

TERRITORIAL EXPANSION

Territorial Expansion (TEX) is a set of optional rules and systems for having *The Fantasy Trip* figures visit and interact with people and places of the Wild West. It is far from a stand-alone game, and the *In the Labyrinth* book will be needed for play.

CHARACTERS

Whether player characters or NPCs, figures in TEX would be made the same way as in *TFT*. Attributes would be allotted as normal and any races the GM allows can be chosen. Unless it is a magic-infused Wild West, native-born characters would all be heroes.

TALENTS

These too would be chosen by the same method as *TFT*. Most of the talents printed in *In The Labyrinth* cross-over, but a few slight adjustments might be needed. Literacy is far more common in the Wild West than in fantasy realms, and the GM may want to give that talent to figures for free. If using the [Drawbacks](#) system, being illiterate might be considered a minor handicap. Also, many social skills are based on a common norm, and figures from different worlds should roll an additional die on these tests to overcome their lack of understanding. Note that combat talents like Missile Weapons or Weapon Mastery can be used for modern weapons as well.

IQ 8 TALENTS

Affiliation (1) This entails being a member of a known group, like a tribe, union, or a club. It does not confer any command, but includes access to its meetings, understanding of its rituals and politics, and acknowledgment by other members.

Explosives (1) The ability to prep and set off explosions, allowing a figure to set fuses and safely handle dynamite and similar explosives. This does not give the ability to create bombs or determine the effect of a set charge.

Long arms (2) The ability to handle and fire rifles, shotguns and similar weapons.

Mundane Talents are the day-to-day activities of working folk.

1 IQ Point skills include: bartender, lumberjack, miner, railroad labor, ranch hand, cook.

2 IQ Point skills include: clerk, entertainer, gambler, photographer, printer, tailor

3 IQ Point skills include: banker, newspaperman, politician, undertaker

Mundane talent users have the ability to master their chosen skill by paying the IQ cost twice.

Pistols (2) is the ability to fire pistols.

IQ 9 TALENTS

Authority (2) The figure holds a position with a group (militia, religious order, or other organization) that wields power. This gives them +1 reaction to those who recognize the group's authority, and +2 to others within the same group. Authority may also grant other benefits within the group like access to information or the ability to call on allies.

Leadership (1) This is force of personality rather than conferred power. Leaders gain +1 to Reactions when taking charge and can make a 3/IQ test to command an unorganized group. This test can be challenged by others with the Leadership talent.

IQ 10 TALENTS

Bureaucrat (1) A figure with this talent understands and can navigate the complex structures of governments and large organizations. They can gain information from public sources and may lobby for assistance from those that work in these structures.

Demolitions (2) This is the knowledge of how to set charges and control their effects like in mining or construction. If a figure has Explosives talent this costs only 1 IQ point.

Gunsmith (1) A smith can repair or modify a firearm and prepare ammunition from raw materials.

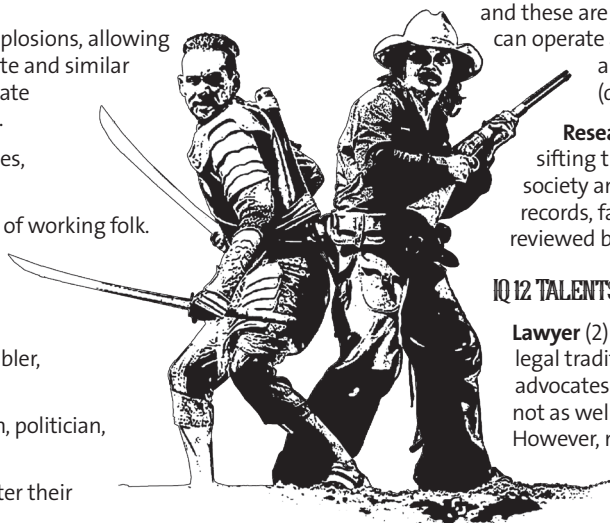
IQ 11 TALENTS

Machinist (2) Steam and gas-powered machines are reshaping the world, and these are the people who command them. They can operate and maintain most heavy machines, and can repair them on an IQ test (difficulty set by the GM).

Research (1) This is the modern skill of sifting through the vast paper records kept by society and pulling out answers. Libraries, public records, family archives, and business files can be reviewed by a researcher to gain information.

IQ 12 TALENTS

Lawyer (2) This is a schooled profession in the legal traditions and structures of society. Many advocates (and even judges) in the West are not as well-versed on the law as a true lawyer. However, many of the most powerful politicians and business magnates are lawyers.



WEAPONS

WEAPONS	Damage	ST	Cost	Notes
Holdout pistol (Derringer)	1d+1	8	\$3	Requires Pistol Talent, range as Thrown weapon.
Revolver (Colt Peacemaker)	2d6-2	9	\$10	Requires Pistol, range as Thrown weapon.
Rifle (Winchester .44)	2d6	10	\$20	Requires Long arms, range as Missile weapon.
Musket (Kentucky Rifle)	3d6	10	\$5	Requires Long arms, range as Missile weapon. Fires every 3rd round.
Shotgun (Remington)	3d6	12	\$15	Requires Long arms, range as Thrown weapon. Pellets strike 3 front hexes, each die resolves vs. AD separately.
Cannon	6d6	--	\$3000	Requires Engineer, crew of 3. Fires every 10 rounds
Nitroglycerin	3d6	--	\$2	Requires Explosives. Explodes in hand on 18, fails to go off on 17.
Dynamite	5d6	--	\$1	Requires Explosives. Explodes in hand on 18, fails to go off on 17.

CHARACTER ARCHETYPES

Buffalo Hunters Legend is rife with fortune hunters riding west following the great herds of bison. Essential talents include Rifle, Stealth, Area Knowledge (Plains), and Tracking. Those who follow fleeing herds on horseback must have Horsemanship.

Cowboys Cowboys are the picture of the west, facing off the weather, strays, and rustlers to bring their charges home. A cowboy needs Animal Handling, Lasso, and Horsemanship. Alertness helps, as do Gun skills.

Craftsmen Blacksmiths, carpenters, and masons build the West. Their skills are usually mundane, along with Business Sense and Detect Lies.

Detectives They bring outlaws to justice, protect company property, solve cases, and guard shipments. Essential skills are Authority, Guns, and Streetwise. Area Knowledge, Research, and Stealth help.

Doctors Doctors can do little more for most patients than their fantastic counterparts. They should have Physicker, Chemistry, and may even be Master Physickers. Most of have Business Sense.

Entertainers Circus performers, opera singers, mesmerists, saloon girls and musicians were all part of the West. Bard, Charisma, Poet, and any number of mundane performing talents are all suitable.

Expressmen From Pony Express riders to stagecoaches and railways, express messengers guard important packages. Essential skills include Area Knowledge, Horsemanship, Driving, and Weapon skills.

Gamblers Gamblers are a mainstay of our image of the West, and most communities had at least one. Gambler is a needed Mundane Talent. Detect Lies, Pickpocket, and Gun skills would all come in handy.

Gunslingers These specialists have exceptional skills and are willing to gamble with their lives. The primary skill is Guns— usually pistols, although a few prefer rifles. Fast-Draw is essential for showdowns.

Lawmen Marshals, sheriffs, rangers, and their deputies all keep the peace in the territories. Authority is required. Combat skills are encouraged but

not restricted to Guns— Unarmed Combat, Whips, and Lassos can also subdue criminals

Medicine Men The medicine man is a spiritual leader of the natives. Charisma is useful, and Physicker and Naturalist is also required. Most medicine men have Priest and may have magical Talents.

Businessmen Shopkeepers, hoteliers, and other businessmen are the lifeblood of every town. Successful businessmen should have Business Sense, and Recognize and Assess value.

Mountainfolk They are hunters, trappers, and scouts, and have at least area knowledge (mountains), if not Naturalist and Woodsman. Animal handling, Tracking, and the language of local Indians would be helpful.

Hustlers Tent preachers, patent medicine ‘doctors’, and other swindlers moving from town to town one step ahead of their angry victims. Charisma is necessary. Other useful skills include Bard, Business Sense, and Carousing. Some cons might require Gambling, Priest, or Pickpocket.

Warriors Indian ‘braves’ may be outside the main stream of society, but they are often nearby. Survival skills, combat skills with the tribe’s weapons, and Area Knowledge of the tribe’s territory are required.

EQUIPMENT

Note that money is handled quite differently than in most fantasy realms that have little understanding bank drafts or paper currency. Even the metal value of western coins is far less than their stated value. Characters will need to try and fit in, and negotiating this system will be tricky for them.

Note also that firearms have extreme destructive power and armor only protects half value against them. Shotguns can fire slug or pellets, and pellets strike the 3 front hexes at once. Each die of pellet damage is resolved against armor separately. Explosives and artillery do damage in the entire megahex where they land, do half damage (3/DX to avoid) in the surrounding megahexes, and run the risk of exploding in hand.

OUTDOOR GEAR

Bed roll	10 lbs.	\$4.00
Binoculars	3 lbs.	\$25.00
Candles, wax (1 dozen)	1 lbs.	\$.10
Canteen	1 lbs.	\$0.50
Compass	neg.	\$2.00
Cook’s kit	80 lbs.	\$3.00
Gun cleaning kit	1 lbs.	\$1.50
Mess kit	1 lbs.	\$.30
Oil, fuel (1 gallon)	8 lbs.	\$.10
Oil lamp	4 lbs.	\$1.50
Rations (1 week)	10 lbs.	\$1.00
Rope (50’)	6 lbs.	\$1.00
Tent (for one)	30 lbs.	\$6.00
Trap (beaver)	3 lbs.	\$.50
Trap (bear)	17 lbs.	\$11.75

FOOD AND SERVICES

Beer, glass		\$.05
Beer, small keg	10 lbs.	\$2.00
Meal, average		\$.25
Meal, good		\$.75
Whiskey, shot		\$.10

Whiskey, bottle	3 lbs.	\$1.25
Bath		\$.50
Hotel, poor (per night)		\$.25
Hotel, average (per night)		\$.75
Hotel, good (per night)		\$2.00
Room and board (per week)		\$2.50
Stable, overnight		\$.25

CLOTHING AND PERSONAL ITEMS

Bandana	neg.	\$.10
Boots, sturdy	3.5 lbs.	\$5.00
Clothing, buckskin (AD1)	7 lbs.	\$3.50
Clothing, workmen’s	4 lbs.	\$2.00
Clothing, professional	6 lbs.	\$12.00
Cap	neg.	\$.50
Cartridge belt	2 lbs.	\$1.00
Chaps	6.5 lbs.	\$4.50
Dress	4 lbs.	\$1.50
Hat, derby	0.5 lbs.	\$2.00
Hat, cowboy	1 lbs.	\$3.00
Hat, sombrero	0.5 lbs.	\$3.50
Holster	0.25 lbs.	\$1.00
Mirror, brush, comb set	2 lbs.	\$3.00

Overcoat, cloth	10 lbs.	\$8.00
Overcoat, fur	20 lbs.	\$15.00
Razor, straight	neg.	\$1.25
Shoes, men’s or women’s	2 lbs.	\$3.50
Socks, 1 pair	neg.	\$.01
Travel trunk	25 lbs.	\$5.00
Watch, pocket with chain	neg.	\$4.00
Union suit	1.5 lbs.	\$.75

INCIDENTALS

Ammo (100)	4 lbs.	\$2.50
Bible	2 lbs.	\$5.00
Cigar	neg.	\$.05
Deck of marked cards	neg.	\$1.25
Deck of regular cards	.neg	\$.15
Dice		\$.25
Fuse	.neg	\$.05
Musical instrument	12 lbs.	\$12.50
Newspaper		\$.01
Novel, paperback		\$.10
Matches (box of 240)	neg.	\$.10
Tobacco (1 oz.)	neg.	\$.10