

RUTHLESS



SCENARIO DESIGN AND CHARACTER CREATION

SETTING THE SCENE

Ruthless is intended for small, fast-playing gunfights where each player controls 2-5 characters. With these basic parameters you can play multiple scenarios in a single evening. Creating a series of short, linked scenarios with a narrative arc is especially fun! Think of your evening as a three-act movie, with each act building on the next...

Of course, you can play games on larger tables with any number of figures. There are no hard and fast rules to designing a great scenario, but this short guide will get you moseying in the right direction!

CHARACTER CARDS

Each model on the tabletop is assigned a card to reference his weapons, track ammunition, and mark wounds as they occur. Characters may have additional traits, as well. An example card appears below, and six blank copies are also provided later.

TOUGHNESS SCORES

Each character in the game has a Toughness value, serving as a "catch all" score to represent his grit and combat experience. When designing new characters, keep in mind that Toughness is a d10 test, which means that Bat Masterson's example Toughness of "3" means he would theoretically pass 80% of his rolls (he needs a 3+ on a d10 each time).

Toughness scores of 1 or 10 should be avoided as too extreme. Even scores of 2 or 9 would be used only in the most exceptional circumstances. Seasoned, veteran gunfighters with true grit should be rated as Toughness 3 or 4. Ratings of 5-6 represent men who've seen a bullet or two in their day and aren't afraid to engage in a gunfight. Once you reach ratings as high as 7 or 8, these are characters who are likely to duck for cover!

"Announcin' your plans is a good way to hear God laugh." -Al Swearengen, *Deadwood*

BAT MASTERSON		3	
TOUGH AS NAILS ... IGNORE FIRST WOUND		<input type="checkbox"/>	
TRIGGER FINGER ... +1 VALUE TO SNAP SHOT CARDS			
REVOLVER			
WOUNDS			
LEG	ARM	CHEST	SEVERE

Character name and Toughness rating

Traits, if any, are noted here. One of Bat's traits has a box to check when this trait is expended.

Ammunition is marked off here, then erased as shots are reloaded.

Wounds are recorded here as they are suffered. If you reach the skull and crossbones symbol, the character is killed!

CHARACTER TRAITS

It's best not to assign characters more than one or two traits—except in exceptional circumstances—in order to avoid overload. When designing characters for a scenario, you're welcome to re-name traits when appropriate or even create your own!

"BOWIE KNIFE" When defeating an enemy in Fisticuffs, adjust the wound roll up or down one line on the "Darn, I Been Hit" table as desired

"COOL HAND" Ignores first failed Toughness test

"DIRTY CHEAT" Once per turn, can pick any card from his hand and swap it with a random card from any other player

"DRUNK" May not use "Aim" or "Got You Covered"

"EXPERT RIDER" Only -1 to Shooting rolls when mounted, instead of the normal -2 modifier

"GREENHORN" -2 to Shooting rolls

"GUNFIGHTER" +1 to Shooting rolls

"LAW DOG" Cannot Shoot until an enemy fires first

"LOUD MOUTH" -1 to enemy Toughness tests caused by this character

"LUCKY" Make one free re-roll per game

"MARKSMAN" +1 Shooting to all Long Range shots

"NERVOUS" -1 to all Shooting rolls

"OLD WOUND" Start the game with one arm or leg wound already marked

"STEALTHY" Enemies are -1 to Shoot at him

"STUBBORN" Ignore any penalty for arm wound

"TOMAHAWK" +2 in Fisticuffs

"TOUGH AS NAILS" Ignore first wound

"TRIGGER FINGER" +1 value to Snap Shot cards

"UNPREPARED" Cannot Reload

"YELLA BELLY" -1 in Fisticuffs

SPECIAL RULES

As a scenario designer, you're encouraged to create special rules as needed to evoke the spirit of a historical engagement, movie, or TV show.

Special rules might place restrictions on characters, specify unusual deployment conditions, or offer new objectives. Introducing "silver dollars" or some form of currency to be collected in the game is a great way to build incentives for players to act fast. You may even want to add outlaw affiliations liked "Wanted", allowing players to earn additional victory points or silver for capturing these wanted outlaws!

Ruthless is not a rigid game format...after all, the rules are just two pages long! That leaves room for YOU to add in your own ideas. Consider this a tool kit for imagining your own unique scenarios.

READY-MADE ADVENTURES

There are several official scenarios already made for you to play. We've designed several adventures on the Little Wars TV website and the author of the system, Mark Fastoso, has some fantastic scenarios available at www.FireballForward.com. If you want to see an example of how a multi-act game can be creatively linked together into a mini-campaign, you can download "**Riding Shotgun**" 100% free on our site, www.LittleWarsTV.com.

SMALL GUNFIGHTS

In the standard game rules, playing an initiative card allows all models a player controls to take actions. This keeps the game moving very fast, but in scenarios when each player may only have 2 or 3 figures, it can be fun to adjust this mechanic. For small gunfights, try allowing each card played for initiative to only activate one model instead of every model. You will find the pace of the game to be much more tense!

CHARACTER BUILDING

The next two pages of this document offer some blank character cards you can use at home. We already told you that *Ruthless* is a free, open toolkit for Western adventures. Maybe you want to design a campaign where the characters gain experience and new abilities as they travel from scenario to scenario? There's no reason you can't do that!

REVOLVER

WOUNDS

LEG	ARM	CHEST	SEVERE
<div></div>	<div></div>	<div></div>	<div></div>
<div></div>	<div></div>	<div></div>	<div></div>

REPEATING RIFLE

WOUNDS

LEG	ARM	CHEST	SEVERE
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<div></div>	<div></div>	<div></div>	<div></div>

SHOTGUN

WOUNDS

LEG	ARM	CHEST	SEVERE
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<div></div>	<div></div>	<div></div>	<div></div>

REVOLVER

WOUNDS

LEG	ARM	CHEST	SEVERE
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<div></div>	<div></div>	<div></div>	<div></div>

SHARPS

REVOLVER

WOUNDS

LEG	ARM	CHEST	SEVERE
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<div></div>	<div></div>	<div></div>	<div></div>

SHOTGUN

BOW

WOUNDS

LEG	ARM	CHEST	SEVERE
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<div></div>	<div></div>	<div></div>	<div></div>