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About This Content

Savage Worlds Deadlands Adventure for Fantasy Grounds

Blood Drive 3: Range War! is the final adventure in a series that spans one of the longest, most danger-fraught cattle drives in the Weird West! Head 'em up and move 'em out as your posse becomes hardened trail hands fighting for their cattle, their land, and even their lives!

Head 'em up and move 'em out! Your cowpokes are joining one of the longest, most danger-fraught cattle drives in the Weird West—spanning two countries, a war-torn no man's land, and the Sioux Nations! Along the way, they'll cross paths with virtually every major railroad, bloodthirsty border raiders, Indian war parties, and of course, nightmares of the sort found only in a land ravaged by the horrors of the Reckoning. They may make an ally or two, as well as at least one dogged enemy. High Plains Drovers is the second of three in the Blood Drive series.

The Blood Drive series is a complete campaign. Each adventure starts and ends in such a fashion that if you want to use it by itself without the others in the series, you can easily do so. In fact, they're perfect for getting a posse from one part of the Weird West to another if that's what you're looking for, Marshal. Used together, the three combine to take the heroes from greenhorn cowpunchers to hardened trail hands fighting for their cattle, their land, and even their lives!

Range War! is not a complete game. It's a supplement for the Deadlands Reloaded setting for the Savage Worlds game system.

Requires: A Fantasy Grounds full or ultimate license and the Savage Worlds v3 Ruleset and the Deadlands Setting for Fantasy

Grounds

Title: Fantasy Grounds - Deadlands Reloaded: Blood Drive 3
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 17 Nov, 2014

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Minimum:

OS: Windows XP, Vista, 7x or 8x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: n/a

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

Wyatt Eary **Doc Holliday**

THE TOMBST

Players have requested Player Guide

Doc Holliday: Well, well, Wyatt. I hope to violence so readily of thing to your less re

Doc Holliday: quickly draws a pistol into both each at teh Iron Dragon enforc

Doc Holliday: Shooting: Twin double-a peacemakers


Doc Holliday: Shooting: Twin double-a peacemakers

Doc Holliday: Twin double-action peacemakers damage

Doug Deadlands (Doc Holliday): Twin double-action peacemakers damage

one is shaken and the other

Li Zhin



ENFORCERS

- Abigail "Abby" Morton
- Barbabas Morley
- Bayou Vermilion Leader
- Bill Sutter
- Black Dog, Pox Walker
- Enforcer
- Hired Gun
- Horatio England
- Iron Dragon Enforcer
- Javier Ortega
- Lazy S Cowboy
- Li Zhin
- Matt Reynolds
- Milton Fisher
- Northern Star Cowboy
- Randolph Logan
- Rory Tate
- Rustler
- Sniper
- Townsfolk w. Pistols
- Townsfolk w. Shotgun

Enforcer

Rail warriors are the hard-bitten folks employed by the rail barons to make their competition's lives miserable. Some rail warriors possess special abilities and equipment; these are the elite few who define the character of each railroad.

Special Abilities:

Faction: While all rail warriors are employed by a specific Rail Baron, some gain special perks for their association, as detailed below. Keep in mind, these elite troops should be a rarity compared to the faceless minions who do the lion's share of the rail barons' dirty work. The factions bestow the following benefits to their elite rail warriors:

Northern Star Cowboy

Abilities: Agi 4, Sma 4, Spi 4, Str 4, Vig 4

Derived: Face 6, Parry 5, Tough 5, Armor 0, Cha -2

Skills: Fighting 4, Notice 4, Stealth 4, Gambling 4, Shooting 4, Survival 4

Attacks: Damage 0, Notes 0

Colt Army (44) +1 AP 1

Winchester 73 (44-40) 0 AP 2

Weaknesses: Bloodthirsty
Wanted
Minor or Major

Edges: Quick draw

Powers:

Marshal

Modifier

0

1 2 3 4 5 6 7 8 9 10 11 12

Fantasy Grounds

Fantasy Grounds

Wyatt Earp Doc Holliday

THE TOMBSTONE EPIGRAPH

Volume 1, Issue 1, September 3, 1879

Players have requested permission to load 'SW Delu Player Guide'

Doc Holliday: Well, well, Wyatt. I have never known you to violence so readily. Best that you leave that of thing to your less reputable friends...

Doc Holliday: quickly draws a pistol into both hands and fires a shot fr each at teh Iron Dragon enforcers

Doc Holliday: Shooting: Twin double-action peacemakers

Doc Holliday: Shooting: Twin double-action peacemakers

Doc Holliday: Twin double-action peacemakers damage

Doug Deadlands (Doc Holliday): doubled due to dead e

Doc Holliday: Twin double-action peacemakers damage

one is shaken and the other drops

Li Zhin

Marshal
Modifier
0

Iron Dragon Camp Enforcers

Taken Name
5 Iron Dragon Enforcer

Placement
1 Li Zhin

Placement

Add NPCs to combat tracker

Iron Dragon Enforcer

Abilities
Agi 4 Sma 4 Spi 4 Str 4 Vig 4

Derived
Pace 6 Parry 6 Tough 6 Armor 2 Cha -2

Skills
Fighting 10 Guts 8
Nobice 4 Shooting 8
Stealth 4

Attacks
Damage Notes
Colt Army (44) 1 AP 1
Double Barr 0 +2 Shooting rolls
Katana 0

Hindrances
Code of Honor (Major)
Enemy
Exposed rail warriors
Mean

Edges
Speed load

Combat

Card Name

Wyatt Earp
Doc Holliday
Li Zhin
Iron Dragon Enforcer
Iron Dragon Enforcer #2
Iron Dragon Enforcer #3
Iron Dragon Enforcer #4

Combat
Mod. Pace

Wyatt Earp
Doc Holliday
Li Zhin
Iron Dragon Enforcer
Iron Dragon Enforcer #2
Iron Dragon Enforcer #3
Iron Dragon Enforcer #4

Light
Init
Chat
Tools
PCF
Picf
PREF
FX

Fantasy Grounds

THE TOMBSTONE EPIGRAPH

Volume 1 Tombstone, Arizona, Sunday, September 3, 1879 No. 21

Round 2

Dealing cards...

Wyatt Earp was dealt the Ace of Hearts, the Jack of Hearts and the Six of Diamonds.

Wyatt Earp uses the Ace of Hearts.

Doc Holliday was dealt the Four of Diamonds and the Ace of Clubs.

Doc Holliday uses the Ace of Clubs.

Wyatt Earp

Wyatt Earp: "I ain't much for sword fightin' but I am a fan of fingin' some metal around"

Wyatt Earp: Shooting: Buntline special **12**

Wyatt Earp: "Eat some hot lead!"

Wyatt Earp: Buntline special damage **4 3 +1 8**

Wyatt...

Modifier

0

Wyatt Earp SCORE

White Chips Red Chips Blue Chips Legend Chips XP

Attributes

- Agility
- Smarts
- Spirit
- Strength
- Vigor

Derived Stats

Base	Total
6	6
8	8
6	6
1	1
0	0

Attacks

Name	Range	Damage	KoF	Notes
Buntline special		+1	15/30/60	RoF 1, Shots 6, AP 1
Winchester '73		0	24/48/96	RoF 1, Shots 15, AP 2

Card **Name** **Winds** **Fate**

Wyatt Earp	Parry 8 Toughness 6
Doc Holliday	Parry 6 Toughness 5
Li Zhi	Parry 6 Toughness 5
Iron Dragon Ent	Parry 6 Toughness 6

End Turn

A-1 A-2 A-3 A-4 A-5 A-6 A-7 A-8 A-9 A-10 A-11 A-12

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