

The Gila River Runs Red



A western campaign concerned about the skirmished between different factions vying for control of the area around the Gila River in the western Territory of Arizona.

The objective of the campaign is to have good times playing with western figures in company with good friends. Good spirits and a relaxed atmosphere is mandatory!

In the campaign the regular players each control a faction trying to improve its situation – mostly by fighting in skirmishes.

Each faction will have its own personalized briefing with both details for agenda during the campaign – and at the end of the campaign the faction with the most success in furthering its agenda will be the winner.

There is no Victory Points or other such system. Victory is solely achieved by acknowledgement by the umpire and other players (preferably over a nice dinner).

The number of players will be 2-5 with plenty of possibilities for guest-starring players to be part of the fun during the game.

The Campaign will be structured around 10 gaming days – where the umpire prepares scenarios with a linked narrative and plenty of surprises, underhanded tactics and options for furthering each factions agenda. And even though not all factions will be represented in all scenarios, all players partaking will have a role to play, and a chance to impact the campaign.

If players should miss a couple of these games, no harm is done. Their faction will either not partake in the scenario – or perhaps be played by a stand-in player.

Players are welcome to play lesser skirmishes as they see fit – but this is a purely volunteer activity and will not have a major impact on the campaign (but will probably add to the fun and of the campaign).

FACTIONS

THE CSA MILITARY is the prolonged arm of the territory's military governor and based in Fort Yuma. They have a lot of power and influence to throw around, and their objective is basically to retain their dominant position. Notable figures are Col. Austin Allister and Lt. Hennesley, both ruthless military commanders with plenty of wartime experience.

THE LAWDOGS strives to improve law and order in the region – and preferably enough to allow the election of a law-abiding civilian government. A lot of settlers are backing this effort and they have more Power than most would readily think. Among the leaders are Sheriff Robert Keen and Town Marshall Winifred Earp in Yuma.

THE NATIVES are local Pima Indianst who have been engaged in raids and feuds along the Gila River for generations – and since allying with the Apache have become a force to reckon. They want their land back and all the settlers driven off. Their leaders are war chief Nah-Tanh and a shaman named Kavui.

THE MEXICANS are a mixed lot of landowners and Mexican loyalist who wish for a return of the land to Mexico. Rumors say they support Mexican bandits and regular troops in order to destabilize the Confederate rule and in raids along the Ghost Rock Trail. Don Ordrico Navarro is well respected leader among the Mexicans, and Benito el Grande a feared bandit.

THE CONTRACTORS are a mysterious group – apparently working on behalf of a ring of businessmen back east. Most speculate that they work for one of the railroad barons or perhaps a mining corporation. Their main facemans is the notorious gunfighter John Langley who often is seen in company with a group of black clad gunfighters led by a Mr. Bradley.

Gameplan

The Campaign will take place on 10 gaming days – generally placed on the second Sunday of the month.

The final 11th date will also incorporate a nice dinner, where players will exchange war-stories from the campaign – and perhaps lift the lid on secret agendas and unholy alliances made during the game. The dinner is also the place where the umpire and players agree upon a winner.

Players are encouraged to participate in all games – especially the first and last. But when the reality of life comes in the way, no harm is done.

The primary requirement to players – besides being good sports and provide a friendly gaming experience at the gaming table – is to inform the umpire in a timely manner, if they are not able to attend to one or more of the gaming events (a minimum of two weeks notice is preferred).

14th

February

14th

March

11th

April

9th

May

13th

June

11th

July

1st

August

12th

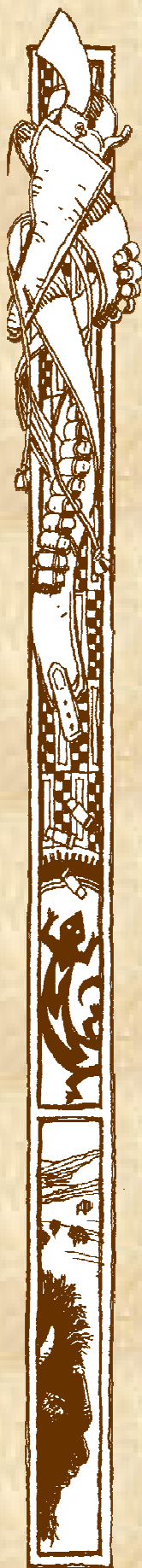
September

10th

October

14th

November



The Gila River Area

The year is 1878 and in the East war still rages between the Union of the North and the Confederacy of the South.

In the southern part of the Arizona Territory the Gila River flows from the Black Range Mountains through a harsh and sun baked rugged mountain-land until it meets the Colorado River just north of Yuma – the major crossing point of the lower Colorado River and a bustling port city where steamboats anchor at the quays.

Current Affairs

The Confederate Territory of Arizona concede from the Union on March 16, 1861, and is currently ruled by the ruthless military governor Colonel John Baylor who have made the area into something akin to a personal fiefdom.

The region is plagued by all sorts of depredations and lawlessness – the military is only concerned about securing the Ghost Rock transports, and is too thinly spread out to handle all the trouble from Indians, Mexican dissidents, scores of outlaws, and the threat from newly arrived money men from east of the Mississippi. Not to mention the host of critters and other monsters that have crawled to the surface the last years.

Settlements

Yuma is the primary settlement in the area, primarily because it offers the Confederacy access to the Maze, and marks the beginning of the famed Ghost Rock Trail. The town has two Fort Yuma's – the CSA one on the Arizona side and an abandoned US fort on the western riverbank. Currently the Mexicans blockade the Colorado rivers outlet into the Gulf of California, and most of the river traffic is grounded to a standstill.

Yuma still serves as the gateway to the Maze and thousands of settlers travel through the town in search for Ghostrock and gold. In 1870 the army bridged the river, but still no railroad have reached the city.

The rest of the area is only sparingly populated. Native Americans used to live all along the Gila River, but have retreated into the mountains. White settlers gather around various mines, military outposts and stage-coach stations – while Mexicans live in small villages near the most arable land.

History of the area

The area along the Gila River has a colorful history, so saddle up for a quick ride through history; The area's first settlers were Native American tribes, and in 1540 Hernando de Alarcon was the first European to visit the area and to recognize the best natural crossing of the Colorado River at Yuma – and much of the regions later development occurred because of this strategic location.

When Mexico achieved its independence from Spain, the area became part of the Alta California territory. But in the Mexican-American War the newly founded Mexican Republic was forced to give up its northern territories including Arizona.

The American occupation of the lower Colorado Valley begun in 1852 when Fort Yuma was established near the river crossing.

Soon after, cattle ranchers, settlers, miners, and Apache Indians began to clash – but since the commanding officer at Fort Yuma spent as much time pursuing his business interests as his military duties law and order suffered and the region begun its history of feuds and a never ending string of skirmishes between different factions.

The most important development in the areas recent history is the Mexican blockade of the Colorado Rivers, since the steam-powered ships – even though shifting sand-bars, scarce timber for fuel, fluctuating water levels, and the heat hindered their journeys – brought most goods entering Arizona by boat via Yuma. Now all goods most come by land by wagon trains through the desert until a railroad is established.

