

# Campaign Proposal

## The Great Train Robbery

Game Master: **Clay Dowling**

Rules System: **GURPS Old West**

### **What Do The Characters Do?**

The characters are cow punchers, ranchers, laborers and citizens of Palmer's Grove, Minnesota. In the last six months trains from Duluth have been robbed by Black Bart's crew. That's cut off the money supply for Palmer's Grove, which is a problem for businessmen trying to get paid for their product.

The men have been made special deputies in the sheriff's quest to eliminate Black Bart's gang and keep the town from being strangled by the cash flow problems.

### **Special Rules**

Characters will use Old West templates, but GURPS 4th edition rules. Native American spiritual rituals will use the shamanistic magic rules from GURPS Magic, with an Old West flavor. Indian characters are not allowed unless someone chooses the Half Breed disadvantage.

### **What is the First Adventure?**

The deputies have decided to lay an ambush on the 4:15 from Duluth. They are spread throughout the train, waiting for the attack.