

# **BILLY THE KID**

**NOTORIOUS OUTLAW, WANTED FOR THE MURDERS OF  
OVER A DOZEN MEN, IS ON A TRAIN FROM SANTA FE  
TO STAND TRIAL IN**

# **OLD MESILLA**

**WHERE HE IS EXPECTED TO BE HANGED.**

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**JAMES DOLAN, WHO LEAD THE ENFORCERS AGAINST  
BILLY'S REGULATOR GANG, HAS OFFERED A REWARD  
TO ANYONE WHO BRINGS HIM THE KID SO HE CAN  
TAKE HIS REVENGE.**

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**BILLY'S OLD FRIEND DOC SCURLOCK HAS GATHERED A  
RAG-TAG GANG IN SOCORRO, ALONG THE SANTA FE  
RAIL LINE TRACKS, TO GET BILLY OFF THE TRAIN.**

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**THE SHERIFF AND HIS POSSE HAVE JUST WALKED  
IN ON DOC AND HIS GANG PLANNING THEIR HEIST IN  
THE CAPITOL BAR.**

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**CAN DOC AND HIS GANG GET BILLY OFF THE TRAIN  
BEFORE THEY DOUBLE-CROSS EACH OTHER?**

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**WILL BILLY HANG FOR JUSTICE, BE HANDED OVER  
FOR REVENGE, OR RIDE OFF TO FREEDOM?**

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**BY SAGE LATORRA - [WWW.LATORRA.ORG](http://WWW.LATORRA.ORG)**

**THIS IS A STORY GAME FOR 2 TO 4 PLAYERS AND ONE GM BASED ON JOHN  
HARPER'S LADY BLACKBIRD.**

**THANKS TO PAUL RIDDLE, SHANNON RIDDLE, JOHN HARPER, ISAAC MILNER,  
DAN LOFTON AND BEN GLICKLER.**

**DEDICATED TO DAN LOFTON AND FAMILY.**



# Doc Scurlock

*Loyal Regulator looking out for the best friend he's got*

## Traits

### Sharpshooter

Steady Hand, Long Shot, Trick Shot, Ambush, Rifles, Sharp Eye

### Regulator

Connections, Infamy, Safe Houses, Stashes, Weathered

### Old Man

Fists, Tough Skin, Dead Nerves, Hard, Improvised Weapons

### Scarred

Memorable, Frightening, Intimidating, Missing Teeth

### Law Thinking

It may not be the formal law they've got back east, but you know how things are done around here. Your part of the plan was taking care of any law men that might get in the way. You can spend 5 tokens to make a single statement about law, prisons or criminals which becomes true.

## Keys

### Key of the Father

Lawrence is your one and only son, no matter how he acts he'll always be blood. Hit your key when Lawrence influences your decision.

**Buyoff:** Disown your son.

### Key of Loyalty

Billy rode with you in the Regulators and had your back in every fight, you owe him your life. If it weren't for Billy, you'd still be digging wells up in the mountains. Hit your key whenever you act to free Billy the Kid.

**Buyoff:** Abandon Billy.

### Key of the Regulator

What's right and what's lawful aren't always the same in your eyes. You do what you think's right, courts-be-damned. Hit your key when you take the law into your own hands.

**Buyoff:** Abide the law when you know it's wrong.

### Socorro is Home

You've lived in Socorro since Billy got caught, it's a small town that you can disappear in. When you're in Socorro and using a trait, or your familiarity with the area helps you use a trait, take an extra dice. When you have a refresh scene in Socorro, you and any other characters in the scene get 7 pool dice instead of 5.

◆ *Lost*     ◆ *Injured*     ◆ *Mad*     ◆ *Tired*     ◆ *Cornered*     ◆ *Hanged*

### Shack Hideout

You've got a home West of Socorro up in San Lorenzo canyon and you keep enough guns there to keep everyone out. When you use a trait to escape from danger to your stash, take an extra dice. You can always find something useful in your home, the next time you roll a trait after visiting your stash take an extra dice for being prepared.

### Rolling the Dice

When the GM or another player says something happens that your character opposes (like "you get shot" or "they get away"), pick up the **Draw Dice** from the middle of the table. Say what you're doing, and what you want to get out of it. Pick a **trait**, and take a dice for that trait. Then take a dice for each **tag** that applies on that trait. Take as many dice from your pool as you want (your pool starts with 5 dice). Other players can help by giving you a single die from their pools.

Roll all your dice together, count each one that shows **4 or higher**. You need more successes than the difficulty set by the GM, or the number rolled by the other player if you're opposing a player.

**Difficulty:** 2 Easy - 3 Tough - 4 Challenging - 5 Extreme

*If you succeed*, discard the pool dice you rolled.

*If you fail*, keep the pool dice you rolled, and **add an-**

**other dice to your pool.** The GM will make the situation worse or give you a **condition**, or the other player gets their way.

### Keys

When you hit a Key, you can either take a **token** or **add a die to your pool**. If you go into danger because of your key, you get 2 tokens or 2 pool dice.

You can spend 5 tokens to add a new trait, add a new tag to a trait, add a new key, or use your Train Thinking.

When the buyoff for a key occurs you can remove the key and gain 10 tokens, if you want.

### Refresh Scenes

When you have a scene with another character without conflict, refill your pool to 5. You may also remove a condition, if it makes sense.

Refresh scenes are a good time to ask questions about the characters, in character or as players.

# Lawrence Scurlock

*Santa Fe Rail engineer turned inside man to cover his debts*

## Traits

### Engineer

Mechanic, Repair, Sabotage, Invention, Trains, Rails

### Traveller

Weathered, Pathfinding, Directions, Customs

### Gambler

Cards, Dice, Risks, Sharp Eye, Straight Face, [Hidden Weapons]

### Pugilist

Fisticuffs, Clean Fighting, Dukes Up, Right Cross, [Dirty Fighting]

### Train Thinking

You've spent the last few days planning a train job with the Seven Rivers gang. You gave everyone the train schedule, track maps and car schematics for the plan. You can spend 5 tokens to make a single statement about trains, tracks, or trade which becomes true.

### Santa Fe is Home

You hang your hat in Santa Fe, a bustling railroad stop in the north of the territory. When you're in Santa Fe and using a Trait, or your familiarity with the area helps you use a Trait, take an extra dice. When you have a refresh scene in Santa Fe, you and any other characters in the scene get 7 pool dice instead of 5.

◆ *Lost*     ◆ *Injured*     ◆ *Mad*     ◆ *Tired*     ◆ *Cornered*     ◆ *Hanged*

### Rolling the Dice

When the GM or another player says something happens that your character opposes (like "you get shot" or "they get away"), pick up the *Draw Dice* from the middle of the table. Say what you're doing, and what you want to get out of it. Pick a *trait*, and take a dice for that trait. Then take a dice for each *tag* that applies on that trait. Take as many dice from your pool as you want (your pool starts with 5 dice). Other players can help by giving you a single die from their pools.

Roll all your dice together, count each one that shows **4 or higher**. You need more successes than the difficulty set by the GM, or the number rolled by the other player if you're opposing a player.

**Difficulty: 2 Easy - 3 Tough - 4 Challenging - 5 Extreme**

*If you succeed*, discard the pool dice you rolled.

*If you fail*, keep the pool dice you rolled, and *add an-*

## Keys

### Key of the Son

You left your father, Doc Scurlock, to make an honest living, but now you're forced to work with him again. Hit your key when your relation to Doc influences your decision.

**Buyoff:** Give up the Scurlock name.

### Key of the Honest Man

Your father made his money skirting the law, but you always made a fair day's pay for a fair day's work. Hit your key whenever you deal fairly with someone else or follow the law at your own expense.

**Buyoff:** Cheat, lie or steal.

### Key of the Gambler

You can't pass up a chance at something great, no matter the odds, and it's put you in debt. Hit your key when you take a wild chance or act to get money to pay off your losses.

**Buyoff:** Play it safe or payoff your debt.

### Rail Shed Hideout

You've stashed some useful things at a railway shed just south of Socorro. When you use a trait to escape from danger to your stash, take an extra dice. You can always find something useful in your shed, the next time you roll a trait after visiting your stash take an extra dice for being prepared.

*other dice to your pool.* The GM will make the situation worse or give you a *condition*, or the other player gets their way.

### Keys

When you hit a Key, you can either take a *token* or *add a die to your pool*. If you go into danger because of your key, you get 2 tokens or 2 pool dice.

You can spend 5 tokens to add a new trait, add a new tag to a trait, add a new key, or use you Train Thinking.

When the buyoff for a key occurs you can remove the key and gain 10 tokens, if you want.

### Refresh Scenes

When you have a scene with another character without conflict, refill your pool to 5. You may also remove a condition, if it makes sense.

Refresh scenes are a good time to ask questions about the characters, in character or as players.

# Padre Francisco

*Former Regulator posing as a priest to get revenge*

## Traits

### Priest

Calming, Respected, Kindly, Helpful, Confessions

### Former Outlaw

Knives, Hidden Weapons, Thrown Weapons, Brawling, Gouging, Avoiding Fire

### Faith

Calm, Collected, Pious, Unyielding, Assurances

### Builder

Construction, Demolition, Hiding Spots, Repair

### Pious Thinking

You've spent the last couple of years holed up in a mission after the Regulators left you for dead, you've picked up a thing or two about being a holy man. You contributed your standing as a man of God when the gang was making their plan. You can spend 5 tokens to make a single statement about chapels, the church, or God-fearing men which becomes true.

### Pinos Wells is Home

Your chapel is in Pinos Wells, a little nowhere town that everyone else seems to have forgotten. When you're in Pinos Wells and using a trait, or your familiarity with the area helps you use a trait, take an extra dice. When you have a refresh scene in Pinos Wells, you and any other characters in the scene get 7 pool dice instead of 5.

◆ *Lost*     ◆ *Injured*     ◆ *Mad*

### Rolling the Dice

When the GM or another player says something happens that your character opposes (like "you get shot" or "they get away"), pick up the *Draw Dice* from the middle of the table. Say what you're doing, and what you want to get out of it. Pick a *trait*, and take a dice for that trait. Then take a dice for each *tag* that applies on that trait. Take as many dice from your pool as you want (your pool starts with 5 dice). Other players can help by giving you a single die from their pools.

Roll all your dice together, count each one that shows **4 or higher**. You need more successes than the difficulty set by the GM, or the number rolled by the other player if you're opposing a player.

**Difficulty:** 2 Easy - 3 Tough - 4 Challenging - 5 Extreme

*If you succeed*, discard the pool dice you rolled.

*If you fail*, keep the pool dice you rolled, and *add an-*

## Keys

### Key of Disguise

After being left by the Regulators you crawled to a mission and took up the Godly life till you could heal. Now you use your frock as a disguise to avoid the law and the rest of the gang. Hit your key when you perform well enough to fool someone.

**Buyoff:** Reveal your true identity.

### Key of the Pastor

You take your responsibilities as a man of God seriously. You do what you can for the least of humanity. Hit your key when you help the sick, the friendless and the needy.

**Buyoff:** Ignore a cry for help.

### Key of Revenge

The Regulators left you for dead as they rode out of Lincoln, and you've never forgiven Billy for it. Hit your key when you act against a Regulator or take action to confront and kill Billy.

**Buyoff:** Forgive a Regulator to their face.

### Chapel Hideout

You're staying at the San Miguel chapel while you're in Socorro, and you keep some of your old gear there. When you use a trait to escape from danger to your stash, take an extra dice. You can always find something useful in your room, the next time you roll a trait after visiting your stash take an extra dice for being prepared.

◆ *Tired*     ◆ *Cornered*     ◆ *Hanged*

*other dice to your pool.* The GM will make the situation worse or give you a *condition*, or the other player gets their way.

### Keys

When you hit a Key, you can either take a *token* or *add a die to your pool*. If you go into danger because of your key, you get 2 tokens or 2 pool dice.

You can spend 5 tokens to add a new trait, add a new tag to a trait, add a new key, or use your Train Thinking.

When the buyoff for a key occurs you can remove the key and gain 10 tokens, if you want.

### Refresh Scenes

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# Henry McSween

*Young gun with no home to go back to, searching for his father*

## Traits

### Miner

Explosives, Tight Spots, Rare Metals, Tunnels, Big Damn Explosions, Shaped Charges

### Former Soldier

Rifle, Connections, Uniform, Code of Conduct

### Ruffian

Lying, Stealing, Hiding, Connections

### Quick

Fast Hands, Smart, First To Act, Run

### Mine Thinking

You worked in the mines near Silver City all your life, doing the jobs too dangerous for men with children to go home to. You covered the dynamite aspect of the plan. You can spend 5 tokens to make a single statement about explosives, mines, or working men which becomes true.

## Keys

### Key of the Bastard

You never knew your father. On her deathbed your mother revealed that you're the son of Billy the Kid, you've been pursuing Billy ever since. Hit your key when you act to get to meet Billy.

**Buyoff:** Give up on ever knowing your father.

### Key of the Hero

You do what needs to be done, no matter the cost. You like to be considered one of the good guys. Hit your key when you act on behalf of others.

**Buyoff:** Act selfishly.

### Key of the Greed

You've never had more than a few coins to your name, since your father left Mom to raise you alone. You've taken on all kinds of jobs, but never made much cash. Hit your key when you screw someone over to get ahead.

**Buyoff:** Give away something valuable.

## Silver City is Home

Your mother raised you in Silver City, when she took ill you worked the mines to support her. When you're in Silver City and using a trait, or your familiarity with the area helps you use a trait, take an extra dice. When you have a refresh scene in Silver City, you and any other characters in the scene get 7 pool dice instead of 5.

◆ *Lost*     ◆ *Injured*     ◆ *Mad*

## Restaurant Hideout

You've taken on odd jobs at Sofia's restaurant to cover you while the plan comes together, and you keep your stuff there. When you use a trait to escape from danger to your stash, take an extra dice. You can always find something useful in your gear, the next time you roll a trait after visiting your stash take an extra dice for being prepared.

◆ *Tired*     ◆ *Cornered*     ◆ *Hanged*

## Rolling the Dice

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Roll all your dice together, count each one that shows **4 or higher**. You need more successes than the difficulty set by the GM, or the number rolled by the other player if you're opposing a player.

**Difficulty:** 2 Easy - 3 Tough - 4 Challenging - 5 Extreme

*If you succeed*, discard the pool dice you rolled.

*If you fail*, keep the pool dice you rolled, and **add an-**

**other dice to your pool.** The GM will make the situation worse or give you a **condition**, or the other player gets their way.

## Keys

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You can spend 5 tokens to add a new trait, add a new tag to a trait, add a new key, or use your Train Thinking.

When the buyoff for a key occurs you can remove the key and gain 10 tokens, if you want.

## Refresh Scenes

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# William Skylark

*Fastest gun in three territories, he wants everyone to know it*

## Traits

### Gunfighter

Pistols, Quick Draw, Gun In Each Hand, Cover, Show Off

### Smoothtalker

Smile, Soothing Lies, Doubletalk, Innuendo, Hansom

### Sneak

Shadows, Quiet, Camouflage, Forgery, [Accomplice]

### Slippery

Backup Plan, Aliases, Deception, Escape Route

### Showdown Thinking

You've spent the last few days planning a train job with the Seven Rivers gang. When the plan turned to shooting, you filled in the details. You can spend 5 tokens to make a single statement about guns, shooting, or war which becomes true.

## Keys

### Key of the Showoff

If someone doesn't already know you're the best shot in three territories they should be listening closer. Hit your key whenever you talk yourself up or do something to try to impress others.

**Buyoff:** Don't take credit for an accomplishment.

### Key of the Lover

You have more lovers than you can count and more kids than you care to know. Hit your key whenever you pursue or develop a relationship with a woman.

**Buyoff:** Take a wife and forsake all others.

### Key of the Quick Draw

You're the fastest gun because you don't bother to think between slapping leather and pulling the trigger. Hit your key whenever you jump into action.

**Buyoff:** Stop and think.

### Las Cruces is Home

You left a few things in Las Cruces, making the southern railroad town as close to home as you get. When you're in Las Cruces and using a trait, or your familiarity with the area helps you use a trait, take an extra dice. When you have a refresh scene in Las Cruces, you and any other characters in the scene get 7 pool dice instead of 5.

◆ *Lost*     ◆ *Injured*     ◆ *Mad*     ◆ *Tired*     ◆ *Cornered*     ◆ *Hanged*

### Rolling the Dice

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Roll all your dice together, count each one that shows **4 or higher**. You need more successes than the difficulty set by the GM, or the number rolled by the other player if you're opposing a player.

**Difficulty:** 2 Easy - 3 Tough - 4 Challenging - 5 Extreme

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*If you fail*, keep the pool dice you rolled, and **add an-**

### Capitol Bar Hideout

You're renting a room above the Capitol bar, but you mostly stay with the ladies that work there. When you use a trait to escape from danger to your the Cap, take an extra dice. You can always find something useful in your room, the next time you roll a trait after visiting your stash take an extra dice for being prepared.

**other dice to your pool.** The GM will make the situation worse or give you a **condition**, or the other player gets their way.

### Keys

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You can spend 5 tokens to add a new trait, add a new tag to a trait, add a new key, or use you Train Thinking.

When the buyoff for a key occurs you can remove the key and gain 10 tokens, if you want.

### Refresh Scenes

When you have a scene with another character without conflict, refill your pool to 5. You may also remove a condition, if it makes sense.

Refresh scenes are a good time to ask questions about the characters, in character or as players.

# Running Old Mesilla

*How to make it happen*

## Make it Real

This is the American West, circa 1881. It's dusty, heat-baked, and lawless at best. Never pass up an opportunity to remind the players where they are. Paint a picture. A dry, messy, bloody picture.

If you ever draw a blank, come back to western movie tropes. Six shooters, horses, trains, saloons, law men.

## Ask Questions

There's a lot of blanks in Old Mesilla. Try not to figure out what's in those blanks until you're at the table, and let other players contribute by asking questions. Try to ask each player one question per scene. Some things you might need to ask about:

*"Who does Lawrence owe money to?"*

*"Does William have a woman or kid in \_\_\_\_\_?"*

*"What does Henry think he'll do when he gets to Billy?"*

*"Are you going to let that happen?"*

*"What are you doing while he does that?"*

*"How did the Padre get into the gang?"*

## Reincorporate

Whenever you introduce something new, or a player answers a question, make a note of it. Whenever you need a new NPC, or there's a break in the action, look at your notes and try to reincorporate something.

You've probably got all kinds of great ideas, and you'll get to use them sooner or later. Don't blow through them too fast. Get mileage out of the things you introduce, it makes the world more realistic and makes the game manageable.

## Player Conflict

So, all these characters are kind of like loaded guns, all pointed at each other, and that means that at some point they'll probably be at each other's throats. Be ready for that, and make sure everyone's cool with it. It doesn't mean they all have to go after each other, they might choose to follow different paths or buy off the keys that put them in conflict, just be prepared that it might happen.

If you have fewer players than characters, take the remaining characters for yourself and play them according to their keys. Always let the characters that are being played take the spotlight, the others are just there to help out and cause trouble, as their keys and the situation dictates.

## Choosing Characters

If you've got fewer than five other players, some characters aren't going to get played. There's no specific characters they should choose, but I recommend having either Lawrence or Doc in play. Henry is usually a good choice too.

## The Heist

At some point, you'll have to figure out what the characters were planning when the sheriff barged in. You can handle most of the detail by having the players use their Thinking abilities. The whole idea of those abilities is to let the players act out their awesome plan without having to spend time at the table working out the plan.

At some point you'll probably have to deal with some aspect of the plan that's too small to be worth spending tokens on. When you need to know something like where everyone's heading the morning before the train rolls through, just let everyone work it out at the table, but try to keep a limit on it. This is a game about the heist happening, not planning it.

Think of a heist movie, something like Ocean's Eleven. The audience gets to know some of the planning, just enough to make sense of what's going on, but the real cool stuff, the twists that make it real awesome, doesn't get discussed until it happens.

## Influences

Fiction wise, Old Mesilla is all about heists and cowboys. For the heist side of things, think of *The Italian Job*, *Reservoir Dogs*, and *Firefly* episodes like *The Train Job* and *Ariel*. You can also think of tropes from reverse heist movies, the kind where the characters have to guard something from an imminent attack, like *The Magnificent Seven*.

For the cowboy side of things, the classics are a great place to start: *Unforgiven*, *A Fistful of Dollars*, and so on. It's also worth mentioning that Doc Scurlock was played by Kiefer Sutherland in *Young Guns*, but that might not be the Doc Scurlock that gets played. All the best cowboys have daddy issues.