

Tales of the OLD WEST

**YEAR
ZERO**
ENGINE

Effekt



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Stefan Isberg

**"THERE'S NO PLACE 'ROUND THE CAMPFIRE
FOR A QUITTER'S BLANKET"**

OLD WEST SAYING



This is one of three adventures, the first Campfire Tales, which were originally written as actual play scenarios to coincide with the Tales of the Old West corebook Kickstarter campaign. They are all set within New Mexico territory, the setting of the corebook campaign framework, although they can be adjusted to take place anywhere.

As actual play adventures, the Campfire Tales were originally written with pre-generated characters but are presented here as standalone tales to be run with any player character group.

If you are a player, stop reading now! This book is for the GM's eyes only.

In The Las Vegas Legacy the player characters hunt down the bounty on a local killer who has returned to town, but learn something that may change the outcome entirely.

DAVE SEMARK

Dave is a multi award-winning writer and game designer with a wide range of gaming credits. He is a mainstay of Free League Publishing's Alien RPG and has worked with other big industry players, including Modiphius, Monolith, Magnetic Press and Firelock Games.

As both a historian and lifelong roleplayer Dave enjoys nothing more than delving into different worlds and the lives of those who inhabit them, that is when he's not enjoying good beer and food, taking care of his German Shepherd, or disagreeing with co-host Matthew on the Effekt podcast.

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"WE ARE ROUGH MEN, AND USED TO ROUGH WAYS."

**BOB YOUNGER, OUTLAW
AND COMPADRE OF JESSE JAMES**

INTRODUCTION

This tale sees the player characters in Las Vegas, running down the bounty on a pre-eminent Neuvo Mexicano for killing an important business man. But this turns out to be a vendetta, not a criminal matter, and the story behind the killing is more complicated than it seems at first look. Will they shrug their shoulders and run him down in the hunt for a sweet bounty, or will their outlook change in light of all the facts?

LAS VEGAS

Las Vegas, New Mexico, was established in 1835, standing astride the Rio Gallinas. The town quickly prospered as a stop on the Santa Fe Trail, bringing a steady flow of settlers, goods, and supplies for the army. But the main business here is cattle and sheep farming, with good grazing to the north, east and south. See the Tales of the Old West corebook, page 248 for more information.

WHAT IS GOING ON?

Six months ago, the long standing bad blood between two prominent Las Vegas men finally came to a head. Juan Martinez and Klaus Koenig came to blows in the Plaza Saloon, and inevitably gunplay ensued. Martinez was lightly wounded, but Koenig took a bullet to the chest. He flopped back into his chair, mortally wounded, as Martinez fled the town. Doc Burns was called, and Sheriff Stringer. Even Judge McKenzie was there as Koenig breathed his last. They all witnessed Koenig's last words, a clear undertaking that anyone who took revenge for Koenig and killed Martinez would receive \$1000 from Koenig's will. Sheriff Stringer and Judge

McKenzie both agreed that Koenig's words would be honored, and the hunt for Martinez began. Martinez fled to Mexico, intending to stay away for good.

But his hopes were in vain. He learned his mother, Isabella, had been taken ill—her last wish to leave Las Vegas and return to Mexico, to see out her final days in her birth town of Ciudad Juárez, just south of El Paso. So, against his better judgement, but through loyalty and love for his mother, Juan Martinez returned to Las Vegas, to collect his mother and head back to Mexico. But his attempt to return quietly fails and the word soon spreads: Juan Martinez is back and Koenig's Las Vegas legacy is there for the taking.

Bounty hunters swarm to town, most notably the Slater gang, Abilene Slater and her brothers, Noah and Arlo, the partners Gerhard Klein and Wolfgang Weber, and the notorious lone gunslinger, Kasper 'One-Shot' Cronholm.

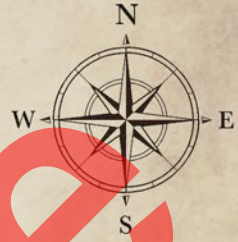
MARTINEZ'S PLAN

Martinez knows that the law will be after him, but he's not too worried about the sheriff. Stringer is lazy and won't want to get involved and there were more than enough witnesses who will testify that Martinez acted in self defense, if it ever comes to that. But Martinez also knows bounty hunters are out for him and that is a different matter entirely. Martinez's consolation is that the Mexican community in Las Vegas will, on the whole, look after him and have his back. His plan involves the following:

Martinez has disguised himself, shaving his moustache and beard, cutting his long hair, and dressing

LAS VEGAS SAN MIGUEL CO. 1873

TO
COLORADO



TO
AGUA NEGRA
CHIQUITA

TO
SANTA FÉ

- ① MONTESUMA HOTEL
- ② INFANTA TAVERN
- ③ SUMMER HOUSE
- ④ LAS VEGAS PLAYHOUSE
- ⑤ MILL
- ⑥ LAS VEGAS OPTIC
- ⑦ HOT SPRING HOTEL
- ⑧ DIAMOND HOTEL
- ⑨ PLAZA SALOON
- ⑩ COURT HOUSE
- ⑪ LIVERY
- ⑫ POST
- ⑬ CARRIAGE WORKS
- ⑭ SHERIFF'S OFFICE
- ⑮ CHURCH
- ⑯ CHURCH
- ⑰ PLAZA
- ⑱ CEMETERY

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