

# KEY SCENE WORKSHEET

Scene: 1

Points: 4

Name:

Getting on The Train

## Participating PCs

- |                |               |
|----------------|---------------|
| 1. Jesse James | 2. Bart Black |
| 3. _____       | 4. _____      |
| 5. _____       | 6. _____      |

## NPC

- |                   |            |                |            |
|-------------------|------------|----------------|------------|
| 1. Marshal Dillon | # <u>1</u> | 2. Deputy Jedd | # <u>2</u> |
| 3. _____          | # _____    | 4. _____       | # _____    |
| 5. _____          | # _____    | 6. _____       | # _____    |

Description:

Jesse and Bart need to get on the train, for the purpose of robbing it.

Setting:

The bend west of Jasper, where the train is forced to slow down and the surrounding terrain provides good cover.

Map Sheet: Jasper Bend # 2

## Key Points:

1. The available cover should be made apparent to the PCs
2. Marshal Dillon is riding in the rear passenger car
3. Deputy Jedd will be asleep until the action starts
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

Notes: