

# Lawmen v Outlaws

A Wild West roleplaying game for Fudge



Polar Blues Press

# Lawmen v Outlaws

## A Fudge Roleplaying Game

Art and Text by Polar Blues Press

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### ABOUT FUDGE

FUDGE is a role-playing game written by Steffan O'Sullivan, with extensive input from the Usenet community of rec.games.design. The basic rules of FUDGE are available on the internet via anonymous ftp at oz.plymouth.edu, and in book form or on disk from Grey Ghost Press, Inc., P.O. Box 838, Randolph, MA 02368. They may be used with any gaming genre. While an individual work derived from FUDGE may specify certain attributes and skills, many more are possible with FUDGE. Every Game Master using FUDGE is encouraged to add or ignore any character traits. Anyone who wishes to distribute such material for free may do so — merely include this ABOUT FUDGE notice and disclaimer (complete with FUDGE copyright notice). If you wish to charge a fee for such material, other than as an article in a magazine or other periodical, you must first obtain a royalty-free license from the author of FUDGE, Steffan O'Sullivan, P.O. Box 465, Plymouth, NH 03264. You must include at the beginning of each derivative work the following disclaimer, completed with your name, in its entirety

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# INTRODUCTION

## WHAT IS LAWMEN V OUTLAWS?

**Lawmen v Outlaws** is a Wild West role-playing game. In **Lawmen v Outlaws** players take on the roles of either lawmen or outlaws. Lawmen keep the peace and protect the little guy from outlaws and other dangers. Outlaws take from the rich, live by their own rules and evade lawmen. If you have a lot of players you can split them between the two sides and see how it goes.

The game uses a variant of the Fudge roleplaying system, designed to be easy to learn and fast in play. New rules including the **Minion Machine** and **Complex Tests** will help you create interesting and varied challenges with little or no advance preparation. Adventure seeds for both lawmen and outlaws are also included. These things combined make **Lawmen V Outlaw** ideally suited for pick-up games.

## THE RULES IN A NUTSHELL

As with standard Fudge everything that matters is measured on an adjective-based scale consisting of the eight sequential ranks listed below. Each rank has a corresponding numeric value.

<b>Terrible</b>	<b>Mediocre</b>	<b>Fair</b>	<b>Good</b>	<b>Great</b>	<b>Superb</b>	<b>Amazing</b>	<b>Legendary</b>
-1	0	1	2	3	4	5	6

A smart character might be a GREAT at maths. An average puzzle might pose a FAIR challenge to solve. Banjos sound TERRIBLE.

## Tests

Actions are resolved with **Tests**. In a Test the gamemaster (**GM**) assigns a Difficulty Rating (**DR**) to a task ranging from TERRIBLE to LEGENDARY. Players roll the dice and add the result to their most relevant **Trait**. The task succeeds if this total meets or beats the DR. The degree by which the result beats its DR is called Margin of Success (**MoS**) and can be important.

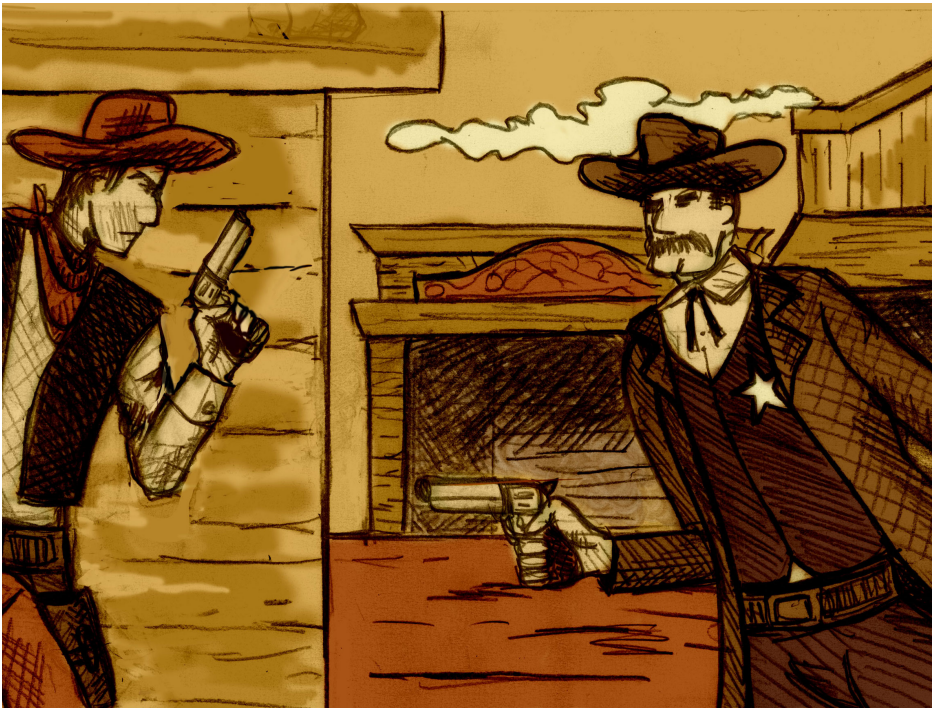
Tests are always resolved from the player's point of view. The GM never rolls dice during Tests.

Results from Tests are capped. The outcome from a Test cannot be worse than TERRIBLE or better than LEGENDARY.

### The Dice

**Lawmen V Outlaw** uses Fudge dice for Tests. If you don't have Fudge dice you can use regular six-sided dice, referred to as 'd6's, instead. Roll 2 differently coloured dice designating one colour as positive and one as negative. The result will be between -5 and +5 which isn't the same as with Fudge dice but it is close enough.

Some Tests may call for **Expert Dice**, typically when a character has specific knowledge or experience relevant to the task at hand in the form of a **Gift**. When using Expert Dice, roll the dice as normal and treat any result that scores less than 0 as 0.



# CHARACTER CREATION

## Character Creation Summary

1. Traits *Assign the following ranks to your Traits; 1 GREAT, 2 GOOD, 1 MEDIOCRE. All other Traits are FAIR*
2. Background *Choose one*
3. Gifts and Flaws *Choose 1 Gift (in addition to any Gifts granted by your Background) and any number of Flaws*
4. Secondary Traits *Set Hit Points to 5, Fate Points to 3, Reputation to FAIR and Defence to the average of Move and Focus*
5. Gear up

## TRAITS

All characters have the seven Traits listed below. When creating a character set one Trait to GREAT, two to GOOD and one to MEDIOCRE. All other Traits default to FAIR. The Traits are:

**Think** represents your intelligence and education. Use for Tests involving knowledge, logic or when performing highly technical tasks.

**Move** is your physical strength, agility and fitness. Use for running, sneaking, lifting or horse riding.

**Talk** is your ability to interact with people. Use when trying to persuade, intimidate or gather information.

**Focus** is your willpower and awareness. Use for perception, tracking, bravery or gambling tests.

**Fix** is your manual dexterity and mechanical aptitude. Use for lock picking, starting a fire or repairing wagon wheels.

**Fight** is for all forms of hand-to-hand combat.

**Shoot** is for all forms of ranged combat.

## BACKGROUND

Backgrounds describe what your character does or used to do. They provide characters with extra, Background-specific Gifts.

### List of Backgrounds

**Cowboy:** Cowboys live on the saddle and look after herds of cattle. When they hit town they just want to blow off some steam.  
Gifts: Trained Horse and Roping.  
Recommended Trait: Move

**Doc:** Doctors, sometimes called sawbones, are skilled in that all important job of patching people up.  
Gifts: Treat Wounds and Expertise<medicine>  
Recommended Traits: Fix (for Treat Wounds),Think

**Dude:** A dude is someone originally from a big Eastern city who has come West looking for adventure and opportunities.  
Gifts: Very Wealthy and Expertise <choose one>  
Recommended Trait: Think

**Entertainer:** Entertainers include actors, singers, saloon girls, bartenders and piano players. They often work full time in a saloon.  
Gifts: Charmed Life and Performance <choose two>  
Recommended Trait: Talk

**Gambler:** Gamblers make a living playing card or dice games.  
Gifts: Uncanny Luck and Read Tell  
Recommended Traits: Talk, Focus

**Gunslinger:** Gunslingers are the feared, gun-wielding fighters of the West. Some are lawmen, some outlaws, a few become legends.  
Gifts: Quick Draw and Gun Twirl  
Recommended Trait: Shoot

**Scout:** Scouts are the masters of the great outdoors. They are known for their stealth and survival skills.  
Gifts: Group Stealth and Expertise <wilderness>  
Recommended Traits: Move, Focus

**Custom Background:** Create your own Background.  
Gifts: Choose 1 Gift from the list of General Gifts  
Recommended Traits: Any

## SECONDARY TRAITS

### Gifts & Flaws

A Gift is a special ability, skill or item possessed by your character. Choose 1 General Gift in addition to any Gifts granted by your Background.

#### List of General Gifts

Acrobat	Mighty Punch
Animal Companion	Performer
Authority	Read Tell
Block	Roping
Covering Fire	Signature Weapon
Expertise: <subject>	Stealing Stuff
Fanning	Stealthy
I Have a Plan	Streetwise
Gun Twirl	Tough
Leadership	Tracker
Martial Arts	Two Gun Fighting
Mean Stare	Wealthy

The full description for each Gift can be found in the Reference Section at the back.

A Flaw is a weakness or hindrance. 'Bad Liar', 'Afraid of Dogs' and 'Wanted in Three States' all count as Flaws. Flaws are intended as roleplaying hooks to make characters more engaging or relatable. Unlike Gifts there is no predefined list of Flaws.

You can have as many or as few Flaws as you like, even none. There are no rewards for taking on Flaws but they are fun.

### Hit Points

Hit Points are a measure of how much abuse you can take in a scrap before things get serious. Damage taken temporarily reduces your current number of Hit Points. You start with 5 Hit Points.

## Fate Points

Fate Points are a resource you can spend when you need an extra boost. Spend a Fate Point to:

- Add a +2 bonus to a Test even after the dice are rolled; this can only be done once per Test
- Trigger a special condition on certain Gifts
- Introduce a new fact, detail or twist into the current scene, subject to GM approval, or make a special purchase

You can earn Fate Points during play. Gain 1 Fate Point whenever:

- Your character does something really cool
- Something totally not-cool is done to your character
- You roll +4 (+5 if you are using d6s) on a Test

Your base number of Fate Points is 3 + any bonus Fate Points from Gifts or Reputation. You start each session with your base number of Fate Points regardless of how many Fate Points you had at the end of the previous session. Unspent Fate Points are not carried over between sessions.

## Reputation

All characters start with FAIR Reputation. As they go on adventures and accomplish notable things, their Reputation will gain ranks. See the Advanced Rules section for details.

## Defence

Defence is a secondary Trait used to avoid getting hit. It's derived from the average between Move and Focus, rounded up. Use the following table to derive your Defence score.

<b>Move/Focus</b>	<b>MEDIOCRE</b>	<b>FAIR</b>	<b>GOOD</b>	<b>GREAT</b>
<b>MEDIOCRE</b>	MEDIOCRE	FAIR	FAIR	GOOD
<b>FAIR</b>	FAIR	FAIR	GOOD	GOOD
<b>GOOD</b>	FAIR	GOOD	GOOD	GREAT



<b>GREAT</b>	GOOD	GOOD	GREAT	GREAT
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## GEAR UP

Characters in **Lawmen v Outlaws** are equipped with whatever makes sense for them to have. This includes a horse, clothes, everyday spending money, a photograph of a loved one and of course a few weapons. Choose two or three weapons from the Regular column on the Weapons Table in the Reference Section.

You don't need to track everyday expenses. If you have to pay for something really expensive, say renting an entire river boat, you can pay for that with one or more Fate Points. Players can pool their Fate Points for this purpose. The payment is only valid for the current session. For continued use you need to pay the Fate Points on a session by session basis.

Finally, a completed character looks something like this:

# Lawmen v Outlaws

Name . *High Stake Kate*

Background . *Gambler ..*

Think . *FAIR* .....

Move . *FAIR* .....

Talk .. *GREAT* .....

Focus . *GOOD* .....

Fix ... *GOOD* .....

Fight .. *MEDIOCRE*....

Shoot .. *FAIR* .....

Gifts *Uncanny Luck* .....

*Read Tell Stealing Stuff*



Defence . *GOOD* .....

Hit Points .. *5* .....

Fate Points . *3* .....

Rep . ... *FAIR* .....

Rep Points . *0* .....

Flaws *Insanely Competitive*

.....

# COMBAT

## INITIATIVE

The initiative roll determines which side - the player characters or their GM-controlled opponents - acts first on any one round.

At the start of each round the GM rolls 1d6.

- On an odd result, the opposing side acts first
- On an even result, the players act first in any order they prefer
- Additionally, on a result of '1', a fresh GM-controlled character joins the opposing side (or one that was previously taken out gets back up with full hit points)
- Additionally, on a result of '6', all the players get a free '+1' bonus on all Tests that round.

Repeat until one side is defeated, driven off or both sides come to an amicable understanding.

## COMBAT TESTS

To make an attack, roll against your Shoot (for ranged attacks), Fight (for close combat) or other Trait if appropriate. The DR is the target's Defence score. The attack succeeds if it meets or beats the DR.

To defend from an attack, roll your Defence. The DR is the rank of the attacker's Trait being used against you (the GM does not make an attack roll). If your roll meets or beats the DR, you avoid the blow.

On a successful attack, the MoS turns into the damage inflicted. Damage inflicted comes off the target's Hit Points. Weapons and Gifts can influence the amount of damage inflicted by an attack.

Example: Sheriff Murphy shoots a bank robber. Murphy has a Shoot Trait of GREAT and rolls +4. The result of the Test is LEGENDARY (GREAT +4 would go 1 rank beyond LEGENDARY but results from Tests are capped).

The robber's Defence Trait is GOOD. As LEGENDARY is four ranks above GOOD, the shot hits with a MoS of +4.

Sheriff Murphy was using a revolver with a +1 weapon damage bonus so the total damage the robber suffers is 5 Hit Points (4 for MoS +1 for the weapon). Ouch!

## WOUNDS AND HEALING

Damage sustained in combat or from other hazards is temporarily taken off the target's Hit Points. Characters whose Hit Points are reduced to zero are **Wounded**. They are knocked unconscious and can take no further action that scene. Wounded characters that receive a second wound are **Seriously Wounded**. A third wound is fatal. Non-lethal attacks do not cause characters to become Wounded when knocked out.

At the end of the scene, characters recover Hit Points as follows:

<b>Not Wounded</b>	Regain full Hit Points
<b>Wounded</b>	Regain half Hit Points (rounded up)
<b>Seriously Wounded</b>	Regain 1 Hit Point
<b>Dead</b>	Regain no Hit Points. Also, dead.

GM-controlled characters don't get Wounded. When they go down they stay down. They may be dead or they might eventually make a full recovery, settle down somewhere nice and start a family.

### Healing

Given sufficient time, wounds heal up naturally. Typically "sufficient time" means "between adventures" but going to see a doctor and resting a while works too. A player with the Doc Background can provide instant healing. See the section on Gifts for details.

## MINIONS

Minions are disposable GM-controlled characters, the sort that tend to appear in fight scenes, usually in numbers. A "Blackwater Gang Bandit" is a Minion, as is a "US Army Deserter" or a "Frenzied Black Bear".

Minions are mechanically simpler than player characters. They just have a Trait called Rank, Hit Points and occasionally Gifts and Flaws. Rank describes all of a Minion's Traits, subject to what makes sense for a particular type of Minion. A Rank SUPERB Feral Dog will have SUPERB Fight, SUPERB Move, SUPERB Focus and so on. However it is still just a dog. It will only have SUPERB Think by dog standards and it may find its SUPERB Shoot less than useful.

Rank and Hit Points are not linked. Nor do Minions of the same type necessarily share the same Rank. As such, a group of three "Escaped Convicts" , might look something like this:

Escaped Convict #1 Rank: GOOD, HP:2  
Escaped Convict #2 Rank: FAIR, HP: 6  
Escaped Convict #3 Rank: FAIR, HP: 1

You can set the Rank and Hit Points for each Minion as you see fit or use the Minion Machine to generate these randomly.



## The Minion Machine

The Minion Machine requires a bunch of multicoloured, six-sided dice and an opaque jar. The colour of the dice should match that of the standard ranks. The table below shows the suggested number of dice of each colour required when using a 10 or a 50 dice pool. These are just guidelines, use whatever dice you have.

Dice Colour	Rank	10 Dice Pool	50 Dice Pool
GREEN	MEDIOCRE	2	9
BLUE	FAIR	2	13
WHITE	GOOD	3	14
YELLOW	GREAT	2	9
RED	SUBERB	1	5

Place the dice in the jar. To generate an encounter, blindly draw some dice. Each die drawn this way represents one Minion. The colour of that die represents the Minion's Rank, the value rolled its Hit Points.

The dice drawn from the Minion Dice Pool also make for great improvised miniatures. When the Minion takes damage, flip the die to reflect its current Hit Points. For particularly large Minions you can use multiple dice to represent its Hit Points.

If you don't have enough dice for the Minion Machine, print out the Minion Chits at the end of this book and use those instead.

Use of the Minion Machine is highly recommended.

Minions may also have Gift and Flaws. These apply across all Minions of the same type. For instance all bobcats get the Gift Stealthy. You can create custom Gifts that are exclusive to a particular Minion type. Where appropriate Minions are equipped with Regular weapons. There is a list of sample Minions in the Reference Section.

Important GM-controlled characters should be created in much the same way as player characters.

# ***ADVANCED RULES***

## **Assisting Tests**

You can help another player with a Test. You need to get GOOD or better on a Test that relates to the task at hand. If successful the assisted player gets +1 to their roll. If not, the assisted player is "helped" with a -1 penalty to their roll. Only one player can help on any one Test.

## **Rookie Dice**

The GM may request you use Rookie Dice for a Test that requires specialist knowledge or training (typically in the shape of a Gift) your character lacks. When using Rookie Dice, a dice roll that scores above 0 is treated as 0.

## **Marginal Success Results**

A Marginal Success occurs when the MoS on a Test is 0. In most instances a Marginal Success is all you need. In combat or during Complex Tests (see below), a Marginal Success may not always be sufficient to have any discernible effect.

## **Situational Roll**

A Situational roll is a Fudge dice roll with no target DR. It is a GM inspiration tool you can use when asked questions like "How is the weather?" or "Is the town's doctor available?". A negative roll indicates an unfavourable outcome for the players. A result of 0 or more is generally favourable to the players. More extreme rolls may suggest more extreme outcomes.

## **Setting The DR**

Set the DR to FAIR for routine tasks and to GOOD for challenging ones. For actions resisted by a GM-controlled character use the rank of their most relevant Trait as the DR as a guideline. A DR of GREAT or higher should be reserved for tasks that are truly out of the ordinary. Consider using a Complex Test in those instances.

## **Target Unaware**

Treat a target that is immobile or caught completely unaware as having a MEDIOCRE Defence.

## **Player vs Player**

If a player character attacks another player character, the defending player is treated as the active one and gets to roll the dice.

## **Grappling**

Grappling is a Move vs Move attack. It does no damage but prevents the target from taking actions like fighting or running away. The target stays held until it is released or breaks free on its turn with a Move vs Move Test. Maintaining a hold between turns does not require a new Test but it counts as an action.

## **Duels**

Duels between gunfighters are a Western staple. Use the existing initiative rules but on a result of 1 increase the opposing duellist Shoot and Defence Traits by 1 for the round. If both sides have the Quick Draw Gift, these simply cancel each other out.

## **Cover**

Cover is stuff you can hide behind while fighting. It gives you +2 Defence against enemies directly ahead of you, but reduces your attack by -2. When setting up a combat encounter, don't mention cover unless the players ask about it, it just slows things down.

## **Shoot for the head!**

Aiming for a vulnerable spot, like the head, is already factored into the default attack roll in that the MoS is added to the damage. Use a Fate Point to gain +2 on an attack roll if you want to increase the accuracy (and hence damage) of an attack.

## **Trick Moves**

A trick move is an attack designed to have an effect other than damage, like blinding, tripping or distracting a foe. Agree on the desired outcome with GM before rolling the dice and the GM will set the DR accordingly. Suggested effects include the target misses a turn, its combat related Traits are reduced 1 rank or it alters its behaviour. Where applicable the MoS can be used to track duration or the number of targets affected. Trick moves rely on surprise. Increase the DR by 1 for each repeated attempt at the same or similar trick move for the duration of the combat as foes wise up to the character's tactics.



## COMPLEX TESTS

A Complex Test consists of a series of ordinary Tests which, cumulatively, are designed to resolve a single task. Use Complex Tests to simulate tasks with dramatic potential such as chases or interrogations.

To set up a Complex Test the GM needs to:

1. Assign a DR to the task (FAIR to SUPERB)
2. Assign Hit Points to the task (1 to 6)
3. Set the number of Tries allowed (1 to 6)

Complex Tests work a little like combat. Round after round you 'attack' a problem until you either succeed, give up or trigger a failure condition. Each round corresponds to a Test against the task's DR and uses up a Try. If the Test is Successful the MoS is taken off from the task's Hit Points. You can keep attacking the problem as long as you have Tries available.

Possible outcomes from a Complex Test include:

**Success:** You reduce the task's Hit Points to zero.

**Failure:** You run out of Tries before reducing the task's Hit Points to zero. This can trigger a failure condition. For instance failure in a tracking-related Complex Test could lead you into an ambush.

**Giving Up:** In some cases, you may choose to give up on a Complex Test while there are still Tries available in order to mitigate its failure condition. Giving up on defusing a bomb does not stop the bomb from exploding but it may allow you to get out of its blast radius.

The DR, Hit Points and number of Tries of a Complex Test should reflect that some tasks may be easy but take a lot of time, others might be hard but quick to resolve.

Alternatively, randomly create a Complex Test by rolling 3 dice and assigning the values as follows:

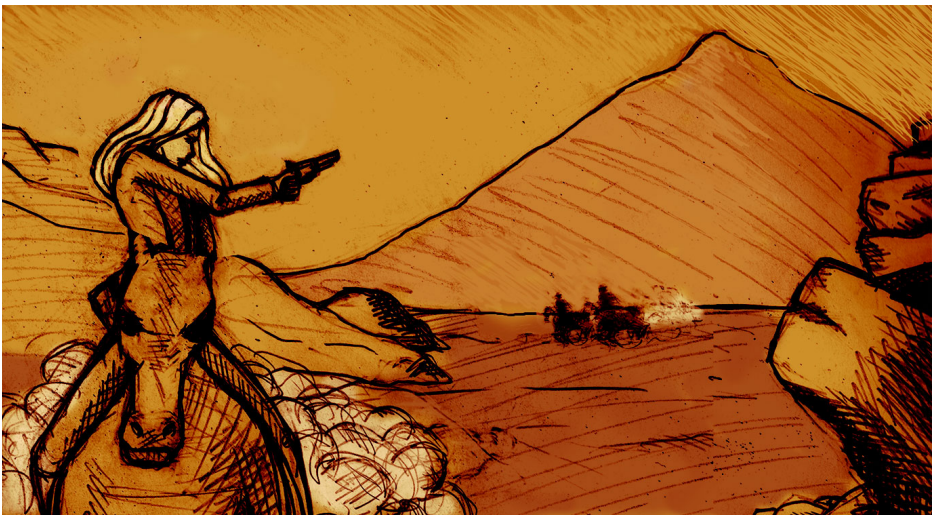
Difficult Rating= Lowest dice roll  
Hit Points = Middle dice roll  
Tries = Highest dice roll

Randomly rolled Complex Tests may result in Tests that are either trivial or impossible; that's part of their charm.

Example: A mounted posse is chasing High Stake Kate. The GM chooses to simulate this with a Complex Test, rolls 3 dice and gets 3, 2 and 4. These are arranged as follows.

Difficulty Rating: GOOD (2)  
Hit Points: 3  
Tries: 4

The Kate has FAIR Move. The player rolls a Move Test and gets +2 (GREAT). As GREAT is 1 rank above the DR, she inflicts 1 points damage to the task. This uses up one Try. She now has 3 Tries left to inflict 2 more points of damage to the task to make a clean getaway. It's going to be tight.



## REPUTATION & ADVANCEMENT

Successful characters earn Rep (Reputation) Points. Rep is an informal measure of a character's overall professional standing and renown. At the end of each session the GM should award players Rep Points based on these three criteria:

<b>Achieving goals:</b> <i>Fumbling blindly - End of story arc</i>	(0-4) Rep Points
<b>Overcoming adversity:</b> <i>Safe and cosy - Insane danger</i>	(0-2) Rep Points
<b>Doing it in style:</b> <i>Humdrum - The stuff of legends</i>	(0-2) Rep Points

An average session should yield each player 3-6 Rep Points.

For every 20 Rep Points earned your Reputation goes up one rank. Depending on the rank obtained you gain a Fate Point, a Gift or even a Trait rank increase.

Rank	Rep	Rank Bonus
FAIR	0	Initial
GOOD	20	Choose 1 General Gift
GREAT	40	+1 Fate Point
SUPERB	60	Choose 1 General Gift
AMAZING	80	+1 Fate Point
LEGENDARY	100	+1 to a Trait

# ADVENTURES

## LAWMEN ADVENTURES

Lawmen adventures aren't just about the sheriff. Anyone prepared to make a stand like judges, crusading muckrakers, bounty hunters or even regular ranch hands and school teachers can act as lawmen.

The sheriff plays a special role in a lawman adventure. Players taking on the role of sheriff are responsible for drawing the other characters into the adventure. If no one offers to be the sheriff, the GM should play the sheriff as lazy, ineffectual or corrupt.

Lawmen adventures are about reacting to events. A typical lawman adventure may start something like "*It was a quiet day like any other when...*" followed by something that disrupts the status quo. Here are some examples:

*It was a quiet day like any other when...* gunshots alert the lawmen that the bank is being held up. The bandits take hostages to secure their getaway. If pursued they will hole up in the hostages' own farm.

*Turns out...* that among the items stolen from the bank are documents that threaten a powerful person (local cattle baron, mine owner or US senator). This figure will send gunfighters to recover the documents with no regard for the lives of the outlaws, hostages or lawmen.

*It was a quiet day like any other when...* a fancy stage coach arrives into town. All its occupants (a wealthy Austrian aristocrat, his wife and their butler/driver) are in their underwear. They claim they were robbed by the infamous Scarecrow gang who got away with a large amount of cash and jewellery. A closer investigation will reveal there was no such robbery. These are con men, looking to prey on the starstruck townsfolk.

*Turns out...* the real Scarecrows aren't too happy about taking the blame for crimes they did not commit and they come to town seeking revenge.

*It was a quiet day like any other when...* a brawl breaks out in the saloon between cattlemen and sheepmen. Once the lawmen restore order, one of the sheepmen is found slumped in a corner. He's been stabbed. No one claims to have seen anything but the leader of the sheepmen vows to get revenge. In the days that follow, violent clashes between the two factions erupt.

*Turns out...* the victim was secretly seeing the sheepmen leader's wife. The brawl was arranged to cover his murder.

*It was a quiet day like any other when...* an influx of strangers upsets the normal rhythms of the town. The visitors have come to take part in a competition (a rodeo, shooting or poker tournament) the mayor organised to raise the town's profile. Fights break out, locals are harassed. The competition concluded and a winner is declared.

*Turns out...* the prize money has been stolen. The angry competitors can't even get their entry fees back. If the prize money isn't found soon things will get ugly.

*It was a quiet day like any other when...* you learn that an elderly, circuit judge with a reputation for toughness is planning to move to your town to retire. The lawmen also learn of a bloody revenge plot to "welcome" the judge to town.

*Turns out...* the judge, who was recently diagnosed with a terminal illness, has no interest in being protected.

## **OUTLAWS ADVENTURES**

Outlaw adventures can be about hardened criminals or romantic anti-heroes. It is important that players and GM are on the same page about this. Either way it can be useful to show in an outlaw adventure how the law isn't always lawful and the rich and powerful are often the real crooks.

For ongoing adventures based around the same town, consider establishing connections (friends, relatives or loved ones) between the characters and the local community to discourage the outlaws from skipping town when things get too hot. Outlaws may also want to

conceal their identity while committing crimes (the classic bandanna over one's face works wonders) so that they can move freely in town. Outlaws adventures are about opportunities. Outlaws keep their ears to the ground looking out for the next big score or potential dangers to the gang. A typical outlaw adventure may start like this: "*After a night of revels, the gang meets to discuss...*". Here are some examples:

*After a night of revels, the gang meets to discuss...* rumours that the US Army payroll for Fort Providence is due to pass through their town, possibly even get deposited in its bank overnight, due to an outbreak of cholera along its usual route. This could be a really big score if the outlaws can uncover the details of the planned, alternate route.

*Turns out...* another outlaw gang has had the exact same idea. Do the gangs combine forces or fight over this? The payroll will have an armed escort and there is plenty to go round, but trust is an issue.

*After a night of revels, the gang meets to discuss...* a request from an old friend. A legendary outlaw recently died in prison but not before revealing the location of his cache of stolen gold to his estranged daughter. It is buried in an abandoned church in an old ghost town. The friend asks the outlaws to help the innocent, young lady recover the gold in exchange for a share of the loot, bearing in mind that other interested parties may be keeping tabs on her.

*Turns out...* the ghost town isn't a ghost town any more. People have returned and brought it back to life. Getting the gold unnoticed will be a lot harder than anticipated.

*After a night of revels, the gang meets to discuss...* a business proposition from a local saloon owner. The saloon's whiskey shipments are not getting through and the temperance-friendly sheriff won't lift a finger. If things carry on this way the town will go dry!

*Turns out..* a shady figure, whose bid to buy the local saloon was turned down, is using hired guns to rob the whisky shipments and a drive the saloon owner to sell.

*After a night of revels, the gang meets to discuss....* a peculiar request. The town's preacher has reached out and asked the outlaws to rob the local bank. The new bank manager is running the community to the ground. Whereas the old bank manager used to support the community and extend loan repayments in the lean years, the new one is aggressively foreclosing on farms. The mortgage papers are all held in the bank. A well executed bank job that accidentally destroyed the papers would turn a healthy profit and earn them the gratitude of the local community.

*Turns out...* the new bank manager is just a front for larger business interests who have plans on the town. If they can't get the land legally, they will send hired guns to take it the old fashioned way.

*After a night of revels, the gang meets to discuss...* a rival outlaw has been released from prison. He (or she) blames his capture on one or more of the characters and claims they owe him. He'll ask the gang to help him on one more job to even the score.

*Turns out...* the job is a trap and he plans to leave the gang out to dry.



Use the tables below to create more adventure seeds.

**It was a quiet day like any other when..(roll 1d6)**

1. A fight breaks out between <Faction> and <Faction>
2. A stage coach rides in having been robbed
3. A <Location> in town is being robbed
4. A horse of a local member of <Faction> trots in riderless
5. A mean looking stranger related to <Faction> rides into town
6. A local comes up to you asking for help against <Faction>

**After a night of revels, the gang meets to discuss..(roll 1d6)**

1. Rumours that a large amount of money (like payroll) being temporarily held in the town's bank or other <Location>
2. Rumours of a big score will be in transit (coach or train) nearby
3. News that one of the gang members has been arrested by lawmen
4. News that an enemy of the gang has returned
5. News of strangers from <Faction> asking questions about the gang
6. Rumours of a rival gang encroaching on their turf <list Locations>

**Turns out... (roll 1d6)**

1. It was diversion or trap
2. A bigger player from <Faction> is behind this
3. Someone is being manipulated or coerced
4. The event triggers a forceful reaction from <Faction>
5. The event is a revenge plot directed at the characters or <Faction>
6. Unexpected event (weather, fire, cholera) changes priorities

**Factions**

Lawmen  
Outlaws  
Biggest Landowner in the Territory  
Respectable Folk  
Disreputable Folk  
Big Business  
Cowboys  
Farmers

**Locations**

Farm  
Bank  
Sheriff's Office

Fort  
Native Camp  
Prison  
Shop (general, fancy, gun)  
The Biggest Ranch in the Territory  
Open Range  
Railway / Telegraph Station  
Church  
Mining / Lumber Camp  
Saloon / Hotel  
Newspaper  
Horse Exchange / Trading Post  
Barber  
Undertaker



# REFERENCE

## LIST OF GIFTS

Gifts marked (M) can be selected multiple times during character creation. Gifts marked (C) are subject to a cooldown and cannot be used on consecutive turns during combat. Gifts in the Background Pool are exclusive to characters with that particular Background.

Some Gifts are tied to an item, like a Superior Weapon or Trained Horse. If in the course of the adventure this item is destroyed, lost or taken away, a suitable replacement should be made available at the next plausible opportunity in the adventure.

## Background Gifts

**Charmed Life (Entertainer):** You are unlikely to get targeted in combat unless you make a threatening move or attack first.

**Group Stealth (Scout):** Use Expert Dice when hiding or moving silently when you are on your own. When guiding a group of people you can make a regular stealth (Move) Test to cover the entire group.

**Quick Draw (Gunslinger):** You get a free Shoot attack with a pistol in the first round of a fight before initiative is rolled.

**Trained Horse (Cowboy):** You own a horse that grants Expert Dice on riding Tests and responds to simple whistle commands. It can place itself under the window you are planning to jump from or drag you out of a quicksand pit.

**Treat Wounds (Doc):** Make a Fix based Test against DR GOOD. If successful, a Wounded or Seriously Wounded target is healed and restored to full Hit Points. This can only be attempted once per character per day.

**Uncanny Luck (Gambler):** You can invert the result of a dice roll so that, for instance, -2 becomes +2. Use freely on gambling tests. For any other test this costs a Fate Point.

**Very Wealthy (Dude):** Like the General Gift Wealthy (see below) but it gives you +2 Fate Points.

## General Gifts

**Acrobatics:** Use Expert Dice when performing acrobatic and balance related feats.

**Animal Companion:** You have a pet that fights at your side. Its rating is FAIR, does +1 damage on Fight attacks and has 5 Hit Points. The pet recovers lost Hit Points like other characters.

**Authority:** Use Expert Dice on Talk Tests when addressing neutral or friendly townfolk.

**Block:** You may use Fight instead of Defence against close combat attacks. With a MoS of 3 or more on a block you get an instant, free attack on your attacker.

**Covering Fire: (C)** Make a FAIR Shoot attack. The attack does no damage but if successful raise Defence for everyone on your side by 1 rank for the duration of the round. Requires winning initiative.

**Expertise: <subject>: (M)** Use Expert Dice for knowledge based tests in your subject area. This is of particular use when assisting another player with a Test. Suggested areas of expertise include: World History, Law & Local Politics, The Great Outdoors, Science, Trading & Business and Current Events.

**Fanning: (C)** Rapidly fire multiple shots with a revolver by striking the hammer with your hand. Pick a target, make a single Shoot attack at with a -1 penalty. If successful up to two more adjacent targets with the same or lower Defence rank will be caught in the volley. Whatever damage is applied to the primary target is also applied to the adjacent ones.

**I Have a Plan:** Spend 1 Fate Point to give everyone on your side (yourself included) a +1 bonus on all Tests that turn.

**Gun Twirl:** Spin and juggle your guns to amuse small children or intimidate people considering drawing on you. Use Shoot in place of Focus for intimidation Tests.

**Leadership: (C)** You may choose to re-roll the initiative for the current round. The second roll stands, even if it makes things worse.

**Mean Stare:** Use Focus in place of Talk for intimidation tests.

**Martial Arts:** Make two unarmed Fight attacks each round using a fighting style of your choice.

**Mighty Punch:** Unarmed Fight-based attacks do +1 damage. Does not stack with weapons but can be used with Martial Arts.

**Perform <choose two>:** You are skilled at a particular art form, like singing, dancing, disguises, cooking, drawing, conversation, playing the piano or acting and can use Expert Dice when doing so.

**Read Tell:** Use Expert Dice to detect when someone is lying or hiding something from you.

**Roping:** Use Expert Dice out of combat when attempting to lasso someone or something. In combat can be used to make grappling attacks from a distance (see the Advanced Rules section).

**Signature Weapon: (M)** Choose a weapon from the Superior column of the Weapons table (see below).

**Stealing Stuff:** Use Expert Dice when picking locks, attempting to pickpocket someone or cracking safes. May require specialist equipment like a hair pin.

**Stealthy:** Use Expert Dice when hiding or moving silently.

**Streetwise:** Use Expert Dice when trying to pick up news and rumours from neutral or friendly sources.

**Tough as Nails: (M)** Add +2 your Hit Points.

**Tracker:** Use Expert Dice when trying to identify and follow tracks.

**Two Gun Fighting: (C)** Make two Shoot attacks on the same turn provided you have a handgun in each hand. Both attacks are subject to a -1 penalty. Different targets may be chosen for each shot.

**Wealthy:** You get an extra Fate Point and your Fate Points are worth double when used to pay for a special purchase.

## WEAPONS TABLE

Item Name	Damage ( Regular)	Damage (Superior)	Comments
<b>Shooting Weapons</b>			
Pocket pistol	+0	+1	Concealable but puny.
Dual action revolver	+1	+2	Shoot at things that are close.
Repeating Rifle	+1	+2	Shoot at things that are further away.
Buffalo Rifle	+1	+2	Shoot at things that are really far away. Single shot, 1 round to reload.
Shotgun	2	N/A	Handy if you're a lousy shot.
<b>Fighting Weapons</b>			
Unarmed, natural or improvised weapons	+0	N/A	I've got nothing.
Assorted knives, tomahawks, spears, sabres and clubs	+1	+2	For hacking and slashing.
Bull Whip	+1	+2	Non-lethal but kinky.
Lasso	0	N/A	Ranged grappling attack.

### Notes:

- Weapons from the Superior column of the Weapons Table can only be acquired with the Gift Signature Weapon. If a character gains access to a Superior item in the course of play, its possession should be relinquished at the end of the current scene.
- The notation '+n' indicates the damage is the MoS of the attack + 'n'
- The notation 'n' indicated the damage is 'n' on a successful hit, the MoS is not factored into damage calculation
- Non-lethal damage works the same as regular damage except that it won't kill you and characters knocked unconscious do not get a Wounded status.

## SAMPLE MINIONS

All sample Minions are assumed to have a Rank between MEDIOCRE and SUPERB (assigned randomly or set by the GM). Human Minions come equipped with Regular Weapons.

### Typical Lawman

**Rank:** Varies

**Hit Points:** 1d6

**Gifts:** Lawmen Rank GOOD or better get the Gift Authority

**Flaws:** Trouble never rests – a lawman can be called upon any time of day or night

### Typical Townsfolk

**Rank:** Varies

**Hit Points:** 1d3 (1d6/2)

**Gifts:** Expertise in respective professions (barbers, doctors, preachers, etc...)

**Flaws:** Timid - recoils from violence unless part of a mob

### Typical Bandit

**Rank:** Varies

**Hit Points:** 1d6

**Gifts:** Bandits with Rank GOOD or better get the Gift Stealing Stuff

**Flaws:** On the run

### Typical Outdoorsman

**Rank:** Varies

**Hit Points:** 1d6

**Gifts:** Tracker

**Flaws:** Loner - Doesn't understand townsfolk's ways

### Typical Rattle Snake

**Rank:** FAIR

**Hit Points:** 1

**Gifts:** Poison Bite - target is Wounded if bitten regardless of remaining Hit Points

**Flaws:** Telltale rattle gives its position away

### Typical Mountain Lion

**Rank:** Varies

**Hit Points:** 1d6

**Gifts:** Pounce Attack: Mountain Lions get a free attack if they can strike from above and leap on unsuspecting prey

**Flaws:** Pride - if pounce misses, it is embarrassed and runs away

### Typical Bison

**Rank:** Varies

**Hit Points:** 1d6+4

**Gifts:** None

**Flaws:** Prone to stampedes

### Typical Bear

**Rank:** Varies, never MEDIOCRE

**Hit Points:** 1d6+2

**Gifts:** Claws +2 damage

**Flaws:** None, bears are awesome

## MINION CHITS

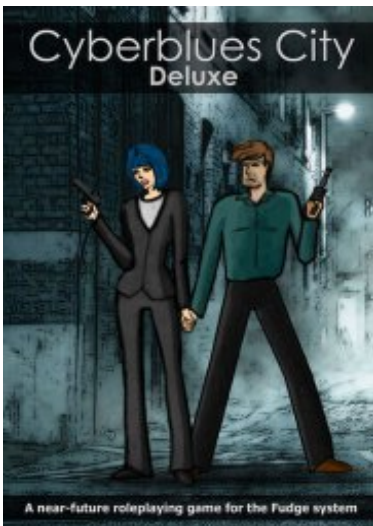
Print out this sheet, cut out the squares and place in a hat or other container. When generating Minions, just draw randomly from the hat.

MEDIOCRE 2	MEDIOCRE 3	MEDIOCRE 4	MEDIOCRE 5
FAIR 1	FAIR 2	FAIR 3	FAIR 4
FAIR 5	FAIR 6	GOOD 1	GOOD 2
GOOD 3	GOOD 4	GOOD 5	GOOD 6
GREAT 2	GREAT 4	GREAT 6	SUPERB 4

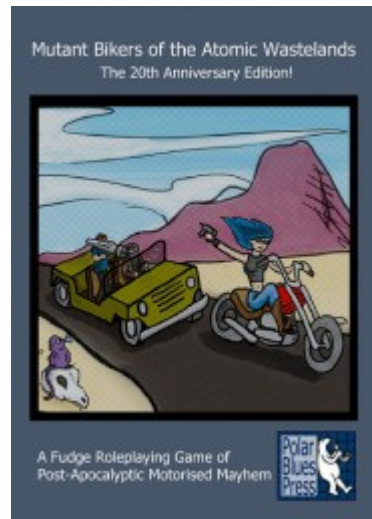
## USEFUL LINKS

- The official home of **Lawmen V Outlaws** is on the UK Roleplaying Design Collective website, which can be found at <https://ukrpd.c.wordpress.com/category/polar-blues-press/>. That's the place to go for adventures, news, updates and other free games.
- Get the original, complete version of the Fudge rules at the Fudge Roleplaying game website: <http://www.fudgerpg.com>.
- **Lawmen V Outlaws** was written under the assumption that its potential readers are likely to have some prior experience with roleplaying games. If you are feeling completely lost here is the Wikipedia entry for roleplaying games [https://en.wikipedia.org/wiki/Role-playing\\_game](https://en.wikipedia.org/wiki/Role-playing_game).

Checkout this other free Fudge games from Polar Blues Press  
<https://ukrpd.c.wordpress.com/polar-blues-press-downloads>



**Cyberblues City Deluxe**  
Kind of like cyberpunk only more mellow



**Mutant Bikers of the Atomic Wastelands**  
The post-apocalypse game of big guns, big bikes and diminutive IQs.

# Lawmen v Outlaws

Name .....

Background .....

Think .....

Move .....

Talk .....

Focus .....

Fix .....

Fight .....

Shoot .....

Gifts .....

.....

.....

Equipment .....

.....

.....



Defence .....

Hit Points .....

Fate Points .....

Rep .....

Rep Points .....

Flaws .....

.....

.....

Terrible	Mediocre	Fair	Good	Great	Superb	Amazing	Legendary
-1	0	1	2	3	4	5	6