds don't cooperate, the driver can employ the rig's clockwork mechanism to keep the wings flapping and the gizmo flying.

OPERATION

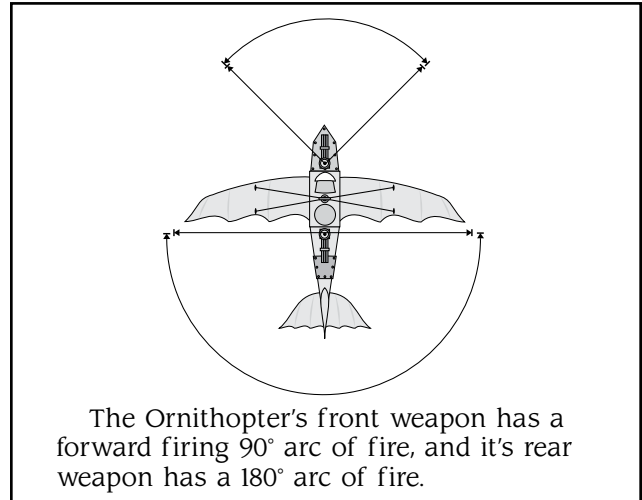
The Ornithopter can hover to a certain extent. To do so, the driver needs to perform a delicate balancing act, trying to catch the wind while angling the wings just so. This is a special maneuver available only to Ornithopters. To pull it off, the driver must be at her minimum Pace (Quarter Steam) and make an Easy (4) Drivin' roll. If she makes it, the vehicle comes to a Dead Stop. If she fails, it stalls normally (see **Stalling**, in Chapter Two).

Even though the rig is powered by a clockwork mechanism, don't ignore "boiler hits" on the Rig Critical Hits Table. It just means the main spring or some other deadly piece of equipment cut loose instead of a gout of steam.



WEAPONS

A single Light weapon is mounted on the front of the Ornithopter. Another sits on a backward-firing swivel-mount for the passenger.



The Ornithopter's front weapon has a forward firing 90° arc of fire, and its rear weapon has a 180° arc of fire.

UPGRADES

- Air Brakes
- Armor
- Bomb Racks
- Oversized Wings
- Reinforced Frame
- Torpedo Tube
- Tweaked
- Wind Gauges

MAJORITY

Minor Malfunction: The 'Thopter's main spring is weakened. All Drivin' rolls for takeoff, landing, or Altitude changes receive a -2 penalty.

Major Malfunction: The wings freeze, turning the 'Thopter into a glider. The driver must make a Hard (8) Drivin' roll on his first action each round. If he misses, the rig drops 1 Altitude level.

Repair: 8 (4 if on the ground).

Catastrophe: The wings take off on a flight of their own, leaving the craft to smash into the dirt. The rig plummets to the ground and is Wrecked. Everyone on board or underneath the wreck takes Crash damage.

TRAIT

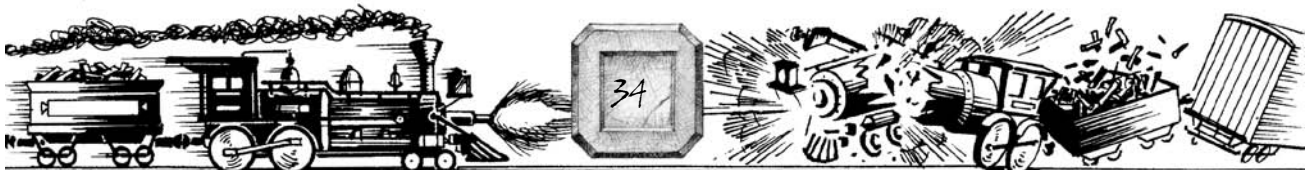
Durability: d6

Size: +1

Pace: 5/10/20

Crew: 2

Special: Armor 2, Malfunction d6





STEAM TANK

Steam Tanks got their name from the first prototype built by the scientists at Fort 51. It was built from the water tank of an old locomotive. The research crew always referred to it as "the tank," and the name just stuck.

The Steam Tank is built with a fully enclosed armored cabin. The cabin's walls are sloped to deflect enemy fire. A steam-powered turret is situated on the top of the vehicle, enclosing a 6 or 12lb. cannon. The tank's reinforced chassis also supports a set of thick, solid wheels that propel twin tracks.

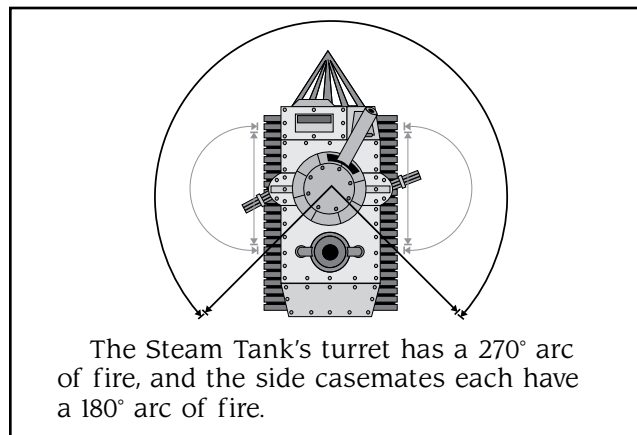
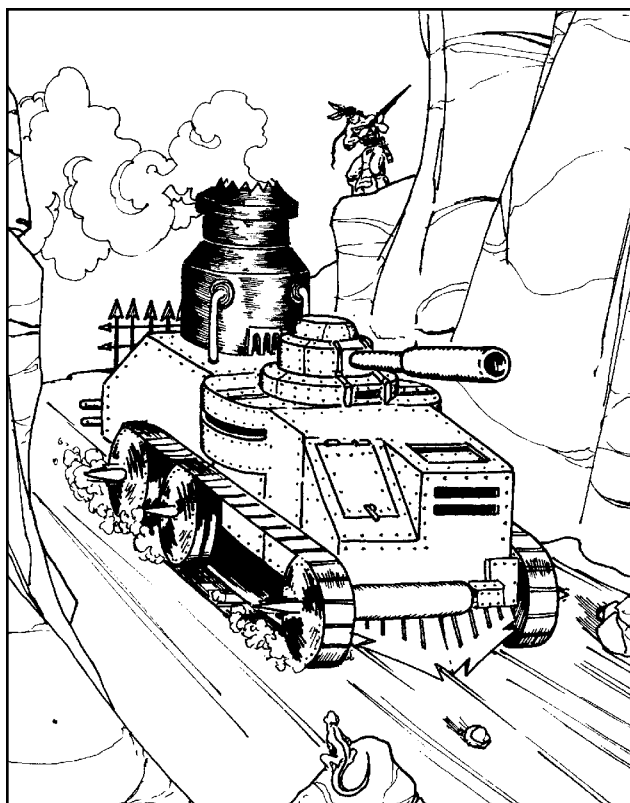
OPERATION

Steam Tanks can't carry passengers inside, but they can ride on top. Up to six figures can ride on the outside of a Steam Tank.

Troops on top still get the benefits of cover when targeted. It may not look like it because your figures are stiff pieces of lead, but real troops crouch behind turrets, steampipes and the like to stay out of harm's way.

WEAPONS

A Tank features a single Heavy weapon in its turret. To each side are a Light or Steam weapon.



UPGRADES

- Armor
- Heavy-Duty Brakes
- High-Pressure Pistons
- Improved Tracks
- Improved Turret
- Ram Plate
- Reinforced Frame
- Tweaked
- Wheel (Track) Guards

MALFUNCTION

Minor Malfunction: The boiler springs a leak and begins to lose pressure. The rig moves at half its Pace, and the Rate of Fire of steam-powered weapons is reduced by 1 (but cannot be reduced to less than 1) until successful repairs can be made. **Repair:** 4.

Major Malfunction: The boiler begins spewing steam, and the crew compartment becomes a sauna causing 1d6 damage to the crew on the tank's first action each turn. The rig can only move at Quarter Steam or slower, and all of the steam weapons cannot fire until the damage is repaired. **Repair:** 8.

Catastrophe: The boiler explodes, doing 3d10 to any figure within the range of a Boom! Template centered on the tank. The tank is Wrecked.

TRAITS

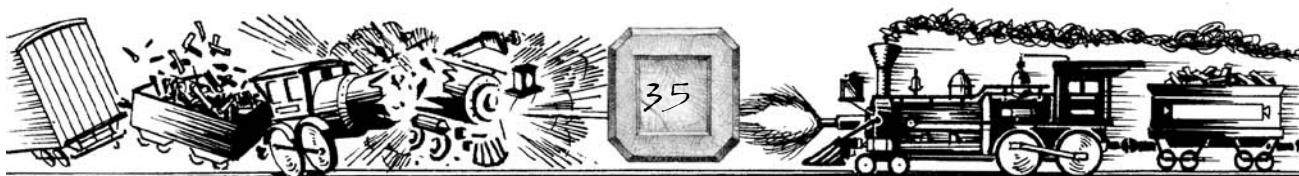
Durability: d12

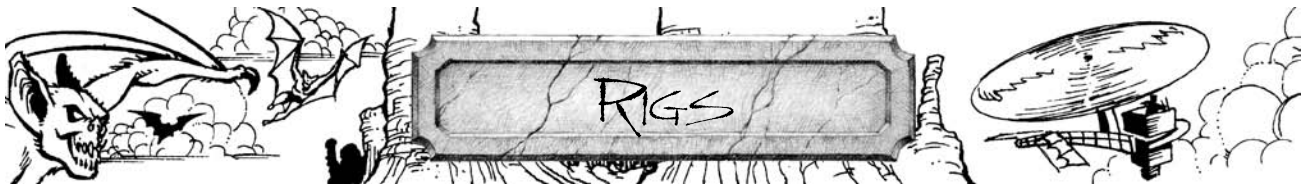
Size: +2

Pace: 3/6/12

Crew: 4+6*

Special: Heavy Armor 6, Malfunction d6, Tracked





STEAM WAGON

The Steam Wagon is the most widespread of all the mad-science rigs. Its popularity has led to a wide selection of models of various sizes and body styles. For most folks, the Steam Wagon is what you mean when you talk about a self-propelled contraption. With such widespread availability, the Rail Barons have put the Steam Wagon to good use.

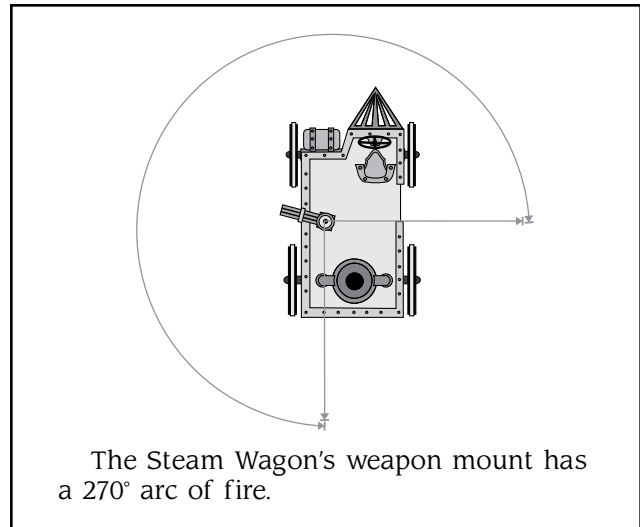
Steam Wagons have a high-efficiency steam boiler and engine built into the back end, a heavy-duty suspension to hold it all up, and a set of controls mounted in the front. Smith & Robards makes a variety of different models, from the basic workhorse to luxury models all decked out with fancy trim and polish. The Steam Wagon detailed below is typical.

WEAPONS

A Steam Wagon carries a single Light or Steam weapon in the center of the carriage.

OPERATION

A Steam Wagon observes the standard rules for self-powered rigs presented in Chapter One.



UPGRADES

- Armor
- Heavy-Duty Brakes
- High-Pressure Pistons
- Ram Plate
- Reinforced Frame
- Tweaked
- Wheel Guards

MALFUNCTION

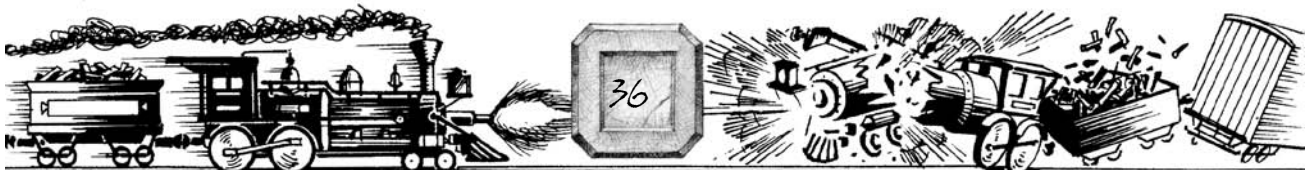
Minor Malfunction: The boiler springs a leak and begins to lose pressure. The Steam Wagon moves at half its normal Pace, and steam Gatlings can only fire with a Rate of Fire of 2 until the proper repairs are finally made. **Repair:** 4.

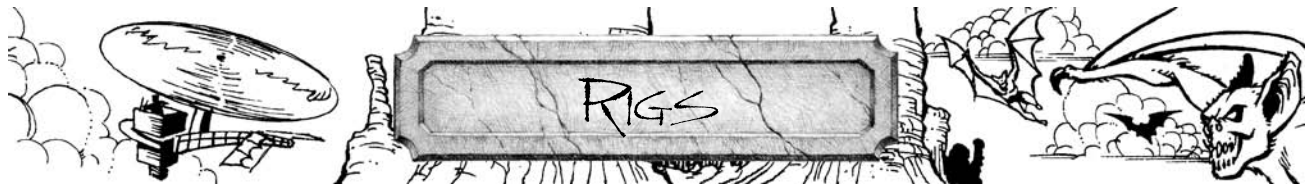
Major Malfunction: A wheel is about to come off. All Drivin' rolls are made with a -2 modifier. If the wagon moves over half its Pace, the driver must make a Hard (8) Drivin' roll, or the wheel comes off and the wagon goes Outta Control—it's kind of hard to maneuver without wheels! The wagon may not move again until the wheel that has fallen off is reattached. **Repair:** 4.

Catastrophe: The boiler explodes, doing 3d10 damage to any figure within the range of a Boom! Template centered on the wagon. The wagon is Wrecked.

TRAITS

- Durability:** d8
- Size:** +1
- Pace:** 4/8/16
- Crew:** 2+6
- Special:** Armor 2, Malfunction d6





SUBMERSIBLE BOAT

The Submersible Boat is an enclosed boat that can sail atop bodies of water and beneath them as well! It's able to do this by means of a set of ballast tanks. These air tanks keep the vessel afloat. To submerge, they are opened to allow water in. Compressed air is forced into the tanks to empty them of water and cause the ship to rise.

On the surface, the boat is powered by a high-efficiency ghost rock boiler. The steam that is generated by the boiler drives the boat's screws, works the air-compression pumps, and winds the clockwork mechanism which moves the ship when it's underwater.

A retractable periscope allows the driver to see where he is going while piloting the submersible under water.

OPERATION

A Submersible can either be on the surface, or it may be submerged. Place these counters on the vehicle card alongside of the Pace Counter. It can dive or surface once at any point during its action.

On the surface, a Submersible acts just like any other boat.

While submerged, the vessel may fire only its torpedoes, and it can only be attacked with depth-charges (see Chapter Four).

If a Sub is Knocked Out while underwater, it cannot surface. If Wrecked while submerged, the entire crew is lost. Sorry, partner, but there is no escape from Davy Jones' locker.

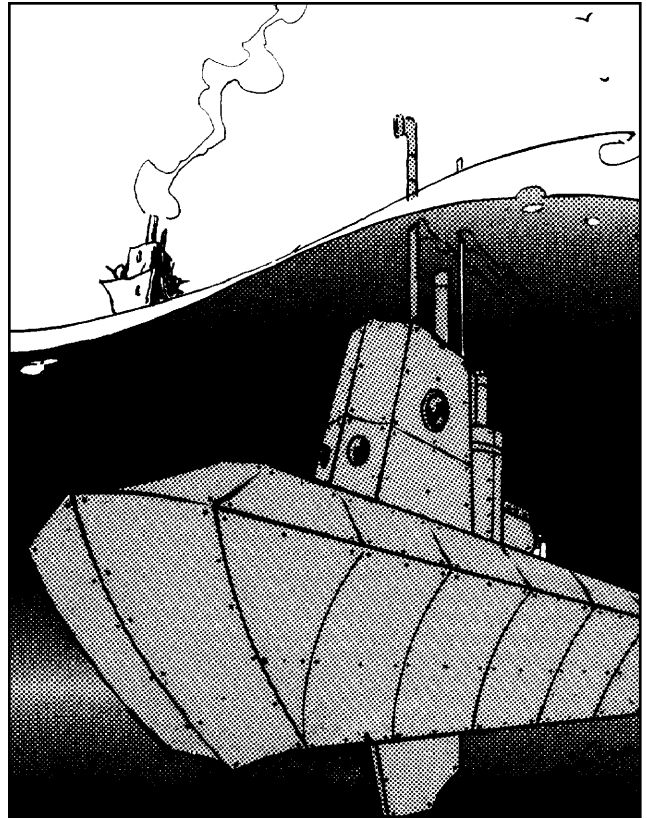
It's convenient to use the cardstock version of the submersible in this book when it's underwater so you can move it directly under other boats on the map if you need to.

WEAPONS

Submersibles have a single turreted deck gun (usually positioned in front of the tower) mounting any Light or Steam weapon. The deck gun has a 360° arc of fire.

UPGRADES

- Armor
- High-Pressure Pistons
- Improved Turret
- Ram Plate
- Reinforced Frame
- Screws
- Torpedo Tube
- Tweaked



MALFUNCTION

Minor Malfunction: A valve sticks, causing the vessel to submerge or surface unexpectedly. If the Sub is surfaced, it dives, and vice versa. It's stuck there. **Repair:** 4.

Major Malfunction: The Submersible's main drive screw has debris wrapped around the shaft and cannot rotate properly. The Sub may only move at Half Steam or less until the faulty screw is repaired. **Repair:** 4.

Catastrophe: The air tanks rupture, sending the boat to Davy Jones' locker. For all you land lubbers, that's the bottom of the sea. The Sub is Wrecked, and all hands on board are lost unless they make a Hard (8) Strength roll. Troops that survive are in the water where the boat was lost. The others are whale food. Sometimes you eat the whale, and sometimes the whale eats you.

TRAITS

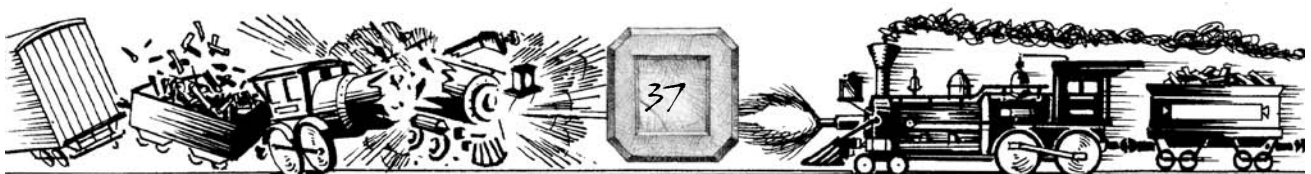
Durability: d10

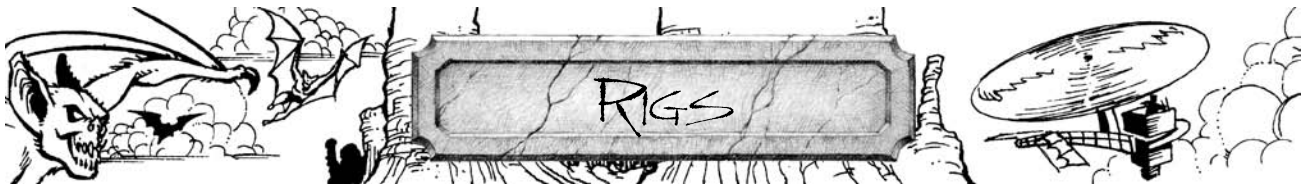
Size: +2

Pace: 2/4/8 underwater, 3/6/12 on the surface

Crew: 3

Special: Heavy Armor 4, Malfunction d6





VELOCIPEDE

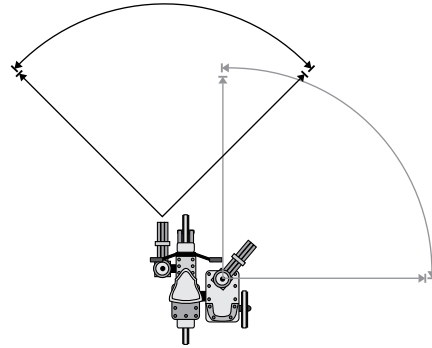
The Steam Velocipede is the mechanical equivalent of a horse, without the fuss. It was first developed by Ashley Davidson, and was later improved upon by a Smith & Robards engineer named John Harley. John and Ashley would later become good friends and form a lasting partnership.

The Velocipede provides fast, personal transportation, and you don't have to feed or rest it. It does require that you fill its small water tank and ghost rock boiler intermittently, but that's just a minor inconvenience. This rig is basically a bicycle that has been strengthened and equipped with a small but powerful and efficient steam engine.

OPERATION

A Steam Velocipede can't be backed up (the gears just don't allow for this). Since it is so light, it can be turned in place to any facing if it begins its action at a Dead Stop.

The Velocipede is a one-person vehicle, but it may be equipped with an optional sidecar that allows another crewman to ride along and fire the secondary weapon.



The Velocipede has a forward firing 90° arc of fire. If a sidecar is added to the Velocipede it also has a 90° arc of fire, but not a forward-firing arc.

WEAPONS

Velocipedes feature two Light or Steam weapons, one on each side. If a sidecar is added, the sidecar features the second weapon.

UPGRADES

- Armor
- Heavy-Duty Brakes
- High-Pressure Pistons
- Reinforced Frame
- Sidecar
- Tweaked
- Wheel Guards

MAJORITY/

Minor Malfunction: The drive pistons are leaking. The Velocipede's Pace is halved until the pistons are repaired. The Velocipede must be at a Dead Stop to attempt a repair. **Repair:** 4.

Major Malfunction: The water tank has sprung a leak. Roll 1d6 and 1d8 on each of the Velocipede's actions. If the d6 roll is higher than the d8 roll, see the Catastrophe results given below. The Velocipede must roll on its first action of each turn until the water tank is repaired.

Repair: 4.

Catastrophe: The boiler overheats and explodes, doing 2d8 damage to everyone under a Boom! Template centered on the rig.

TRAITS

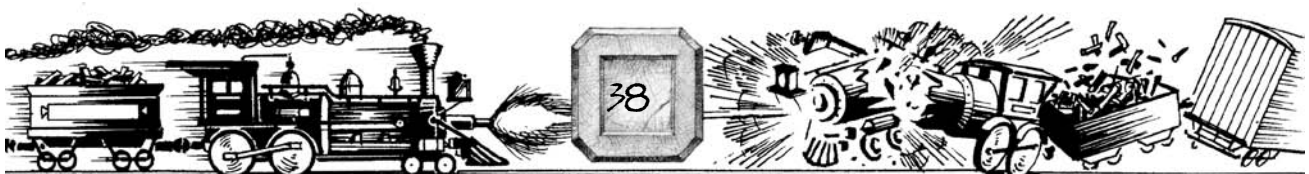
Durability: d6

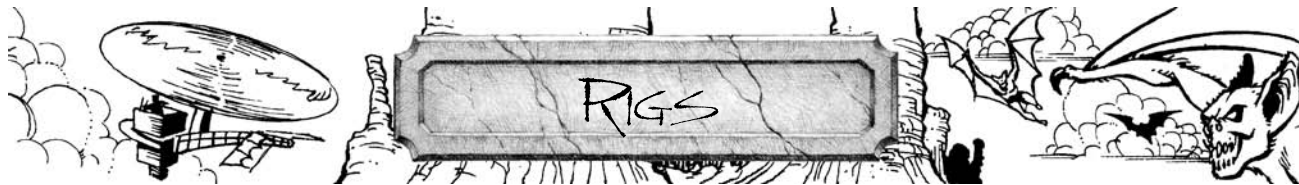
Size: 0

Pace: 6/12/24

Crew: 1

Special: Armor 2, Malfunction d6





TRANS

Just to keep you in suspense, we've saved the best for last. This is the Great Rail Wars, after all, and occasionally you're going to want to chase a train across the desert. Chapter Six gives you two scenarios that include trains, as well as the nifty movement rules for them. This chapter gives you the rules you need for all of the different types of train cars.

If you're playing a scenario that includes a train, you need to provide a number of cars—or "rolling stock"—as well. It would be nice if your train consisted of heavily armed and armored War Cars, but the Rail Barons' bread and butter are made by hauling people and cargo.

For that reason, the owner of the train must roll on the table below to find out what types of cars he's pulling. To keep things simple, assume that one of your cars is a Locomotive, behind that is an ore car filled with coal. Now roll on the table four more times for the rest of your cars.

War Cars aren't rolled for. You've got to purchase those ready-for-battle cars separately and attach them to your train.



1d6	Car
1	Passenger
2	Flatbed
3-4	Box car
5	Ore car
6	Caboose (ignore this result after the first time)

OPERATION

Rolling stock is a little different from other rigs or even locomotives. Those vehicles can be wrecked by a lucky shot to the right part. Rolling stock is usually little more than a building on wheels, so it never goes Outta Control and can ignore hits to the Locomotion or Controls. It can also ignore a Weapon hit if it doesn't have any weapons. A Kaboom! result on a car with no boiler means the shot hit the axle, an unknown and explosive cargo, or some other critical area, and the car is Wrecked.

Cars can be Knocked Out by other results, but this usually only matters to the cars which sport weapons. A Knocked Out result has no other effect on a car with no weapons, and it has no effect on passengers riding in or on top of it.

RAILS

Because the rails provide a flat, even surface for a locomotive to travel on (which is one of the reasons rail travel is so attractive), those who ride upon it can ignore the Shootin' modifiers for moving at Half or Full Steam. Note that these aren't the same as the modifiers for firing on fast-moving targets, though trains often ignore this modifier as well, since those targets are usually riding alongside them (remember, speed is relative for targeting purposes).

CARS

Other than the Locomotive, the trains employed by the Rail Barons are composed of the various types of "freight" cars. Characters can move freely between the train cars, and they can fire from one car into an adjacent car if they're at the door separating the cars.

All targets fired upon that are within train cars receive the hard cover modifier. Your metal troops may look like they're just standing there waiting to take a bullet, but in the "real world," they're dodging in between seats, hunkering down behind piles of coal, and otherwise taking cover in the cluttered car.

UPGRADES

Once you've determined which cars your Locomotive is pulling, you can buy Upgrades for the train. Purchasing Upgrades applies to the whole train, and not just to individual cars. Here's a quick list below that details all of the Upgrades for a train.

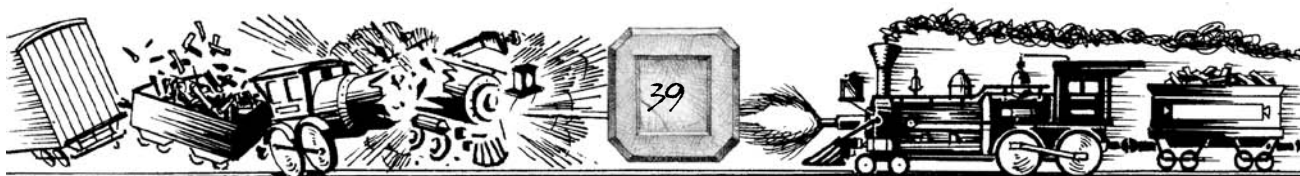


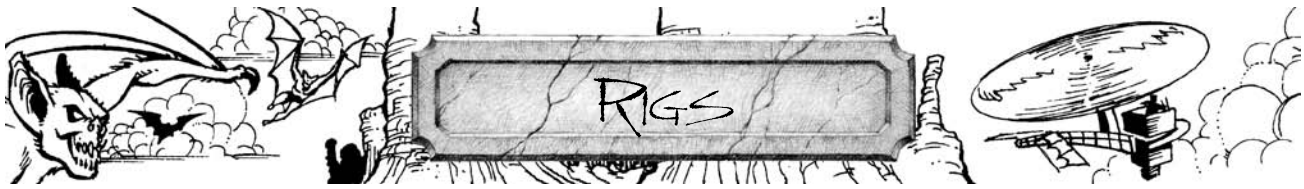
Locomotive	Heavy-Duty Brakes, High Pressure Pistons, Ram Plate
War Cars	Improved Turrets
Whole Train	Armor

The Armor upgrade is bought for the entire train. Multiply the cost of Armor by the number of cars your train is pulling (including the Locomotive, but not any War Cars).

Place all your Upgrades on the Train Troop Card, and you're ready to steam down the tracks and into battle!

Upgrades for War Cars are bought separately for each car. Toss the appropriate counters on each War Car's Rig Card.





LOCOMOTIVE

This is the famous Iron Horse, the engine that pulls all the other cars across the continent. The locomotive is probably one of the greatest inventions of the 1800s, and it's the entire reason for the Great Rail Wars. Whoever is the first to bridge the vast gap between the Atlantic and Pacific Coasts can reap innumerable benefits.

OPERATION

A Locomotive has a few special movement restrictions. The first and most important is that it can only move on rails. If there are no rails, the Locomotive doesn't go there, and a Locomotive can only turn when the rails turn.

One more thing. The other cars' Steam weapons depend on the engine for their power. If the Locomotive is KO'd or Wrecked, all of the train's Steam weapons are out until it's repaired.

ENGINEER'S CABIN

The Rail Barons learned long ago to protect their engineers. They have only narrow holes to see outside of, so no one can target any kind of shot into the Engineer's Cabin. The doors are locked too, so enemy troops who climb aboard can't just open the Cabin and start shooting. They have to attack the Locomotive normally.

BACKING UP

Locomotives can back up (maximum Pace of Half Steam), but they must come to a Dead Stop before they can move backward, and vice versa.

WEAPONS

A Locomotive has no weapons.

TRAITS

Durability: d12
Size: +2
Pace: 4/8/15
Crew: 2+6*
Special: Heavy Armor 4

BOX CARS

Box Cars are simply enclosed flatbeds with large sliding doors on either side. During an attack, the doors can be opened or closed by a troop by using its action. Troops riding alongside can open the door as well, unless another figure opposes them. If so, whoever rolls the highest Strength score wins.

Up to three figures can fire from each doorway. Everyone inside gets hard cover.

WEAPONS

Box Cars have no weapons.

TRAITS

Durability: d12
Size: +2
Pace: –
Crew: 0+6+6*
Special: Heavy Armor 2

FLATBEDS

These are flat cars that haul large boxes or other cargo. All this cargo gives everyone aboard hard cover.

Up to six troops can fit in among the cargo, or a single Gatling or cannon and crew. The Gatling or cannon must be chained down, so they cannot change facing once placed.

WEAPONS

Each Flatbed has a single Light or Steam weapon mounted in the center of the car that has a 360° arc of fire. Remember, though, that you do have train cars in front and behind the mount. This is not a turret, it's a simple pintle mount. That means it cannot fire at targets above it. (See the Altitude rules in Chapter Two.)

TRAITS

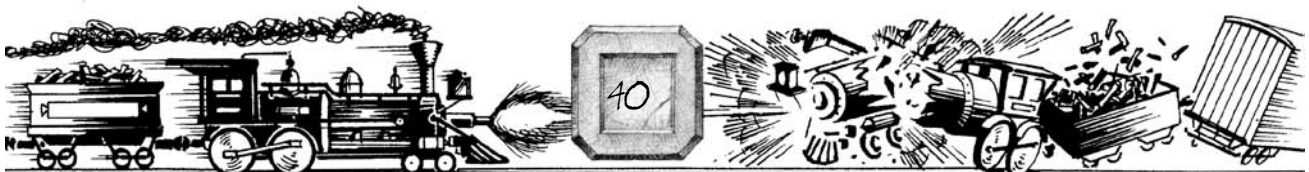
Durability: d12
Size: +1
Pace: –
Crew: 1
Special: Heavy Armor 2

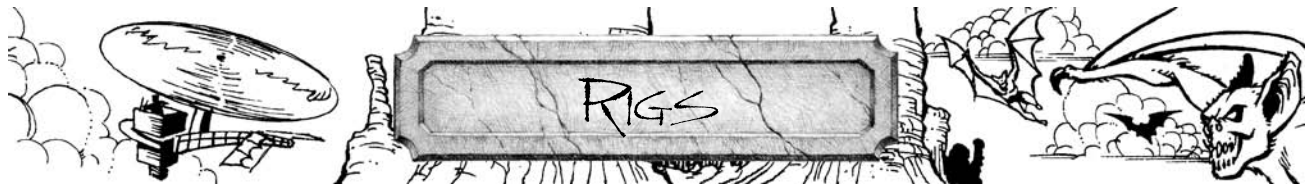
PASSENGER CARS

These are the cars that get folks from Back East to the Weird West, and vice-versa. Most railroads depend on passenger fares for their bread and butter.

Since passenger cars are almost always filled with passengers, only six troops can ride inside. All six figures can fire out either side of a passenger car. Troops inside a passenger car get hard cover, but they can't hit targets directly above them because of the small windows. There's a 2" "dead zone" to either side of the car.

Rail Barons never allow passengers to carry weapons. Still, infiltrators can infiltrate troops or passengers. If the targets are passengers, only four of them may be replaced, and the infiltrators have no weapons. Simply place them in the Passenger Car whenever you feel the urge, and get to fighting!





WEAPONS

Since public perception is everything, no weapons may be mounted atop Passenger Cars.

TRAITS

Durability: d12

Size: +2

Pace: -

Crew: 0+6+6* (6 in the car and 6 on top)

Special Abilities: Heavy Armor 2

ORE CAR

Ore Cars haul coal or sometimes ghost rock. Your Ore Car is carrying ghost rock (choose only one to carry ghost rock if you have several Ore Cars). If a flamethrower hits the car, it ignites, killing everyone atop it and preventing movement through the car for the rest of the battle.

WEAPONS

Ore cars never have weapons.

TRAITS

Durability: d12

Size: +2

Pace: -

Crew: 0+6

Special: Heavy Armor 4

WAR CARS

Heavily armed and armored box cars are standard on every train on the frontier. The War Cars have gunsits all around them so that passengers inside can fire out in any direction. These offer excellent protection, so hombres trying to place a shot through a gunsit must subtract -4 from their Shootin' rolls. Troops on top of a War Car must make an Easy (4) Strength roll to stay on top when a turret fires.

The strength of the War Cars is also their weakness. Their deadly turrets cannot depress enough to hit the ground adjacent to them. This gives opponents a 4" "safe zone" on all four sides of a car.

Flamethrowers ignore the "safe zone" since their fuel can "rain down" on the noggins of those below. Any figure beneath the Template is scorched as usual. Assume the flamethrower has enough reach to clear the side of the car, however.

There's no way for enemy troops to get inside a War Car without successfully Wrecking it first. Friendly troops can move in and out of the car as they wish.

WEAPONS

War Cars mount two turreted Light or Steam weapons on the roof.

TRAITS

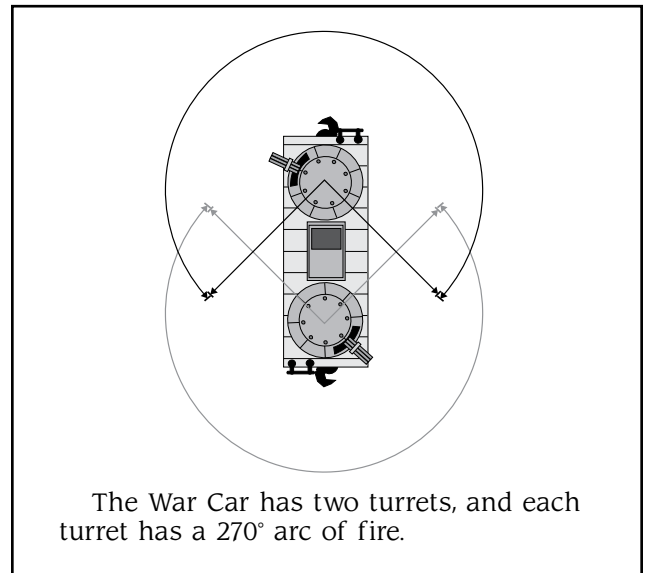
Durability: d12

Size: +2

Pace: -

Crew: 2+6

Special: Heavy Armor 4



CABOOSES

A Caboose is always the last car being pulled by the train. There are two windows on either side of the Caboose, providing room for only two figures to fire their weapons out of each window (four figures total for each side of the Caboose).

WEAPONS

Cabooses have a single Light or Steam weapon mounted on the rear balcony. This weapon is on a pintle-mount, which means it may not fire at targets at Altitude. The weapon has a 180° arc of fire from the rear of the Caboose.

TRAITS

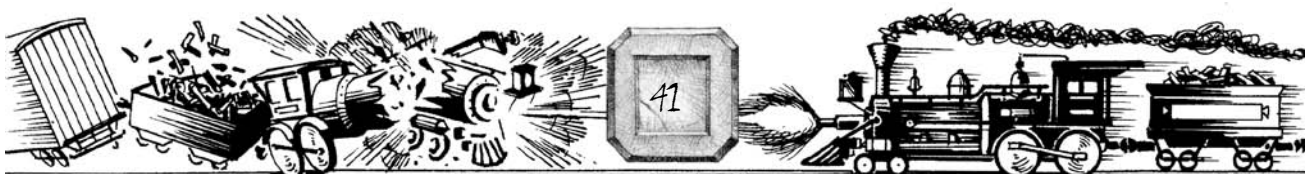
Durability: d12

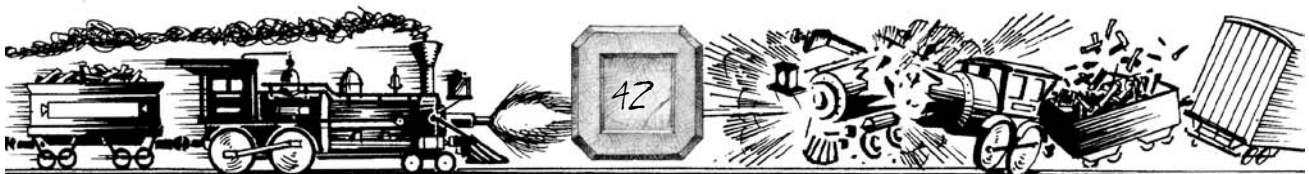
Size: +2

Pace: -

Crew: 1+6+6*

Special: Heavy Armor 2







CHAPTER FOUR: UPGRADES & WEAPONS



It's sad but true, amigo. A basic rig may get you from here to there, but it doesn't do a great job keeping you safe or driving off your foes. Sometimes you just have to ante up a little more and spring for extra equipment. Fortunately, there are a number of add-ons you can purchase for your rigs to give them a little more punch. We like to call these upgrades.

A rig's Troop Card describes it in its basic state. It lists whatever features and Armor the vehicle comes equipped with straight from the manufacturer—no flashy knobs or amenities. You can increase a rig's effectiveness by purchasing upgrades. Each improvement is represented by an Upgrade Card, and you can find the Upgrade Cards on one of the card sheets included with this book.

UPGRADE CARDS

Using Upgrade Cards is simplicity itself. When you select a rig as part of your forces, you can choose to add upgrades at that time. Each Upgrade Card has a Cost printed on it, just like troops and rigs. Pick the Upgrade Cards you want to add to the vehicle, and add them to the rig's total Cost.

Note that not all upgrades can be used on every vehicle. You can't put bomb racks on a Velocipede, muchacho. See the **Upgrades** section under each vehicle's description to see what's legal.

Once you've picked out all the upgrades you want for a particular rig, go ahead and chuck 'em on the rig's card for the rest of the game. This way you can remember which upgrades your rigs have without having to write it all down.

If the vehicle is Wrecked, whoever did it gets the entire Bounty, including the points for the upgrades.

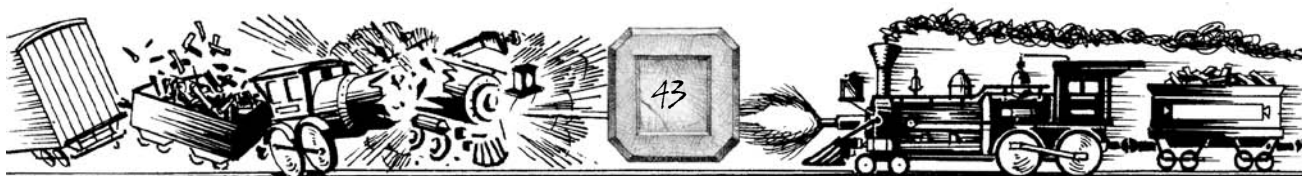
Remember that some upgrades can have a Malfunction rating. If your vehicle draws a Deuce or a Joker in the Draw Phase, check to see if the vehicle or one of its upgrades suffers a mishap.

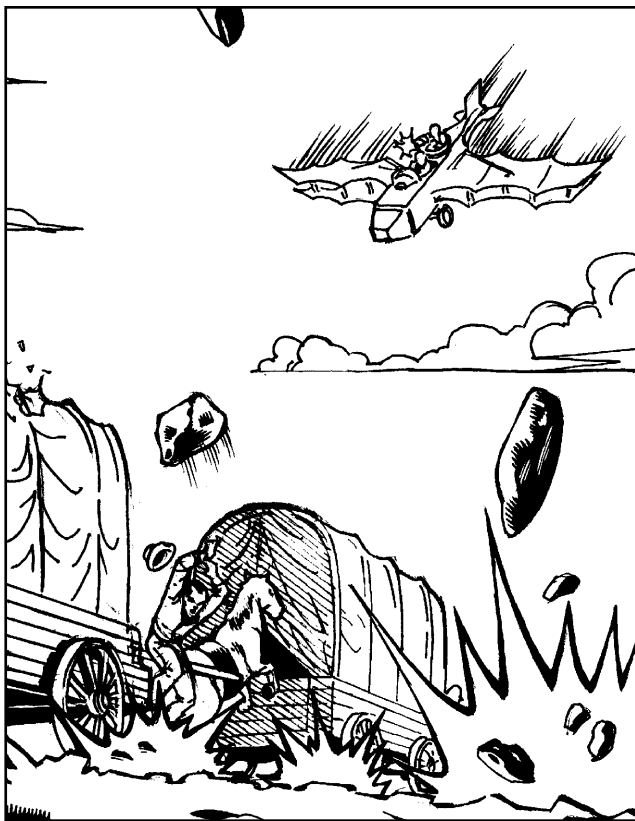
AIR BRAKES

Air Brakes are basically just big wooden plates that can be lowered to slow an aircraft down in a hurry—and no, they don't allow the aircraft to stop in midair. Add +2 to your Drivin' roll when to Slammin' on the Brakes.

ARMOR

Most Rail Barons dislike seeing their expensive rigs blown into expensive piles of scrap. Many protect their investment by adding Armor to the rig's structure. Steel plates are attached to the rig's body, making it more resistant to damage from gunfire. This upgrade adds +2 points of Armor to the rig.





BOMB RACKS

This upgrade represents a rack of bombs mounted beneath a flying rig's wings or fuselage.

It takes a fair amount of ciphering in a desperado's head to try to drop something onto someone way down below her, taking into account various factors such as the wind, the motion of the rig she's in, and the relative speed of the target. Crewmen who want to drop bombs use their Artillery skill.

To start, the bomber nominates a target and places the Boom! Template over it. The target must be directly under the aircraft at some point during the aircraft's movement (you could choose to drop the bombs in the middle of your movement if you wanted).

Now the bomber makes an Artillery roll.

The TN is 4, though you have to subtract all the various modifiers, such as the Pace of your vehicle, the relative speed of the target, and the Altitude (-1 per level difference).

If the figure makes its roll, the object lands just where it was supposed to. Bombs explode on impact and cause 3d6 damage to any figure or rig under the Template.

Should the bomber miss the roll, the projectile

deviates from the target point. Roll a d12 to see in which direction the object actually fell or bounced before it exploded. Determine distance by rolling 1d6" and adding +1" for every level of Pace and each level of Altitude the bombing aircraft has.

A missed bomb dropped from a High flying aircraft moving at Full Steam, for instance, would deviate 1d6"+6" (3" since the aircraft is flying at High Altitude, and +3 for traveling at Full Steam).

MALFUNCTION!

Minor: The next bomb this bomb rack drops is a dud. You have to drop this one before another is ready.

Major: The bomb arms but gets stuck in the rack. Anyone on board, including the pilot, can bang on it with a wrench. With a Hard (8) Strength roll, it comes free. Otherwise the bomb detonates at the end of the current turn. Be sure to read up on those airburst rules in Chapter Two.

Catastrophe: Bet you can't guess how bad your luck is. The bomb explodes in the rack. (Ouch! That's sure going to leave a mark.) Worse, 1d6 other bombs are tossed out of the rack and detonate on the ground below. Roll 2d6" deviation for each, and place a Boom! Template wherever they land.

BOMB SIGHTS

Sometimes a cowpoke at Altitude has trouble spotting the little varmints running around on the ground. This upgrade solves the problem.

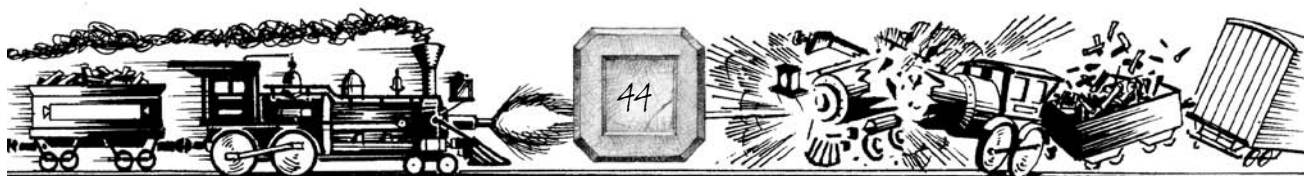
Bomb Sights add +2 to all bombing attempts, and they can be added to any rig that has bomb racks.

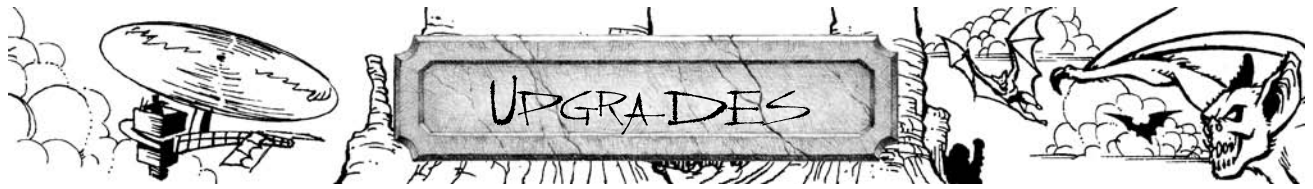
HEAVY-DUTY BRAKES

This upgrade helps a rig slam on the brakes without ripping the axles off of the undercarriage of the vehicle—and every cowpoke knows that a rig without an axle is like a fish out of water. Rigs with Heavy-Duty Brakes add +2 to the operator's Drivin' rolls when Slammin' on the Brakes.

HIGH-PRESSURE PISTONS

This upgrade equips the rig with high-quality pistons forged from ghost steel. These High Pressure Pistons allow the rig to accelerate quickly. It may increase its Pace by +2 levels each turn.





IMPROVED TRACKS

This handy upgrade was invented at the secret Confederate base located in Roswell, New Mexico. Like all good inventions though, most everyone knows of it now.

Improved Tracks have all the benefits of regular tracks, but have a more rugged transmission that can handle sudden direction changes. This lets the vehicle turn however it wants without using the Turnin' Template.

IMPROVED TURRET

Most turrets don't allow the weapon inside to elevate more than a few degrees. An Improved Turret allows a gun to point straight up so that it can fire on targets above it, ignoring the usual rules for firing on targets at Altitude. The weapon must still take into account any penalties normally given for the Altitude difference, however.

This upgrade applies to all turrets on a rig or train car, regardless of the number of turrets on the vehicle.

MINE RACK

There are times when rigs floating on the water need to fire on Submersibles. This option gives them that opportunity. It consists of a rack that holds three clockwork depth mines as well as a spring-loaded firing mechanism to hurl them away from the rig. Mine Racks are mounted on the rear deck of a boat.

Mines can be launched up to 45° to either side of the rack. Their range is 12". Make an Artillery roll to drop the mine just where you want it. If the roll misses, the mine deviates normally, just like solid shot that is fired from a cannon. These things are very unpredictable, so it is possible to hit your own ship on an unlucky deviation roll. Sorry partner, but sometimes that's just the way the mines fall.

It's also possible to hit surface vessels since the charges are hurled up into the air a short distance. However, they never affect targets at Low Altitude or higher.

Once the mine hits the water (or its target), it explodes. Place the Boom! Template over the spot where the mine landed. Everything under the template takes 3d6 damage.

A Mine Rack is subject to its own specific malfunctions, as given below. If a rig equipped with a rack suffers a Malfunction check, check both the rig and the Mine Rack for possible malfunctions.

MALFUNCTION

Minor Malfunction: Rack becomes jammed. Mines cannot be dropped until an Easy (4) Tinkerin' roll is made.

Major Malfunction: The Rack breaks. No mines can be dropped unless a Hard (8) Smarts roll is made.

Catastrophe: The mines are triggered. All mines in the Rack explode doing full damage to the rig and the passengers.

OVERSIZED WINGS

Designed specifically for use with an Ornithopter, this upgrade improves the 'thopter's capacity to catch rising air currents, thereby increasing its gliding ability. This increases the Ornithopter's Pace to 6/12/24.

Unfortunately, the extra-large pinions also cause the vehicle's maneuverability to suffer. All Drivin' rolls are made at -2 (you may want to compensate with Wind Gauges).

RAM PLATE

This upgrade attaches a thick, Armored plate to the front of the vehicle. If the front of the rig collides with an object, the rig suffers only half damage (roll damage then halve the result). In addition, the vehicle's Armor rating is increased by +4 against any shots which hit the front of the rig.

Ram Plates are very heavy and make the rig dangerously unstable. Subtract -2 from all Drivin' rolls.

REINFORCED FRAME

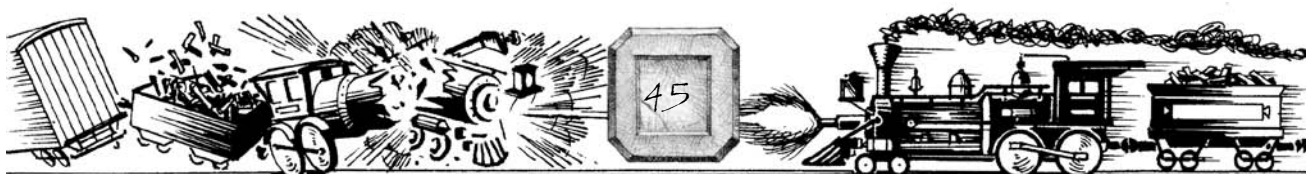
The vehicle's frame was reinforced with heavy steel in all the right places. This makes it tougher, raising the rig's Durability by a die type (add +1 if it's already at d12).

SCREWS

This option is provided for waterborne rigs that normally have some other means of propulsion. Screws serve as a handy additional drive system in case the main drive is damaged or malfunctions. They can also be used in conjunction with the main drive to boost the rig's speed. When used in this way, Screws increase the vehicle's Pace by an extra +1d6" at any Pace level.

Of course, the Screws upgrade has no additional effect on a rig if it is already equipped with Screws.

Screws are subject to their own specific malfunctions as described below.





MALFUNCTION

Minor Malfunction: The main drive Screw gets bent, causing all Drivin' rolls made while the screws are in use to suffer a -2 modifier.

Major Malfunction: The drive shaft warps. The boat's Pace with Screws is halved.

Catastrophe: The Screws shatter and can no longer be used.

ROCKET BOOSTER

Some crazy driver for Wasatch strapped a rocket pack to his Steam Wagon one day and streaked across the Bonneville Salt Flats near the City o' Gloom. Word got out, and soon every clown on the High Plains was playing around with this dangerous idea.

When triggered, a Rocket Booster moves a vehicle 1d10"+10" in a straight line. The rig cannot stop short of this distance and must move the entire length of the roll. No maneuvers or turns are allowed, though the driver can still fire his weapon as if he was moving at Full Steam.

This upgrade provides two boosters, and each Rocket Booster may only be used once. More than one Booster may be activated at a time.

MALFUNCTION

Minor: The Booster disconnects and can't fire until someone makes an Easy (4) Smarts roll.

Major: One Booster fires prematurely. Resolve the Booster's movement now. The driver and any gunners still wait until their action to attack or make any additional movement.

Catastrophe: One Booster explodes, igniting any others. Roll 1d20 damage for every non-fired Booster and 1d10 damage for every one that's been fired (they retain some explosive vapors). They're all ruined, even if the rig somehow survives the explosion.

SIDECAR

A Sidecar allows you to add another crewman to the Velocipede. If the Sidecar is added, the weapon for that side of the Velocipede is moved onto the Sidecar instead of being mounted on the bike. The downside is that it reduces the Velocipede's Pace to 5/10/20.

SPRINGS

A rig rambling along at Half or Full Steam makes for a lousy firing platform. If the crew adds Springs to the weapon mounts, they shoot much more accurately. A rig equipped with Springs ignores the firing penalties for moving at Half or Full Steam.

Note that trains don't need Springs, since they travel along on smooth rails. Also, Springs don't negate the modifiers normally applied for a target's relative speed, nor for those riding on board a rig with Springs when attempting to make Shootin' attacks!

TORPEDO TUBE

A Torpedo Tube allows the rig to fire clockwork torpedoes at enemy boats. Torpedoes use a slightly different procedure than other ranged weapons because they move so slowly.

When a torpedo is fired, place a small marker 12" in front of the rig within its 45° front-firing arc. Aircraft must be at Low Altitude to launch a torpedo, and all torpedoes must be launched into and travel through water.

Now the pilot (who fires the torpedoes) makes an Easy (4) Artillery roll. If the roll is made, the torpedo fires on the course toward the marker. If the roll is failed, the torpedo deviates. Move the marker 1d4" left or right (roll randomly).

Once the torpedo is away, whether on course or not, the torpedo travels a distance of 1d6" every action segment, whether anyone has that card or not. It detonates when it hits the first target in its path, doing 3d10 points of damage.

Boats can fire a torpedo each action, but aircraft only get one shot for the entire battle.

TWEAKED

Every rig used to fight the Great Rail Wars is stress-tested to handle extreme conditions, but occasionally a particular vehicle's driver makes a few adjustments that improve its reliability.

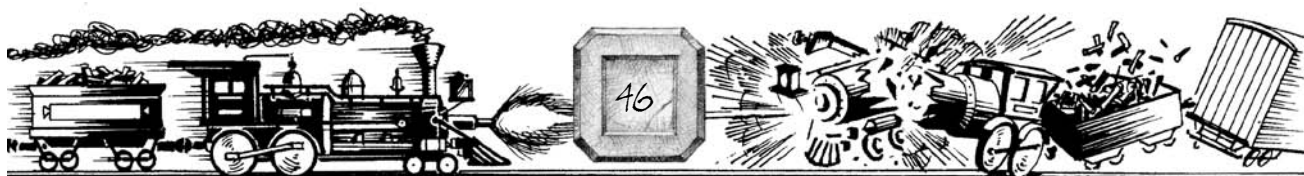
This upgrade improves the rig's Malfunction die by +1 step each time. Remember that a step after d12 is d12+1.

WHEEL GUARDS

The rig's wheels or tracks are protected by an armored skirt. If the rig suffers a negative modifier to its wheels or tracks (whether through the Outta Control or Rig Critical Hits Table), the rig may make an Easy (4) Durability roll to ignore it.

WIND GAUGES

This is a cluster of high-quality instruments capable of measuring fine variations in the direction and temperature of air currents. These are particularly suitable for rigs that utilize the winds to aid in locomotion and maneuverability. A vehicle furnished with wind gauges receives a +2 bonus to all Drivin' rolls.





WEAPONS

It didn't take long after the mad scientists perfected the vehicles before they started mounting every type of weapon imaginable onto the moving platforms. The possibilities were endless, and every option was tested. It is almost unusual now to see a rig without a weapon.

Every rig allows you to mount at least one weapon. If the rig's description describes a Light weapon, that means you can choose from any of the Light weapons on this list. The same goes for weapons in the Heavy and Steam categories.

LIGHT WEAPONS

FLAMETHROWER

This is a regular Flamethrower attached to a pivoting mount. As usual, everything underneath the template takes 2d10 damage. The Flamethrower is subject to malfunctions just like those carried by mad scientists, but the exact results can be a little different, since these are mounted on swivels instead of some poor sod's back. Use the Malfunction descriptions below for rig-mounted Flamethrowers.

MALFUNCTION

Minor Malfunction: The weapon's mount seizes, and it can no longer pivot. The Flamethrower can only fire straight ahead.

Major Malfunction: The fuel runs out. The weapon may no longer fire.

Catastrophe: The gun's methane tank is hit, causing it to explode doing 2d10 damage to all figures within the range of a Boom! Template, including the rig it was mounted on.

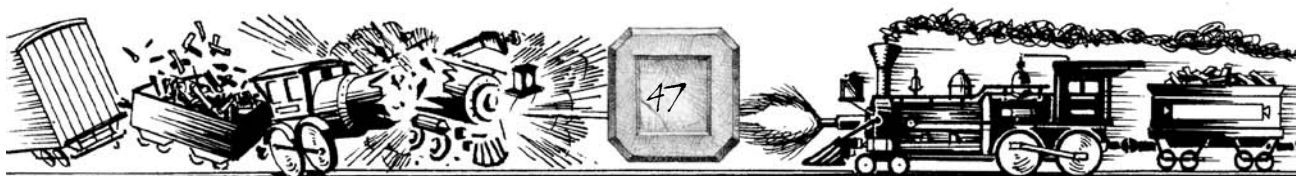
GATLING GUN

The rig is fitted with a Gatling gun. While not as powerful as a Steam Gatling, it's also not subject to malfunction. Sometimes the old standbys are the most reliable.

HARPOON GUN

This weapon uses a powerful spring to hurl a large metal and wood harpoon at a foe. With a little luck, you can even drag some poor sod to a humiliating doom.

The gun is equipped with a winch and cable that can be attached to the end of the harpoon. If the harpoon causes the target to Eat Dirt (or be KO'd if a rig) or worse, it's stuck in the target.





The victim may attempt to break free on its actions by making a Hard (8) Vigor roll (for individuals) or a Hard (8) Durability roll (for rigs). The difficulty is reduced to Easy (4) if the rig towing the harpoon cuts it loose or comes to a Dead Stop.

As long as the target is attached to the harpoon cable, the shooter may winch the target 1d6" closer on his action. This only works if the target is smaller than the shooter.

The cable has a quick-release catch for use in the event the driver wants to release the harpoon. This doesn't require an action.

Each time the rig which fired the harpoon moves, it drags the skewered target along with it. Measure the distance between the firing vehicle and the target. After the vehicle moves, measure the distance again. If it's more than the distance before the vehicle moved, move the harpooned figure in a straight line toward the harpoon mount until the distance is equal to that prior to the move.

For instance, a harpooned figure is 4" away from the vehicle that harpooned it. On the vehicle's action it travels 6", leaving the figure 10" away. Move the figure in a straight line toward the Harpoon Gun until it is once again 4" away.

Dragged figures and rigs take half the normal Crash damage for the rig's current Pace on the rig's first action of each turn.

Harpoon Guns can be fired from underwater as well. Submersibles occasionally use these to drag enemy rigs into the water. It's deadly and fun to drown folks!

The Harpoon Gun has a Range of 36", and it does 2d8 to any target that it hits.

ROCKET LAUNCHER

The success of Iron Dragon's Pyro Masters inspired someone to mount a rocket launcher on her Steam Wagon. After several unfortunate (but somewhat spectacular) tests, the trend caught on, and now the weapons are found on the Rail Barons' deadliest rigs.

The rules for firing rockets can be found in The Great Rail Wars rulebook. You may want to go back and read these if you're not familiar with the deviation process.

Rig-mounted rocket launchers are new technology. Use the following Malfunction descriptions when necessary.

The Rocket Launcher has a Range of 48", and does 2d8 damage to its target.

MALFUNCTION

Minor: The next rocket fired sputters out and is a dud.

Major: The fuse is somehow lit, but the rocket jams. Anyone on board can make an Easy (4) Strength roll to clear the jam. At the end of this turn, the rocket detonates whether you cleared it or not.

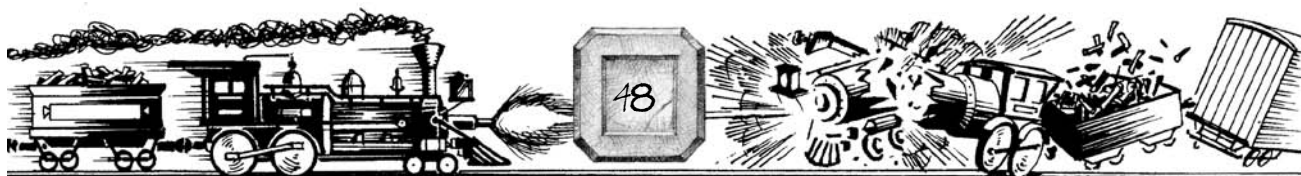
Catastrophe: A stray round hits the unfired rockets. Kaboom! Roll 1d6. This many rockets fire directly ahead for 2d20" and automatically deviate from that point. After that, the magazine explodes. Place the Boom! Template smack on top of the launcher and roll 2d10 damage to all passengers and crew. The weapon is destroyed.

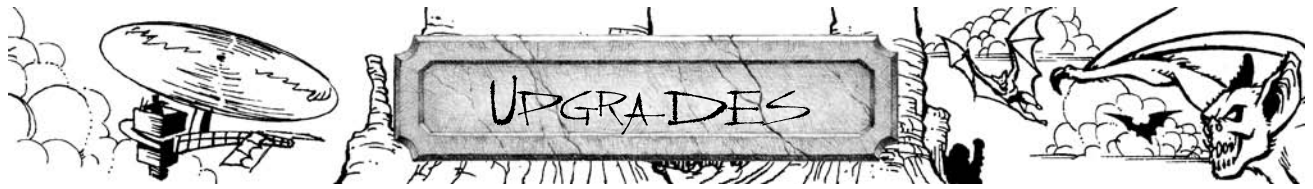
HEAVY WEAPONS

CANNONS

For those who like their guns large, some rigs sport 6lb. cannons (12lb. cannons are too big for the rig to carry).

Unlike the older weapons found on the battlefields, those made to work on rigs are breech-loaders designed for a crew of 1. Rig-mounted cannons never suffer a reduction in their rate of fire for losing crewmen.





STEAM WEAPONS

STEAM CANNON

The nifty engineers at Smith & Robards' labs recently developed a small auto-firing cannon for use with rigs. Its nickname is the "pom-pom gun" for the unusual sound that it makes when it fires.

Steam cannons fire only one-pound solid shells. There are no shrapnel or canister rounds currently available.

They have a ROF of 1, a Range of 48", and cause 3d6 damage.

MALFUNCTION!

Minor: The gun jams and cannot be fired this turn.

Major: The gun is jammed until the gunner spends an action and makes an Easy (4) Smarts roll.

Catastrophe: A shell was stuck in the chamber, and your poor gunner didn't see it. The weapon is destroyed, and someone or something else is hit as well. Roll between the vehicle and all hands aboard to see which got hit. If it's the vehicle, ignore Armor.

STEAM GATLING

Since the development of the Gatling gun, it has grown immensely in popularity. Thus, the next logical evolutionary step for this modern marvel was to increase its effectiveness by adding steam power.

Steam Gatlings draw their power from their host vehicle's boiler to fire a hail of bullets. Dr. Hellstromme calls this his "rifle team in a can." Leave it to Hellstromme to try to eliminate the infantryman and replace him with a mechanical monstrosity.

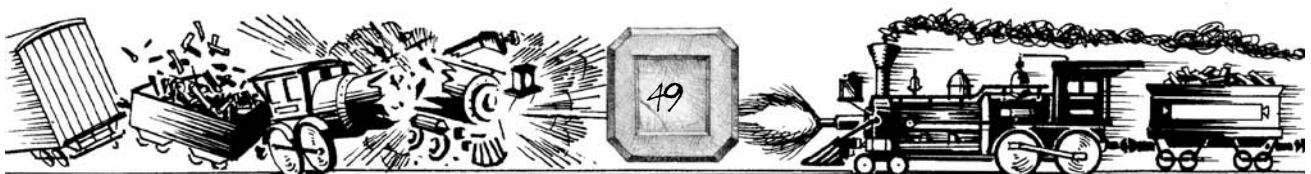
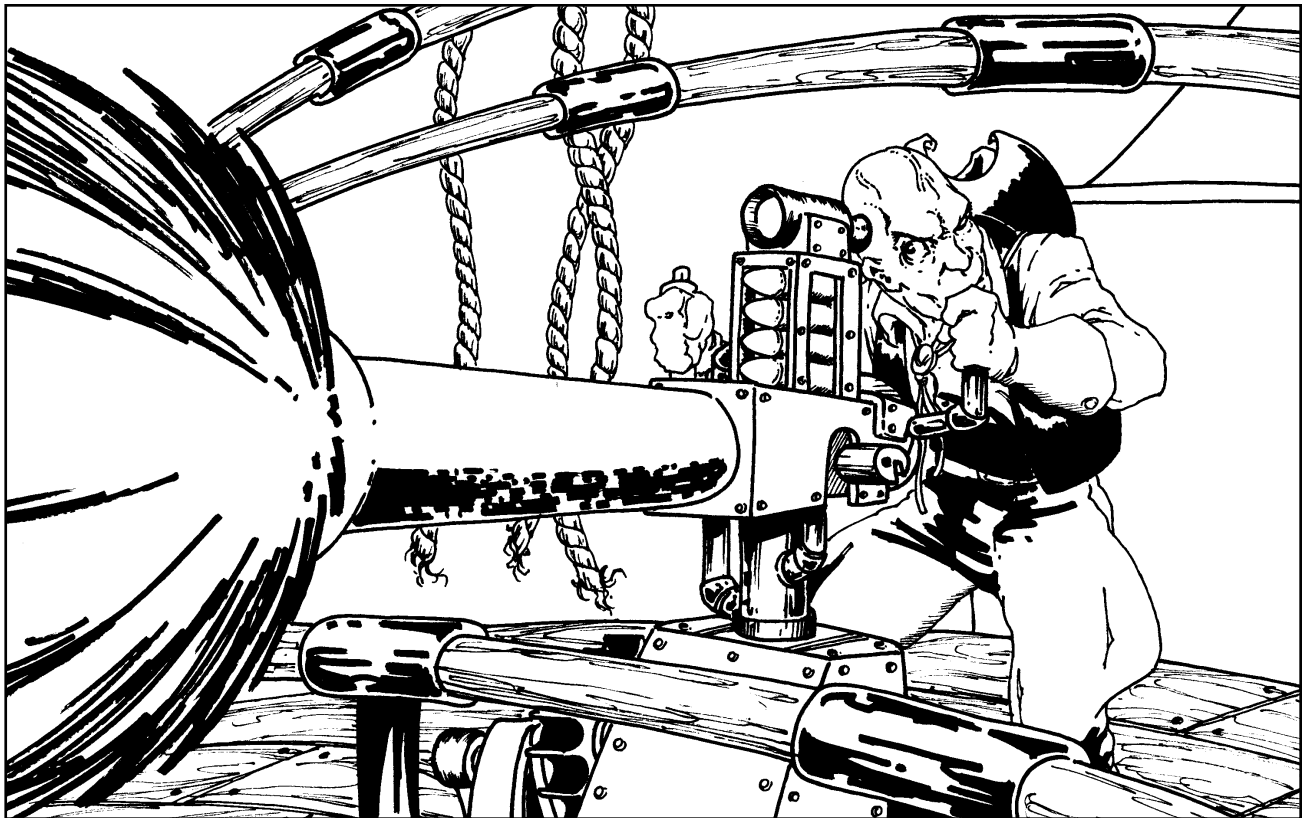
The effect of adding steam power is to increase the Gatling's rate of fire from 3 to 4. The trade-off is that Steam Gatlings are subject to malfunctions.

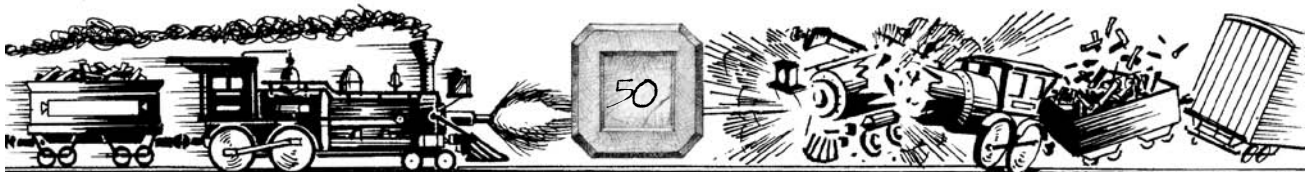
MALFUNCTION!

Minor: The gun overheats and cannot fire this turn.

Major: The gun is jammed until the gunner spends an action and makes an Easy (4) Smarts roll.

Catastrophe: The steam cabling comes loose. The gun is destroyed, and all of the passengers and crew aboard the rig take 2d6 damage.







CHAPTER FIVE: NEW STUFF



The addition of vehicles to The Great Rail Wars game means we had to add some new abilities to go along with them. We also had to amend a few things that either needed changing because of rigs, or maybe just because they've been bugging us (and probably bugging you also) for a while.

Some of these abilities apply only to vehicles. Others are Edges or Hindrances. New random Edges and Hindrances Tables appear afterward so you can have everything in place when you make your own heroes.

Those abilities that appear on the Edges and Hindrances Tables for heroes can be purchased after a battle with experience points, just like any other.

NEW RULES

KILLIN' HEROES

Now that heroes are getting tangled up in wrecks and falling from great heights, it doesn't make sense that the worst fate they can suffer is to roll on the Critical Hits Table.

So we're going to apply the same rules to heroes that we do to vehicles. A damage roll that exceeds their Vigor roll by 1-4 points makes them Eat Dirt, by 5-9 points is a Critical Hit, and 10 points or more kills them outright (though they can still come back Harrowed).

SPELLS

Here are a few clarifications on some of the spells from the original rulebook. For most, remember that a caster must be able to see his target to cast the spell.

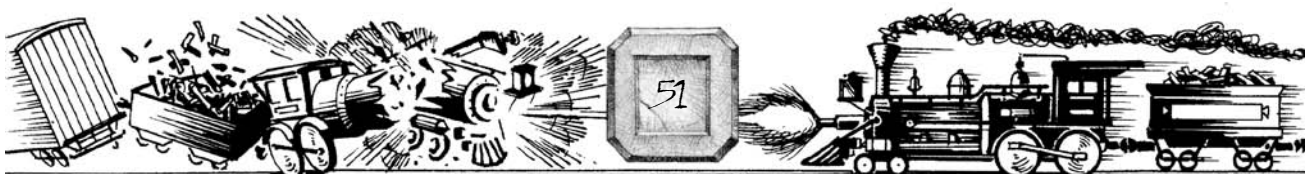
PUPPET

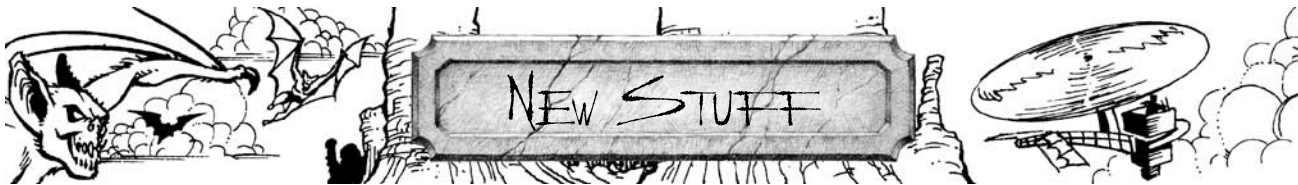
Puppet can be used on a crewman as long as the caster can see him. That rules out the crews of Trains, Steam Tanks, Battle Suits, and Air Carriages, since the crews of these rigs are completely enclosed. The only exception is if the caster can get alongside of one of the windows and is able to see the crew inside the rig.

SHADOW WALK

When a hexslinger shadow walks, he actually steps quickly through the Hunting Grounds and back out again. This brief change brings his velocity to zero, so if he stops on or in a vehicle, he gets hit by it. Basically it would have the same effect of someone stepping off of a platform and onto a moving rig. It's just not a smart thing to do.

The long and short of it is that a hexslinger can shadow walk onto a moving vehicle, but he automatically suffers Crash damage from doing so. Thus a huckster who shadow walks onto a Steam Wagon moving at Full Steam takes 3d6 damage—and he would probably lose his favorite hat.





NEW ABILITIES

DRIVIN'

This is the ability of a troop to maneuver any regular vehicle and any vehicles particular to his railroad as well. A figure must have this ability to drive a rig.

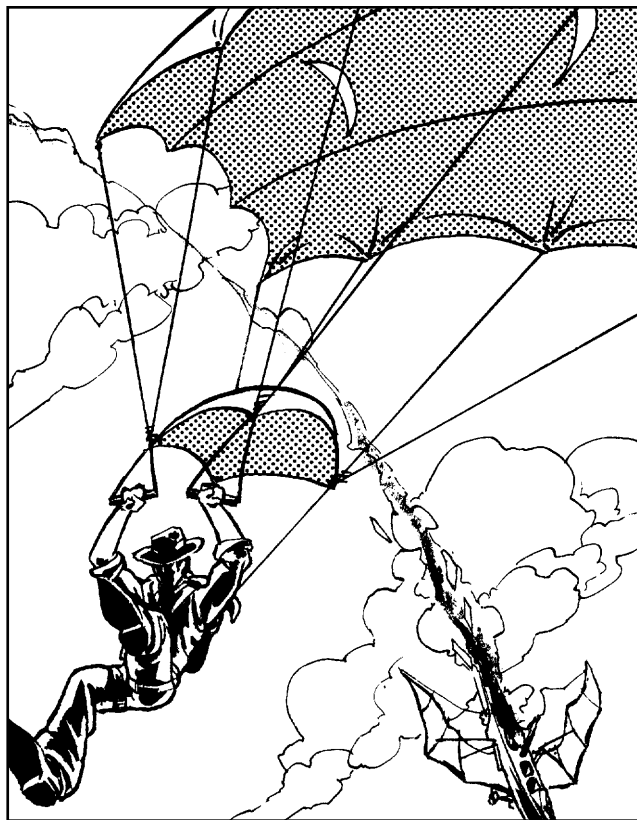
HEAVY ARMOR

Troops or rigs with Heavy Armor ignore small arms fire and Fightin' attacks (unless otherwise noted). The only weapons that cause damage are Flamethrowers, Cannons (including pom-poms), and any other explosives such as a ball o' doom, dynamite, a rocket, or the like. Soul blast has no effect on Heavy Armor.

Weapons in later supplements will describe whether or not they affect Heavy Armor.

MOTION SICKNESS

Your hero just doesn't take to these new modes of locomotion. They make him plumb sick in fact. This hero can never ride in any type of rig other than on a train or one of the cars it's pulling.



TRACKED

Tracks give the rig its own even surface to travel on. This lets the rig can move more easily over rough terrain. Rough terrain that doesn't actually present an obstacle such as shallow water, rocky hills, steep slopes, and the like is ignored. Tracked vehicles can't ignore the effects of deep water, boulder fields, forests, or other obstacles rigs can't move through.

Tracks are independently geared and allow rigs to turn freely without using the template when moving at Half Steam or less.

WALKERS

Walkers are gizmos like Battle Suits. They have legs and can turn any way they want to. It's still a vehicle, however, and must abide by the other rules for rigs, like keeping track of Pace.

NEW GIZMOS

The workshops of Darius Hellstromme and Smith & Robards are constantly busy, churning out new gizmos as fast as they can. Included among those contraptions are unique and deadly weapons which would make nice additions to the Rail Barons' arsenals.

All of these gizmos can be purchased by heroes with the Belongin's Edge.

AIR CATCHERS

No matter how good a pilot is, sometimes she's going to have to bail out, and it's a mighty long drop without an Air Catcher.

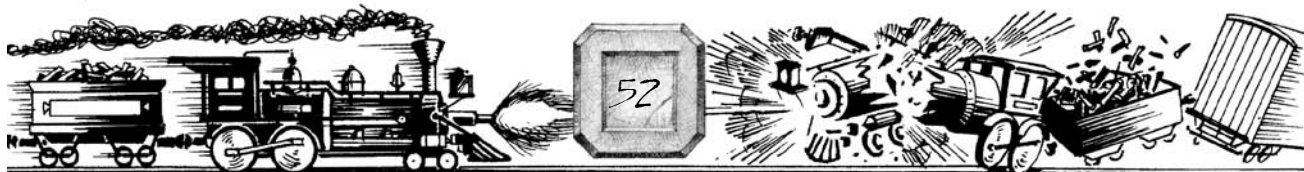
An Air Catcher is huge piece of canvas that allows a figure to waft safely to earth—assuming it deploys that is. When first deployed, roll an automatic Malfunction. On a Minor or Major Malfunction, the chute opens. On a Catastrophe, the chute fails, and the troop falls to the ground taking normal Falling damage.

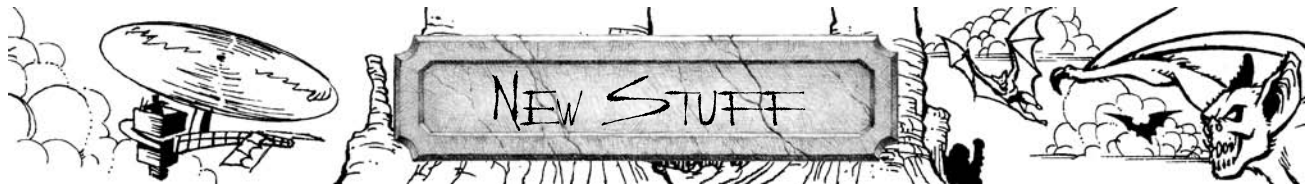
A rig or figure descending by Air Catcher drops one Altitude level on its first action each turn and drifts 1d6" in the direction of the wind.

While in the air, a figure can fire any personal weapons it has a -2 penalty, plus any other penalties for height.

CHAINSAW

This is a version of the Smith & Robards labor-saving device which has been modified to be attached to a Battle Suit. The saw replaces one of the Suit's gripping claws. If the driver wins a Fightin' roll, the saw does the driver's modified Strength+8 damage.





A chainsaw is subject to its own special malfunctions as described below.

While this particular version is designed for use in the Battle Suit, a similar gizmo can be bought for heroes with the Belongin's Edge. These are smaller, however, and cause only Strength+4 damage. A Catastrophe with one of these smaller saws causes only 2d6 damage instead of 2d8. Either version of the chainsaw can affect Heavy Armor.

MALFUNCTION!

Minor Malfunction: The chain jams. The weapon is useless unless the driver can make a Easy (4) Smarts roll.

Major Malfunction: The chain breaks, or the tank runs out of fuel. The Chainsaw makes a bad club (Strength+1).

Catastrophe: The saw's steampack explodes, doing 2d8 damage in the area of a Boom! Template centered on the saw.

IMPROVED ROCKET PACK

Smith & Robards is rightly proud of its latest model of the rocket pack. Taking a cue from the suggestions of the troops in the Flying Buffaloes unit based in Fort 51, Smith & Robards has improved on the original model. No longer limited to short hops on the battlefield, this improved rocket pack gives individual troops extended mobility.

OPERATION

Unlike the original model of rocket pack described in The Great Rail Wars rulebook, this pack actually lets the wearer fly.

Figures wearing Improved Rocket Packs have a Pace of 5/10/20. Rocket packs move in the same way as regular figures, and rocketeers can perform Pop-Up attacks just like a normal flying vehicle.

MALFUNCTION!

Minor Malfunction: The steering controls jam. Roll on the Outta Control Table.

Major Malfunction: The pack's thrusters stutter. The wearer drops 1 Altitude Level immediately. If the figure reaches the ground, it takes Falling damage.

Catastrophe: The steam vessel ruptures in an explosion. Center the Boom! Template over the pack. Everything under the Template takes 2d10 damage. If the wearer survives the explosion, he falls to the ground taking normal Falling damage too.



TRUSTY STEED

A true hero would never like to enter into a fray without his favorite mount. Trusty Steeds are those rare "wonder horses" the really special heroes of the Weird West always seem to wind up with.

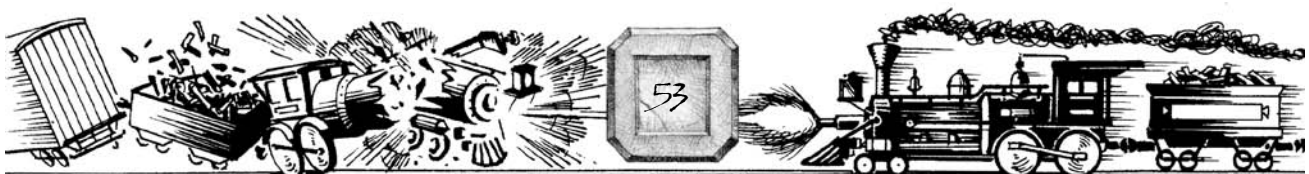
Use Trusty Steeds only when you're using the optional horse rules on page 55. In any case, only heroes are allowed to have a Trusty Steed.

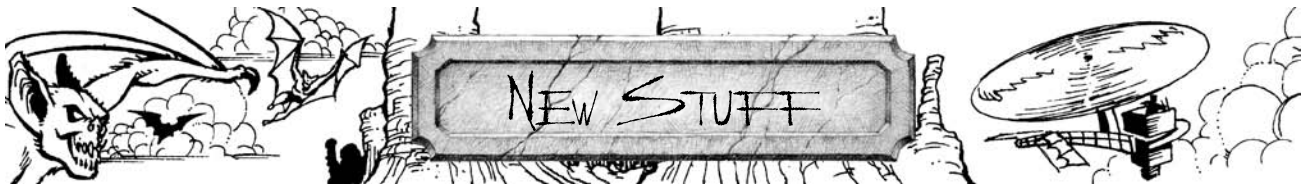
When a hero dismounts, the Trusty Steed can move on its own, as long as it stays in sight of its owner. The horse can even fight, and it has a Fightin' of d6.

Besides rolling for this kind of faithful horse randomly on the Edges and Hindrances Table, a hero can also choose a Trusty Steed with the Belongin's Edge.

EDGES & HINDRANCES

On the next page, there are updated Edges and Hindrances Tables. If you are using Derailed! in your Great Rail Wars game, you should use the new and updated tables. If you need to refresh your memory on how Edges and Hindrances work, be sure to go back and check The Great Rail Wars rulebook.





HINDRANCES

1d100 Hindrance

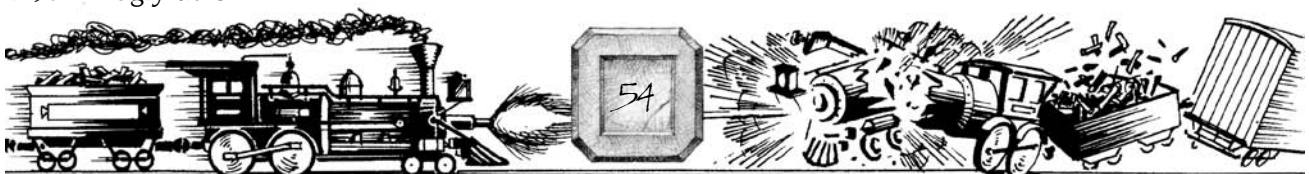
1-2	Ailin'
3-4	All Thumbs
5	Bad Ears
6-7	Bad Eyes
8-9	Bad Luck
10-12	Big Britches
13	Big 'Un
14-15	Bloodthirsty
16	Big Mouth
17-18	Cautious
19-20	Clueless
21-24	Curious
25	Death Wish
26	Doubting Thomas
27-30	Enemy
31	Ferner
32-33	Geezer
34-35	Greedy
36	Grim Servant of Death
37-40	Habit
41	Hankerin'
42-46	Heroic
47-48	High-Falutin'
49	Illiterate
50	Intolerance
51	Kid
52-55	Lame
56-57	Law o' the West
58-59	Loco
60	Loyal
61	Lyin' Eyes
62-63	Miser
64-66	Mean as a Rattler
67	Motion Sickness
68	Night Terrors
69-70	Oath
71-72	Obligation
73-74	Outlaw
75	One-Armed Bandit
76	Pacifist
77-78	Poverty
79	Randy
80	Scrawny
81	Self-Righteous
82-84	Slowpoke
85	Squeamish
86-88	Stubborn
89-90	Superstitious
91	Tuckered
92	Thin-Skinned
93	Tinhorn
94-95	Ugly as Sin

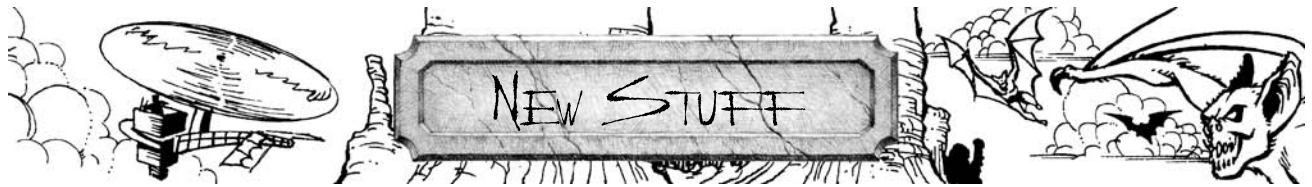
96-97	Vengeful
98	Yearnin'
99	Yeller
100	Roll two Hindrances (ignore this result if you get it again)

EDGES

1d100 Edge

1-2	Arcane Background
3-4	Artillery
5-6	Belongin's
7	Big Ears
8-10	Brave
11-13	Brawny
14	Bushwack
15	Climbin'
16-19	Crack Shot
20-21	Dinero
22-23	Drivin'
24-25	Eagle Eyes
26-28	Fleet Footed
29-30	Frenzy
31-32	Friends in High Places
33	Gift of Gab
34-35	Infiltration
36-38	Keen
39-40	Kemosabe
41-42	Law Man
43-46	Leadership
47-50	Level-Headed
51	Light Sleeper
52-54	Luck o' the Irish
55	Martial Artist
56-57	Mechanically Inclined
58-60	Nerves o' Steel
61-64	Occult
65-66	Purity
67-70	Renown
71-74	Sand
75-76	Sawbones
77	Sense of Direction
78-80	Sidekick
81-84	Sneaky
85-88	The Stare
89-90	Tale-Tellin'
91-92	Thick-Skinned
93-94	Tough as Nails
95	Trusty Steed
96	Two-Fisted
97	Veteran o' the Weird West
98-99	The Voice
100	Roll two Edges (ignore this result if you get it again)





HORSES

First off, this is an optional set of rules. The Great Rail Wars is a fast-moving game, and adding in these rules can slow things down a bit. Still, there's something to be said for a little more realism. So you be the judge. Use and modify these rules as you see fit.

DISMOUNTING

When a lone troop dismounts, his horse stays where he leaves it. It can be shot, run over, or even stolen by any other type of troop that may normally be mounted.

If a creature with Fear or Terror (or a machine) gets within sight and 6" of a lone horse, it moves directly away from the threat at its full running speed (15"+1d10").

HORSE HOLDERS

A better way to take care of horses is with a horse holder. One human figure can hold the reins of up to six horses (usually the horses of his fellow posse members and any leader who is attached).

The horse holder can't do anything but move at his normal Pace when he's holding the horses. He may not run, cast spells (or concentrate), or use a weapon or gizmo.

If the troop holding the horses is made to Eat Dirt or is Put Down, the horses become "lone horses" as mentioned above. Any (non-rig) troop can grab the reins whenever he wishes by moving into contact. He can grab as many horses as he can contact in one action.

THEY SHOT MY HOSS!

Anytime a mounted figure is shot by a direct-fire weapon like a pistol, rifle, or shotgun, assume the rider is the victim unless the attacker is specifically going for the horse (it's his choice).

If the horse is targeted, it resists damage normally. Horses have the following statistics:

Strength: d8

Smarts: d4

Vigor: d8

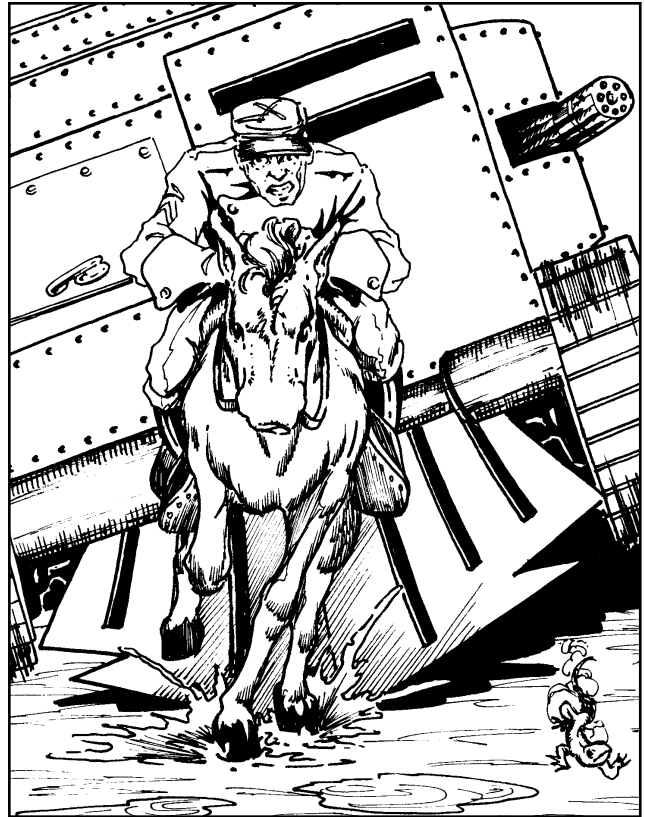
Shootin': —

Fightin': d4

Guts: d6

Another way to kill a rider's horse is to catch it in an area-effect weapon of some kind.

If the horse falls under a Boom! Template, flamethrower spread, canister attack or other



type of burst effect, it must resist damage using its Vigor, just like every other poor sodbuster that takes damage.

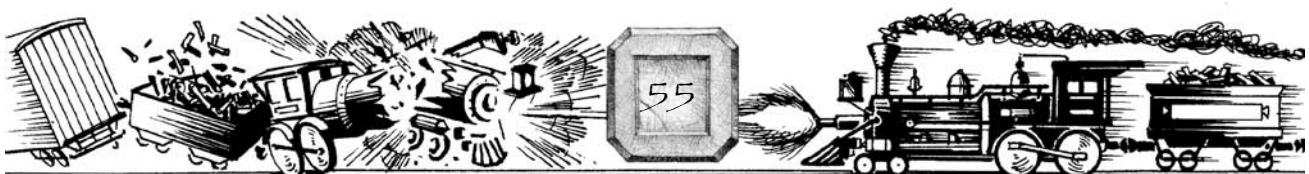
Killing a horse is never worth any Bounty Points.

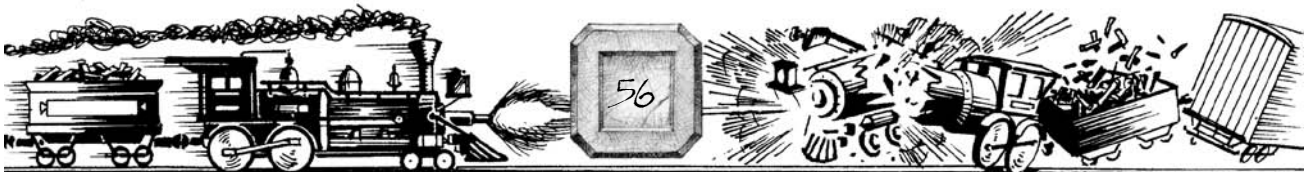
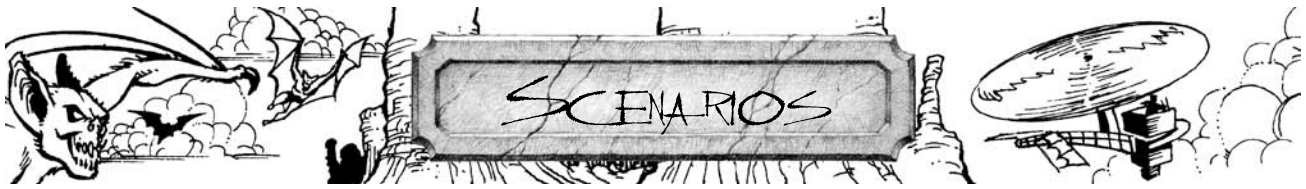
HEY, WAIT FOR ME!

When a rider's horse is killed or run off, the rest of the posse often can't wait for him. The figures who remain mounted effectively become their own posse. The same goes for the fellows on foot.

This doesn't count when some of the troops dismount and others don't. Figures in a posse can't just voluntarily abandon each other. Only when a dead horse forces them to split up can they do so.

When posses are split up in this way, they still share the same Action Cards, and they still must make Guts checks if any of them are killed within 24" of the other group. This applies even if they can't see each other, as dying cowboys always cry out to their mommas before they pass over to the Hunting Grounds.







CHAPTER SIX: SCENARIOS



Whew, dogies! Now that all that work's done, it's time to get down to some fun. You can use *Derailed!* in any of the published adventures produced by Pinnacle for *The Great Rail Wars*. Since scenarios involving trains are a little tricky, there are some tips (later in this chapter) on how to incorporate *Derailed!* into your standard *Great Rail Wars* scenarios.

In the first part of this chapter, we're gonna tell you how roll up a standard *Derailed!* scenario. You probably have already noticed a few old scenarios on the chart, but you should also notice that we have been kind enough to add a few new ones.

"The Great Train Robbery" is our first *Derailed!* scenario devoted to—you guessed it—trains! In this scenario, a bunch of hombres try to block and hijack a train. The second new scenario is entitled "Rail Raiders", and it features one of the most exciting events that can happen in a *Great Rail Wars* game—a train chase!

Of course, if you just painted up a new Ornithopter, you want to get that sucker into the action right away, so right after the new scenarios we've got a whole passel of new and unique Twisted Tales that feature our Weird Western rigs (including some exciting adventures in the *Great Maze*).

So fire up that steam boiler, partner, and get ready for some of the wildest, fastest new gunslinging action on either side of the great Rocky Mountains.

STANDARD SCENARIOS

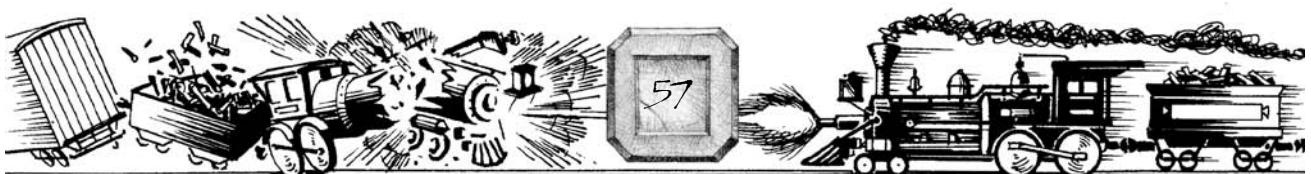
If none of your companion players have an opinion on what kind of scenario to play, roll on the Scenarios Table we have provided below. Note that this one is a lot like the one we gave you in *The Great Rail Wars* rulebook, but with two additional scenarios that work with *Derailed!*

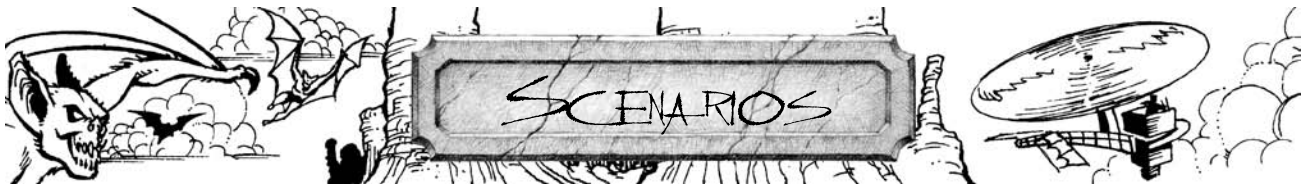


1d12	Scenario
1-2	Last Thing Standing
3-4	Raid!
5-6	Right-of-Way
7-8	The Great Train Robbery!
9-10	Rail Raiders
11-12	Twisted Tale

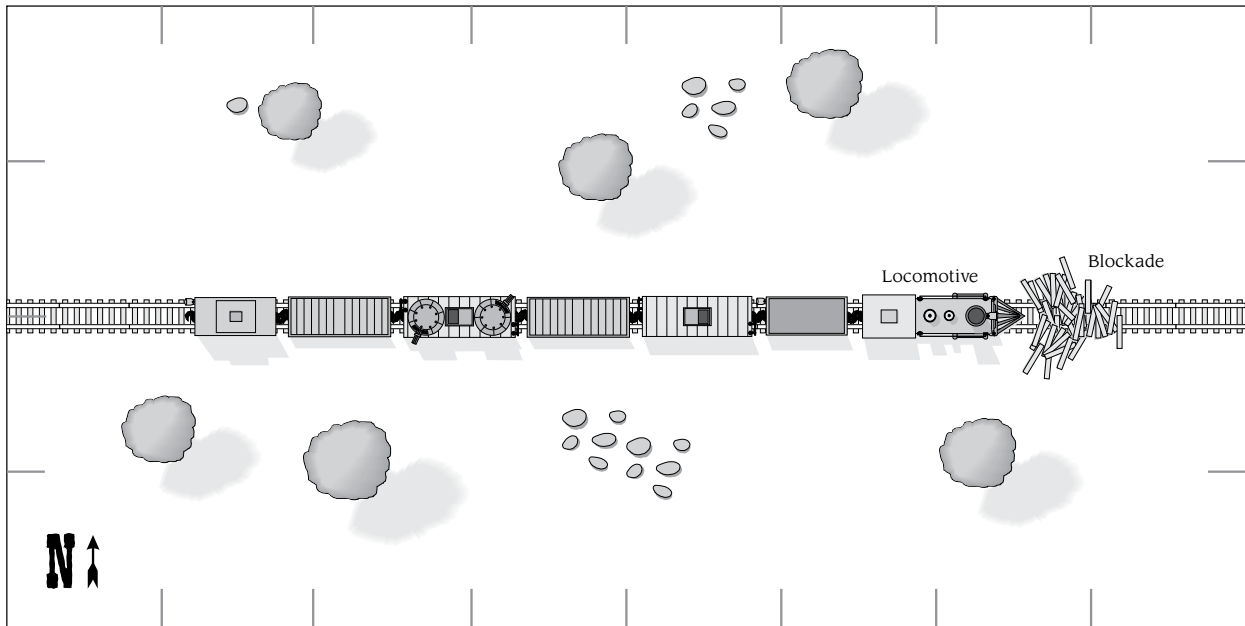
Since you have probably played *The Great Rail Wars* (and if you haven't, shame on you), you already have the rules for "Last Thing Standing," "Raid!," and "Right-of-Way." Rules for "The Great Train Robbery!" and "Rail Raiders!" can be found below.

If you decide to roll a Twisted Tale instead of choosing one, use the new table that we have included here. Remember, the first three scenarios are found in *The Great Rail Wars* rulebook.





THE GREAT TRAIN ROBBERY!



THE GREAT TRAIN ROBBERY!

Not surprisingly, one of the tactics the Rail Barons use to destroy their rivals is to rob, ransack, or flat out destroy their trains.

In this scenario, the train has already been stopped, and the attack begun.

SETUP

Place train tracks as shown on the diagram above. The train should fit on the table with at least a foot of space on either end.

In front of the train is a barricade of some sort—logs, a pile of TNT, you name it. Whatever it is, the Locomotive can't break through until the crew gets out to clear it. And they can't do that until the bad guys have been driven off.

Roll terrain randomly. If water crosses the tracks, a trestle crosses it. The trestle can take 100 points of damage before collapsing. If it does, any train car touching the trestle (and all the troops within) are destroyed. Also, one car to either side of those sitting on the trestle falls into the water. Troops within these cars may make Easy (4) Strength rolls to jump out. Otherwise they're worm food.

DEPLOYMENT

The defender sets up anywhere on his train. Big guns such as cannons or Gatlings must remain in freight cars, as they cannot be safely lowered to the ground during the fight.

The attackers march on anywhere on the long edges of the board (they can't be in front or back of the train; they must be brought on beside the train).

BONUS

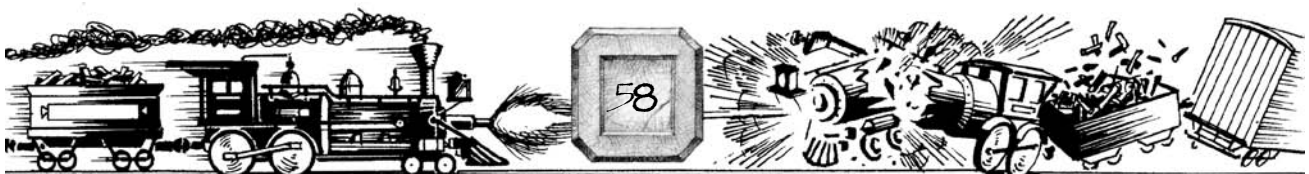
If the Locomotive is destroyed (or a trestle is blown), the attacker gets the bonus. The defender gets no bonus. If you don't remember how to determine the bonus, see the **Victory!** section in The Great Rail Wars rulebook.

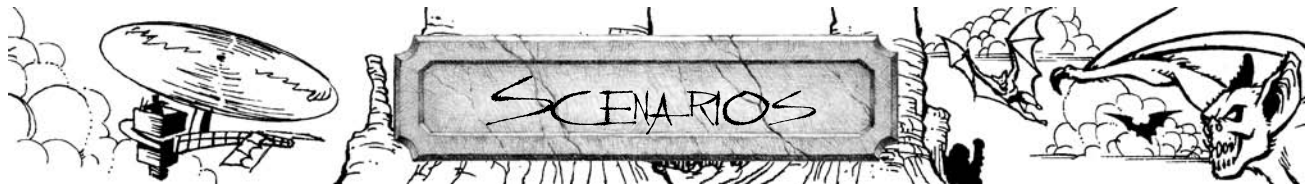
MULTIPLE PLAYERS

Occasionally the Rail Barons allow their rivals to ride their rails. It's rare, but it happens.

In these cases, the defenders all set up on the train as usual. Rival troops cannot start on the same car, however. Nobody's that friendly in the Weird West.

The attackers can choose their starting deployments as usual.





RAIL RAIDERS!

Sometimes the rail warriors can't stop a locomotive long enough to destroy it. Either they bust through a barricade, or the raiders just didn't have enough time to set one up.

When that happens, the attacker cranks up his steam-powered rigs, saddles up the horses, and gives chase. The defender, if he's one lucky cowpoke, might even have a few escorts of his own.

What results is one of the weirdest, wildest rides in the Great Rail Wars!

SETUP

Place a set of tracks as shown on the diagram on the next page. Train chases only take place in open country like the High Plains or the desert, so terrain should be kept very simple. A single, small or medium hill, a small patch of rocks, or a few trees marking a copse work well for train chases.

At the beginning of each turn, each side rolls a d6 on the table below.



1d6	Hills
1	Rolling hill
2	Steep hill
3	Copse
4	Rocks
5-6	Nothing

Starting with the attacker, each player takes turns placing each terrain piece anywhere up to 15" in from the western board edge.

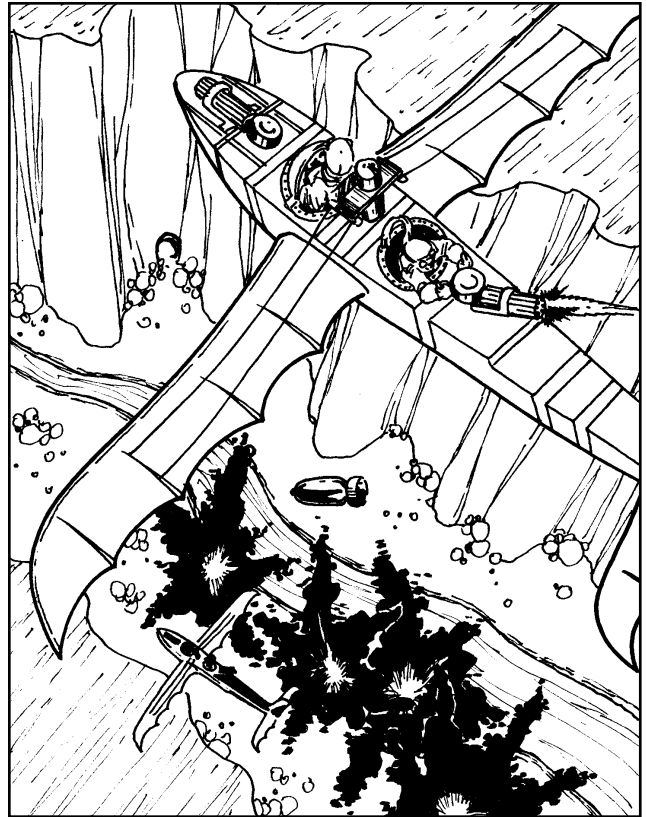
Make sure to keep the terrain simple, because you're going to be moving it every turn. See the **Special Rules** at the end of this section to find out how.

DEPLOYMENT

Troops aren't useful if they can't move at least 15" a turn or be placed on a vehicle that does, so be careful when selecting your army.

The Locomotive should be 2' from the western edge as shown in the diagram. If the defender has any other troops or vehicles, they can be placed anywhere on the map.

The battle starts as the attacker's forces see the train and come flying down from the mountains for the attack. They can enter from either side, up to 4' from the eastern edge as shown in the diagram.



BONUS

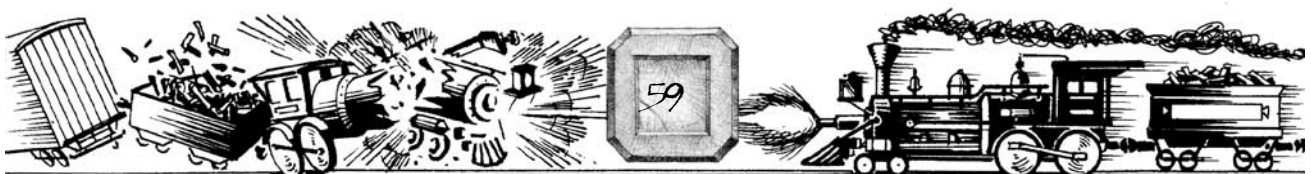
There are no bonus points in the Rail Raiders! scenario.

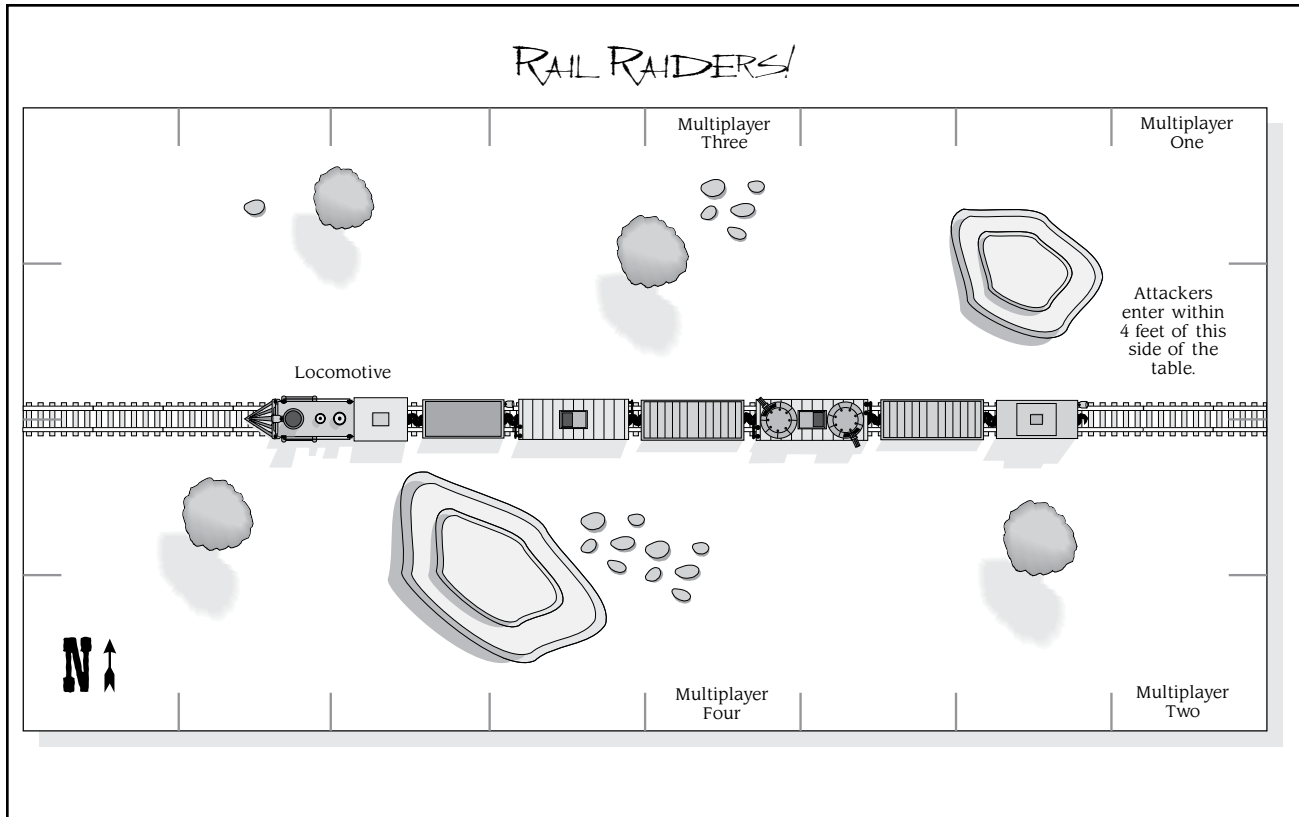
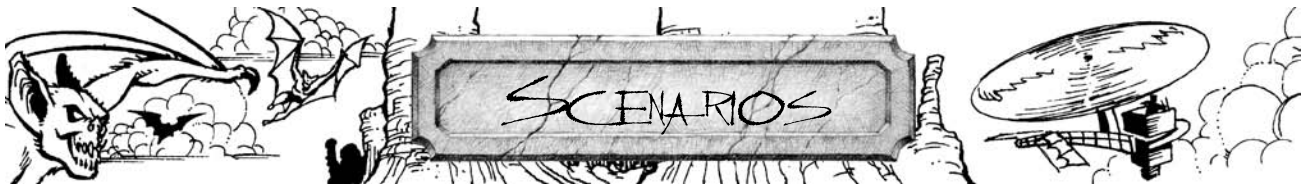
MULTIPLE PLAYERS

There are two ways for the players to play this scenario. The first is for all of the defenders to share the train while the attackers swarm over them however they wish. In this situation, the rival factions on the defenders' side cannot share the same train car, and the different factions on the attackers' side cannot share rides on the same rigs.

The second way to play this is to give the defender as many points as all the other players combined. Then all of the attackers compete against each other trying to catch the train. This usually turns out to be a very competitive game, and there's nothing better than watching your "allies" climb aboard a speeding steam train just before you blow up the locomotive and send them all to Hell!

If you're going to play it the second way, you need to divide up where your troops can come on the board as shown in the multiple player options on the Rail Raiders! diagram.





SPECIAL RULES

A high-speed chase requires a few special rules to maintain. In particular, you need to know how to move terrain and the vehicles chasing the train.

GET OUT THERE & FIGHT!

Rigs can't sit off the board waiting to get into the fight. When their first card comes up, they have to move on the board.

If a rig has a malfunction, resolve it immediately, but don't worry about what the rig might hit if it goes out of control or blows up. Assume it misses everything.

THE CHASE!

The train's best chance is to run for it, so it should usually move at top speed. Since you probably don't have several hundred feet of table space, leave your train model in place, and let everything else move relative to it.

At the beginning of the Draw! Phase, move everything (terrain, vehicles, characters, and anything else not attached to the train) back 15" (or whatever the current Pace of the train is).

As a troop's action comes up, it moves

normally. If it should be left behind for some reason and can't move back onto the board, it's lost. No one gets any Bounty Points for troops that are lost.

BOARDING ACTIONS!

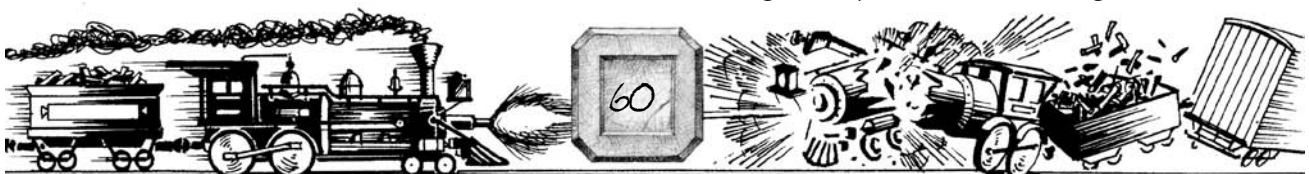
Overzealous cowpokes can jump onto the defender's train from their horses, vehicles, or even the ground. For jumpers without a moving platform (like a horse or rig), use the standard rules we gave you in Chapter One.

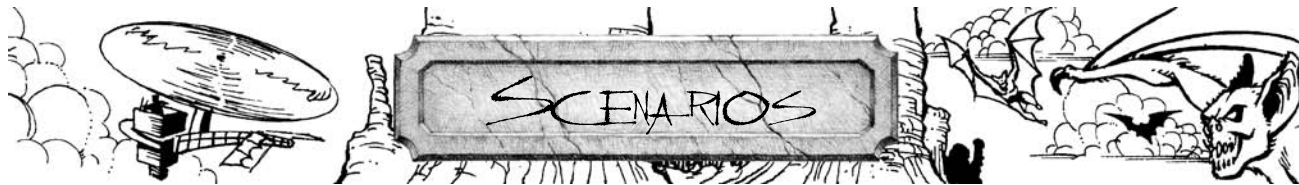
If a figure can get adjacent to the train, via a horse, steam buggy, or other platform, he has a slightly easier time because the train can't swerve to get away from him. In this case, the figure makes an Easy (4) Strength roll. If he fails, he wasn't able to get his footing, and he can't move onto the train this action. If he rolls a 1 and goes bust, he falls to the ground and takes Crash damage.

MOVING ON A TRAIN

Rail warriors being what they are, someone always winds up fighting on top of a rail car. Here's how to handle those rascals.

Moving on top of a rail car is considered difficult ground just because the figure must





move slowly and carefully.

Any time a figure runs and rolls a 1, he tumbles off the train for Crash damage.

Any figure made to Eat Dirt while riding on top of a train must make an Easy (4) Strength check. If he fails, he tumbles off the train and takes Crash damage.

DERAILED!

You may have wondered why we titled this book Derailed! Here you go.

When a car is destroyed, it collapses onto its axles and promptly gets run over by the cars behind it. Anyone aboard takes Crash damage.

The cars behind a Wrecked car usually derail. To find out if they do, start with the next car in line and roll 1d6. On a 1-5, the car Wrecks, and all the passengers take Crash damage. Check for each car in line, and on a 6, the car stays on the rails and comes to a halt. When a car survives, all the other cars behind it come to a safe halt as well.

The attacking player must now make a decision. He can stay behind to finish off the survivors, or he can keep chasing the locomotive and any cars that remain attached to it (assuming the locomotive wasn't Wrecked).

If he stays to finish off the survivors, the defender can then decide whether or not he wants to keep going or bring the rest of the train to a halt. If the locomotive goes on, move it and any remaining cars toward the edge of the board each turn. If it stays, the engine screeches to a halt at the edge of the board.

UNHITCHING CARS

Rail Crews (as per their job description) know a lot about trains. One of the things they know is how to unhitch the couplings between the cars. Rail Crews who get on board a train can unhitch cars by spending an action between cars and making an Easy (4) Smarts roll. Only a single figure may try a particular hitch each action (there's not enough room for more in between the cars). If successful, the cars behind are unhitched and roll as described below.

"ROLLING" STOCK

When a car is cut loose from the locomotive, for whatever reason, it continues to roll. It loses a Pace level in the Draw! Phase and rolls the maximum distance of the new level. Of course, the car cannot accelerate again, and if the locomotive should Slam on the Brakes and come to a halt, the car smashes into it for normal Crash damage.

When cars are unhitched from the train and left behind (off of the table), no one gets any Bounty Points for these cars or any troops that were aboard. Also, any cars (and passengers) that roll off of the table can't be brought back into play once they are gone.

THE MAZE!

The Great Quake of '68 shattered the coast of California. The labyrinthine sea canyons left in its wake came to be called "the Maze."

By 1870, ghost rock, a new and incredibly powerful fuel, was found. Scientists and inventors from around the world flocked to the Maze and other deposits of this incredible stuff. The ghost rock and the steam-powered gizmos and gadgets the scientists created with this stuff gave Jefferson Davis of the Confederacy an idea. At the secret Confederate base in Roswell, New Mexico, the Rebels gathered the best of the Weird West's inventors and tasked them with creating new war machines.

The results of their efforts were showcased Back East at the Battle of Washington. The Union abandoned its capitol, leaving it to the incredible war machine of the Confederacy.

But it did not take long for Yankee courage to counterattack. Under the leadership of Ulysses S. Grant, the Federals launched a massive assault on Washington. The Rebels at first made them pay dearly, but one by one, slowly but surely, their incredible gadgets began to malfunction. New machines were rushed to the front, but the Confederates' ghost rock reserves failed.

In the wake of the Battle of Washington, it became obvious that the side that controlled the ghost rock supply would win the long Civil War.

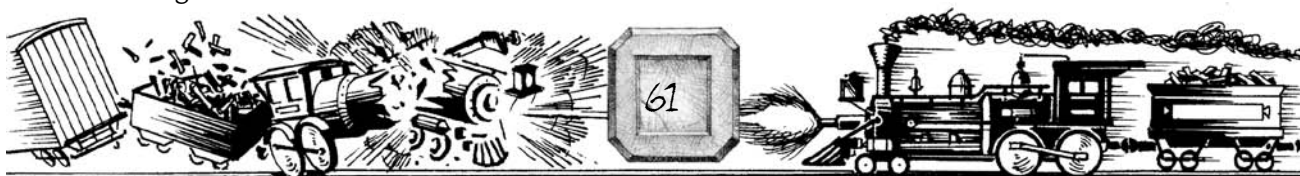
President Grant announced a contest. The first railroad to complete a transcontinental railroad, thereby guaranteeing ghost rock to the army Back East, would receive the exclusive contract for transporting it—a prize worth billions.

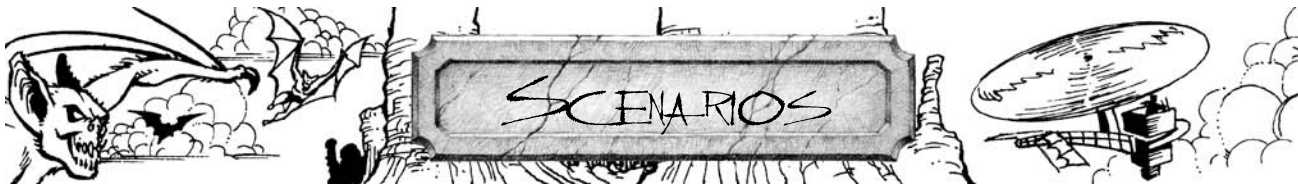
Jeff Davis followed suit and the race was on.

WAR IN THE MAZE

Everyone knows about the Great Rail Wars, but what few know is that the war has spread to the Maze as well.

The Rail Barons have only begun to build their forces in the shattered land that was once California. For now, only a few Maze Runners ply the coasts, watched greedily by a rare and hungry Submersible. Soon, unique ships that are designed to take advantage of the Rail Barons' particular strengths will likely ply the sea lanes.





The key to controlling the Maze lies in boomtowns like Gomorra, Carver's Landing, or Quarrytown. When one of these towns grows around a rich strike, it needs some way to get its ghost rock to the mainland. The first company to arrive—or the last to remain—gets the lucrative shipping contract.

SETUP

This is a battle over a boomtown situated out in the Maze. You need to roll terrain on the new Maze Terrain Table on the next page. Otherwise, this battle is very much like a fight for a Right-of-Way.

At the center of the battlefield is a boomtown situated on an island, mesa, or clifftop. You can choose how high the boomtown's land is, or roll on the table below.

BOOMTOWN HEIGHTS	
1d6	Height
1-2	Island
3-5	Mesa
6	Cliffs

Troops can disembark normally from boats onto Islands.



Mesas with towns atop them always have stairs ladders, ropes, lifts, or other ways to climb up. Before anyone sets up, all one player (roll randomly) should place a marker of some sort to show where the mesa's access is located. Human and humanoid troops who can climb can move up the lift as if it were difficult ground. Simply measure the actual distance from the bottom of the access area to the top. For a mesa, this should be between 3" and 10". Flying machines must be at Medium or High Altitude to get over a mesa.

Cliffs are actually just very high mesas. They have an access area and should be over 10" tall. Flying vehicles must be at High Altitude to fly onto or over a cliff.

If you don't have adequate tall terrain for islands, mesas, or cliffs, simply use a piece of cloth to mark the area and use your imagination. If you say a piece of cloth is a cliff and all the other players agree, then it's a cliff.

THE TOWN

Whatever it sits upon, the centerpiece of the battle is a boomtown (or a simple strike if you'd prefer). The boomtown might be a large settlement with lots of buildings, or it might be nothing more than a few tents (folded index cards work great).

DEPLOYMENT

As usual, you can choose whether all Rail Barons arrive at the same time or one side defends. If you don't care, roll 1d6.

On 1-4, the forces of the Rail Barons show up at about the same time. Both sides move onto the board from opposite edges (or roll for starting locations as discussed under **Free-for-Alls** in The Great Rail Wars rulebook). In this case, bushwackers may be placed on any "land" on the table, including the boomtown everyone's fighting over!

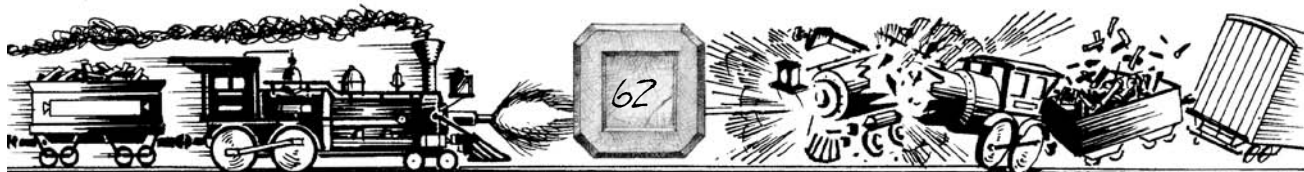
On 5-6, one side defends. The defender can set up anywhere, but no closer than 12" to any table edge. The attacker may approach from any edge and may have flanking forces.

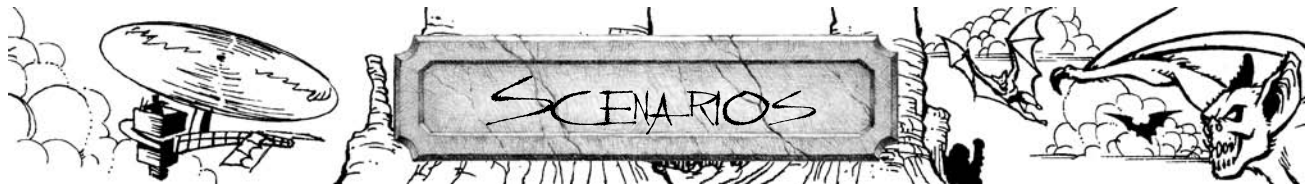
BOUS

None.

MULTIPLE PLAYERS

This scenario works great as a free-for-all or with teams.





MAZE TERRAIN

1d20 Terrain Feature

- 1 Roll twice more
- 2-9 Barren
- 10-11 Current
- 12-13 Island
- 14 Mesa
- 15 Cliffs
- 16-18 Rocky Outcroppings
- 19 Hazards

1d6 Hazard

- 1-2 Riptides
- 3-4 Water Dogs
- 5-6 Whirlpool
- 20 Strange Locale

NEW TERRAIN

Here's a brief description of the new terrain you need for battles in the Maze. Don't forget that you and your opponents should take turns rolling for each section of the board. That player can then place the terrain however he chooses, as long as it conforms to the result rolled on the Maze Terrain Table.

CURRENT

A strong current acts just like a road. Lay blue cloth or even a river if you have one across the water just as you would a road (see The Great Rail Wars). Swimmers or boats that start and end their turn in the current get an extra 1d6" worth of movement each turn.

ISLAND

Islands are simple level-1 hills. Whoever places them can leave them bare, or put a few rocks or trees on them if he wants.

MESA

Mesas are level-2 hills. They usually have to be climbed unless there's some visible pathway to the top.

CLIFFS

Cliffs are level-3 hills. The placer may choose whether they can be climbed or not.

ROCKY OUTCROPPINGS

These work just like boulder fields on land. In the Maze, the harsh currents have made them jagged and dangerous. This adds +4 to the damage they cause should a vehicle happen to run into them.

HAZARDS

RIPTIDES

Riptides are violent currents that sweep over the entire battlefield. Roll again for the type of terrain here and treat a "Hazards" result as "Barren."

At the beginning of the game, roll a d12 and use the Boom! Template to determine which direction the riptide flows. Then, at the beginning of every turn, roll 1d6 for every Joker drawn by all players. Everything in the water drifts that many inches in the direction of the current. If a swimmer or craft hits an obstacle, it takes 2d6 damage if it was moving away from the obstacle, 3d6 if it was moving perpendicular, and 4d6 if it was moving toward it.

WATER DOG

Place a single marker of some sort in the center of this section to mark it as being inhabited by water dogs. These are mischievous water spirits who like to side with the underdogs during a sea-battle.

If a boat on the "winning" side (whichever player or team has the most Bounty Points) is within 12" of this marker at any time during the turn (and note that the winning side can switch during the turn), the boat is violently rocked for 3d10 points of damage.

WHIRLPOOL

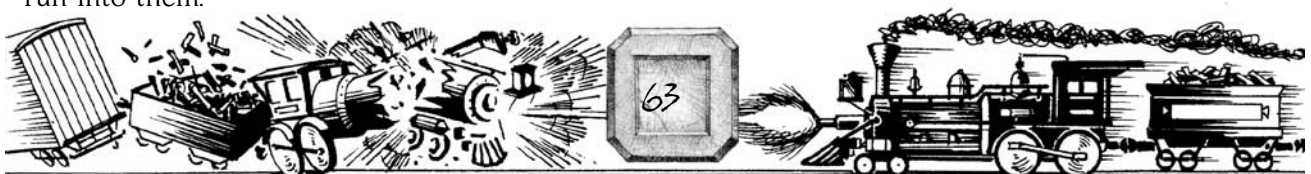
Whirlpools are violent, underwater twisters that suck down everything in their path.

Place a spare Boom! Template in the center of the section in which this Hazard was rolled. In the Draw! Phase of each turn, move it 1d6" in a random (1d12) direction. Anything the whirlpool touches must make a Hard (8) Strength or Drivin' roll to avoid being sucked in. Swimmers and rigs (and their crews) which are sucked in are lost and removed from play.

Those which make the roll are slung out 1d10" in a random direction from the center of the template.

STRANGE LOCALES

We're revising our Strange Locales in the Cry Havoc! book, a rules compendium and addendum for The Great Rail Wars. If you don't care to purchase Cry Havoc!, you can either create your own Strange Locale, or place one from any of the other terrain sets in the main book on an island in this location.





RIG'S DAMAGE

Difference	Result
1-4	Easy (4) Drivin' roll
5-9	Hard (8) Drivin' roll and roll on Rig Critical Hits Table.
10+	Kablooey! The rig is Wrecked.

RIG CRITICAL HITS

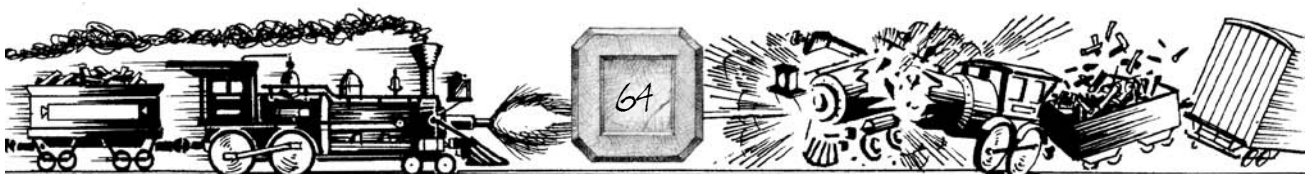
- 2d6 Result**
- 2 **Hey, Stop That!** The shot comes close. Real close. Close enough to make the rig's gunner real mad! He gets an immediate and free shot at whoever caused this result.
 - 3 **Power Plant.** The rig's power plant is hit. Roll on the Power Plant Damage Table.
 - 4 **Locomotion.** The wheels, tracks, wings, etc., are damaged. Halve the rig's Pace ratings, rounded down. This result may be applied multiple times. Beware flying rigs with a minimum Pace.
 - 5 **Controls.** The attack damages the rig's controls. Roll on the Control Damage Table.
 - 6-8 **Structural Damage.** The rig is Knocked Out and is Wrecked unless it makes an Easy (4) Durability roll.
 - 9 **Crew.** An hombre selected at random from the rig is hit. The damage is rerolled, all Armor is ignored, and the poor sod must make a Vigor roll versus the result. If the damage was caused by an explosion, all crew and passengers must roll against the full damage of the weapon (roll again versus each crew and passenger aboard the rig).
 - 10 **Weapon.** A weapon on the side of the vehicle which was hit is destroyed, and it may no longer be used. If there is more than one weapon (or there are no weapons) on the damaged side of the rig, roll another weapon at random.
 - 11 **Major Structural Damage.** The rig has suffered an incredible hit to its structure and is Knocked Out. It's Wrecked unless it makes a Hard (8) Durability roll.
 - 12 **Kaboom!** The rig's boiler explodes, turning it (and the rig) into a twisted piece of metal. It's Wrecked. Crew and passengers take 2d8 damage plus any Crash damage.

POWER PLANT DAMAGE

- 1d6 Boiler Result**
- 1 **Steam Leak.** The rig's crew gets bathed in steam. Each crewman and passenger takes 2d6 damage.
 - 2-3 **Losing Pressure.** The boiler has developed some small leaks. The driver must make an Easy (4) Drivin' roll to accelerate.
 - 4 **Big Leaks.** The boiler has developed major leaks and is losing a tremendous amount of steam—fast! The vehicle can no longer move at Full Steam, and the crew takes 1d6 steam damage each action. If the rig suffered this result once, it can no longer move at Half Steam too, and so on.
 - 5 **Hold On!** The attack jammed the steam boiler's safety release valve. The rig accelerates to its maximum Pace and cannot slow down until the damaged valve is repaired.
 - 6 **Kaboom!** The boiler explodes. See the "Kaboom!" entry on the Rig Critical Hits Table for the results.

CONTROL DAMAGE

- 1d6 Result**
- 1-2 **Whoops!** Hang onto your sombrero, amigo. The rig automatically goes Outta Control on its next action.
 - 3-4 **Bent.** The control linkage has been bent. Roll 1d6. On an even roll, the rig may no longer turn to the right. On an odd roll, the rig may no longer turn to the left.
 - 5 **Jammed.** The controls are jammed. (Left and right jams make it go in 45° turns.) Roll on the table below:
1d6Result
 1-2 Controls jammed left.
 3-4 Controls jammed right.
 5 Controls jammed straight ahead.
 6 Controls jammed in reverse. Vehicles that cannot back up are stuck in place.
 - 6 **Fouled.** The controls take on a mind of their own. If the vehicle moves, it automatically goes Outta Control.



Air Carriage



Durability d12
Pace 3/6/12
Special: Armor 2, Malfunction d8
Weapons: 3 Light or Steam

Size +3
Crew 4+12

Air Rig

RAIL WARS 125 85 1

Air Carriage



Durability d12
Pace 3/6/12
Special: Armor 2, Malfunction d8
Weapons: 3 Light or Steam

Size +3
Crew 4+12

Air Rig

RAIL WARS 125 85 1

Battlesuit




Durability d8
Pace 3/6/12
Special: Armor 2, Malfunction d8, Walker
Weapons: 1 Chainsaw, 1 Gatling (or 2 Light or Steam)

Size +1
Crew 1

Land Rig

RAIL WARS 75 65 1

Battlesuit



Durability d8
Pace 3/6/12
Special: Armor 2, Malfunction d8, Walker
Weapons: 1 Chainsaw, 1 Gatling (or 2 Light or Steam)

Size +1
Crew 1

Land Rig

RAIL WARS 75 65 1

Battlesuit




Durability d8
Pace 3/6/12
Special: Armor 2, Malfunction d8, Walker
Weapons: 1 Chainsaw, 1 Gatling (or 2 Light or Steam)

Size +1
Crew 1

Land Rig

RAIL WARS 75 65 1

Battlesuit



Durability d8
Pace 3/6/12
Special: Armor 2, Malfunction d8, Walker
Weapons: 1 Chainsaw, 1 Gatling (or 2 Light or Steam)

Size +1
Crew 1

Land Rig

RAIL WARS 75 65 1

Steam Tank



Durability d12
Pace 3/6/12
Special: Heavy Armor 6, Malfunction d6, Tracked
Weapons: 1 Heavy in Turret, plus 1 Light or Steam per side

Size +2
Crew 4+6*

Land Rig

RAIL WARS 200 160 1

Steam Tank



Durability d12
Pace 3/6/12
Special: Heavy Armor 6, Malfunction d6, Tracked
Weapons: 1 Heavy in Turret, plus 1 Light or Steam per side

Size +2
Crew 4+6*

Land Rig

RAIL WARS 200 160 1

Auto-Gyro



Durability
d8
Pace
6/12/24
Special: Armor 2,
Malfunction d6
Weapons: 1 Light or Steam

Size
+1
Crew
2

Air Rig

RAIL WARS

60

40

1

Auto-Gyro



Durability
d8
Pace
6/12/24
Special: Armor 2,
Malfunction d6
Weapons: 1 Light or Steam

Size
+1
Crew
2

Air Rig

RAIL WARS

60

40

1

Auto-Gyro



Durability
d8
Pace
6/12/24
Special: Armor 2,
Malfunction d6
Weapons: 1 Light or Steam

Size
+1
Crew
2

Air Rig

RAIL WARS

60

40

1

Auto-Gyro



Durability
d8
Pace
6/12/24
Special: Armor 2,
Malfunction d6
Weapons: 1 Light or Steam

Size
+1
Crew
2

Air Rig

RAIL WARS

60

40

1

Ornithopter



Durability
d6
Pace
5/10/20
Special: Armor 2,
Malfunction d6
Weapons: 2 Light

Size
+1
Crew
2

Air Rig

RAIL WARS

60

40

1

Ornithopter



Durability
d6
Pace
5/10/20
Special: Armor 2,
Malfunction d6
Weapons: 2 Light

Size
+1
Crew
2

Air Rig

RAIL WARS

60

40

1

Ornithopter



Durability
d6
Pace
5/10/20
Special: Armor 2,
Malfunction d6
Weapons: 2 Light

Size
+1
Crew
2

Air Rig

RAIL WARS

60

40

1

Ornithopter



Durability
d6
Pace
5/10/20
Special: Armor 2,
Malfunction d6
Weapons: 2 Light

Size
+1
Crew
2

Air Rig

RAIL WARS

60

40

1

Steam Wagon



Durability
d8

Pace
4/8/16

Special: Armor 2,
Malfunction d6

Weapons: 1 Light or Steam

Size
+1

Crew
2+6

Land Rig



50

30

1

Steam Wagon



Durability
d8

Pace
4/8/16

Special: Armor 2,
Malfunction d6

Weapons: 1 Light or Steam

Size
+1

Crew
2+6

Land Rig



50

30

1

Steam Wagon



Durability
d8

Pace
4/8/16

Special: Armor 2,
Malfunction d6

Weapons: 1 Light or Steam

Size
+1

Crew
2+6

Land Rig



50

30

1

Steam Wagon



Durability
d8

Pace
4/8/16

Special: Armor 2,
Malfunction d6

Weapons: 1 Light or Steam

Size
+1

Crew
2+6

Land Rig



50

30

1

Velocipede



Durability
d6

Pace
6/12/24

Special: Armor 2,
Malfunction d6

Weapons: 2 Light or Steam

Size
0

Crew
1

Land Rig



50

40

1

Velocipede



Durability
d6

Pace
6/12/24

Special: Armor 2,
Malfunction d6

Weapons: 2 Light or Steam

Size
0

Crew
1

Land Rig



50

40

1

Velocipede



Durability
d6

Pace
6/12/24

Special: Armor 2,
Malfunction d6

Weapons: 2 Light or Steam

Size
0

Crew
1

Land Rig



50

40

1

Velocipede



Durability
d6

Pace
6/12/24

Special: Armor 2,
Malfunction d6

Weapons: 2 Light or Steam

Size
0

Crew
1

Land Rig




50

40

1

Submersible



Durability d10
Size +2
Pace 3/6/12 surf.
Crew 3
2/4/8 subm.

Special: Heavy Armor 4,
Malfunction d6
Weapons: 1 Light or Steam

Water Rig

RAIL WARS 100 70 1

Submersible




Durability d10
Size +2
Pace 3/6/12 surf.
Crew 3
2/4/8 subm.

Special: Heavy Armor 4,
Malfunction d6
Weapons: 1 Light or Steam

Water Rig

RAIL WARS 100 70 1

Maze Runner



Durability d12
Size +2
Pace 3/6/12
Crew 3+6

Special: Heavy Armor 2,
Malfunction d6
Weapons: 1 Light or Steam
on rear deck, and 1 Light,
Steam or Heavy on front
deck

Water Rig

RAIL WARS 100 70 1

Maze Runner



Durability d12
Size +2
Pace 3/6/12
Crew 3+6

Special: Heavy Armor 2,
Malfunction d6
Weapons: 1 Light or Steam
on rear deck, and 1 Light,
Steam or Heavy on front
deck

Water Rig

RAIL WARS 100 70 1

War Train



Locomotive
See the Trains
Section in Derailed!
for the rules on
generating War
Trains.

Durability d12
Size +2
Pace 4/8/15
Crew 2+6*
Special: Heavy Armor 4
Weapons: The Locomotive
has no weapons

Train Car	Dur.	Size	Crew	Wpns	Bounty	Special
Box Car	d12	+2	0+6+6*	—	20	Heavy Armor 2
Flatbed	d12	+1	1+6	1 L or S	20	Heavy Armor 2
Passenger	d12	+2	0+6+6*	—	20	Heavy Armor 2
Ore Car	d12	+2	0+6	—	20	Heavy Armor 4
Caboose	d12	+2	1+6+6*	1 L or S	20	Heavy Armor 2

Weapons: —=no weapon, L=Light weapon, S=Steam weapon

Land Rig

RAIL WARS 150 50 1

War Train



Locomotive
See the Trains
Section in Derailed!
for the rules on
generating War
Trains.


Durability d12
Size +2
Pace 4/8/15
Crew 2+6*
Special: Heavy Armor 4
Weapons: The Locomotive
has no weapons

Train Car	Dur.	Size	Crew	Wpns	Bounty	Special
Box Car	d12	+2	0+6+6*	—	20	Heavy Armor 2
Flatbed	d12	+1	1+6	1 L or S	20	Heavy Armor 2
Passenger	d12	+2	0+6+6*	—	20	Heavy Armor 2
Ore Car	d12	+2	0+6	—	20	Heavy Armor 4
Caboose	d12	+2	1+6+6*	1 L or S	20	Heavy Armor 2

Weapons: —=no weapon, L=Light weapon, S=Steam weapon

Land Rig

RAIL WARS 150 50 1



War Car

Durability
d12

Pace
—


Special: Heavy Armor 4

Weapons: 2 Light or Steam

Size
+2

Crew
2+6


Train Car



100

80

1



War Car

Durability
d12

Pace
—


Special: Heavy Armor 4

Weapons: 2 Light or Steam

Size
+2

Crew
2+6


Train Car



100

80

1



War Car

Durability
d12

Pace
—


Special: Heavy Armor 4

Weapons: 2 Light or Steam

Size
+2

Crew
2+6

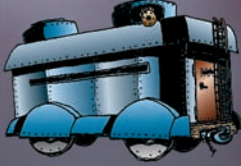
Train Car



100

80

1



War Car

Durability
d12

Pace
—


Special: Heavy Armor 4

Weapons: 2 Light or Steam

Size
+2

Crew
2+6

Train Car



100

80

1



Jumper

Strength
d6

Shootin'
d6

Special: Air Catchers

Smarts
d6

Fightin'
d6

Vigor
d6

Guts
d6

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6

Posse



50

10

1



Jumper

Strength
d6

Shootin'
d6

Special: Air Catchers

Smarts
d6

Fightin'
d6

Vigor
d6

Guts
d6

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
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Posse



50

10

1



Jumper

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Special: Air Catchers

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Guts
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Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6

Posse



50

10

1



Jumper

Strength
d6

Shootin'
d6

Special: Air Catchers

Smarts
d6

Fightin'
d6

Vigor
d6

Guts
d6

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6


Posse



50

10

1





Rig Crew


Strength	d4	Smarts	d6	Vigor	d6
Shootin'	d4	Fightin'	d6	Guts	d6


Special: Drivin' d8, Artillery d8, Mechanically Inclined


Weapon	Range	ROF	Damage
Pistol	24	2	2d6












Rig Crew

Strength	d4	Smarts	d6	Vigor	d6
Shootin'	d4	Fightin'	d6	Guts	d6


Special: Drivin' d8, Artillery d8, Mechanically Inclined


Weapon	Range	ROF	Damage
Pistol	24	2	2d6













Rig Crew

Strength	d4	Smarts	d6	Vigor	d6
Shootin'	d4	Fightin'	d6	Guts	d6


Special: Drivin' d8, Artillery d8, Mechanically Inclined

Weapon	Range	ROF	Damage
Pistol	24	2	2d6











Rig Crew

Strength	d4	Smarts	d6	Vigor	d6
Shootin'	d4	Fightin'	d6	Guts	d6

Special: Drivin' d8, Artillery d8, Mechanically Inclined

Weapon	Range	ROF	Damage
Pistol	24	2	2d6











Rig Crew

Strength	d4	Smarts	d6	Vigor	d6
Shootin'	d4	Fightin'	d6	Guts	d6

Special: Drivin' d8, Artillery d8, Mechanically Inclined

Weapon	Range	ROF	Damage
Pistol	24	2	2d6











Rig Crew

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Shootin'	d4	Fightin'	d6	Guts	d6

Special: Drivin' d8, Artillery d8, Mechanically Inclined


Weapon	Range	ROF	Damage
Pistol	24	2	2d6













Rig Crew


Strength	d4	Smarts	d6	Vigor	d6
Shootin'	d4	Fightin'	d6	Guts	d6


Special: Drivin' d8, Artillery d8, Mechanically Inclined

Weapon	Range	ROF	Damage
Pistol	24	2	2d6











Rig Crew

Strength	d4	Smarts	d6	Vigor	d6
Shootin'	d4	Fightin'	d6	Guts	d6

Special: Drivin' d8, Artillery d8, Mechanically Inclined

Weapon	Range	ROF	Damage
Pistol	24	2	2d6



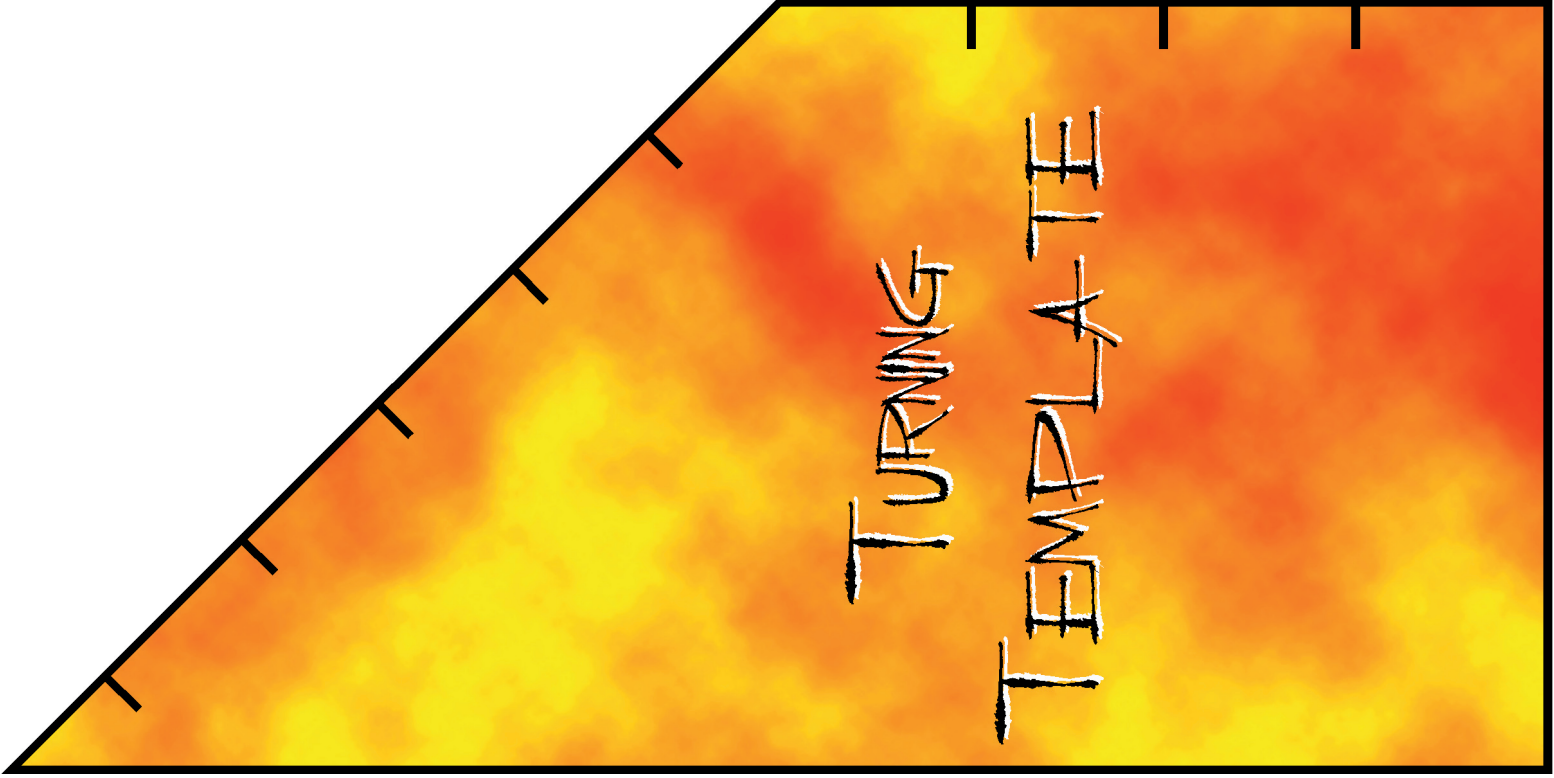
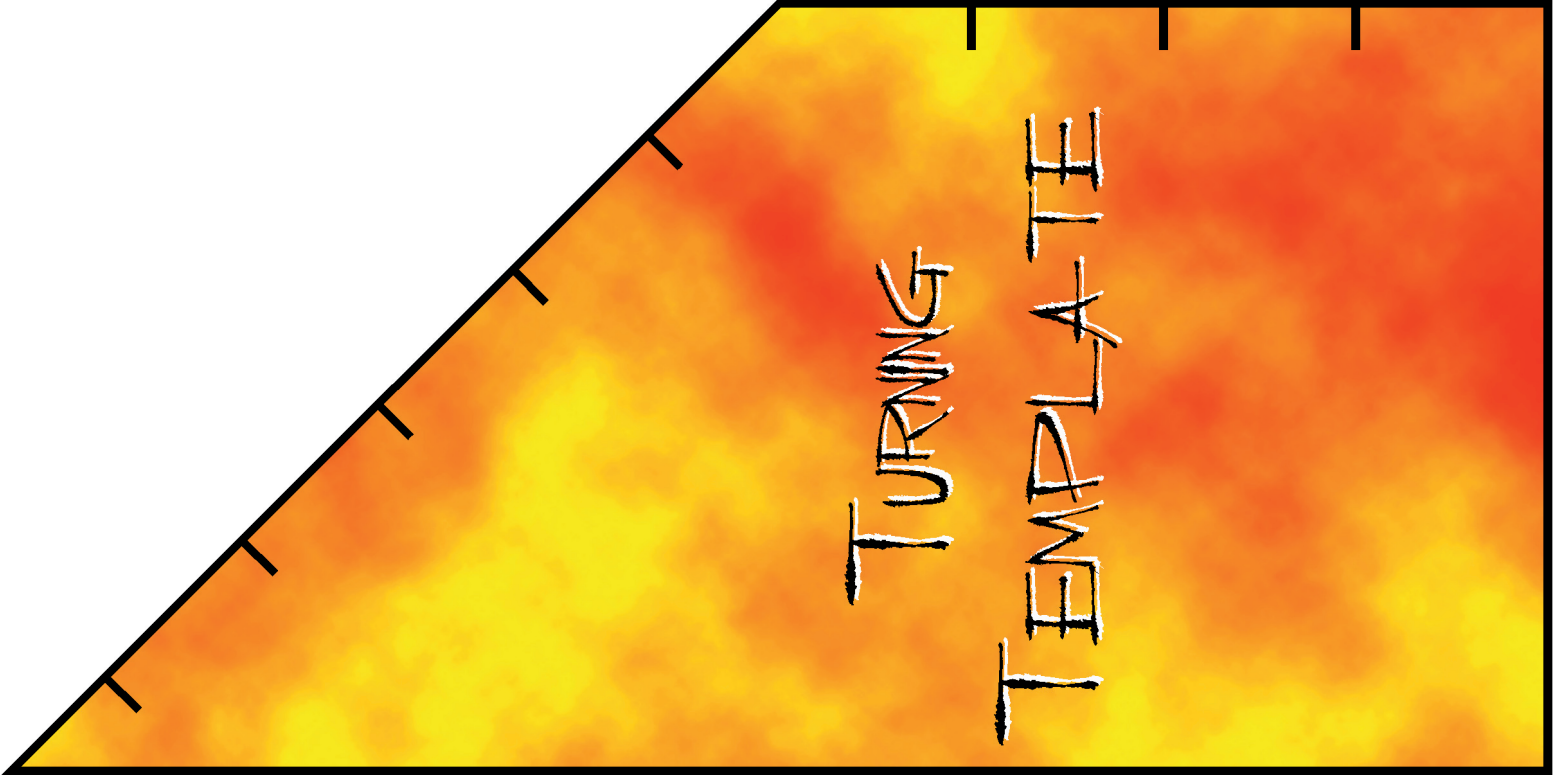




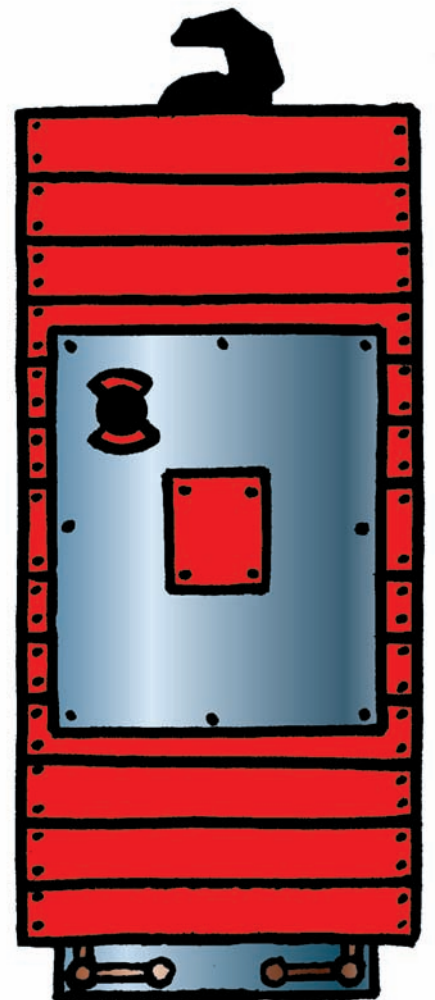
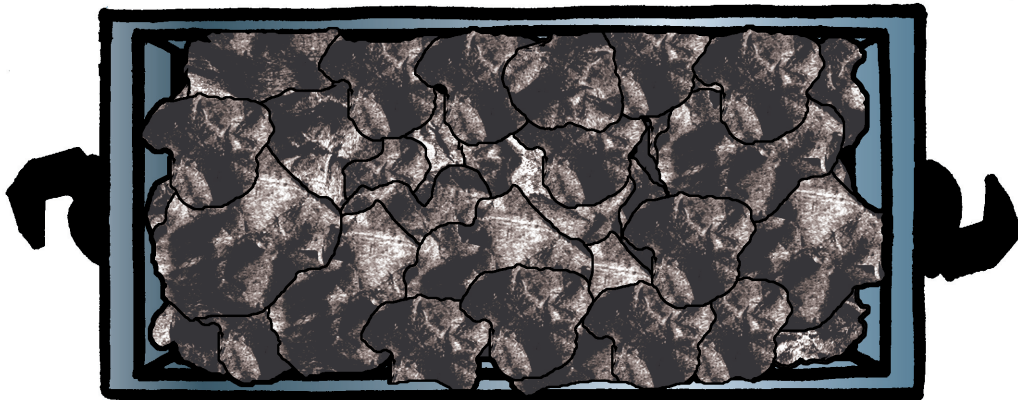
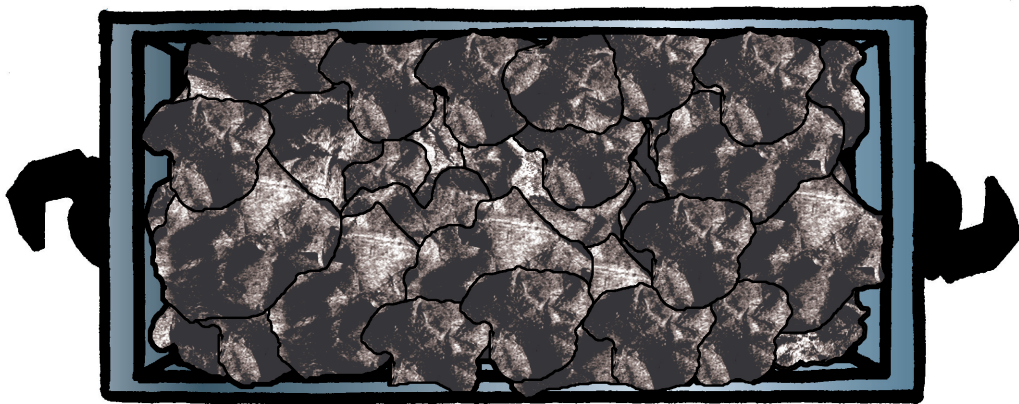
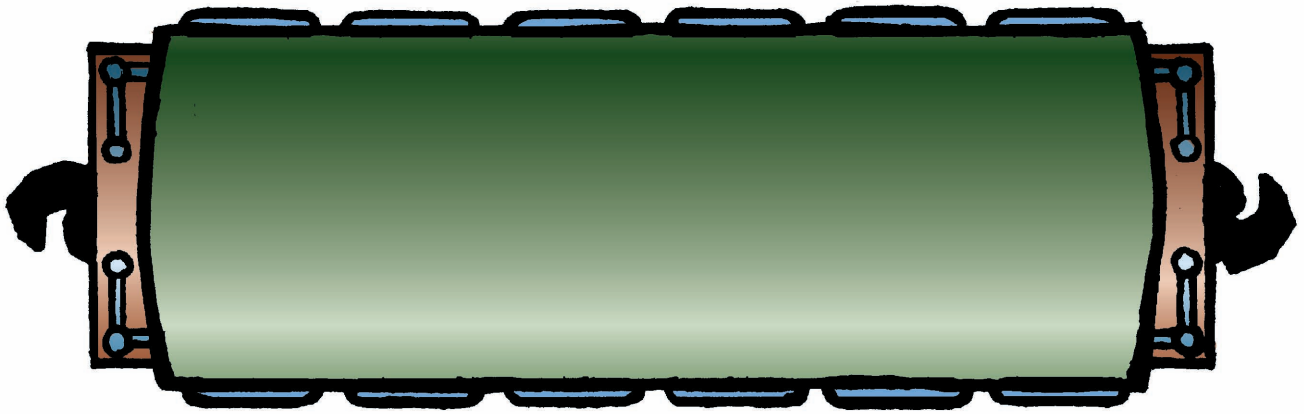
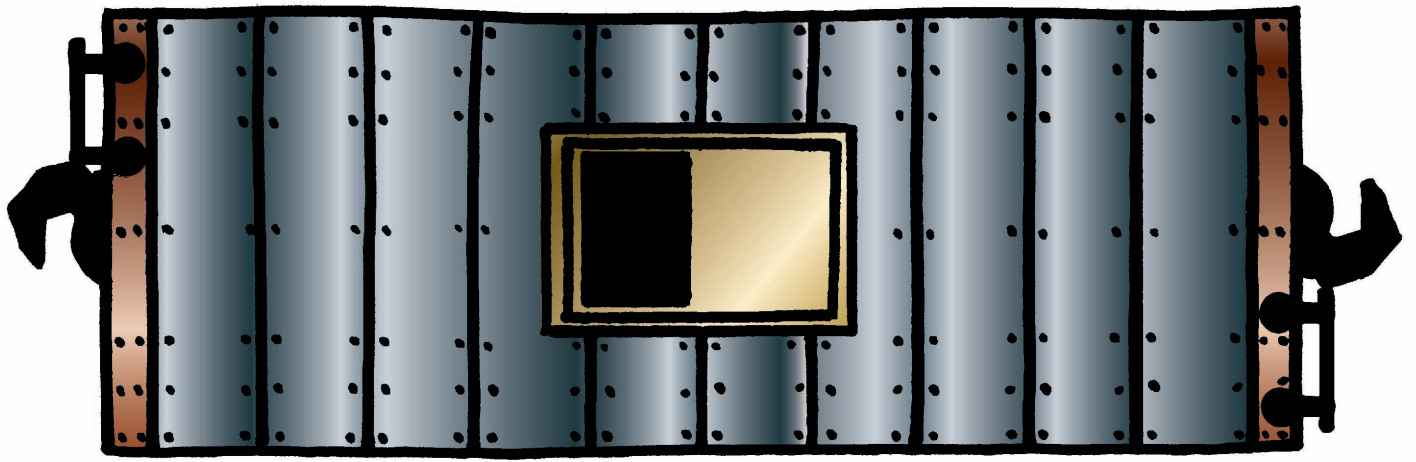


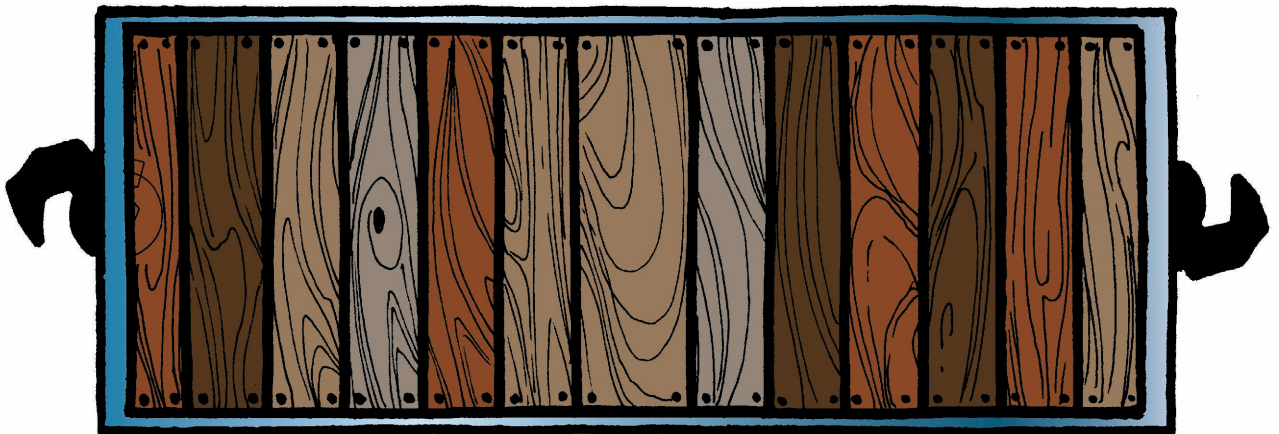
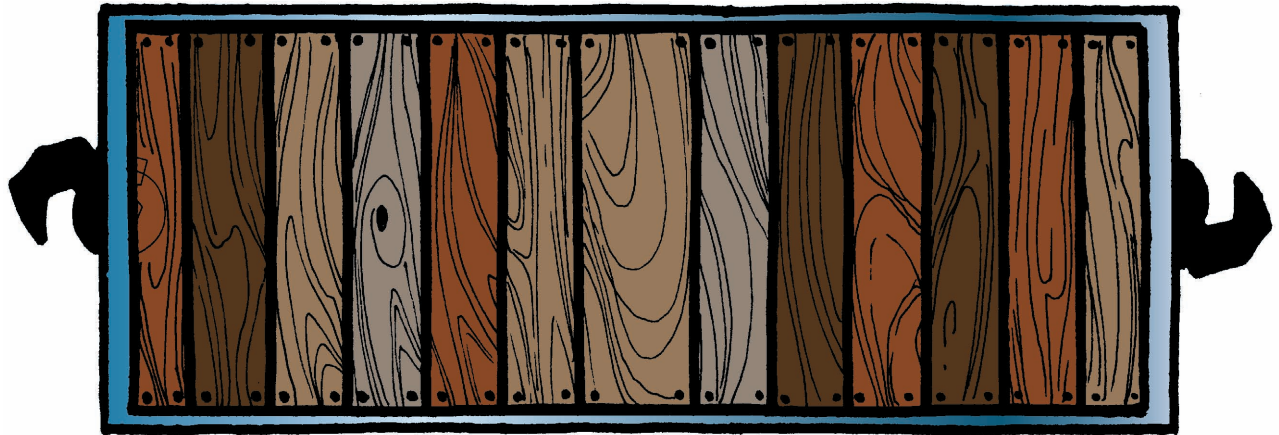
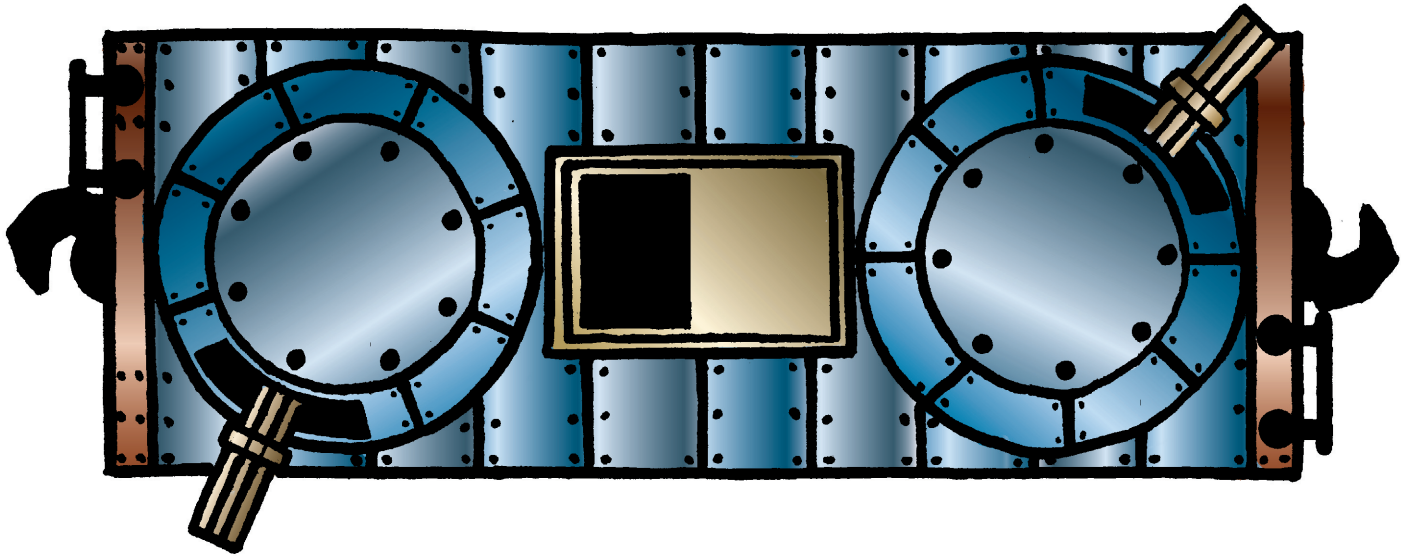
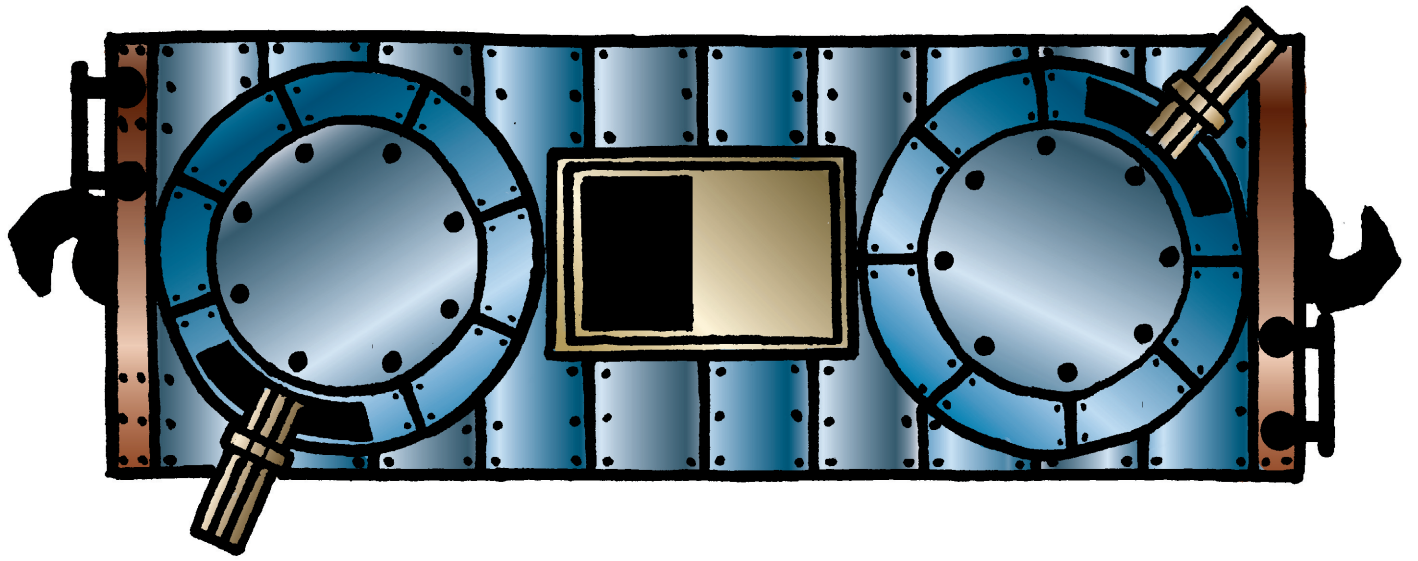
AIR BRAKES Add +2 to Drivin' roll when Slammin' on the Brakes. COST: 5	AIR BRAKES Add +2 to Drivin' roll when Slammin' on the Brakes. COST: 5	AIR BRAKES Add +2 to Drivin' roll when Slammin' on the Brakes. COST: 5	AIR BRAKES Add +2 to Drivin' roll when Slammin' on the Brakes. COST: 5	ARMOR Adds +2 Durability roll when resisting Damage. Limit one per Rig. COST: 10	ARMOR Adds +2 Durability roll when resisting Damage. Limit one per Rig. COST: 10	ARMOR Adds +2 Durability roll when resisting Damage. Limit one per Rig. COST: 10	ARMOR Adds +2 Durability roll when resisting Damage. Limit one per Rig. COST: 10
BOMB RACKS Adds a Bomb Rack to the Rig. Gizmo. COST: 10	BOMB RACKS Adds a Bomb Rack to the Rig. Gizmo. COST: 10	BOMB RACKS Adds a Bomb Rack to the Rig. Gizmo. COST: 10	BOMB RACKS Adds a Bomb Rack to the Rig. Gizmo. COST: 10	BOMB SIGHTS Adds +2 to all bombing attempt die rolls. COST: 5	BOMB SIGHTS Adds +2 to all bombing attempt die rolls. COST: 5	BOMB SIGHTS Adds +2 to all bombing attempt die rolls. COST: 5	BOMB SIGHTS Adds +2 to all bombing attempt die rolls. COST: 5
HEAVY-DUTY BRAKES Add +2 to Drivin' roll when Slammin' on the Brakes. COST: 5	HEAVY-DUTY BRAKES Add +2 to Drivin' roll when Slammin' on the Brakes. COST: 5	HEAVY-DUTY BRAKES Add +2 to Drivin' roll when Slammin' on the Brakes. COST: 5	HEAVY-DUTY BRAKES Add +2 to Drivin' roll when Slammin' on the Brakes. COST: 5	HIGH-PRESSURE PISTONS Rig may increase its Pace level by two each turn. COST: 5	HIGH-PRESSURE PISTONS Rig may increase its Pace level by two each turn. COST: 5	HIGH-PRESSURE PISTONS Rig may increase its Pace level by two each turn. COST: 5	HIGH-PRESSURE PISTONS Rig may increase its Pace level by two each turn. COST: 5
IMPROVED TRACKS Rig may turn without having to use the Turnin' Template. COST: 5	IMPROVED TRACKS Rig may turn without having to use the Turnin' Template. COST: 5	IMPROVED TRACKS Rig may turn without having to use the Turnin' Template. COST: 5	IMPROVED TRACKS Rig may turn without having to use the Turnin' Template. COST: 5	IMPROVED TURRET The turret weapon may fire at targets at Altitude. COST: 5	IMPROVED TURRET The turret weapon may fire at targets at Altitude. COST: 5	IMPROVED TURRET The turret weapon may fire at targets at Altitude. COST: 5	IMPROVED TURRET The turret weapon may fire at targets at Altitude. COST: 5
MINE RACK A Mine Rack may be added to any Water Rig. Gizmo. COST: 10	MINE RACK A Mine Rack may be added to any Water Rig. Gizmo. COST: 10	MINE RACK A Mine Rack may be added to any Water Rig. Gizmo. COST: 10	MINE RACK A Mine Rack may be added to any Water Rig. Gizmo. COST: 10	OVERSIZED WINGS Ornithopter only. Pace is now 6/12/24, and all Drivin' rolls are at -2. COST: 5	OVERSIZED WINGS Ornithopter only. Pace is now 6/12/24, and all Drivin' rolls are at -2. COST: 5	OVERSIZED WINGS Ornithopter only. Pace is now 6/12/24, and all Drivin' rolls are at -2. COST: 5	OVERSIZED WINGS Ornithopter only. Pace is now 6/12/24, and all Drivin' rolls are at -2. COST: 5
RAM PLATE Halve front-end collision Damage, add +4 Armor to front of Rig, and all Drivin' rolls are at -2. COST: 10	RAM PLATE Halve front-end collision Damage, add +4 Armor to front of Rig, and all Drivin' rolls are at -2. COST: 10	RAM PLATE Halve front-end collision Damage, add +4 Armor to front of Rig, and all Drivin' rolls are at -2. COST: 10	RAM PLATE Halve front-end collision Damage, add +4 Armor to front of Rig, and all Drivin' rolls are at -2. COST: 10	REINFORCED FRAME The Rig's Durability is increased by a die type (+1 if d12). COST: 10	REINFORCED FRAME The Rig's Durability is increased by a die type (+1 if d12). COST: 10	REINFORCED FRAME The Rig's Durability is increased by a die type (+1 if d12). COST: 10	REINFORCED FRAME The Rig's Durability is increased by a die type (+1 if d12). COST: 10
SCREWS May be added to any Water Rig not equipped with Screws. Gizmo. COST: 5	SCREWS May be added to any Water Rig not equipped with Screws. Gizmo. COST: 5	SCREWS May be added to any Water Rig not equipped with Screws. Gizmo. COST: 5	SCREWS May be added to any Water Rig not equipped with Screws. Gizmo. COST: 5	ROCKET BOOSTER Moves the vehicle 1d10"+10" when fired. Provides two boosters. Gizmo. COST: 5	ROCKET BOOSTER Moves the vehicle 1d10"+10" when fired. Provides two boosters. Gizmo. COST: 5	ROCKET BOOSTER Moves the vehicle 1d10"+10" when fired. Provides two boosters. Gizmo. COST: 5	ROCKET BOOSTER Moves the vehicle 1d10"+10" when fired. Provides two boosters. Gizmo. COST: 5

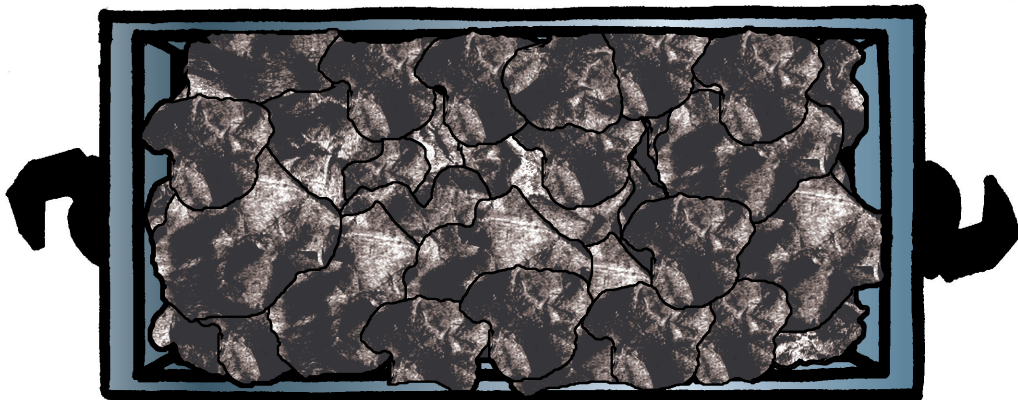
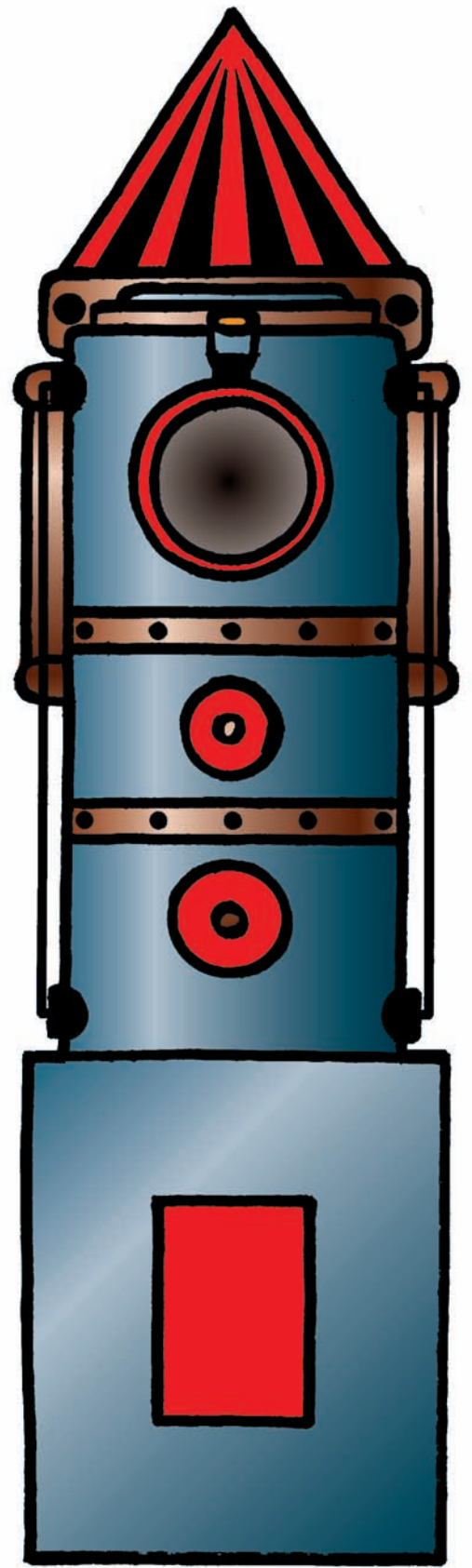
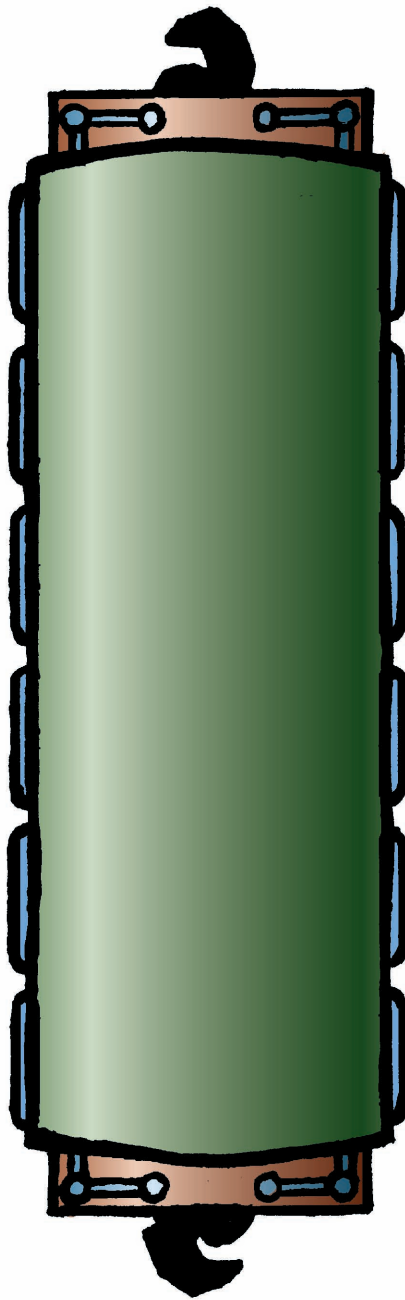
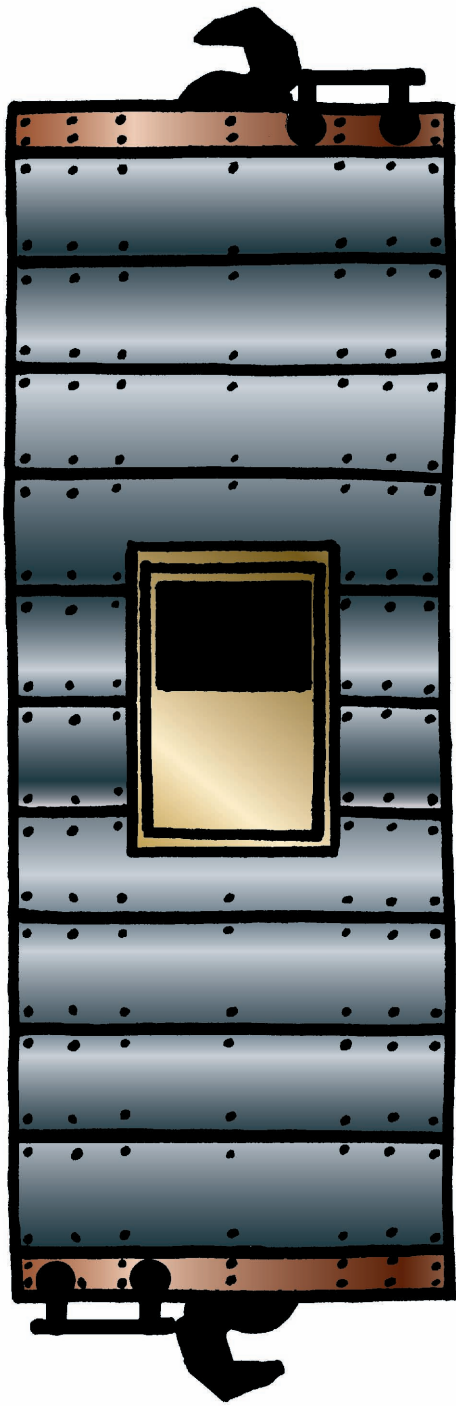
SIDECAR Velocipede only. May add a crewman. Reduces Pace to 5/10/20. COST: 15	SIDECAR Velocipede only. May add a crewman. Reduces Pace to 5/10/20. COST: 15	SIDECAR Velocipede only. May add a crewman. Reduces Pace to 5/10/20. COST: 15	SIDECAR Velocipede only. May add a crewman. Reduces Pace to 5/10/20. COST: 15	SPRINGS Rig may ignore the firing penalties when moving at Half or Full Steam. COST: 10	SPRINGS Rig may ignore the firing penalties when moving at Half or Full Steam. COST: 10	SPRINGS Rig may ignore the firing penalties when moving at Half or Full Steam. COST: 10	SPRINGS Rig may ignore the firing penalties when moving at Half or Full Steam. COST: 10
TORPEDO TUBE The Rig may fire Clockwork Torpedoes. Gizmo. COST: 10	TORPEDO TUBE The Rig may fire Clockwork Torpedoes. Gizmo. COST: 10	TORPEDO TUBE The Rig may fire Clockwork Torpedoes. Gizmo. COST: 10	TORPEDO TUBE The Rig may fire Clockwork Torpedoes. Gizmo. COST: 10	TWEAKED The Rig's Malfunction is increased by a die type (+1 if d12). COST: 10	TWEAKED The Rig's Malfunction is increased by a die type (+1 if d12). COST: 10	TWEAKED The Rig's Malfunction is increased by a die type (+1 if d12). COST: 10	TWEAKED The Rig's Malfunction is increased by a die type (+1 if d12). COST: 10
WHEEL GUARDS The Rig may make an Easy (4) Durability roll to ignore ill effects to the wheels. COST: 5	WHEEL GUARDS The Rig may make an Easy (4) Durability roll to ignore ill effects to the wheels. COST: 5	WHEEL GUARDS The Rig may make an Easy (4) Durability roll to ignore ill effects to the wheels. COST: 5	WHEEL GUARDS The Rig may make an Easy (4) Durability roll to ignore ill effects to the wheels. COST: 5	WIND GAUGES The Rig may add +2 to all of its Drivin' rolls. Rigs that use wind only. COST: 5	WIND GAUGES The Rig may add +2 to all of its Drivin' rolls. Rigs that use wind only. COST: 5	WIND GAUGES The Rig may add +2 to all of its Drivin' rolls. Rigs that use wind only. COST: 5	WIND GAUGES The Rig may add +2 to all of its Drivin' rolls. Rigs that use wind only. COST: 5
Flame Thrower Gizmo Range — ROF 1 Damage 2d10	Flame Thrower Gizmo Range — ROF 1 Damage 2d10	Flame Thrower Gizmo Range — ROF 1 Damage 2d10	Flame Thrower Gizmo Range — ROF 1 Damage 2d10	Gatling Gun Range 48 ROF 3 Damage 2d8	Gatling Gun Range 48 ROF 3 Damage 2d8	Gatling Gun Range 48 ROF 3 Damage 2d8	Gatling Gun Range 48 ROF 3 Damage 2d8
Harpoon Gun Range 36 ROF 1 Damage 2d8	Harpoon Gun Range 36 ROF 1 Damage 2d8	Harpoon Gun Range 36 ROF 1 Damage 2d8	Harpoon Gun Range 36 ROF 1 Damage 2d8	Rocket Launcher Gizmo Range 48 ROF 1 Damage 2d8	Rocket Launcher Gizmo Range 48 ROF 1 Damage 2d8	Rocket Launcher Gizmo Range 48 ROF 1 Damage 2d8	Rocket Launcher Gizmo Range 48 ROF 1 Damage 2d8
6 pound Cannon Range 72 ROF 1 Damage 3d8	6 pound Cannon Range 72 ROF 1 Damage 3d8	6 pound Cannon Range 72 ROF 1 Damage 3d8	6 pound Cannon Range 72 ROF 1 Damage 3d8	Steam Cannon Gizmo Range 48 ROF 1 Damage 3d6	Steam Cannon Gizmo Range 48 ROF 1 Damage 3d6	Steam Cannon Gizmo Range 48 ROF 1 Damage 3d6	Steam Cannon Gizmo Range 48 ROF 1 Damage 3d6
Steam Gatling Gizmo Range 48 ROF 4 Damage 2d8	Steam Gatling Gizmo Range 48 ROF 4 Damage 2d8	Steam Gatling Gizmo Range 48 ROF 4 Damage 2d8	Steam Gatling Gizmo Range 48 ROF 4 Damage 2d8	Chainsaw If the driver wins a Fightin' roll, the saw does the driver's Strength+8 damage. Battle Suit only.	Chainsaw If the driver wins a Fightin' roll, the saw does the driver's Strength+8 damage. Battle Suit only.	Chainsaw If the driver wins a Fightin' roll, the saw does the driver's Strength+8 damage. Battle Suit only.	Chainsaw If the driver wins a Fightin' roll, the saw does the driver's Strength+8 damage. Battle Suit only.











Submersible Boat



Maze Runner

