

A FREE RUTHLESS WILD WEST SCENARIO

# **PAINT THE TOWN RED**

VENGEANCE WILL BE YOURS.



# LAGO, CALIFORNIA



A RUTHLESS SCENARIO

BY GREG WAGMAN

## THE STORY

The mining town of Lago is a remote mountain place in Inyo County. The local townsfolk fear the return of three notorious outlaws who they helped send to prison years ago, and when a mysterious gunfighter rides into town unannounced, the citizens of Lagos beg him for help.

But the gunfighter, known only as “the Stranger,” is not here by coincidence. He has a mission of his own....

"About time this town had a new sheriff."

—The Stranger

## THE GAME

This is the story of the 1973 spaghetti Western classic, *High Plains Drifter*, one of Clint Eastwood's iconic roles. In this game two or more players rewrite the story by taking the roles of the outlaws or the townsfolk of Lago. The Stranger, played by Clint Eastwood, is a mysterious figure in the film with his own motivations. If you haven't watched *High Plains Drifter*, go pour yourself a whiskey (the cheapest brand you can find) and watch the movie!

Once you have, you'll discover the Stranger harbors a secret vendetta against both factions. He seeks vengeance on the outlaws for killing Federal Marshal Jim Duncan, but he also holds a grudge against the local townsfolk for inciting and covering up the murder. It is implied at the end of the film that the Stranger may be the reincarnated ghost of Jim Duncan, returning to Lago to avenge his own death. In this game, the Stranger will appear, but he can be temporarily controlled by either faction, making him a lethal, unpredictable wild card!

## SET UP FOR PLAY

To play this scenario, you'll need 13 cowboy miniatures, a small Western town, and this free PDF. You will also need to print a copy of the free **Ruthless** rules, a two-page game written by Mark Fastoso. You can find the rules on Mark's website, [www.fireballforward.com](http://www.fireballforward.com), or on the Little Wars TV site. **Ruthless** is a very quick game, which means you and your friends can decide the fate of Lago in a single evening at home.

There are a dozen characters in this game, each with a custom character card. Cut out those cards from the back of this free PDF and assign each player in your game the role of an Outlaw or a Citizen. There is also a card for the Stranger, but he will appear randomly throughout the story and may be controlled by either side.

## THE PLAYERS

*Paint the Town Red* is a great scenario for 2 or 3 players. For 3 players, one takes the role of the outlaws and the two take the role of leading town citizens. Each townsfolk player controls 4 characters.

For the 2 player variant, one player takes the role of the outlaws and the second player controls both citizen posses. But in this case, note that the two groups of townsfolk should each be dealt their own hand of five cards, activating as separate groups. Effectively, this means one player in the game will have to manage two hands of cards.

Before the game, each player will be asked to revisit a decision from earlier in the film, providing an opportunity for you to write a new ending to the movie!



# PRE GAME DECISIONS

## DECISION ONE: A STRANGER ARRIVES

You are Sheriff Sam Shaw. A year ago, leading members of our town conspired to send three outlaws to territorial prison on trumped-up charges of theft from the Lago Mining Company. The charges were bogus, but these men are killers through and through. Now they're free from prison and coming home for vengeance. Fortunately, a gunfighter—clearly very experienced—rode into town yesterday. Could we hire this fellow to protect the town?

**PRE-GAME DECISION FOR CITIZEN PLAYER #1: The Stranger doesn't seem too interested in sticking around to help, but goddam it, we need him! How much will you offer to pay this mysterious gunfighter for protection?**

- (A) We'll offer him \$500 gold per head. \$1,500 is a tidy sum. And if he doesn't take it, we'll find other men who will.
- (B) Double it, \$1,000 a head, plus we'll sweeten the deal offering the Stranger free run of Mr. Belding's hotel. He can use the entire place however he wants and turn it into his personal residence for the duration of his stay!
- (C) Anything. He can have anything he wants in this town, no exceptions. We need this man and no price is too high.

## DECISION TWO: THE ROAD TO LAGO

You are Stacey Bridges and the Carlin brothers. You've stolen horses to ride back to Lago and burn that place to the ground, but in a canyon en route you come across a surprising face...it's Morgan Allen, one of the mine owners who framed you for theft. Morgan is badly wounded and babbling about how "things are different" in Lago now.

**PRE-GAME DECISION FOR OUTLAW PLAYER: In exchange for help, Morgan offers you his assistance back in Lago.**

- (D) What kind of real help can this wounded dog provide? Besides, he's the man who sent us to prison. Kill him.
- (E) Offer to patch him up in exchange for giving up the combination to the safe inside the mining office. Whether he gives us the combination or not will determine if we kill him....
- (F) Maybe he can help us somehow? Bandage his arm and bring him back to Lago in case he proves useful.

## DECISION THREE: THIS TOWN IS GOING TO HELL

You are Dave Drake, managing partner of the Lago Mining Company. You run this town. The Stranger reluctantly agreed to protect us, but he's a royal pain in the ass. Now he's demanding we paint every building in our town blood red! Whatever happens next, maybe you should consider taking the gold from the office safe and skipping out of town...?

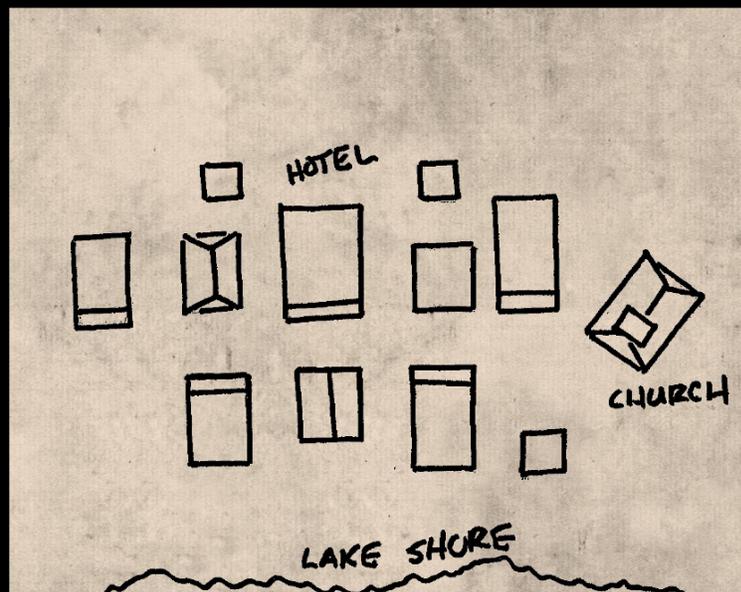
**PRE-GAME DECISION FOR CITIZEN PLAYER #2: Maybe this Stranger is taking things too far. What should we do?**

- (G) The outlaws will be here any day now. Just let the Stranger have his way for a few more days, whatever the cost.
- (H) Send the Stranger a message by roughing up his pet dwarf (and our new major/sheriff), Mordecai.
- (I) Round up a few boys tonight and go beat some sense into this mystery gunfighter. We're better off without him.

# WELCOME HOME BOYS!

## GAME SET UP

Set up a table 4'x4' in 28mm scale (or 3'x3' in 15mm) with the town of Lago. Form two citizen posses--#1 with Shaw and 3 random citizens and #2 with Drake and 3 random citizens. Both citizen posses deploy inside (or on the roof) of any building. No more than 1 citizen may be in each building to start. The outlaw posse of Bridges and the Carlins begin off table, entering from the western or eastern table edge on Turn 1. Bridges may enter mounted with the Carlins on foot. Pre-game decisions may impact the standard deployment. See below...



## DECISION SET UP CONSEQUENCES

(A) Citizen posses suffer a -1 penalty to their d10 roll each turn when rolling to seek help from the Stranger.

(B) The player controlling citizen posse #1 (Shaw) may choose the three townsfolk characters in his posse instead of assigning them randomly.

(C) Citizen posses gain +1 to their d10 roll each turn when calling upon help from the Stranger.

(D) One of the Carlins may also begin mounted.

(E) At the start of the game, before deployment, roll 1d10. On a result of 5+, Drake must announce the secret location of the Lago Mining Company gold safe.

(F) The outlaw posse sneaks into town at night, all on foot. They may start anywhere on the table, at least 6" away from a building. As a nighttime scenario, all Long Range shots require a '10' to hit no matter which character is shooting.

(G) Citizen posse #2 (Drake) may opt to deploy any of his characters "hidden" at the start of the game. Hidden models are only revealed when they Move or Shoot!

(H) On any turn the outlaw player controls the Stranger, he may also place Mordecai on the table. Mordecai appears and disappears with the same rules as the Stranger. If he is killed or Unconscious, Mordecai is eliminated from the game.

(I) Outlaw posse gains +1 to their d10 roll each turn when calling upon help from the Stranger.

## SCENARIO RULES

At the start of each new turn, beginning Turn 2, the two citizen posses each roll 1d10 and the highest result earns the right to seek help from the Stranger this turn. That posse rolls 1d10 again and on a result of 7-10, the Stranger will help this turn. If they fail this roll, the outlaw player may roll 1d10 and on a result of 9-10, the Stranger joins the outlaw posse instead for the turn.

If the Stranger is available on a turn, he is dealt his own hand of 5 cards, to be used by the controlling player. When his initiative card comes up in sequence, he may both anywhere on the table at least 6" away from an opposing character and take his actions. At the end of the turn, the Stranger vanishes from the table. He cannot be killed or knocked Unconscious, but he does still take Toughness tests when hit.

At the start of the game, Citizen Player #2 secretly nominates any one building to contain the Lago Mining Company gold safe. Dave Drake may spend two actions opening the safe to remove the gold if he chooses...

Outlaws may set fire to a building while in base-to-base contact with it. For each action taken, the character rolls 1d10 and on a 7+ the building is ablaze! Characters inside a burning building take 1 hit per turn while inside.

The Stranger may also be used to burn buildings, requiring a 5+ on 1d10 to light a stick of dynamite!

## WINNING THE GAME

The game ends all citizens or all outlaws are dead, Unconscious, or Skedaddle. The game will also end automatically if more than half the buildings are ablaze. Victory point values appear on the next page...if this is your first time playing the scenario, preserve some suspense and avoid reading the next page until after your game is over!

# DETERMINING VICTORY

EVEN IF YOU PLAYED THE SCENARIO WITH JUST TWO PLAYERS, EACH OF THE THREE POSSES CALCULATES THEIR OWN VICTORY POINTS SEPARATELY. ONE OF THE POSSES WILL EMERGE VICTORIOUS! PRE-GAME DECISIONS MAY ADD OR SUBTRACT VICTORY POINTS IN ADDITION TO COMPLETING YOUR OBJECTIVES IN THE GAME. IN THE CASE OF A TIED RESULT, THE FACTION THAT CONTROLLED THE STRANGER MOST RECENTLY AT THE END OF THE GAME WINS THE TIE-BREAKER.

## PRE-GAME DECISION VICTORY CONSEQUENCES

- (A) Both citizen posses gain +1 VP for showing some guts and making this decision.
- (B) No victory condition effect.
- (C) At the end of the scenario, both citizen posses incur a  $-[d3]$  VP penalty for groveling to the Stranger.
- (D) Outlaws gain  $+ [d3]$  VP for settling the score with Morgan for his treachery. The snake deserved to die!
- (E) No victory condition effect.
- (F) Outlaws incur a  $-[d3]$  VP penalty for their unusual leniency.
- (G) Citizens gain +1 VP.
- (H) Citizen posse #2 suffers -1 VP as a result of this dastardly deed.
- (I) Both citizens gain  $+ [d3]$  VP for sheer boldness. It was a foolish, sloppy assassination attempt, but a brave one....



## ADDITIONAL CITIZEN VICTORY POINTS

### CITIZEN POSSE #1 (Shaw)

- +1 VP if the outlaw posse skedaddled
- $+ [d3]$  VP each outlaw killed
- +  $[d3]$  VP if the Belding hotel is not burned down
- +1 VP if the church is not burned down
- +1 VP if Drake does not escape with the gold
- $+ [d3]$  VP if Belding survives the game
- +1 VP for each turn you controlled the Stranger

### CITIZEN POSSE #2 (Drake)

- +1 VP if the outlaw posse skedaddled
- $+ [d3]$  VP each outlaw killed
- +1 VP if Mordecai is killed or Unconscious
- + 1 VP if the mining office is not burned down
- +1 VP if Drake survives the game
- $+ [d3]$  VP if Drake escapes the eastern table edge road exit with the gold in his possession from the safe
- +1 VP for each turn you controlled the Stranger

## ADDITIONAL OUTLAW VICTORY POINTS

### OUTLAW POSSE

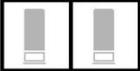
- +1 VP for each town citizen killed
- +1 VP for each building burned down
- $+ [d3]$  VP for killing Dave Drake or  $+ [d6]$  VP if Drake was killed while in personal possession of the gold before escaping the table edge
- $+ [d3]$  VP for burning down the mining office
- +1 VP for each turn you controlled the Stranger

# PAINT THE TOWN RED UNIT CARDS

**LEWIS BELDING** **6**

**NERVOUS** ... -1 TO ALL SHOOTING ROLLS  
**DESPICABLE** ... MAY NOT USE "SHOT OF WHISKEY" CARDS

**SHOTGUN**



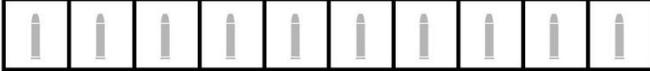
**WOUNDS**

LEG		ARM		CHEST		SEVERE	
		☠			☠		☠

**MAYOR JASON HOBART** **7**

**NERVOUS** ... -1 TO ALL SHOOTING ROLLS  
**UNPREPARED** ... CANNOT RELOAD

**REPEATING RIFLE**



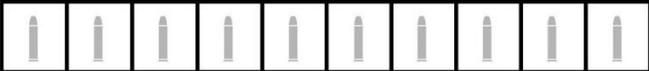
**WOUNDS**

LEG		ARM		CHEST		SEVERE	
		☠			☠		☠

**LUTIE NAYLOR** **7**

**DRUNK** ... MAY NOT USE "AIM" OR "GOT YOU COVERED"

**REPEATING RIFLE**



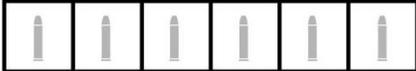
**WOUNDS**

LEG		ARM		CHEST		SEVERE	
		☠			☠		☠

**SHERIFF SAM SHAW** **5**

**LAW DOG** ... MAY NOT SHOOT UNTIL ENEMY FIRES FIRST

**REVOLVER**



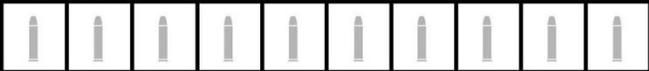
**WOUNDS**

LEG		ARM		CHEST		SEVERE	
		☠			☠		☠

**ASA GOODWIN** **7**

**YELLA BELLY** ... -1 IN FISTICUFFS  
**DRUNK** ... MAY NOT USE "AIM" OR "GOT YOU COVERED"

**REPEATING RIFLE**



**WOUNDS**

LEG		ARM		CHEST		SEVERE	
		☠			☠		☠

**FRED SHORT** **6**

**OLD WOUND** ... START WITH ONE ARM OR LEG WOUND

**REPEATING RIFLE**



**WOUNDS**

LEG		ARM		CHEST		SEVERE	
		☠			☠		☠

# PAINT THE TOWN RED UNIT CARDS

**DAVE DRAKE** 5

**LUCKY** ... ONE FREE RE-ROLL PER GAME   
**YELLA BELLY** ... -1 IN FISTICUFFS

**REVOLVER**

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**WOUNDS**

LEG		ARM		CHEST		SEVERE	

**THE BOOTMAKER** 7

**GREENHORN** ... -2 TO ALL SHOOTING ROLLS

**REPEATING RIFLE**

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**WOUNDS**

LEG		ARM		CHEST		SEVERE	

**THE BARBER** 8

**NERVOUS** ... -1 TO ALL SHOOTING ROLLS

**SHOTGUN**

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**WOUNDS**

LEG		ARM		CHEST		SEVERE	

**STACEY BRIDGES** 3

**COOL HAND** ... IGNORE FAILED TOUGHNESS TEST   
**TRIGGER FINGER** ... +1 VALUE TO SNAP SHOT CARDS

**REVOLVER** **SHARPS**

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**WOUNDS**

LEG		ARM		CHEST		SEVERE	

**DAN CARLIN** 4

**CUNFIGHTER** ... +1 TO ALL SHOOTING ROLLS  
**STUBBORN** ... IGNORE ARM WOUND PENALTY

**REVOLVER**

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**WOUNDS**

LEG		ARM		CHEST		SEVERE	

**COLE CARLIN** 4

**MOVIE WILLIAM** ... IGNORE FIRST WOUND   
**DIRTY CHEAT** ... SWAP A RANDOM OPPONENT'S CARD

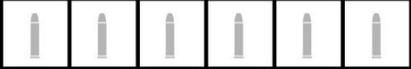
**REVOLVER**

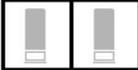
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**WOUNDS**

LEG		ARM		CHEST		SEVERE	

# PAINT THE TOWN RED UNIT CARDS

<b>THE STRANGER</b>	<b>2</b>
<p><b>DEADLY</b> ... +2 TO ALL SHOOTING ROLLS (+1 TO FANFIRE)</p> <p><b>WHIP</b> ... +3 IN FISTICUFFS, BUT ONLY DEAL 1 WOUND IF VICTORIOUS INSTEAD OF 2</p>	
<p><b>REVOLVER</b></p> 	
<p><b>WOUNDS</b></p> <p>INVULNERABLE TO DAMAGE. NO WOUNDS SUFFERED.</p>	

<b>MORDECAI</b>	<b>6</b>												
<p><b>WATCHFUL</b> ... IF ACTIVATING FROM A RED INITIATIVE CARD, GAIN A FREE "GOT YOU COVERED" TOKEN AFTER COMPLETING ALL OTHER ACTIONS</p>													
<p><b>SHOTGUN</b></p> 													
<p><b>WOUNDS</b></p> <table border="1" style="width: 100%; text-align: center;"> <tr> <th style="background-color: red; color: white;">LEG</th> <th style="background-color: red; color: white;">ARM</th> <th style="background-color: red; color: white;">CHEST</th> <th style="background-color: red; color: white;">SEVERE</th> </tr> <tr> <td style="height: 20px;"></td> <td style="height: 20px;"></td> <td style="height: 20px;"></td> <td style="height: 20px;"></td> </tr> <tr> <td style="text-align: center;">☠</td> <td style="text-align: center;">☠</td> <td style="text-align: center;">☠</td> <td style="text-align: center;">☠</td> </tr> </table>		LEG	ARM	CHEST	SEVERE					☠	☠	☠	☠
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# TOMBSTONE TINDERBOX

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