

	Mission: Escort the Gold Shipments to the Wells Fargo Office. Interfere if anyone tries to heist the Gold. 10 VPs
	Mission: If You can get away with it visit the assayer's office and make a withdrawal 5 VPs If someone's watching, help a lady across the street 5 VPs
	Mission: Start a Feud between the El Guano Gang and The Rustlers 15 VPs (if one of the members of one gang shoots at a member of the other)

	Mission: Meet the Cavalry Commander (if on board) and confer about imminent Indian raid on town. Assist defense against the raid 10 VPs, plus 1 more VP per dead Indian.
	Mission: Start a brawl with Ike Claverty and make off with his money belt in the confusion (roll 5 or 6 on 1d6 to take it undetected) 10 VPs, \$50
	Mission: Break into the Assayer's Office when he is out visiting the privy (lock is easy to break) and loot it. 20 VPs \$100

	Mission: Assist any shopkeeper on board to defend his store/bar/establishment from vandals, wastrels, looters and badmen. 7 VPs (only if someone interferes w/. A citizen's store)
	Mission: Locate Reb "Peg" Legg, Army Deserter, and bring him to the jail, alive, to collect \$50 reward. 12 VPs, \$50
	Mission: Put a bullet in the back of that no-good scoundrel, Low Plains Drifter. He's interfered with us one to many times! 12 VPs, \$75 reward from interested party

	Mission: Meet the noon train at the station today, and escort the new schoolmarm, Penelope Prunesqualor, to the church. 6 VPs
	Mission: Visit Madam Ming's R&R establishment upstairs of the Cow Town Hotel. Eject a rowdy drunk, earn their gratitude (and maybe some free services...) 7 VPs
	Mission: Ambush Sheriff Dawson... he's an old fat guy... oughta be a pushover. 30 VPs

	Mission: Drop by the Bank of Cow Town and "set a spell"... you have a feeling you'll be needed. 10 VPs (VPs are only if someone tries to rob the bank)
	Mission: Seek out Billy Claverty, notorious cattle rustler. There's a reward 10 VPs, \$25 if brought to the jail alive.
	Mission: Stampede some cattle through Main Street. In the confusion, nip into the Wells Fargo Office and hold it up. 20 VPs, \$50

	Mission: Assist with the setup of the latest Cow Town Temperance League meeting and guard the good ladies form overzealous objectors. 10 VPs
	Mission: It might be a good idea to pick up a little "meat on the hoof" if nobody's looking... 20 VPs, \$10 a head of cattle moved off board.
	Mission: Using a scoped musket, find the highest place in town and try to take out the Hanging Judge when he comes out. 10 VPs, \$50 from interested parties.

	Mission: Visit the Cow Town Hotel, order a sarsaparilla. Break up any rowdy behavior. 5 VPs
	Mission: Appropriate a horse or two if nobody's looking 15 VPs, 20\$ per horse. If someone IS looking, stand next to the Temperance league meeting and act like you belong. 5 VPs
	Mission: Rob the Bank! 20 VPs, \$100

	Mission: Visit the Cow Town Hotel, order a sarsaparilla. Break up any rowdy behavior. 5 VPs
	Mission: Capture Low Plains Drifter and bring him, alive, to Botch Casually and the SumDunce Kid (in the Livery Stable) 13 VPs and \$50
	Mission: Rustle some Cattle, if any are on the board. Otherwise, Rob the Bank. 15 VPs for Rustling, plus 2 VPs per head of cattle moved offboard. 10 VPs for the bank, plus \$50

	Mission: Intervene in the Rojos/Guano feud. Make Sam Rojos and El Guano sit down and talk (5 or 6 on a 1d6) 15 VPs
	Mission: Sell your services to either Rojos or Guano and receive a mission (from the GM). 11 VPs
	Mission: Get drunk and shoot innocent bystanders. 2 VPs for every IB brought down. That'll teach 'em!!!

	Mission: Locate one of the two Vampire Hunter teams on board. Join Forces and defeat 2 Vampires 10 VPs
	Mission: Locate one of the two Vampire Hunter teams on board. Join Forces and defeat 2 Vampires 5 VPs 30\$
	Mission: Capture and Drain at least 5 victims (if vampire) 5 VPs/victim. If Other Monster type, Kill victims 2 VPs per Victim.

	Mission: Locate and Destroy members of an obscure religious sect: Church of High Aztec, Reformed. They are after a certain Aztec Mummy and wish to resurrect it. 15VP
	Mission: The minister corners you outside the Church. He greatly fears that one of the members of the Cowtown Temperance Society might be possessed. Find her and disarm her. 15VPs, \$25 Reward money
	Mission: You are a High Priest of Quetzacoatl. You are outraged at the affront shown your religion by a certain individual displaying a mummy of your order. KILL HIM! 40 VPs

	Mission: It's a Zombie Hunt! Root out and destroy at least one of the estimated THREE groups of Undead infesting this town. 7 VPs per zombie destroyed.
	Mission: There's a rumor of some cursed Gold somewhere in town. Possibly in the Wells Fargo or the Bank. You'd like to get your hands on it. 30 VPs.
	Mission: You will show the sorry inhabitants of Cow Town what REAL POWER is. Have your construct go on a rampage. 10 VPs for every building destroyed.

	Mission: As Sherrif, you are concerned about the reports by a babbling farmer about "evil scarecrows that walk and mutilate cattle"... there may be a clue in the Livery Stable 20VP
	Mission: Botch Casually, famous train robber, is reported to have a price on his head for "violating the sanctity of the grave" whatever that means. Bring him in for 40 Vps
	Mission: You will have your revenge on the editor of the COW TOWN SENTINEL for stirring up a posse to destroy your Indian Village. Assemble 2 other Wolf Brothers and annihilate them. 20 Vps

	Mission: As a Texas Ranger, you're visiting Cow Town to track down a mysterious black-clad gunfighter that can't seem to be killed. 30VPs
	Mission: There's a rumor that Doc Hakenbushes' Miracle Cure might be beneficial for treating Vampire bites. "convince him" to let a few bottles go your way. 7 VPs
	Mission: Animate your Golem and have him wreck the Chinese Laundry. 5 cents a shirt?? It's an Outrage! 10Vps.

	Mission: There's something sinister going on with that new Circus in town. In particular, you have a feeling that those clowns just aren't right... discover what's up: 15 VPs
	Mission: The Merchant's consortium is offering a bounty of 5 bucks per any zombie head you bring in. 5 VPs per head.
	Mission: It's time for the Dead to FEAST on the living! Move your pack of Zombies into the largest gathering on the board and start to munch. 10vps per body.

	Mission: Defeat the Evil Kount Karnstein and his legion of Undead Rustlers. 50Vps.
	Mission: There might be some money in bringing in Wolf Pelts to the General Store. 10Vps per pelt
	Mission: Loot the General Store of its Silver Bullet stock. 30VPs

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