

Area Events Table

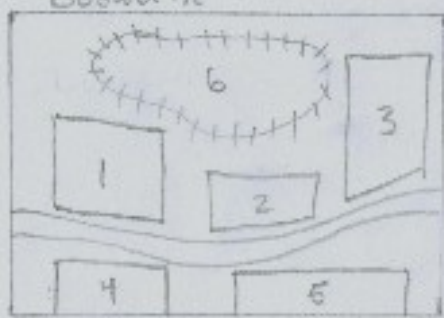
1 River runs low & rain is scarce. Drought.	5 Win federal grant. Surplus income. 100%
2 Yellow fever scare. 3-50% mortality rate.	6 Population boom. New folks in town.
3 Bandits strike town. Lose income/property.	7 Army comes through town. Money & ruckus.
4 Cattle sick. Lose half the herd.	8 Lightning strike. Fire in a building.

Calvin's Ford



5 stories

Bosworth



Calvin's Ford

- 1) Stables
- 2) General Store
- 3) Smith
- 4) Marshal's office
- 5) Bank & Post Office
- 6) Bathhouse & Ferry
- 7) Bar / Hotel
- 8) Hotel

Bosworth

- 1) General Store
- 2) Post Office
- 3) Stable / Smith
- 4) Sheriff's Office
- 5) Storehouse
- 6) Corral

- A) Wagon train from East has made its way to Calvin's Ford for homestead claims on soon to open federal lands. Trouble from bandits between Bosworth & Calvin's Ford gives way to anger from local ranchers.
- B) Revenge - A lone traveler/small group arrived in town hunting the gunman who murdered his/their father during a bank heist in Kansas City. Sitting in a pistol is a bullet forged from the slug that killed the father.
- C) Difficulties of ranching life compound in a range war between rivals. The arrival of open-range shepherds creates greater tension as the local ranchers take exception to the sheep invaders.
- D) The U.S. Marshal of Calvin's Ford does his best to keep the peace between ranchers, townsfolk, travelers, and the occasional bandit. Good as he is the years are taking their toll & his gunhand is slowing down.
- E) High plains bandit. That's what they say. But despite the law and the weather they have kept themselves going with the plunder of unwary travelers. The gold transport from California might not make it East.