

HERVÉ LEMAÎTRE WESTERN LEGENDS ROLAND MACDONALD

OVERVIEW:

Welcome to **Western Legends: Fistful of Extras!** This expansion adds new characters, story cards, and more.

- 6 character cards
- 24 goal cards (4 for each character)
- 24 story cards
- 6 player minis
- 18 item cards: mounts, weapons, and miscellaneous items
- 2 poker cards
- 6 bandit cards
- 1 sticker sheet
- A cloth bag to hold your legendary tokens.

SETUP:

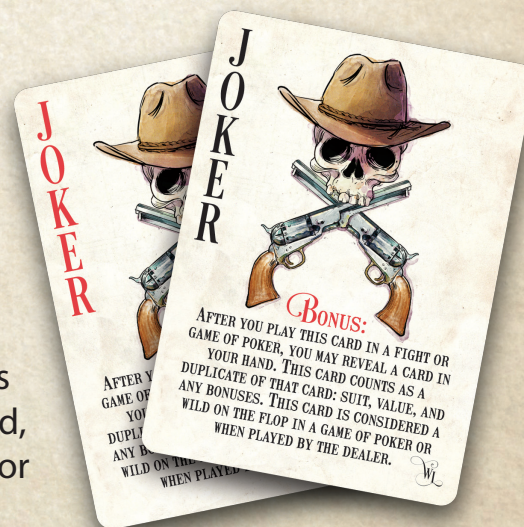
When playing with this expansion, set up rules are the same with the following exceptions:

- Shuffle the new legends in with the others, and deal two to each player.
- Shuffle the new story cards in with the others.
- Place the new items in the General Store stand.
- Shuffle the new poker cards into the poker deck.
- Place all legendary tokens in the cloth bag.

JOKER CARDS:

The 2 new Joker cards in this expansion function slightly different than the other poker cards in the game. Jokers have no numerical value in a fight or game or poker. Instead, players may play a Joker as a placeholder for another card in their hand, allowing them to reveal that card from hand while keeping it for later use.

When a Joker is revealed on the flop in a game of poker, or is played by the dealer, it is considered to be whatever suit and value each player chooses--similar to the poker card Cheat.



BANDIT CARD VARIANT:

To play with this variant players must apply the corresponding sticker to the bottom of the bandit mini bases or minis themselves. Each mini has a specific sticker.



SETUP:

Shuffle the 6 bandit cards and place them near the fight deck.

After a player enters a space with a bandit, reveal the top card of the bandit deck. Next, consult the number on the bottom of the bandit. The result on the bandit card is relevant to which bandit the player is fighting.

Each bandit card has one of four possible effects:

- Fight effect
- Additional reward
- Additional penalty
- Thematic quote--effectively, "nothing happens."

Read the effect aloud. Afterward, follow all standard rules for a bandit fight, applying the effect from the bandit card described. The player that triggers the story card or effect that spawns any number of bandits chooses which bandits are spawned, as well as at what bandit hideout.

Contributions

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 Special Thanks to Matagot and Surfin' Meeple