

# ONCE UPON A TIME IN TOMBSTONE

Tombstone, Arizona Territory, 1881. Buzzing flies land and crawl across the sunburnt surfaces of the saloon doors. Red dust from the scorched earth blows down the main street. The hand on the clock tower lurches forward to point upwards. The chimes whirl into action telling the townsfolk hiding behind curtains; it's midday. High Noon. On the street, the jangle of spurs stops as the man in black halts outside the saloon.

Inside a young man gulps down the last of his whiskey. A trembling hand puts down the shot glass. In his head, a thousand thoughts and images flash by. His mind's eye freezes the picture of his schoolmarm standing at the front of their small classroom, staring out the window. As the posse rides out of town, she whispers, 'All that is necessary for the triumph of evil is that good men do nothing'. His hand reaches out for something on the table. Even in the smoky dark of the saloon, the light glints off the word standing proud on the badge: Sheriff. He stands up and walks towards the doors. The two men will meet. One will live; the other will die.

Be a part of history in the making; experience the adventures and romance of the Old West – bring the legends to life.

*Once Upon a Time in Tombstone* is a freeform roleplaying game based on Hollywood westerns both classic and modern. This game was written and produced by Steve Hatherley, Heidi Kaye, Tony Mitton, AJ Smith and Paul Snow and all game materials are copyright © 2005 to the authors. We would like to thank Jane Winter and David Fletcher for significant research and contributions in the early stages of writing the game, Sue Lee for her organisation of the event. We gratefully acknowledge our debt to all the films, television programs, books and games that inspired us and that we borrowed from in the creation of this game.



## Freeforms

If you've not played a freeform before, read this section. If you have, you may want to skim read but it should be stuff you're familiar with.

## Introduction

A freeform is an interactive roleplaying game in which all the players are characters with their own goals, abilities and even secrets. Everyone is a participant interacting with everyone else in creating the unfolding stories. It's like becoming a character in a book or film, but without any script to follow; you have a certain background and motivations in playing your character, but you also have free will as to how to act.

Freeforms have rules, but they aim to be fairly straightforward ones that can be dealt with by the players amongst themselves. Most interactions are between the characters, rather than between character and GM, although in some cases it will be useful to ask a GM for information or help. All the rules for this game are contained in this booklet, and you don't need to memorise them; simply refer to them when required.

Our aim in writing *Once Upon a Time in Tombstone* has been to create an intricately plotted, multi-player game emphasizing the atmosphere of the genre. The rules are meant to help simulate the spirit of classic Westerns. If you have any questions about anything in your character pack or these rules, please ask a GM.

## How to Play in a Freeform

**Read your character background:** Find out who you are, what your goals are, and who you know. Look at your ability cards and items. Familiarise yourself with the game rules and background.

**Talk to everyone:** The main way you can make things happen in the game is by striking up a conversation with another character in the game. Find out what they want and what they have to offer and try to find others whom you trust with whom you can collaborate. Remember that your character's skills can be useful to others, and theirs can be useful to you in reaching your goals. Information is the most vital commodity in a freeform, so you'll need to give some in order to get some in return. But look out for enemies who are trying to make you reveal things about yourself that you would prefer remained secret.

## The Paperclip Rule

If you are finding yourself stuck in the game, unsure what to do, or have run out of ideas or goals to pursue, you have several options:

- Talk to a GM and see if he or she can give you a rumour that might spark off something new.
- Find a friend and get them to involve you in their plots. But we realise that it can be hard to step out of character and force someone else to do the same so you can explain the problem.
- Put a paperclip on your name badge. The paperclip means "I'm at a loose end - please involve me". It's a message to other players, because it's the players above all who can make or break the game for each other.

When you meet someone with a paperclip on their badge, try hard to involve them and be prepared to stretch your character to do so. Maybe a barber isn't the ideal helper for your cavalry officer, but give it a go.

And whenever two paperclips happen to meet you can both be adventurous. You've got nothing to lose.



## General Rules

Your character pack should include all of the following:

- An identity badge
- Your character sheet
- Ability, item, romance and pardner cards
- Five playing cards marked "R" on the back
- Game money (unless you start with none)
- A paperclip
- Background sheets
- This rulebook

If you think that you are missing something, please see a GM immediately. If you are missing this rulebook, how did you manage to read this?

**Anyone wearing a name badge is in play:** If you need to take time out from the game, remove your badge and leave it with one of the GMs. Other players should not approach a player without a badge, and they can check with a GM to find out if the character they are seeking is currently in the game. Please note that removing your badge is not a way to avoid a confrontation which you can't otherwise escape; it is intended to enable you to do real-world activities like eat dinner or pay your hotel bill, not to escape the consequences of your game actions.

Any game information that you may inadvertently overhear when you are not actively playing should be ignored and treated as if your character did not know anything about it. You may not interact with other characters if you don't have a name badge on.

If you need to leave the game permanently for any reason, please bring your character pack to a GM in the main Tombstone room so that we can make arrangements for any characters who need to interact with your character.

**Rules:** All the rules in this booklet are instructions as to how to play the game, and everything in the rules is true, in other words, objective reality.

**Character sheets:** These describe your character's background, motivations, views, and items from his or her own subjective point of view. It is the truth as your character sees it, so while certain things may be facts – you have \$50 – others may be merely opinions – your best friend may really be not what he seems and be out to get you. During the game, you may find that you want to change your mind about people or change your goals. Your character is free to develop and grow according to your own sense of what your character might reasonably think or desire or do. Do not feel that you need to stick to a limited sense of what your character is.

**Background sheets:** Some of the historical material in this booklet and on separate handouts provides general knowledge about the world in which your character exists. This information may or may not be true, but is generally correct and can be relied upon as far as your character knows.

**Ability cards:** These are non-transferable and represent the skills and knowledge that your character possesses. They offer an explanation of how they work and any limitations as to their use. If an ability does not say that it is permanent, you will need to either tear it up if it is only for one use, or mark off each time that you have used it. To use an ability, show the card to all players that it affects. It is most fun if you roleplay your abilities as you use them, rather than just display the card. Some characters can teach skills. They have an ability enabling them to do this, and ability cards they may hand out to those they've taught.

**Romance and Pardner cards:** These are special ability cards that are transferred to a particular other player under specific conditions. See the rules below.

**Item cards:** These are transferable and represent the things that your character possesses. Items can be stolen, traded or lost. Any item card that you carry with you is assumed to be with you. You may choose to leave it in your character's room at one of the saloons or ranches, but you may not leave it in your real hotel room. Any item left out in the open may be picked up by another player.

Item cards provide a description and may give an explanation of how the item works. Some items are used up if used (such as a dose of medicine), whereas others are not (such as a telescope). A prop as well as a card represents certain large items. This is so that you can see a bulky item that would be hard to conceal being moved around in real space. The card and the prop must be kept together; however, if they do become separated, the card is considered to be the real item, and the two must be reunited as soon as possible.

If you need a particular item that could reasonably be found in Tombstone, try to find another player who might be able to give or sell it to you. Tombstone has two general stores which sell common items and can order exotic ones.

All game items will be represented by an item card (except for game money and poker chips). Official item cards come only from a GM; players cannot create or alter item cards themselves. Any other props that you are carrying are not considered items. Real money can buy chocolate or drinks for the GMs, but it can not be used to play poker in the game. Gambling for real money in a public place is illegal.

**Game time:** The weekend is divided into different game periods: Friday night, Saturday morning, Saturday afternoon, Saturday night, Sunday morning. These periods will affect various abilities, activities and events during the game.

**Character death:** While there may be shoot-outs, barroom brawls or other altercations over the weekend, no characters can be killed until Sunday. For those whose characters do go out in blaze of glory (or infamy), the GMs have a limited number of replacement characters. Replacement is not guaranteed, however.

**Headed off at the pass:** In the spirit of fair play to all, characters attempting to leave Tombstone before Sunday to avoid someone will be headed off at the pass by unknown outlaws and killed. You have been warned!

**Game behaviour:** We encourage you to roleplay your interactions with other players, but remember that the game takes place in a public hotel where there are other guests not taking part. Do not do anything that would alarm or inconvenience another guest, or that they might misinterpret as dangerous. For example:

- Do not shout (for help, about fire, etc.)
- Do not run
- Do not brandish weapons outside the game area

Every player has a responsibility to help make the game fun for everybody. Treat others with the respect with which you would like to be treated. When acting out your role with other players, please do not touch anyone else except with their express permission, whether in a situation of romance or combat. Remember that other

people's sensitivities should be taken into account with regard to topics such as racism, death, abuse, rape, etc. It should go without saying that all real world laws still apply, so theft of personal property, actual abductions and assault are all illegal.

**The spirit of the game:** Our purpose in writing and running this game is to create the most fun for the most people while creating an atmosphere that feels right for the genre of the Western. When the GMs need to arbitrate on any game rulings, they will aim to keep true to the spirit of the game. This will mean that they will consider what would be most fun for the players, and what would be most in keeping with the genre. They will encourage actions that allow players to do exciting things in the game, so long as they are consistent with the reality of the setting.

**Cheating:** Players may lie to each others in roleplaying their characters, but they must play the game itself fairly. Taking poker chips that are not yours, hiding, replacing or manipulating playing cards is cheating not just in poker but in the freeform. Any player not crossing off abilities used or tearing up one-use abilities is cheating. Hiding item cards on one's person or in your hotel room is cheating. (You can't really stuff a horse into your back pocket, now can you?)

**The GMs' rulings are final:** Although some of the GMs may be involved in running a specialised area of the game, each of the GMs is equally responsible for the game overall. If you ask any GM for information or a ruling, you must accept his or her response. Do not try to go to another GM to get a decision that suits your character better.

**Exclusion from the game:** If you are found to be breaking the rules, the GMs may penalise you by taking away an ability or item card, asking you to take a time-out in the bar, or another suitable sanction. The GMs reserve the right to exclude any player from the game who, in their view, has seriously breached the rules of the game by cheating, endangering others, or behaving inappropriately. No refunds will be given.



## Game Locations

Generally, if you are standing next to someone in the game, you are really next to that person and can overhear their conversation, talk to them, or attempt to arrest them. However, certain game locations represent larger space (for example, the ranches around Tombstone), so people who are physically close to each other in the room may actually be on two separate ranches, miles apart. Make sure that you are aware if the person you

think is next to you really is in the same location or whether they are somewhere else in the county.

### **Tombstone town (Shelley, downstairs)**

This is where you'll find Murphy's General Store, Earp's Emporium, Murphy's Bank, the Telegraph Office, the *Tombstone Epitaph* newspaper office, the stagecoach and railroad ticket offices, and any other general shops you might need. If you're not dealing with another character for goods or services, see a GM at the main table to buy generic goods or order something from farther afield by telegram. (See the "How do I...?" section.)

The Town Council meets in town, and their sessions are open to the public for viewing, although only councillors can speak and vote. Members of the public may be given permission to speak on certain issues.

The Sheriff's Office, which is combined with the town jail, is also located in the Main Street area. The two saloons are notionally in town, but have physical game locations elsewhere.

### **The Oriental Saloon (Welbeck, downstairs)**

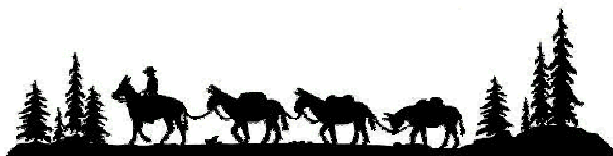
**Stella Marks** manages this saloon. **Rae Johnson** works there. **John Paden** works behind the bar.

### **The Last Chance Saloon (Rufford, upstairs)**

This is **Frenchy LeDoux's** saloon. She owns it and sometimes sings there to entertain her customers. **Thaddeus Jones** is the Faro dealer, and **Jack Crabb** is the barman.

### **Cochise County (Grove, upstairs)**

All the ranch houses are located in this area, which represents the countryside around Tombstone. It is also the location of the Indian Reservation, and where you'll find the railhead on the outskirts of town.



## **Once Upon a Wild West**

### **A potted history**

While the outline of the historical background of the game is roughly true, the authors reserve the right to play around with the facts for the sake of a fun game. So use what you may know about the real time and place of Tombstone in 1881, but don't expect us to be completely accurate.

## **The American Civil War**

The bloodiest war ever fought on American soil, which left deep and lasting scars in the national psyche, ran from 1861 to 1865. The nation was divided between the northern "Yankee" states and the southern "Dixie" states. The north (i.e., the United States of America) was led by the Republican President, Abraham Lincoln, who was originally from Kentucky, and the south (i.e., the Confederate States of America) by Virginian Jefferson Davis.

The causes of war included Lincoln's attempt to abolish slavery, but slavery was by no means the only issue. The industrialised north favoured tariffs on imported goods to allow their manufactured products to sell well; the agrarian south bought a lot of imported goods. The north feared that if the cheap labour of the southern plantations were extended to more western slave states, northern farming would not be able to compete. The south claimed the right to secede from the union when they disagreed with national legislation, and the north insisted that this was not legal.

Slavery had been a controversial issue for many years. The Constitution, ratified in 1791, called for the end to the slave trade in 1808, but left slave ownership legal. The Missouri Compromise of 1820 provided that when territories were granted statehood, any above 36 degrees 30 minutes north latitude would be free states and any below would be slave states, in order to maintain the balance of power between northern and southern interests. During the war itself, the country was split roughly at what became known as the "Mason-Dixon line", named after the surveyors who fixed the boundary between Pennsylvania and Maryland. Missouri, which had been internally divided on the slavery issue since 1854, saw vicious fighting during the war and continued raiding afterwards. Out in the western territories, battles were not fought, but tempers still ran high.

The loyalties and hatreds called into being during the war retained their hold for many years after the violence itself ceased. The harsh treatment of the south by the victorious north and the assassination of President Lincoln by a disgruntled southerner did little to soothe antagonism. Those who moved to other states and territories did not forget their allegiances, whether or not they actually took part in the fighting itself.

## **Tombstone and Arizona Territory**

A vast migration west following the American Civil War brought people seeking their fortunes to the big country of the western frontier. When settlers moved into a territory, Congress would appoint a governor. Each territory had its own legislature, but the federal government retained the right to reorganise territories at will. When the population of a territory reached

600,000, it could apply to Congress to be granted statehood.

Formerly a Spanish territory and then part of Mexico, in 1866, Arizona Territory was carved out of New Mexico Territory. By 1881, this largely desert country was settled by a mix of cattle ranchers and miners seeking silver and gold in the hills and river valleys. Tombstone was founded in Cochise County in 1870, but only really started to grow rapidly when silver was found in the vicinity in about 1877. At present it is a prosperous town with its own newspaper, two saloons, and a jail. As a western boomtown, it attracts its share of prospectors and swindlers, bandits and businessfolk, gunslingers and gamblers. Profitable ranches surround the town and an Indian reservation is located to the southwest. The railroad is due to come to Tombstone on its way to the west coast, which will surely enhance the future prospects for the town. As the town grows, so too does the tension as the forces of law and civilisation struggle against outlawry and chaos. Will the West remain wild, or will it be tamed?

Arizona is at present considering applying to the federal government to be granted statehood. The territory capital was until recently the city of Prescott, but the Republican Governor of the territory, Frank J Cooper, took that status away after the Prescott rodeo got out of hand, resulting in its saloons and schoolhouse being burnt to the ground. It is not yet decided which town the governor will grant the status of capital for Arizona Territory.

## Tombstone Officials

**Mayor Lawrence Murphy** presides over the Town Council, **Judge Roy Bean** dispenses justice, **Sheriff Washington Dimsdale** and his **Deputy Tom Destry, Jr** keep the peace in town while County **Sheriff Bill Cobb** has jurisdiction outside of town in Cochise County. The Town Council consists of eleven members of whom six are elected (**Hezekiah Beckum, John Clum, Stella Marks, John Cort, Bill Cobb** and a vacant seat), five hold a seat because of their profession in the town (Judge – **Roy Bean**, Sheriff, Town Doctor – **Doctor Frederick Hostetler** and **Doctor Michaela Quinn**, Town Teacher – **Julie Maragon**) and the elected mayor chairs and has the casting vote. There is currently a vacancy on the council owing to the recent disappearance of an elected councillor, the Bank Manager, Alexander Mitchell, and **Washington Dimsdale** is holding his seat as acting Sheriff until a new Sheriff is elected. To be eligible to vote, all resident in Tombstone this weekend must register with the Council's Elections Officer, **Hezekiah Beckum**.

## The Indians

The local tribe of Cherokee Indians have an encampment in Cochise County, near to the town of Tombstone. They

thus fall into the jurisdiction of County **Sheriff Bill Cobb**, rather than the Tombstone sheriff.

Two Bears, the local Cherokee chief, has never been seen in Tombstone. However, his two sons, **Spotted Horse** and **Little Big Man**, are frequent visitors. Townsfolk may also see **Speaks With Nations**, the tribe's medicine woman.

In the early days of Tombstone, a treaty was signed with the Indians and ratified by Washington. This offered protection to both townsfolk and Indians, guaranteed by the Seventh Cavalry. Now Tombstone is growing, and the townsfolk would like to renegotiate the terms of the treaty.

Recently, there have been rumours of trouble between the Indians and certain White Men. The details are unclear.



## Specific Rules for *Once Upon A Time In Tombstone*

These are the specific rules for *Once Upon A Time in Tombstone*. You don't need to memorise these – just read through them and refer to them when you need to.

### Quick Start Rules

Each character has a summary of who they are, where they start the game, and some suggested first moves. These are so that if you've arrived late, or if you're new to freeforms, you can start playing with a minimum of delay.

The first moves are suggestions only – if you want to do something else, go right ahead!

### Overall Objectives

The overall objectives on your character sheet give you a general view of your character's outlook on the world, apart from specific plot-related goals, at the start of the game. We see this as defining the essential spirit of the character, that gives his or her individual motivation.

These objectives should give you a take on how to approach playing your character, but shouldn't restrict your character from growing during the game. Events and relationships that develop over the weekend may change dramatically your character's worldview and aspirations. If this happens, you may rethink your character's approach to life and alter his or her overall objectives as you see fit.



### Help! How do I ....?

**Buy some provisions, Levi's blue jeans, a lantern, some flour, etc ...**

For straightforward domestic retail purchases you can buy directly from the stores by seeing the Tombstone Main Street GM or place an order using the Montgomery Ward mail-order catalogue ("Satisfaction Guaranteed or Your Money Back.").

For purchases of common items you can buy directly from either Murphy's General Store or Earp's Emporium. **Mayor Lawrence Murphy** and **Wyatt Earp** have store managers who can serve you – see the Tombstone Main Street GM. For uncommon items or wholesale quantities you will need to talk directly with Mr Earp or Mayor Murphy. A mail-order delivery will take one whole game session to arrive.

**Buy a plot of land or build a house, ranch, or shop**  
See the rules later in this booklet.

**Contact the East, my family, the government**  
Send a telegram from the Western-Union Telegraph Company office (Tombstone Main Street GM).

**Deposit/withdraw money at the bank**  
See the Tombstone Main Street GM.

**Borrow some money from the bank**  
See the bank manager- **Joshua Smith**.

**Get married**  
Arrange a wedding ceremony with **Preacher Elijah Cort** or **Judge Roy Bean**.

**Report a crime/ Have a criminal arrested.**  
Crime in town: see the town sheriff. (Game start: **Sheriff Washington Dimsdale** or his deputy **Tom Destry**.)

Crime in Cochise County (County outside town limits): see **Sheriff Bill Cobb**.

Crime across territory or state lines (You need a federal marshal): See **Marshal Sierra Jones** or **Marshal Rooster Cogburn**.

**Have a mineral sample tested and evaluated**  
See **Doctor Frederick Hostetler** the town assayer.

**Get medical help**  
See **Doctor Frederick Hostetler**, **Doctor Michaela Quinn** or **Speaks with Nations**.

**Get a lawyer**  
See **John Clum**.

**Register to vote**  
See Elections Officer **Hezekiah Beckum** – if you have any questions on the town's electoral system.



### Pardners

Butch and Sundance. Wyatt Earp and Doc Holliday. The Lone Ranger and Tonto. They're more than friends – they stick with you through thick and thin. They're people you can rely on. We call them Pardners.

Pardners help each other out and come to each other's aid in times of hardship. A Pardner won't let you down. A Pardner will help you achieve your objectives, as you will help them achieve theirs.

Everyone has at least one Pardner ability card. You can't use your own Pardner ability – you must exchange it with someone else. You're now Pardners!

It's up to you whom you choose as your Pardner, but we recommend waiting for a suitably dramatic moment before offering to become Pardners with someone. Perhaps they have intervened in a fight to help you, loaned you a poker stake, or even just bought you a whisky.

A Pardnership may be broken at any time – just return the Pardner ability and ask for your own back. It must be returned immediately. However, you should only break a Pardnership with good reason, and don't be surprised if your ex-Pardner holds a grudge.

If you break a Pardnership, you must give your ex-Pardner a reason why. Act out the breaking of the partnership – preferably in front of other people.

Romance between two Pardners automatically supersedes, and breaks, the Pardnership. Return each other's Pardner ability cards.



## Romance

The human heart can be fickle. Who knows which villainous outlaw may be redeemed by the love of a good woman, or which woman may choose to follow her lover into a life of crime?

These romance rules are intended to add that random, fickle element to the game. We hope they will give you extra opportunities for role-playing and interacting with people outside your main plots.

### Name badge hearts

Most characters have two-sided name badges. One of these sides has a Heart, one does not. A character with a heart on display on their name badge is open to romance. Someone without a heart on display is not – either they're already in love or are not the romantic type.

### Romance cards

Everybody has a 'Poker hand' of five playing cards marked with a large R on the back. This is your Romance Hand. The cards should *not* be used for playing Poker but are instead for resolving romance.

## How to resolve Romance

Two players, both of whom have hearts visible on the name badges must agree to test for romance. How you roleplay to get up to this point is up to you. However, since this is a game of classic Hollywood Westerns, the two characters in question must be different sexes.

Now find somewhere quiet, you're going to have an Intimate moment together. The exact form the intimate moment takes is up to the characters. It may be a stroll in the moonlight, a horse ride and picnic or a visit to a back room in a saloon. This is when 'Intimate' ability cards may be played.

Next each select once card at random from the other person's Romance Hand. Keep the card you have selected – it is now part of your Romance Hand. Compare the cards:

- If the cards are identical, this is True Love
- If they are both the same suit, you are In Love
- Otherwise, there's no effect

## Being In Love

You should now exchange Romance ability cards and turn your name badges round so the Heart is no longer visible. In addition, lovers may not be Pardners. If you had previously exchanged Pardner abilities with each other then you must return them. You can still be a Pardner of somebody else.

What you do next, in terms of exchanging secrets and sharing goals, is up to you both. Do whatever seems most appropriate and fun. It may be that lovers won't know each other's deepest secrets from the start, but learn them as they spend more time together. However, please remember that love is always mutual in this game. Do not use these rules to gain advantage over another character.

## True Love

True Love is like being in love, only more so. Your characters are now bound together forever.

You should have no secrets between each other. Each of you will be prepared to betray what they had previously held dear – morals, friends, family etc – to help the other.

Which way the two of you agree to go – good, bad or somewhere in between – is up to you.

## Falling out of love

Something may happen to make one person fall out of love. There are no mechanics for this – it's just a role-playing thing. If somebody decides they're no longer in

love they need to tell their lover. Return each other's Romance abilities and turn your name badges back to the Hearts are now visible. Roleplay the end of the romance as you wish.

There is, of course, no falling out of True Love.

## And finally

Firstly, remember you're role-playing romance, not engaging in it. Please do not touch or kiss other players unless you're absolutely sure they're comfortable with it. If in doubt, ask them out of character.

Secondly, these rules are intended to be fun and to add to your enjoyment of the game. If two of you want to ignore the card-swapping mechanic and fall in love anyway, then please go ahead.



## Law and Order

### Jurisdiction

Law in Tombstone itself is the responsibility of the Town Sheriff and his deputies. **Washington Dimsdale** holds the post of Town Sheriff temporarily until somebody is properly elected.

Meanwhile, **Sheriff Bill Cobb** has jurisdiction over surrounding Cochise County, including the Indian Territory (but not Tombstone itself).

In game terms, that gives jurisdiction to Dimsdale and his deputies downstairs and in the Last Chance Saloon, and to Cobb and his deputies elsewhere upstairs.

Finally, Arizona attracts its own share of US Marshals, usually in pursuit of a wanted criminal or dangerous desperado. The Marshals have jurisdiction wherever they choose.

### Deputies and deputising

Only sheriffs can deputise people. This can be formal – actually employing deputies – or informally, deputising volunteers on the spur of the moment for Posses etc. Sheriff Dimsdale has one deputy – Tom Destrj Jr. Sheriff Cobb has several deputies (these are NPCs treated in the game like Henchmen).

Deputies have the same jurisdiction as their boss. Employed deputies remain in the job only as long as their boss does. Informally deputised characters can be

discharged at any time and will always be automatically discharged at the end of each game session.

## Arresting people

A suspect can be considered safely under arrest when they're in jail or a sheriff or deputy has the drop on them and takes them prisoner (see the Gunfighting rules).

Anybody under arrest must be brought to trial the next time **Judge Roy Bean** holds his Sessions. If this does not happen for any reason, the arrested person must be released.

The jail is situated in town and visitors must be granted access to prisoners. The single jail cell also has a small, barred back window. Prisoners may be searched, but no items may be taken from them. However, their weapons are deemed to be removed for the duration of their arrest and trial.

Because there may be a gap of a few hours between somebody being arrested and tried, and we don't want people to get bored, the players of characters who are 'in jail' may move about freely as a friend of their character, wearing a badge saying 'In Jail'. They may have conversations and use items and abilities as their character, provided all parties agree in advance that such interactions occur through the cell window or in jail (and, preferably, go there). Characters who are in jail may not engage in combat or be attacked.

The town sheriff, as proprietor of the jail, may agree to release characters awaiting trial on bail. He or she can agree the terms of such bail as they wish.

## Trials

The only judge within a reasonable distance of Tombstone is the famous (or notorious) **Judge Roy Bean**, often called "The Law West of the Pecos". Bean conducts regular Sessions from his "courtroom" in a saloon. A suspect must be brought to trial at the next Sessions following his/her arrest.

These sessions should be at least once per game period subject to need and the Judge's availability.

Judge Roy Bean will conduct the trial in his own idiosyncratic style. The normal requirements for a trial would be:

- A Judge (always Judge Roy Bean)
- A prosecutor
- A defending lawyer
- One or more defendants
- Witnesses
- A jury (whoever happens to be in the bar at the time)

Note that, from time to time, Judge Roy Bean fills some or all the roles of prosecutor, defender and witness as well as Judge.

The usual trial process is:

- Name the defendants and confirm their identities
- Read the charges
- Defendants plead Guilty or Not Guilty
- Prosecution case presented
- Defence case presented
- Judge's summing up
- Jury reach their verdict
- Sentencing (if required)

Note that this is the normal trial process and Judge Bean often varies it. He also likes to keep trials quick (*as do we GMs*) and may fine participants for time-wasting. The judge may direct the jury to reach a particular verdict and also throw out cases if he thinks even trying a case is inappropriate. If this happens, he may fine arresting parties for wasting the court's time.

Whilst Arizona remains a territory, the notional right of appeal is to the Territory Governor, Frank J. Cooper. However, he is usually too busy to heed these and an appeal to him does not delay execution of sentence, including hanging. Should Arizona become a state there would be a more formal appeals process, with any death sentences held pending appeal.

Judge Roy Bean may pass any sentence he sees fit. However, characters may not be sentenced to death until Sunday and jail sentences can only be for a maximum of one hour.

## The Town Council and the Law

The Town Council sets local by-laws for Tombstone. This worthy body may add extra laws to the statute books, if it feels the need is sufficiently urgent.

However, the Town Council must be careful not to anger the inhabitants (who elect the Council members), the Territory Governor, or even Judge Roy Bean (who might find new laws "unconstitutional").

## Liquor, Gambling and Entertainment licences

Judge Roy Bean grants all liquor, gambling and entertainment licences within Cochise County and has the power to revoke licences if he sees fit.

The Oriental Saloon and Last Chance Saloon both have all required licences for poker, liquor, Faro and entertainment.

## Wanted and Reward Posters

Wanted and Reward posters can be found in the Jail and Telegraph office.

A *Wanted Poster* is "proof" that the named person has already been convicted for a particular crime. As such, s/he can be thrown in jail immediately (for 60 minutes maximum), without the need for a trial. Any reward can be claimed from the Town GM.

If the name on the poster doesn't match that on the prisoner's badge, two signed witness statements are required, to "prove" that the two people are one and the same. If anybody signs a statement contradicting this, then a further statement in support is required (i.e. There must always be two more statements claiming positive identification than against).

A *Reward Poster* is similar to a Wanted Poster, but doesn't name the miscreant(s) who committed the crime. If someone is successfully convicted, the reward will be paid out as the court sees fit.



## Combat

Because we want to ensure that people have the maximum amount of fun playing their characters over the weekend, there is a strict rule – **no character can die before Sunday**. Therefore all combat between characters is purely non-lethal until then. On Sunday, anything goes, and any showdowns that take place may be fatal for quite a few of the heroes and villains of the game. This keeps to the tradition of westerns that none of the major characters dies before the final reel, when it is all right to go out in a blaze of glory – or infamy.

However, to replicate the violence and danger portrayed in the genre, it is possible for henchmen to be killed. In fact, if your character has henchmen, one of their prime purposes is to die protecting your character if you are attacked during the game.

## Henchmen

Some players can have henchmen. Henchmen stay with the Big Country GM unless they are accompanying a player character. So, for example, the Cowboys all stay out of sight, unless they are accompanying Curly Bill or one of his lieutenants.

Henchmen are represented by badges showing their name and affiliation. Characters who start the game with henchmen have a spare badge holder – when you are accompanied by henchmen you should put the henchmen

badges in the holder and wear it. Anyone at any time can check how many henchmen you have with you. Please note that the normal limit is a maximum of four accompanying henchmen. If you acquire henchmen during the game and want them to accompany you, please get an extra badge holder from a GM. When you want to be alone, remove the badges and return them to the Big Country GM.

When an accompanied player is involved in combat, damage is always applied to henchmen first. If a henchman takes wounds, they are killed – the henchman cannot be healed.

Henchmen can be used as guards or sent to do certain simple missions, but can't be relied on. You should not rely on your henchmen to do anything important.

## Gunfighting

Violence is a fact of life in the Old West. Guns are widely carried, and all too often used.

A gunfight may start one of two ways. Either it's started deliberately, or it's from an attempt to get the drop on somebody which goes wrong.

### Gunfight basics

Protagonists have two important attributes: **Speed** and **Accuracy**. Both can be adjusted by Ability cards and items. In all cases, these rules refer to adjusted Speed and Accuracy.

***Anyone without a gun drawn/readied when the count begins is at -2 Speed for the first round only.***

Characters shoot in **Speed** order, highest first. The best way to do this is via a countdown. The highest (unadjusted) speed in the game is 10, so that's generally the best place to start. Characters with the same Speed cut cards to see who shoots first.

In a turn of combat, each character typically shoots just once. (Some special abilities allow more than one shot per turn).

For each bullet, the outcome will depend on the shooter's **Accuracy** (adjusted by items and abilities):

- An Accuracy of +4 or better is required to Wound a player character, or to Kill a henchman
- An Accuracy of +8 or better is required to Incapacitate a player character.

***Wounded characters are at -1 to both Speed and Accuracy until healed.*** The GMs have a stock of "I am Wounded" badges, to be worn until healed. Please role-play your wounds.

A Wounded character may still shoot back if they can. An Incapacitated character may not. Any character who takes two Wounds in one gunfight (or who was already wounded and takes another wound) becomes Incapacitated.

A character choosing not to shoot in a combat round may make a Fair Escape at the end of that round.

A few notes:

- Few of the classic Westerns bother tracking ammunition carefully; we don't either.
- Ability cards have precedence over these rules (i.e. if in doubt, believe the card).

### Getting the drop on somebody

To get the drop on somebody, point a gun at them and say "I've got the drop on you". Then show them your Speed.

They may either give up (and accept you have the drop on them) or resist. If they resist, they must show you their net Speed (including the -2 penalty for not having a gun drawn if appropriate).

Now compare net speeds:

If your net speed is at **least 2 greater than theirs**, you have successfully got the drop on them. For **only one** of the characters you may take **one** of the following 5 actions (see 'Incapacitated Characters' for full details):

- Take no action
- Search them (see what they have)
- Rob them (take all their cash)
- Take a named item (not their gun)
- Take them prisoner

If their net speed is at **least 4 greater than yours**, they have got the drop on you! They can act as above.

Otherwise, it's **too close to call**. A gunfight starts immediately between you and them. Because of the delay, they are assumed to have a gun drawn (if it wasn't already).

You can try to get the drop on a group of up to three people, provided they're all close together. If you try to get the drop on more than one person then a range of outcomes is possible. If this happens then assume a gunfight takes priority followed by somebody having the drop on you.

### Starting a gunfight

To start a gunfight, pull a gun and make it clear you're initiating combat (for example by saying "I'm a-callin' you out ...") then start a slow count from 5 to 1, ending in "Draw!"

During the slow count, people in the vicinity need to decide whether they're "in" the fight or "out" of it.

Anyone who claims *not* to be in the fight can still be targeted; they may play Ability cards, but cannot shoot. After the first round, anyone not in the fight can make a "free" Fair Escape. However, they must leave the area, as per the usual Fair Escape rules.

## Fair Escape

Someone who has not fired in a combat round may choose to make a fair escape at the end of that round. They *must* leave the area and may not return at least until the combat has been fully resolved and the other combatants have themselves had a chance to leave.

Characters who have made a Fair Escape may not be attacked by people from the combat they've just left for at least 10 minutes.

## Henchmen in gunfights

A character in a gunfight who is accompanied by Henchmen may not be Wounded or Incapacitated until all their Henchmen are dead.

Henchmen do not themselves shoot (well, ok, they do – but not accurately enough to bother anybody). The purpose of Henchmen in combat is to look menacing, then take a bullet for their employer. It's tough being a two-bit henchman in a Western!

Note that, in general, a character may be accompanied by a maximum of four henchmen.

## Incapacitated characters

**Characters may not be killed until Sunday.** Before then, a character who suffers two wounds in combat or is hit with an accuracy of +8 or better is Incapacitated. They take no more part in the combat until it is over.

After the Combat, those left standing are considered the victors. For each Incapacitated character, the victors must agree to do *one* of the following:

- Take no action (the character is free to go)
- Search them (see all items and cash they are carrying)
- Rob them (take all the cash they're carrying)
- Take an item (name an item and take it if that character has it. **NB: You may never take somebody's gun**)
- Take them prisoner (you have them in your control for 10 minutes after which time, unless taken to jail, they may make a Fair Escape)
- Leave them unconscious (make the player take damage from the shot which incapacitated them and leave them unconscious where they fell. They

remain so for 5 minutes unless aided, but may not be searched, and keep all their property)

- Kill them (**Sunday only**. You may search the body and take anything you want from it. Including their gun)

Note that in all but the last two cases above, the Incapacitated character does not actually take any damage from the last shot. You're assumed to have shot their gun out of their hand or similar.

## Formal gunfights

A formal gunfight will always be between exactly two characters (with no henchmen) in open ground. It's the classic showdown.

It continues until one character is Incapacitated, surrenders (you now have the drop on them) or makes a Fair Escape (which is very bad for the reputation...)

Although Judge Roy Bean has the final say on legal matters, the basic fact is that if you are in a duel (or showdown) then you are there of your own free will. It ain't murder if you die – it's self-defence.

## Skirmishing

A skirmish is a gunfight between more than two characters or involving henchmen. Skirmishes between lots of characters will be time-consuming and probably require a GM.

## Taking somebody's gun

If you Incapacitate somebody in a gunfight, you may *not* take their gun. This is unrealistic, but exists for game balance.

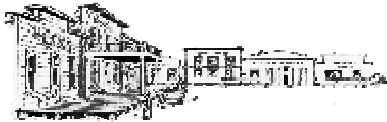
Similarly, characters on trial or in jail may keep their weapons but are deemed to be unarmed until released.

Characters who give up their weapons voluntarily for a period (e.g., if a saloon has a 'No Weapons' policy) must always get them back when appropriate (e.g. when they leave the saloon).

## Gunfighting summary

1. Make it clear you're initiating combat, then make a slow count: "5, 4, 3, 2, 1, DRAW"
2. During the count, everyone in the vicinity decides whether s/he's "in" (can shoot; can be targeted; can play Abilities) or "out" (can't shoot; can be targeted; can still play Abilities; can Fair Escape after first round)

3. The alternative to the above two stages is an attempt to get the drop on somebody that goes wrong
4. All those who are "in" the fight compare adjusted Speeds.
5. In order of adjusted Speed, highest first:
  - Declare the target
  - The target character can play relevant Abilities
  - Work out the shooter's adjusted Accuracy:
  - +4 is sufficient to kill a henchman, or wound a player character
  - +8 is sufficient to Incapacitate a player character on Sunday only.
6. Once everyone in the fight has had a chance to shoot (or been Incapacitated), a new round starts. (Those who did not shoot in the round can now claim a Fair Escape, and flee).
7. When the fight is over, the victors may do *one* of the following things to each of the incapacitated characters:
  - Take no action
  - Search them (see what they have)
  - Rob them (take all their cash)
  - Take a named item (not their gun)
  - Take them prisoner
  - Leave them unconscious
  - Kill them (*Sunday only*)



## Buying land in town

Tombstone is a fast-growing town, but there are still some vacant lots in town. These rules cover how to buy a plot of land and construct a building.

### Buying vacant lots in town

Land in town is sold in lots. These are shown on the town map. Some lots are reserved by the Town Council for civic use. The remainder are available for sale.

The Town Council has initially set the price of each lot at \$500. It can vary this as it wishes.

To buy a vacant lot, see the Town GM. You will be given a deed of ownership for the lot.

### Buying lots from other characters

To buy a lot from another character you need to agree a price and then both go to the Town GM. They will

register the sale and change the owner's name on the lot deed.

## Land in Cochise County

### Acquiring unclaimed land

Much of the land in Cochise County is still unclaimed. Acquiring ownership of this is a three stage process:

1. Know which land you want (you need a grid reference for this)
2. Register your claim to it. Go to the Big Country GM. They will check to see if there are any prior claims and, if not, record your interest. The Town Council charges a fee of \$50 per grid of land claimed
3. Finalise your claim. You must return to the Big Country GM sometime during the first two hours of the next game period. If by this time your claim has not somehow been successfully challenged, you gain ownership of the land and the appropriate title deed

You can only safely ranch, mine or otherwise use land when you own it.

### Buying land from other characters

To buy some land from another character you need to agree a price and then both go to the Big Country GM. They will register the sale and change the owner's name on the relevant deed.

## Construction

Once you have an empty lot, you need to put a building up on it. To do this, you need two things: Timber and Manpower. (NB: The construction rules also apply to buildings outside town, such as ranch houses.)

### Obtaining timber

The basic unit of timber is the wagon-load. Different buildings require differing amounts of timber. Consult the Town GM for precise details of how much, but as an example a church would require 15 wagon-loads. Some characters have abilities which slightly reduce the amount of timber required.

A limited amount of timber can be ordered per session from the Town GM. This timber will arrive at your lot one hour into the next session. It initially costs \$200 per wagon-load.

Should Tombstone acquire a nearby railroad station then the cost of timber will fall and more will become available per session.

A few characters may have their own stockpiles of timber available and be prepared to sell them.

## Manpower

The amount of manpower required is constant whatever building you're constructing. You need ten people (player characters) working together for ten minutes. During this time, please make appropriate noises and actions (think of something like a 'barn raising' scene). If a character leaves the job before work is completed they can be replaced by somebody else.

Some characters have abilities which reduce the amount of manpower required. If support from your friends isn't available, then it is possible to hire labourers for \$100 per head.

## When the job is done

When you've finished construction, please go to see the Town GM (or the Big Country GM if the building was outside Tombstone).



## Poker

Poker is an easy game to learn – if you've not played before we'll have a Poker Director in the Oriental on Friday night as well as a practice poker session on Friday afternoon before the game. If you're ever not sure about how something works, ask a GM or somebody nearby out of character.

Don't worry about playing a gambler if you've never played poker before. We have ways of improving the odds....

## Basic Rules

For the Tombstone Draw Poker Competition we will be playing five card draw – with no jokers or wild cards. Outside of the poker competition we suggest you do the same, as the poker abilities are designed for this game.

The cards are ranked (from high to low) Ace, King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, Ace. Ace are always high, except in a straight of Ace, 2, 3, 4, 5, where the high card is the 5. There are four suits spades, hearts, diamonds and clubs; all are equally ranked. All poker hands contain five cards and the highest hand wins. When two or more hands are exactly equal, they tie and the pot is shared.

## Table Stakes and Chips

When you want to play poker, change some cash for chips and find a game. Games will usually be played in one of the two saloons. There are three denominations of chips: White (\$1), Red (\$10), Blue (\$50). You don't have to bet with chips and, indeed, can 'bet the farm' if you can agree a fair value with your opponents, but we generally recommend it.

When playing poker, you are risking at most the amount of money on the table in front of you. It is not possible to be forced out of a pot by somebody with more money than you making a very large raise. If this happens, the pot will be split (possibly several times). We're not going to explain how this works here, as the GMs and sufficient players understand it.

## Dealer

Choose a dealer (usually by cutting cards) at the start of each game of poker. The dealer moves to the left after each hand.

## Betting

To begin, all players must 'ante' something into the pot (amount varies by game, our games are typically a dollar chip) just to get dealt cards. The dealer gives each player five cards, and a round of betting follows, in clockwise order from the dealer. You have one of four choices:

- **Check** - If you owe nothing into the pot, you can stay in the hand and bet nothing.
- **Raise** - You first bet enough to match what has been bet since the last time you bet ('see'), then you 'raise' the bet another amount.
- **Call** - You bet enough to match what has been bet since the last time you bet.
- **Fold** - You drop out of the current hand (losing any possibility of winning the pot), but you don't have to put any money into the pot. Note – **do not reveal your cards when you fold.**

The key thing to remember about betting is that, at every stage of the hand, everybody who is still in must have bet exactly the same amount of cash. To make keeping track of this easier, we strongly recommend you keep your bets in front of you, separated both from other players' bets. Betting continues until everyone calls or folds after a raise or initial bet.

For example:

- Annabelle Bransford bets \$10
- Bret Maverick raises her \$10 – he puts in \$10 to match the original bet and another \$10
- Doc Holliday calls – he puts in \$20 to match the current total

- Slick Sandhope raises another \$20 – he puts in a total of \$40
- Buffalo Bill Cody folds
- Annabelle Bransford calls – she puts in \$30 (so her total is now \$40)
- Bret Maverick calls – he puts in another \$20
- Doc Holliday folds
- Slick Sandhope has been called and may not raise again

Now each player can discard up to 3 cards and the dealer will deal them replacements in turn. Another round of betting takes place until everyone has called or folded. At the end of betting, players reveal their hands and the highest hand wins the pot.

## Ranking of Hands

### Royal Flush

The Ace, King, Queen, Jack and Ten of the same suit.

### Straight Flush

Five cards of the same suit in numerical order. The highest ranged hand wins. Aces can be either high or low, but cannot be used to ‘wrap around’ (i.e., Ace-2-3-4-5 or Ace-King-Queen-Jack-10, but not Queen-King-Ace-2-3).

### Four of a Kind

Four cards of the same number. The highest value four of a kind wins (four Kings beats four 8s).

### Full House

Three of a kind plus two of a kind. The highest value three of a kind wins.

### Flush

Five cards of the same suit, any numbers. If there are more than one flush, the highest card wins.

### Straight

Five cards of any suits in numerical order. The highest ranged hand wins. (Queen-Jack-10-9-8 beats 7-6-5-4-3).

### Three of a Kind

Three cards of the same number. Highest value three of a kind wins.

### Two Pair

Two distinct pairs of cards and a fifth card. The highest pair wins. If both hands have the same high pair, the highest second pair wins. If both hands have the same pairs, the high card wins.

### Pair

Two cards of the same number. The highest pair wins. If both hands have the same pair, the high card wins. If these are the same, the next card down is considered.

### High Card

A hand that doesn't qualify as any one of the above. If nobody has a pair or better, then the highest card wins. If several people tie for the highest card, they look at the second highest, then the third highest, etc. High card is also used to break ties when the high hands both have the same type of hand (pair, flush, straight, etc).

## Poker abilities

To simulate characters' skill and luck at poker, and to make the games more “cinematic”, some characters have a number of abilities that they can use during poker games. The abilities are self-explanatory, and use the following terminology:

- Hand: a single “round” of poker.
- Game: a series of hands. A game starts when you are dealt into a hand and ends when you leave the table to do something else. It includes the whole of a round of the poker tournament.
- Poker ability: These are generally played at the start of a hand or game and you can play as many of these as you wish.
- Poker Bluff: These are played face down after the first round of betting and are only revealed and take effect at the end of the hand, and only if you have not folded by then. A poker bluff ability is only used if it is revealed. Each player may only play one poker bluff ability per hand.
- Only reveal if you show your hand: When you fold before the end of a hand, you do not show your cards. If you stay in the game until the end, you show your playing cards to see who wins. Only show your ability card if you are revealing your playing cards at the end of the hand.
- After the first round of betting: Some abilities can be played after the betting has finished going around the table and before players discard cards and are dealt replacements.
- Draw extra cards and discard: Poker bluff abilities that allow you to do this are played after the first round of betting, but the extra cards are drawn and discarded at the end of the hand, just before you show your cards.



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## TOMBSTONE DRAW POKER CHAMPIONSHIP RULES

***\$500 entry fee – winner takes all!***

**Royal Flush**

**Straight Flush**

**Four of a Kind**

**Full house**

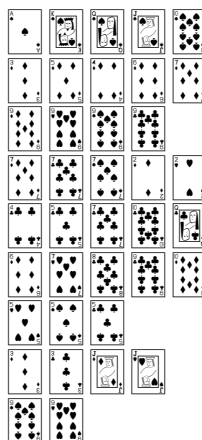
**Flush**

**Straight**

**Three of a kind**

**Two pair**

**One pair**



Chip values: White = \$1, Red = \$10, Blue = \$50

In each round, all players cut cards to determine the dealer for the first hand. Dealing then passes to the left. Play continues until only one player is left or for one hour; the winner of the round has the most money. First and second round minimum bet (and ante) is \$10. Final round minimum bet (and ante) is \$50.

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## Remembrance

We realise that this game starts on Remembrance Day and finishes on Remembrance Sunday. We regret that our game has ended up clashing with this important national event and that as a consequence of this some players may not be able to mark the two minutes' silence on Sunday as they might otherwise have wished to do.

As our mark of respect to all those who have sacrificed their lives for us, we include below the words of President Lincoln spoken at the dedication of the Civil War cemetery in Gettysburg on November 19, 1863. Although these words were written for a particular event, we do long remember them and the dead of all wars.

*“Four score and seven years ago our fathers brought forth on this continent, a new nation, conceived in Liberty, and dedicated to the proposition that all men are created equal.*

*“Now we are engaged in a great civil war, testing whether that nation, or any nation so conceived and so dedicated, can long endure. We are met here on a great battlefield of that war. We have come to dedicate a portion of that field, as a final resting place for those who here gave their lives that that nation might live. It is altogether fitting and proper that we should do this.*

*“But, in a larger sense, we can not dedicate -- we can not consecrate -- we can not hallow -- this ground. The brave men, living and dead, who struggled here, have consecrated it, far above our poor power to add or detract. The world will little note, nor long remember, what we say here, but it can never forget what they did here. It is for us the living, rather to be dedicated here to the unfinished work which they have, thus far, so nobly advanced. It is rather for us to be here dedicated to the great task remaining before us -- that from these honored dead we take increased devotion to that cause for which they here gave the last full measure of devotion -- that we here highly resolve that these dead shall not have died in vain; that this nation shall have a new birth of freedom; and that government of the people, by the people, for the people, shall not perish from the earth.”*

## Once Upon a Time in Tombstone – Game Timetable

Day	Time	Event
Friday	7pm	Briefings
	8pm	<b>Official game start (everybody arrives)</b>
	8.30pm	Poker director available to help players learn poker
	10pm	Theatrical Troupe's Stage Show
	11pm	Buffalo Bill's gunfight contest
		<b>Midnight GMs offline</b>
Sat morn	9am	<b>Start of session 2</b>
	9am	First Town Council Meeting
	10am	Poker contest first round (every entrant)
	Noon	The Great Horse Race
	1pm	Deadline for voter registration
	1pm	Candidates for Sheriff and Town Councillor must be in
	1pm	<b>Lunch break</b>
		<b>Start of session 3</b>
Sat aft	2pm	<b>Start of session 3</b>
	3pm	Hustings for Sheriff and Councillor candidates
	4pm	Poker contest second round (best 12)
	5pm	Election opens for Sheriff and Councillor
	5pm	County fair - dancing, etc.
	6pm	Election ballot boxes close
	6pm	<b>Dinner break</b>
		<b>Start of session 4</b>
Sat eve	8pm	<b>Start of session 4</b>
	8pm	New Sheriff and Councillor are announced and sworn in
	9pm	Poker contest final (last 4)
	10.30pm	Poker contest prize giving
		<b>Midnight GMs offline</b>
Sun	9am	<b>Start of session 5 - characters may now die</b>
	11am	Weddings
	High noon	Final showdowns
	1pm	<b>Game ends</b>
	2 pm	Game wrap