

PROSPECTOR CAMPAIGN

“There is gold in dem hills!” In the Prospector campaign your Star stakes a claim and tries his hand with pan and pick to try to find the paydirt.

EQUIPMENT POINTS AND CLAIMS

Prospecting Stars need two things 1.”equipment” and 2.a claim.

Equipment points are an arbitrary unit we use to simplify the bevy of equipment a propstecter would need to work a claim, such as food, livestock, mining tools etc. each equipment costs 1 LP and you begin the game with 2 equipment (EP). You can buy EPs once a season.

A claim is the actual land you work in your search for gold. Claims have a “health” rating, that is a factor of how much it's been mined. The claim health per location is as listed:

Arizona	4
California	4
Canada	4
Colorado	3
Dakota	4
Idaho	3
Montana	4
New Mexico	3
Oregon	3
Washington	3
Wyoming	3

STAKING A CLAIM

In vanilla SGS, staking a claim is what they call staying in a local, in the Prospecting campaign is a little different.

Staking a Claim is when you start mining for gold! Here is how it works:
Roll 2d6 vs the Claims Health and consult the table below:

2 Staking a Claim Table

Roll 2d6 vs Claim Health

Pass 2d6

- Pay Dirt! 2 LP per EP!

Pass 1d6

- There is something here... Roll on the "Something Here..." table

Pass 0d6

- Nothing here but dust... lose 1 EP

2 Something Here... Table

Roll 2d6 vs Sand

Pass 2d6

- Gold Dust! 1 LP per EP...

Pass 1d6

- Claim Jumper! GF-3 encounter vs prospectors

Pass 0d6

- Calamity! Roll on the Prospecting Calamity table

2 Prospecting Calamity Table

2- Tunnel Collapse! Recover from Leg injury

3- Tunnel Collapse! Recover from Head Injury

4- Natives! IND encounter (if SL 4 or up, claim jumper encounter)

5- Natives! IND encounter (if SL 4 or up, claim jumper encounter)

6- Snakebite! 2d6 vs sand

- Pass 2d6 recovered fully
- Pass 1d6 recover from arm (50/50) injury
- Pass 0d6 your dead!

7- Outlaws think you have gold! Roll 1d6

- 1,2,3 GF-1
- 4,5,6 GF-2

8- Outlaws think you have gold! Roll 1d6

- 1,2,3 GF-1
- 4,5,6 GF-2

9- Spoiled food! Lose 1 EP

10- Snapped pan! Lose 2 EP

11- Broken pick! Lose 3 EP

12- Mutiny! All non brother crew members leave

CASHING IN THE GOLD!

Any LP earned through prospecting must be cashed in before it can be spent. After staking the claim from the season, you roll 2d6 on the transportation table below, once you make it to town (either completing an encounter successfully or otherwise) the LP can be used. One character can carry only 8 LP to town each, representing a 4 mule train.

2 TRANSPORTATION ENCOUNTER TABLE

Roll 2d6 vs Locale's settlement level

Pass 2d6

- No encounter.

Pass 1d6

- Hold up encounter, with you as lead driver and 1 mule per 2 LP mined.

Pass 0d6

- No encounter.

BUILDING A CREW

One man can only do so much panning and picking by himself. You can recruit once a month by rolling on the chart below:

3 Recruiting a Prospecting Crew Table

Roll vs Stars Rep

Pass 3d6

- Recruit from Prospector table

Pass 2d6

- Recruit from Prospector Table if SL 4 or higher, otherwise recruit from Greenhorn table.

Pass 1d6

- Recruit from Greenhorn Table

Pass 0d6

- No recruits

Each crewmember requires 1LP each month, or they will leave. Your brothers will always stick with you.