

Dark Horse

Rebels & Rogues

EXPANSION

Requires
Dark Horse
base game
to play



BIG BOX

Component List

32
Cards



29 Cards

24 Cards



6 Improved Town Hexes



6 Mystery Hexes



6 Tribe Tokens



8 Buffalo Tokens



4 Hideout Tokens



9 Boot Tokens



Special Role Tokens
(Marshal, Inventor & Carnival)



15 White Hat Tokens



30 White Hat Tokens



15 Black Hat Tokens



30 Black Hat Tokens



6 Whistle-Stop Hexes



1 Carnival Die



16 Wound Tokens



10 Wanted Tokens



4 Snake Oil Tokens



20 Vote Tokens



40 Silver Tokens



4 Golden Spike Tokens



Sam Bass Token



5 Action Spaces



8 Player Characters
& 4 County Banks



2 Large Action Spaces

Expansion Set Overview

The Wild West was characterized by famous heroes and villains. To simulate this, the expansion introduces the concept of players having a specific Reputation and even the ability to choose and change sides. Reputation is collected from Action Spaces and cards by pursuing one of two options, i.e., White Hat or Black Hat tokens. By collecting these tokens players receive either a White Hat or Black Hat Reputation.

The goal of this expansion set is to add more of an authentic theme and increase the interaction between players. The new card decks use historically based buildings and inventions, as well as real life personalities from the Wild West. These cards also have abilities that assist players in accomplishing goals or receiving advantages similar to the Player Character abilities in the Dark Horse base game.



Finally, players can divide Gold into a smaller denomination defined as Silver. Each Gold token is worth 4 Silver tokens. **Note:** *Players can always convert Gold into Silver, and vice versa, at any time with no restriction.*



Reputation Overview

Players have an alternate route to earn Victory Points by gaining Reputation tokens. These tokens come in two different types, i.e., White Hat and Black Hat. Players gain these tokens primarily from playing Rebels & Rogues characters; however there are other ways to gain tokens

such as Action Spaces and Action cards. Players receive one Victory Point at the end of the game for every four Reputation tokens they control. **Note:** *During the End Game, extra Reputation tokens that total less than four are ignored.*

IMPORTANT: At any time, players may lose 1 Influence to gain any 4 Reputation.

Reputation tokens are mutually exclusive, which means a player can never have both types. If a player has one type of token and receives the opposite type, then these tokens cancel each other out.

Example: A player has 3 White Hat tokens and hires a character that gives her 2 Black hat tokens. 2 of her White Hat tokens cancel out 2 of the Black Hat tokens leaving that player with only 1 White Hat token remaining. **Note:** *To be clear, a player can never have both White Hat and Black Hat Reputation tokens, unless playing a unique scenario.*

Card Deck: Hidden Agenda

These cards allow players to obtain additional Victory Points during the **End Game** by achieving goals on each card. Once players obtain a Player Character card, but before they place Towns and Cities, they draw 4 Hidden Agenda cards, keep 2 and discard the rest. The Hidden Agenda deck is set aside and will not be used further.

Card Deck: Progress

This card deck consists of historical improvements from the American Frontier. For example, the invention of steel plows and mining lamps greatly benefited farmers and miners, respectively. Players draw from this deck using the **Pioneer, Scout**, or

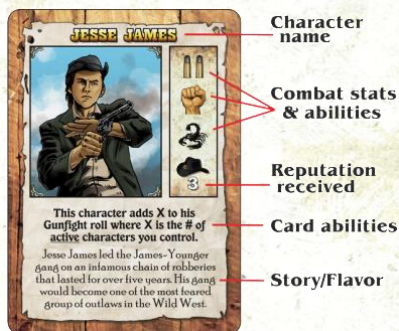
Stagecoach Action Space. *Note: Similar to all other card decks, you reshuffle all discards once this deck is used.*

Players may choose to hold onto these cards. Once a player chooses to play a **Progress** card that is a Building/Technology it is placed in front of them and is considered **Built**. Unlike Action cards, Building/Technology cards stay in play permanently.

IMPORTANT: Some Progress cards have Reputation tokens shown at the top of the card ability. This is a onetime Reputation bonus that must be collected when the card is initially **Built**.

Card Deck: Rebels & Rogues

Players draw from this deck using the **Pioneer**, **Scout** or **Stagecoach** Action Spaces. Players can hold Rebels & Rogues cards in their hand until they choose to use them, similar to Action cards. Once a player decides to use these characters they place the card in front of them. The character is now considered to be **Hired**. Unlike regular Action Cards that are used and discarded these characters stay in play until someone inactivates or captures the character.



- White Hat Characters

Most of these characters represent lawmen that stood toe to toe with the most notorious outlaws in the Wild West. There are however other White Hat characters that did not make their fame behind a pair of pistols. In general, the abilities on these characters will directly affect the player that hired them.

- Black Hat Characters

These infamous characters rely on dirty deals and treachery to gain power. Some of these rogues even have the ability to steal directly from the **Game Bank**. These characters allow a player to harass opponents and, in some cases, deny them from taking actions. Most importantly, Black Hat characters allow players to **Rob** from certain Action Spaces as described in, "**Robbing Action Spaces**."

- Neutral Characters

The Wild West was a unique period in history where famous historical figures often started their lives much differently than how they ended them. It was not unheard of for the same people that fought against outlaws to eventually become outlaws themselves. These characters may be **Hired** by players with no Reputation status or either a Black Hat or White Hat Reputation status. In addition, these characters never become inactive regardless of a player's Reputation status.

- Controlling Black Hat (and) White Hat Characters

Similar to Reputation tokens, players can never control a White Hat and a Black Hat character at the same time. If a player receives enough White/Black Hat tokens to change their Reputation status to the opposite type, then all of his/her characters, of

that opposite type, are turned face down and become inactive. If at any time a player's Reputation status changes back then any previous inactive characters are turned face up and the characters of the opposite type are turned face down. ***Note:** This allows players to change their mind during a game at the cost of losing Reputation tokens for switching sides. It is also important to mention that inactive characters still count for scoring certain **Hidden Agendas**.*

- Discarding Rebels & Rogues Cards

Players may discard a character card from their hand that is opposite their current Reputation status to receive 1 Reputation and 1 Silver. Players with White Hat Reputation also receive 1 **Wanted** token when discarding Black Hat characters. Thematically, this represents players turning in information about a character's whereabouts to interested parties. ***Note:** Neutral characters are neither White Hat nor Black Hat, so players do not receive a bonus, nor can they discard them in this manner.*

- Challenging Characters

The ability for Black Hat characters to harass other players comes with a risk. Any character that has not performed any abilities this turn, and has one or more  symbols, can issue a **Challenge** in response to a Black Hat character paying for, collecting from or activating an ability. ***Note:** The **Annie & Britches** card ability, "Add +2 to all of your Gunfight rolls." is a passive ability and cannot be challenged. However, if that character were to Rob an Action Space, or use the second ability, they would still collect a Wanted token and be able to be **Challenged**.*

A player that announces a **Challenge** selects one of his/her characters and an opponent's character that is either robbing an Action Space or using **ANY** ability, as described above, on a Black Hat character.

Example: The **Sam Bass** card has an ability that forces players to pay an additional resource if they use the **Rail Baron** Action Space. A player may challenge Sam Bass when they attempt to collect the extra resource from that ability, thereby stopping it. ***Note:** Once a **Challenge** has been announced the two characters involved immediately enter into a **Gunfight** as defined in the "**Gunfights Overview**" section.*

IMPORTANT: A character making a **Challenge** must not have performed **ANY** abilities this turn, however, they may perform abilities after the **Gunfight** following standard timing rules. Because characters can perform abilities after a **Challenge**, this means a Black Hat character can **Challenge** another character robbing an Action Space, and then turn around and rob the same Action Space!

Gunfight Overview

Historically, it was quite rare for gunfighters to have a shootout at high noon similar to classic Wild West movies. In reality, gunfights were sudden, chaotic and consisted of duck and cover tactics. In the game, **Gunfights** only happen when either an Action Space is robbed, a character is **Challenged**, or in certain scenarios. A simple combat system has been created for the Rebels & Rogues expansion that allows players to resolve **Gunfights** in a few dice rolls. Please refer to the next page for a full description of the various **Gunfight** card symbols.



Combat – In a Gunfight, players roll as many dice as the number of bullet icons on the character. This represents a characters overall experience in tough situations and gunfights.



Duel – Add the number listed beside this icon to your Gunfight roll. This represents a character that is exceptionally fast and accurate with a gun.



Tough – The character is **Captured** after receiving a third wound, instead of a second wound. This represents characters with a strong will and determination.



Deadly – Once per Gunfight round, you may re-roll one of your dice involved in a Gunfight roll. This represents highly skilled gunfighters that can turn the odds in their favor.



Wanted – This character receives a Wanted token immediately after being **Hired**.



Weak-Kneed – You must roll a six sided die when this character is **Challenged** (or) when they enter a second combat round. On a result of 4+ they flee from combat, which immediately ends the gunfight, and you lose 1 Reputation token, if possible.



Wound – Each of these tokens on a character gives them a -2 on their Gunfight roll. Characters receive a **Wound** token if they lose a Gunfight. Characters that do not have the **Tough** icon are immediately **Captured** once they receive a second **Wound** token.

- Gunfights

A **Gunfight** lasts 1 or 2 rounds. At the start of the first round, each player rolls as many dice as **Combat** symbols on their character card and adds the amount listed from **Duel** symbols. This represents a characters Gunfight roll. If a characters Gunfight roll is 2 or more than his/her opponents then the opponent's character receives a **Wound** token and the Gunfight ends. If neither Gunfight roll result is 2 or more then the Gunfight is a draw and the characters will enter a second and final gunfight round.

IMPORTANT: Gunfights always end after two rounds, but they may end on the first round for the two reasons listed below:

1. A character has received a **Wound** token.
2. A **Weak-Kneed** character has fled from combat.

- Capturing Characters

Character that receive a second **Wound** token, or a third **Wound** token if a character has the **Tough** symbol, are considered **Captured**, turned face down, and remain inactive the remainder of the game. Players that capture an opponent's character will receive 2 Reputation tokens as well as the **Wanted** token on the

character, if available. *Note: Inactive characters still count as “Hired Characters” for Hidden Agenda’s.*



Robbing Action Spaces

Some of the new Action Spaces have a **Robbery** icon in the upper left corner, which adds the following additional rules:

1. When a player collects from this Action Space they place 1 Silver on it from the **Game Bank**.
2. This Action Space can only be robbed by Black Hat characters. *Note: Neutral characters are never considered to be Black Hat characters, even if the player has a Black Hat reputation.*

During the **Collection Phase**, using standard timing rules, a player may announce that one of his/her Black Hat characters is **Robbing** an Action Space that has a **Robbery** icon. That player immediately places a **Wanted** token on that Black Hat character, unless the character already has one. Robbing an Action Space is a unique ability and can only be performed by a Black Hat character that has not performed any other abilities during this turns **Placement Phase** or **Collection Phase**. *Note: Each player may only make one Robbery attempt per Action Space.*



- Wanted Tokens

Characters receive a **Wanted** token when they attempt to **Rob** an Action Space or perform an ability with a **Jail** action.

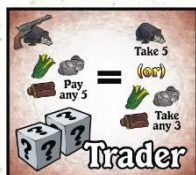
IMPORTANT: Characters may only have one **Wanted** token which has no value except to fulfill certain **Hidden Agenda** cards and/or scenario requirements.

New Action Spaces



- Stagecoach

This replaces the **Pioneer** Action Space. Players choose to draw two cards following the same rules as the **Pioneer** Action Space (or) collect 2 Silver from the **Game Bank**. *Note: This Action Space has two different sides. Players may choose whichever side they prefer.*



- Trader (New)

This replaces the existing **Trader** Action Space. The new Trader Action Space has an improved trade and allows players to more easily initiate a trade without having to roll a specific number on their dice.



- Marshal

This replaces the **Mayor** Action Space. Players collecting from this Action Space move to first in **Turn Order**, receive 2 White Hat tokens and the **Marshal Special Role** token. *Note: Players must take 2 White Hat tokens.*



Marshal Token – This token acts like a character but its only ability is to **Challenge**, with one difference. The token can announce a **Challenge** against any character with a **Wanted** token, following standard timing rules. *Note: This means you do not have to wait for a Black Hat character to **Rob** or perform an ability before Challenging them.*



- Campaign

This replaces the **Scout** Action Space. Players may perform one of the options listed below:

1. Pay 2 Silver and place a die in **Jail** next turn to receive 2 Vote tokens.
2. Pay 1 Gold to receive 2 Vote tokens.



- Barnstorming

This Action Space replaces the **Market** Action Space. Players may perform one of the options listed below:

1. Pay any 2 Reputation and 1 Silver to receive 1 Wild Die token and a Bonus Die.
2. Pay 1 Vote token and 1 Silver to receive 1 Influence.



- Saloon

This Action Space replaces the **Market** Action Space. Players may perform one of the options below:

1. Place a die in **Jail** next turn. Receive 1 Cowboy Boot token and 2 Black Hat tokens.
2. Pay 1 Silver. Move last in Turn Order. Receive 1 Wild Die token and 1 Black Hat token.



Cowboy Boot Token (Limited Token) –You may use this token to force an opponent's die/dice off an Action Space that you are claiming. The player forced off the Action Space takes his/her die/dice, as well as any tokens used to place those dice. That player immediately claims a new Action Space, but may use any remaining dice or tokens they have.



- Carnival

This Action Space replaces the **Mayor** Action Space. Players collecting from this Action Space will receive a **Wild Die** token, any 2 Reputation tokens and the **Carnival** token.

Carnival Token – On your turn, during the **Placement Phase**, you may pay 1 Food resource and 1 Silver to the **Game Bank** to immediately claim and roll the white (four sided) **Carnival Die**. Once the Carnival Die has been placed you may pay an



additional Silver and Food resource to roll the die and claim a different Action space, following standard game rules, as many times as you wish.



- Inventor

This replaces the **Engineer** Action Space. Players collecting from this Action Space will receive an **Engineer** token and the **Inventor** token.



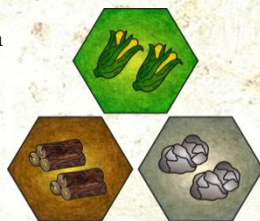
Inventor Token – The player with this Special Role swaps one of his/her dice for the grey colored **Inventor** die. After rolling the **Inventor** die in the **Placement Phase** a player may physically turn the die to a result that is one lower or higher, e.g., a 4 may be turned to either 3 or 5. *Note: This allows a player to modify the die to claim Action spaces that require a natural die roll.* There are also four other important rules to follow below:

1. If a player chooses to turn the die, then he/she must use that die by itself, similar to the **Deputy** die.
2. If a player manipulates the **Inventor** die with an action, a token, or a card, then they cannot turn the die using the **Inventor** die special ability, e.g., using a Wild Die token, Dealer +/- ability.
3. Players cannot modify the **Inventor** die once the special ability on it has been used.
4. Players cannot modify a result of 1 to a 6 and vice versa.

Variant: Improved Town Hexes

This variant gives players the option to increase the production of a Resource Hex that they control. Players also receive 1 VP during **End Game** scoring for each of these hexes.

To obtain these **Limited** hexes a player claims the **Builder** Action Space, using standard game rules, then builds a town. Instead of placing the Town, the player places an Improved Town hex on a Resource Hex, with a Town, that they control. These hexes may only be placed on matching resource hexes. **Example:** You may only place an Improved Town hex with food resources on a Resource Hex that produces food.



IMPORTANT: These tokens are **Limited**, meaning a player can only have one Improved Town Hex token per City that they control.

Variant: Golden Spike

When a player connects their rails to an opponents rails they receive that players Golden Spike token and discards their own Golden Spike token if possible.

Each Golden Spike token a player has at the end of the game, that is not their own, is worth two Victory Points.



Variant: County Bank

This variant gives each player a **County Bank** Action Space card. Players use this card to protect their Silver and Gold tokens as well as earn additional Silver tokens.

Players will place all of their Silver and Gold tokens on this Action Space. This card may be robbed following standard game rules; however the card will defend itself. Players may announce a character to **Defend** the County Bank Action Space in the event the County Bank loses the **Gunfight**.



Variant: Mystery Hexes

This variant introduces new hexes to the Territory Map that are randomly placed onto the game board, face down, per the diagram to the right. Mystery Hexes have 3 important rules which are the following:

1. Mystery Hexes cannot be used unless you have access to them by rail or a City that you control.
2. Mystery Hexes with tokens on them are removed from the game once all of the tokens have been claimed.
3. Mystery Hex abilities tie to a specific Reputation. For example, you must have one or more Black Hat tokens to use an ability that is associated with Black Hat Reputation. If a player has no Reputation tokens they may use either the White Hat or Black Hat ability.



- Cattle Ranch

Any number of players that have access to this hex may build a Town on it. When a player produces Food from this hex they also receive 1 Silver. *Note: Players do not collect additional Silver when they use the Food Additional Effort spot on the **Produce Resources** Action Space.*



IMPORTANT: These Towns cannot be used to score Victory Points for Cities during End Game Scoring.

- Silver Mines

Any number of players that have access to this hex may build a Town on it. When a player produces Food from this hex they also receive 1 Silver. *Note: Players do not collect additional Silver when they use the ore Additional Effort spot on the **Produce Resources** Action Space.*



IMPORTANT: These Towns cannot be used to score Victory Points for Cities during End Game Scoring.

- Outlaw Hideout

When a player uses this hex for the first time they flip it face up and place two Hideout tokens on it. Players may place a 6+ on this hex during the **Placement Phase**. At the start of the **Collection Phase** you remove a Hideout token, place it in the **Game Bank**, and take an action below:



Receive 3 Reputation and 1 Silver.



You may do one of the following:

- Place a Hideout token on a Black Hat character you control that has 1 or 2 icons. This token will count as an additional icon. *Note: Max 1 token per Rebels & Rogues character.*
- Collect 2 Black Hat tokens from the Game Bank and take 2 Silver from the **Game Bank**.

- Ghost Town

You may take one of the actions below:



You may place a 6+ on this hex during the **Placement Phase**. At the start of the **Collection Phase** take one action below:



- Remove the **Ghost Town** hex from the game and receive 1 Gold and 4 Wood.
- Place one of your unused Town tokens on this hex for free. This Town cannot produce resources but it counts for **City Scoring** at the end of the game. *Note: Even if you build a Town on this hex you cannot build an **Improved Town Hex** here as this hex does not produce resources.*



Place 2 Hideout tokens, shown on the right, on the **Ghost Town** hex. This hex is now considered an **Outlaw Hideout** for all game purposes. Refer to the **Outlaw Hideout** for information on that Mystery Hex type. *Note: Once you perform this option you cannot take any of the options above and vice versa.*

- Native American (Mobile Hex)

When a player uses this hex for the first time they flip it face up and place six Tribe tokens on it. If any player has access to this hex they may place a 5+ on it, during the **Placement Phase**, to immediately collect a Tribe token and discard it to the Game Bank. You may then perform one of the actions below:



Receive 2 Food resources, 1 Silver and 1 **Wild Die** token.





You may do one of the following:

- Place a Tribe token on any Revealed or Un-revealed Resource Hex that does not have a Town on it. Resource hexes with a Tribe token(s) on them cannot be accessed, therefore they cannot produce resources nor have towns built on them. During the **Placement Phase**, any player may pay two Silver or a 4+ to collect a Tribe token that has been placed on a Resource Hex and remove it from the game.
- Receive 2 Black Hat tokens and look at an opponent's cards, including 1 random **Hidden Agenda** card.

IMPORTANT: Once you collect from this hex you must move the hex and tokens as referenced in "**Mobile Mystery Hexes.**")

- Buffalo Herd (Mobile Hex)

When a player uses this hex for the first time they flip it face up and place eight Buffalo tokens on it. If any player has access to this hex they may place **Any Die** on it, during the **Placement Phase**, to immediately remove one token, place it in the Game Bank, and perform one of the actions listed below:



Receive 3 food and 1 Silver.

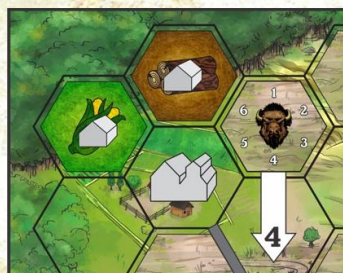
Receive 1 Black Hat token and 2 Silver.



IMPORTANT: Once you collect from this hex you must move the hex and tokens as referenced in "**Mobile Mystery Hexes.**")

- Mobile Mystery Hexes

Once these hexes are flipped face up then they must be oriented on the board with the number 1 on the top of the hex. Once a player has finished collecting from a **Mobile Mystery Hex** they roll a die. Following the numbers on the hex they move that Mystery Hex in that specific direction.



Example: In the diagram to the right, if a player rolled a 4 they would move the Buffalo Herd down one hex. If a player rolled 5 or 6 the hex would stay as that would be considered an illegal move.

Illegal Movement Rule: Moving a **Mobile Mystery Hex** onto a City or Town is illegal. In the event a player rolls a result that would cause an illegal move the player rerolls the die once more. If the result would still cause an illegal move then the Mystery Hex stays where it currently is.

Moving on Resource Hexes

Mobile Mystery Hexes can be moved onto unoccupied Resource hexes; however this blocks all players from building a Town or City on that specific hex. **Note:** If a **Native American** Hex moves onto a hex with a Tribe token then place that token back on top of the **Native American** hex.

Scenario Overview

This expansion adds numerous variants to the game. To assist players in learning these variants, they have been divided up into several scenarios. These scenarios group variants that work well together and provide a thematic backdrop to the game. The goal of each scenario is to provide players with a unique experience that would not be possible by players randomly adding in several variants. Players are welcome to mix and match any variant to create a unique scenario or even add variants to the existing ones. A list of optional variants has been provided as a general recommendation. **Note:** *Including any variant not listed may cause certain scenarios to become unbalanced and/or cumbersome.*

- High Noon

Players: 2 to 4 – (5 players with Five Player Expansion)

Playing time: 20 minutes plus 20 minutes per player

In the mid-1800, the introduction of the stagecoach and steam engine marked a change in American history. More than ever before people were headed out West to make their fortunes and fame. The outlaws of the time were not far behind to steal these fortunes and claim notoriety.

In this scenario, players will be able to hire legendary heroes, villains and famous characters from the Wild West. Players will have the option to take a side and choose a White Hat or a Black Hat Reputation.

Variants Added

- Card Deck: Rebels & Rogues
- Action Space: **Stagecoach**, **Trader** (New), **Marshal** and **Saloon**
- Variant: County Bank
- Variant: Mystery Hexes

Optional Variants

- Player Characters: All available except **Scientist** and **Architect**
- Card Deck: **Hidden Agenda**
 - Remove cards with this symbol: 

- How the West was Won

Players: 2 to 4 – (5 players with Five Player Expansion)

Playing time: 20 minutes plus 20 minutes per player

By the early 1800s the world began experiencing the technological benefits of the Industrial Revolution. The American West would not experience these improvements until the mid-1800. It was during this time period that the common practices and crude hand tools of laborers would be replaced with machined equipment, interchangeable parts, and new inventions. These new inventions changed the basic concept of what an Old West town could offer.

New opportunities and businesses began to appear, which would eventually change the landscape of the wild frontiers of the West. It was common to see towns focus on

the most abundant resource available in the area. These old sawmill, cattle and mining towns were very prosperous, but usually short-lived.

Variants Added

- Card Deck: **Progress**
- Action Spaces: **Inventor** and **Carnival**
- Variants: Improved Town Hexes and Golden Spike

Optional Variants

- Action Spaces: **Stagecoach** and **Trader** (New)
- Variant: County Seat
- Player Characters: All Player Characters available
- Card Deck: **Hidden Agenda**
 - Remove cards with these symbols:  

- Wild Wild West (Advanced Scenario)

Players: 2 to 4

Playing time: 30 mins per player

Notorious villains have set up camp in Dark Horse County. Players will have to deal with these rogues if they want to expand their territories. To make matters worse, the outlaws have formed numerous gangs and hideouts on valuable resource areas. Some of these outlaws have even taken over small towns! Luckily, a famous inventor devised a way to outsmart and over power these criminals.

Setup

Players **must** place their first city in a **Safe Zone** area. Players then place the **Wanted** tokens, **Outlaw Hideout** and **Ghost Town Mystery Hex** tokens as shown in the example above. Then players in turn order will draw three **Rebels & Rogues** card, keep one and place the rest back on top of the deck. When players have finished discarding, shuffle the deck.

Reputation – For this scenario only, players are allowed to hire both White Hat and Black Hat characters regardless of their Reputation status. Characters will not go inactive if you have the opposite Reputation status and players may collect both types of Reputation without any penalty or Reputation tokens cancelling each other.



Black Hat Character (Change/Restriction) – These characters cannot **Rob** Action Spaces or perform any ability listed at the bottom of their card. They are simply hired guns that can assist you in capturing the various gangs in this scenario.

Town/City (Restriction) – Following standard placement rules, players cannot build a Town/City next to, or on top of, a hex with a Wanted token or a Mystery Hex until that token/hex has been removed.

Engineer token (Change) – During a Gunfight, after the dice have been rolled, a player may use an Engineer token to receive a +6 to the result.

Wanted tokens – These tokens represent outlaw gangs that have formed bandit camps on a specific Resource Hex. Each of these tokens has 2  **Combat** icons and is considered a Black Hat character for all game purposes. This means that they will receive Wound tokens and can be **Captured** like a regular Black Hat character for a reward of 1 Reputation, 1 Silver and the Wanted token itself.

Outlaw Hideout/Ghost Town – These tokens represent well known outlaws that have taken over towns and become powerful. Each of these tokens has the same Gunfight Icons as the **Marshal** token, i.e., 2  **Combat** icons, a +2  **Duel** icon and the  **Tough** icon. These hex tokens are considered Black Hat characters for all game purposes. This means that they will receive Wound tokens and can be **Captured** like a regular Black Hat character for a reward of 2 Reputation and 3 Silver.

Challenges – At the start of the **Placement Phase**, before any dice have been placed, each player may announce one **Challenge** against a Wanted token or the Mystery Hexes, mentioned above, anywhere on the game board. **Challenges** follow standard **Challenge** and **Gunfight** rules.

End Game

In addition to the standard End Game triggers the game ends if all Wanted tokens and both the **Outlaw Hideout** and **Ghost Town** Mystery Hex is removed.

Variants Added

- Card Deck: Rebels & Rogues
- Action Space: **Stagecoach**, **Trader** (New) and **Inventor**

Optional Variants

- Player Characters: All available except **Blacksmith**, **Scientist** and **Architect**
- Card Deck: **Hidden Agenda**
 - Remove cards with these symbols:   

- **Pork Barrel (Advanced Scenario)**

Players: 2 to 4 – (5 players with Five Player Expansion)

Playing Time: 25 minutes per player

Politics in the late 1800's was characterized by over-the-top politicians whose practices included show boating, spectacular displays and even outright bribery. The term barnstorming and whistle-stops became popular as politicians would travel to small

rural areas by train and make short but enthusiastic speeches. This scenario focuses on players obtaining Influence Points and Reputation.

Setup

Place the six **Whistle-Stop** hexes using the same layout as the Mystery Hexes. *Note: The 3+ side starts face up.*

End Game

Each Influence point is worth 2 Victory Points.

Whistle-Stop (Limited Action Space) – During the **Placement Phase**, any player that has access to these hexes, by rail, may claim them. Once a player has used one of these hexes they flip it to the other side. These hexes have two sides which are defined below:



Place a 3+ on the hex to immediately receive 1 Silver and any 2 Reputation tokens.



Place a 5+ on the hex and pay 2 Silver to the **Game Bank** to immediately receive 1 **Vote** token.

Standard Variants

- Action Spaces: Campaign, Barnstorming and Carnival
- Variant: Whistle-Stop Hexes

Optional Variants

- Variant: County Seat
- Action Spaces: **Stagecoach**, **Trader** (New) and **Inventor**
- Player Characters: All available except **Scientist** and **Architect**.
- Card Deck: **Hidden Agenda**
 - Remove cards with these symbols:   

Dark Horse Base Game Changes

1. The symbol on Action cards that protects a player with the **Sheriff** Special Role also protects players with the **Marshal** Special Role.
2. Any reference to the **Pioneer** Action space on Player Characters or Action cards is interchangeable with the **Stagecoach** Action space.
3. The **Preacher** Player Character #1 ability should state the following: *"You may not collect Black Hat Reputation or use an ability, card, or action that can place you in Jail."*
4. A revised **Tracker** Player Character has been provided that more accurately represents what the character was intended to do in the base game.



Card Abilities and Timing

The expansion includes many new types of cards but they follow the same basic rules and timing set in the original Dark Horse game. Refer to the following rules when playing cards or using abilities on cards.

1. Whenever a player places a die/dice on a card, as a payment for an ability, it is resolved at the beginning of the **Collection Phase** before any **Action Spaces** are resolved in **Turn Order**.

Example: The blue player has placed a die on their County Bank and the red player has placed a die on a Rebels & Rogues character. At the start of the **Collection Phase**, before any Action Spaces are collected, the players in **Turn Order** resolve all die/dice placed on cards before they begin collecting from Action Spaces.

2. Each player may only use an ability on a card, token or Action Space ONCE per turn, immediately before or after they collect.

Example: It is my turn to collect from the **Work Crew** Action Space. Before, or after, I collect from **Work Crew** I can use one of each specific type of game token, play one of each specific type of card and/or activate abilities on cards that are in play and under my control. *Note: Players can only use each ability, token type, card type once, e.g., one Wild Die token, one Engineer token, one Action card, one Progress card, one Rebels & Rogues card, etc.*

3. Some card abilities require a payment such as an **Any Die**, Reputation, Silver, Resource, or even **Jail** time. Players must pay this payment or they cannot use the ability.

Example: The card to the right has an ability that requires the player to discard a Wild Die token before you can use that ability. *Note: If a player hoped to obtain a payment, but failed to do so, then they cannot collect from the ability.*



Designer Notes

Dark Horse was funded on Kickstarter on June 21st, 2011. I consider myself an early adopter as my campaign was the 43rd successful campaign in the “Tabletop Game” category. Of those 43 campaigns, Dark Horse was the 10th board game funded. As of today, there have been over 2,300 successful campaigns in that same category!

Being an early adopter has had its share of drawbacks. I ended up using my own personal money to finish the manufacturing in 2011. This in turn caused me to drop a few items which you will find in this expansion set, e.g., Hidden Agenda’s. On the plus side, this has allowed me to continue play testing and balancing content on the expansion over the past three years. I have also focused on making the variants and components as versatile as possible. For example, the Mystery Hexes and Improved

Towns have the same back as regular Resource Hexes, which allows players to potentially randomize those hexes amongst the other Resource Hexes. I highly encourage and anticipate that gamers will find interesting ways to mix and match components and variants within the game!

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F.A.Q./Errata

- 1. The **Progress** card “**Land Office**” has two misprints. 1) The first part of the ability should show a choice between 3 White Hats or 3 Black Hats. 2) The  symbol should be ignored.
- 2. Certain Player Characters state that you may not collect Black Hat Reputation, which means you can never take any action that would force you to collect those types of tokens. However, the **Charlatan** states you cannot own Black Hat Reputation, which means you can take actions that force you to collect White Hat Reputation. For example, if a player with the **Charlatan** has 2 or 3 Black Hat tokens, then he can still claim the **Marshal** Action Space as he will not have White Hat tokens when it resolves.

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