



# **WESTERN LEGENDS**

## **HOUSE RULE COMPENDIUM**

**PLAYTEST EDITION 1.2**

**COMPILED AND WRITTEN BY  
SYENN TORE MAUSETH (AKA JOLLUM)**

**OTHER AUTHORS WRITTEN UNDER  
THE SPECIFIC HOUSE RULE.**



## Welcome

To the first draft of the Houserule companion, we wish feedback from players who tries them out.

As Norwegian native, I also need one editor who could make the English more easier to read.....

Join the Western Legends forum on BBG for updates!

Rules here are made for both the rules and the expansions. Some extra counters, dices are also necessary to play some of them

If you have some own house rules you wanna include youre welcome to note me and we will include them.

I've made som hook boxes, so you can hook of what rules you like and wanna include or not.

Nothing is cast in stone and your welcome to come with suggestions on alter the rules here.

If you see your text in this book is because you have posted in one of the variant forums at BBG, give me a not if you wana change or us to delete you idea.

## Playtesters wanted.....

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VERSION 1.0

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## New Folks in Town

### MAYOR

*By Jollum*

#### Setup

Use the Event rules and the Event counters, also place a tracker from 1-10 where you can place the used event trackers (easiest the space 1-10 on the Victory Tracker). Make also a gamepiece that is the Mayor counter, a mark that show the players is the games Mayor.

#### Gameplay

Vote for new Mayor, when every third event counter is taken. Players may bribe (for each +10 spent this way, add +1 to card size), all ellected gamble, best card wins.

Chose one only (last as long the player holds his mayor title – til next 3 event counters is picked up):

-Mayor get +10\$ in interests when bank action is taken.

-Mayor get -10\$ discounts when buying deeds

-Mayor get bribed by illegal gambling, +10\$ under gambling events

-Mayor may introduce New Local Laws, draw top 2 cards in either new sherif deck or title deck: play one new cards, may also choose to remove active titles- or new sherif in town- cards.

-Extra tax,draw 30 if you choose to draw 20 dollars in the beginning of your round. Other players get - 10 dollars on their turn start. (If they choose picking money this round!)

-Wanted players with mayor token, are corrupt and gain an extra bonus benefit, they may stop prisoned player from being prisoned, by be bribed for a fee of 30\$, wanted player escapes the transport to the jail and don't loose his Wanted Points, mayor get 1 wanted point.



## PREACHER

*By Jollum*

### Setup

Use the Event rules and the Event counters, also place a tracker from 1-10 where you can place the used event trackers (easiest the space 1-10 on the Victory Tracker). Make also a gamepiece that is the Preacher counter, a mark that show the players is the games Mayor. Can be a book counter. Also have 3 cross or similar themed counters ready by the table representing the churches.

### Gameplay

Is also a job (title) that one of the players may pick up after the mayor has been elected. One player (except mayor) may choose to pick up this title, the Bible, the cross counters, and place a building up, his own church (and conregation comunity ofc). The church may be build on any available Ruinspot on the game-board (take the deed belongs to the place). None ruined tokens, player may pick any place within a town with no buildings on. Put a church/cross counter on the chosen field.

Preacher is voted for similar way as Mayor is voted for. Player with the highest card, here also donations to the church and congregation gain +1 to the cards number, for each \$10 or gold nudget spent.

Preacher may do one of these unique Preaching actions as and action option once each round.

1. Gaining Alms, the congregation give the Preacher 10 \$ extra each round for each Town he have a Church. (Chapels excluded)

2. The congregation help build new church or a chapel building. An new Church may be built in one of the other cities with preachers presence and using his limited Preaching action (only possible once per round). This must be done on a ruin space in a town. Chapels (cross markers) may be built by train stations and by the 3 ranches, Churches may be built in towns only.

3. Holding Mass. With the power from the congregation preacher may swap the "New sheriff in town" or "Title" card in game with a new one. No one wana come in conflict with the congregation.

4. Deed of Atonement: retribute wrong doings against the Preacher. Choose a player he has been in conflict with. That player loose one of his poker cards.

## PRAYER ACTION

*By Jollum*

### Setup

Only used when using Preacher rules in the game

### Gameplay

Players may go to the church or the chapel places to make an prayer action to gain one of these benefits, pay 1 gold nudget or 20\$ to the congregation fund (bank) first.

This action is limited to do once each round:

1. Salvation: Wanted Player may jump to the same spot level on the lawful tracker without getting the lower benefits on the tracker.

2. Redemption: Lawful Player may jump to the same spot level on the wanted tracker, without getting the lower benefits.

3. Remission of Sins: Wanted players gain +1 on their Wanted tracker

4. Gospel choir singer: Marshal players gaining +1 on their Marshal tracker, hallelujah!



# Train Robbers

## TRAIN HEIST VARIANT

*By Randy D*

### Setup

Use the Train Deck in the end of the book!

If the player takes this action (they must be on the same space as the train), then 5 Train cards are laid out horizontally (1 caboose, 3 random cars, 1 engine). The player takes 3 Train Heist dice, and a 1-minute timer is started.

During this timed sequence, beginning with the caboose, the player flips over the card and rolls all 3 dice once, trying to result in at least as many hits as number of threats in the car. The player may discard a Poker Card to re-roll any dice once. If the player succeeds in this, then they unlock the reward listed on the card. The player may then decide to either end their heist and claim all unlocked rewards or continue onto the next car in this same fashion by flipping it over. If the player is not able to clear all threats on the card with their dice results, then their action immediately ends, they may not claim unlocked rewards, and they receive wounds equal to the number of threats they failed to cancel with the dice (if they received any wounds then they also take a Poker Card). Note: While most rewards are only claimed if the player chooses to end their Heist (indicated by the small star), some of the rewards are immediately gained when they are unlocked (indicated by the

[!]) and some persist throughout the entire Heist action (indicated by the timer).

If the timer runs out before the player ends their Heist action, either by choice or by failure to clear the car, then they are immediately arrested and follow all arrest rules.

Each die is 6-sided w/ only 2 sides being hits.

The backs & fronts of the Train Cards are as follows  
Or just use the Mining Dice.

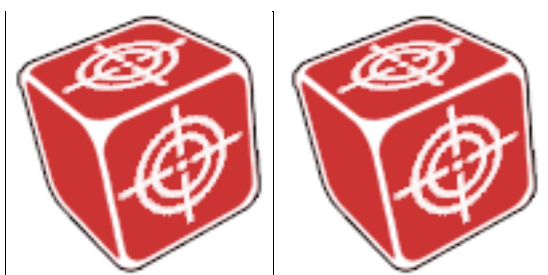
## PRESS YOUR LUCK

*By Randy D*

The basic idea is a press-your-luck mechanism. You may perform the Train Heist action when you are on the same space as the train, which moves around the board. When you perform this action, you lay out 5 train car cards face down (caboose, 3 random passenger cars, engine) and take 3 dice. A one-minute timer is started and beginning with the caboose, you flip over the card and roll the 3 dice once. If your roll results in hits (5+ is a hit) greater than or equal to the number of guards in the car, then you have successfully cleared the car. The reward for clearing the car is listed on the card (ex. \$20, or 1 gold nugget,...). After rolling the dice, you may discard a Poker Card in order to re-roll any of the dice that did not result in a success.

After successfully clearing a car, you may choose to exit the train in order to keep all earned rewards or continue to accrue more by flipping the next card. If you fail to roll the required number of hits to clear a car, then your heist ends and you forfeit all rewards. Additionally, you take wounds equal to the number of guards you failed to hit, plus a Poker Card. If the timer runs out before the heist ends (either by choice or by failure), then you are arrested and follow all arrest rules.

First car you enter -- the caboose -- will have 1 guard and rewards success with 1 Wanted Point. The next 3 cards have a variety of number of guards and rewards, and the final car -- the engine -- will have 2 guards and rewards success with 1 Legendary Point. That way, you become wanted by beginning your heist and legendary if you can run through the whole train.



## TRAIN ROBBER VARIANT

By Randy D

### Components

Train mini, dice, Train Cards (each card indicates the train car, number of guards, and reward)

### Setup:

Train mini is placed on tracks at left most space on board.

### Rules:

For an action, a player may choose to rob the train if they are on the same space as the train mini. The player robbing the train flips over the first Train Car Card to engage. The player rolls 3 dice once and must obtain number of [HIT] results (each 6-sided die contain 2 [HIT] faces) matching the number of guards depicted on the revealed Card. The player may discard a Poker Card in order to re-

roll any of the dice. If the player succeeds, they may then choose to exit the train and receive all winnings or continue onto the next car by revealing the next Train Car Card. If the player fails during the engagement, they then forfeit all winnings and are forced off the train, gaining a wound (or possibly 1 wound for every guard that was not dispatched during that engagement).

I pictured having a caboose, an engine, and maybe 4 randomly drawn types of cars for the middle. The player starts at the caboose, which would reward the player with 1WP if successful. The various types of cars would yield rewards thematic with the type of car. Finally, if the player makes it all the way to the engine and succeeds, they would be rewarded with 1LP.

### Other Thoughts:

- Movement of the train around the board could simply be each player moves the mini as part of their turn, but I considered the idea of a 1-minute sand timer that, when depleted, permitted any player except the active player, to move the train mini one space and then reset the timer. This made the train movement feel more organic and harder to plan for.

- Use the 1-minute sand timer for the Train Heist sequence to add to the tension. If player has not ended their heist before the timer runs out, they are either ejected from the train and forfeit all winnings, or maybe they are arrested by the Sheriff, or maybe it involves the Marshal players somehow.

- Players can choose to run along the roof of the next Train Car by not flipping the card to engage and instead move onto the next Train Card and decide to engage with it. Players may do this with any of the 4 train cards in sequence but cannot do so with the caboose or engine. Using this idea, the reward for succeeding in the engine would instead be something like 1LP (or maybe 1WP would be more thematic) for every 2 cars they successfully heisted. This might introduce interesting decision for player to decide if they prefer the reward the engine would grant over going through each car first.



## So You want a new set of rules?

### CHARACTER DEVELOPMENT – GOAL CARD VARIANT

By Benjamin N

Players don't start with three goal cards anymore, they have to get them during the game-like getting missions.

Explained this variant for the base game but it would be easy to extend this variant for the expansion.

If you have the wooden bullets from the expansion use them for the game and use the wooden cubes for this variant.

Put 4 of the wooden cubes (different colors) at the following locations:

- One at the Bank,
- One at the Theatre,
- One at mesitos range
- One at red falls salon

Now place the 4 cubes of the same color next to the board.

Now, after the players got there character-cards take the goal cards of 4 characters which are not in the game so far. Place them next to the cubes next to the board.

If now for example Wild Bills goal cards are placed next to the red cube next to the board, and the second red cube is placed at red falls salon that means the red cube at the salon represents Wild Bill. Players can go there and get a mission from him.

To get a goal card from such a character a player has to do an action on that characters location. That doesn't mean they have to USE an action for it. To get a goal card from Wild Bill, following this example, players can play poker ore work at the red falls salon to get it.

A player is not allowed to have two goal card from the same character. He can get a second of the same character after he fulfilled the the first one.

What brings this to the game?

At first, it brings even more thematic to this

awesome thematic game. We have more Legends on the board at the same time.

You don't always get the same goals with the same character anymore.

Also it makes fulfilling 3 goals a little bit more difficult. And that allows us to implement a very special reward for it. The coolest reward you ever got in western legends.

### **Character-development**

You sill managed to get 3 goals?! So you have come along way through and have seen all the shit the West has in store. I'm not sure if I can call you a legend already, but you are defently a badass of the West!

If A player gets his 3th LP-token he draws two cards from the character cards. He looks at the charakters legendary-Attributes and chooses one of these cards. Than he places this card under his charakter-card in a way that both legendary-attributes are visible. Now both legendary-attributes count for that players character.



## **I AM LEGEND VARIANT**

*By Patrice Piron*

Once per game, when a player take a legendary 1PL token, he may choose to place it face up on his character sheet to obtain a legendary item randomly. He must then keep this token until the end of the game.

## **NEW FIGHT OPTION**

*By Benjamin N*

Variants for fight-outcomes have been created before. The official Wild West variant is the most known example. The main difference here is that inactive players can get LP when they win fights. That's an idea I really like. Sometimes the regular win-outcome for inactive players feels kind of unsatisfying. They normally just have to play there highest card and then hope for the best.

Thinking about refusing a fight isn't a real option anymore. And this trashes the fight for my opinion. So the question for me was how could we benefit the inactive players without trashing the fight system and I end up with a simple variant which is just a slight rule adjustment which should work really well.

An inactive player has 3 ways to react on an attack now

1. Declining to fight
2. Fight to ordinary conditions
3. Declaring that he is bulletproof when he plays his fight-card

### **I'm bulletproof**

If the inactive player declares to be bulletproof when he plays his fight-card and he wins the fight he gets an LP additional to the regular outcome. If the inactive player looses after declaring to be bulletproof he additionally looses an LP.

This additional outcome counts only for the inactive player. The outcome of active players is not affected.

Now we have created a way how inactive players can get better rewarded on fights. But instead of taking away thinking and decision processes for that, we even add a new dimension of decision making.

I would recommend to combine this with my „variant for more poker like bluffing on fights“ which gives fights even more depth. If you have read my „variant for more poker like bluffing on fights“ and decided that it is too much complicated for your group, you should read it again, because the „Bulletproof Legends“ variant allows us to make the „variant for more poker like bluffing on fights“ easier approachable and so I have edited it.

EDIT:

After I realized how good this works, combined with my „variant for more poker like bluffing on fights“ and how I can even modify this variant now and make it easier approachable, I decided to share the modified version here too.

The modified „variant for more poker like bluffing on fights“ is again only a small rule adjustment:

If a player refuses and surrenders on a fight he doesn't get a wound. That's it.

The first effect of this is that the difference between surrendering and losing a fight gets bigger. Cause of that surrendering becomes a sense making option more times. And cause of that bluffing becomes a real option for active players on fights.

I want to show how this can affect the fights, played together with „Bulletproof Legends“ on a small example:

Imagine yourself getting attacked. Your opponent asks you for a Duel. You both have 3 cards. Your highest is a Jack. You will think about the conditions...should you risk to fight? If you surrender you will not get a wound and you can keep the jack. It's okay to give the opponent his 2LP. But then you think: „wait, he is knowing that, maybe he is bluffing,...he is playing a 4 or something,...I better should fight,...no, wait I should fight and declare that I'm bulletproof to get something out of it!...or should I try to win a regular fight but with playing a lower card?...or isn't he bluffing?....“

## **FIGHTING RESULTS**

*By Kyle Forrest*

These are the changes to the rewards and penalties that you receive as a result of fighting with other players / NPCs:

### **Fighting (Bank Guards)**

Active Player Wins: Gain either \$80 or maximum Gold nuggets, +3 Wanted Points

Active Player Lost: +1 Wound, +1 Wanted Point

### **Fighting (Bandits)**

Active Player Wins: Either +1 LP or +1 Marshal Point, Remove bandit from board

Active Player Lost: +1 Wound, Remove Bandit from board

### **Dueling**

Winner: Gain +2 LP points

Loser: +1 Wound, +1 Poker Card

Winner: Gain +1 LP point, +1 Poker Card

Coward: No Penalty

### **Robbery**

Active Player Wins: +1 Wanted Point, gain either half of opponent's money or half of their gold, gain their cattle token

Inactive Player Lost: +1 Wound, +1 Poker card

Active Player Lost: +1 Wound, +1 Wanted Point

Inactive Player Wins: +1 LP

### **Arrest / Ambush**

Marshal Player Wins: +1 Marshal Point

Wanted Player Lost: Lose all Wanted Points, +1 Wound, lose half all money and gold plus any cattle token, immediately move to Sheriff's Office, gain +1 Poker Card

Wanted Player Wins: +1 LP

Marshal Player Lost: +1 Wound, Immediately move to the Sheriff's Office



## GRAND DUEL

*By Benjamin N*

An active Player on the Main street of a town (only Darkrock and Red Falls) can do the action Grand Duel.

If he does so he can call out any other player inside this town for a Grand Duel, no matter on which area of the town this player is located, he only needs to be inside the same town.

Now there are two ways how this can end:

1. The player who was called out refuses to fight. In that case the active Player wins 1 LP and the player who refuses the Duel loses 1 LP
2. The player who was called out for the Duel accepts. He places his Miniature at the Grand Duel area. At such a Duel the winner gets 2LP and the loser loses 2LP, gets a wound and draws a card. This counts same for active and passive player.

At Grand Duels the active player does not win ties. In case of a "tie" both players draw a card and the Duel goes to the next round.

That means ties don't exist on Grand Duels. (Important for Jesse James ability) You should declare that Jesse James tie-ability doesn't count for Grand Duels ore alternatively accept that his character is slightly overpowered, especially when you play with the train. (He would be the master of train robbery (outside town ability) AND the Master of Grand Duels then)

## DUELS

*By Tfranta*

*"I'll be your huckleberry."*

VARIATION - Reputation Tainted

If the active player has less MP or WP (can be neutral) than the targeted player and wins the duel, the targeted player with a higher MP or WP has *"had their reputation tainted."*

Losing Player Effect - Remove according 1 MP/1 WP **or** 1LP (Min. 0)

\*Note: when the losing player of this variant, moves up again on the Marshall or Wanted Track the 1 space lost to the duel, they **do not** regain the award for the give space. However, base game rules still apply depending on which row they are at.

All other base game rules apply.

## DUELS

*By Kyle Forrest*

Two changes to the way dueling works. First, a defending player must have at least one Poker Card in their hand to be eligible for dueling. If the defending player has no Poker Cards they may not be challenged. Second, if the defending player refuses the duel they take no damage and get no Poker Card, but the winner of the duel instead gets +1 LP point and a Poker card, instead of the normal +2 LP. You must win a duel against another player to garner the +2 LP points.



## SNIPER ACTION

*By Jollum*

Players with an upgraded/named Legendary rifle item card, that stand one space away from an opponent, may take a Sniper Action. Shooting on Target player, rolling risk Dice. Target player take one Wound for each Blood mark sign on the dice. On a SP roll, the sniper is seen and rise his Wanted tracker by +1.

## MEN IN BLACK / THE GRIM REAPER

### ELIMINATION OPTION

*By Benjamin N*

The elimination condition is simple. If you already have 3 wounds and an injury and you get one more wound you are eliminated. That's it.

But I know Player elimination can suck on a nice evening with friends. So I create something to soften this up a little.

The first player on a game who gets eliminated will get the chance to come back and take a bloody revenge as the Man in Black.

### Elimination

If a Player gets eliminated he loses everything, items, WP, MP, his Character, Gold, Money, just everything EXCEPT HIS LP on the LP track and the LP tokens he earned so far.

If a player gets eliminated his turn ends immediately.

If he is the first eliminated player he can take over the Man in Black's character. As Man in Black your job is to take revenge and make your opponents shit in their pants and if possible not being the last on the LP Track at the end. If you have been the LP leader when you got eliminated you eventually even can defend the position of your past away character as the top of the West. Shoot'em all!

The Man in Black enters the Game with 2 Pokercards, an upgraded Revolver, an upgraded Mustang and an Holster and the makers for destroying buildings.

If the eliminated player has his next turn he draws a card from the character deck to randomly get the MIB's starting position.

The MIB has limited interests. He wants to kill and destroy, that's his one and only drive.

-MIB can fight bandits and outlaws etc.

-destroy buildings as an action if located on an area where a building action would be possible. He can also destroy the train. or the traveling trader.

-fight Players in 2 ways: Duel (normal conditions),

### Robbery

After a successful robbery the MIB gets 1 LP and can choose to take all the money or all the gold, if his opponent was wanted he additionally loses his wanted points.

-MIB can't do the regular building action, the only building action he can do is destroying a building and if you want to call this a building action he can also use the tunnels.

-MIB never carries gold ,money ore cattle (It's been a long time ago when such things matter to him)

-after he successfully robbed a player just take the goods out of the game

-On the beginning of his turn MIB always draws 2 cards

-MIB don't has a maker for serving story cards, he can't get wanted and he can't take marshal points. On bandit fights he has to take LP

### Legendary Attributes

-If MIB works he draws a card instead of getting money

-MIB can use the tunnels like the sheriff can use the train. (it's only one move for him)

### Attacking the MIB

Players can target the MIB. The win outcome for successfully fighting against the MIB is 2LP and additionally taking one of the MIB marker for destroying buildings.

At the end of the game the player with the most MIB markers gets 1 additional LP. If here is A tie all players with the most MIB makers get 1 LP. (Doesn't count for MIB himself)

If you wanne play this a little bit softer give al players an additional Provisions item at the beginning of the game. If you like it hard you can declare an additional LP bonus of 1 ore even 2 LP if a Player eliminates a Player.

## BRUTAL BANDITS

*By Jimzik*

If you are defeated by a Bandit gain 1 Wound, Draw 1 Poker Card and roll 1D6: (1) Lose 1 LP, (2) Lose all your cash, (3) Lose a Nugget (removed from game) or take an additional wound if you don't have one, (4) Lose a random Item, (5) Lose a random Poker Card, (6) Lose ½ your cash.

DUELS: If the Active Player loses a Duel you ADDITIONALLY lose 1 LP as well as taking a wound. Optional: May also apply this to the Man in Black and Bank Guard.

ROB: Choose ONE when you Rob a Player: 1) All Money, 2) All Gold, 3) 1 Item, 4) 1 Weapon 5) 1 Mount. \*You may still additionally steal 1 Cattle Chip. Gain 1 Wanted Point.

WOUNDS: If you already have 3 Wounds and get another then you lose a Poker Card. Wounds cost \$10 each to heal at the Doctor's Office (get a Poker Card for each healed).

Basic Rules to Remember: 1) 1 ST Player should be the most Wanted with other Wanted Players going directly after. 2) A Wanted Player can't enter the Sheriff's space. 3) Used Fight Cards are shuffled and put underneath that deck. 4) Check to see if Story Card resolved at end of turn.





## Implement Things from other games.



### D6 Themed Variants

- 1: D6: draw poker card instead, change dice results to 1=2/3, 2=4/6, 3=6/7, 4=8/9, 5=10/J, 6=Q/K, A is either 1 or 6
- 2: Use a Poker dice: Swap it with D6es. 1=9.2=10, 3=B, 4=Q, 5=K. 6=A
- 3: If you wanna use D6 anyway, at least use the bulletdice variant from Steve Jackson games or the Warfighter dice from DVG.





### Indian Dice

You can encounter Indians in the wilderness, player may encounter and befriend an Indian. By helping him get back his lands in the eastern rim on the frontier borders. Buying the deed markers placed there.

Can be bought as per normal game rules. Unbuilt land deeds cost \$20, and player must be at that corresponding field on the game board. For each deed bought player may roll the Indian dice:

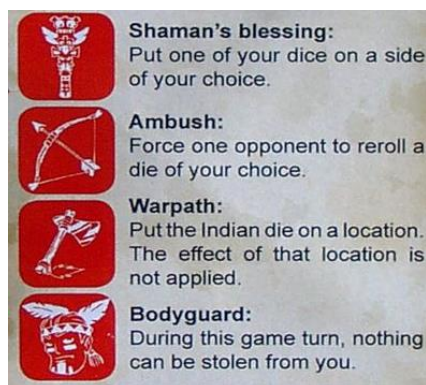
-Shamans blessing: flip over a dice you rolled, once. Either injury or nugget dice. Or take a medicine man healing, work same as the doctor action.

-Ambush: your Indian friend ambush another player, he loose either one item, money or poker card.

-Bodyguard: Indian friend watch over the player with he is outside the towns. Encounters cannot approach the player, the Indian interferes instead, if player choose to spend the dice.

-Warpath: place the dice on a field of the game board, that field is not playable until next round. Put a ruin the ken on the place of there was a building there.

-Or the player may choose not to roll the dice, and then treat the Indian as he attac the player same way as Outlaws do!



### Dice Cups

Hide your nuggets and dynamite cubes under the dicecup.

### Cattles (From the Cowboys Expansion)

Use as markers to mark players going with cattles. This reminds he have slower movement with longhorns and that other wanted players can steal or snipe down his cattles.



### Poker Dice:

Use a Poker dice: Swap it with D6es. 1=9.2=10, 3=B, 4=Q, 5=K. 6=A

### Other Games:

#### Monopoly:

For use with the Preacher house rule.

3 houses for the 3 Ranch chappels

3 hotels for the possible churches one in each city

#### Spurs

Wilderness beasts use when tracking when use the Hunting rules



# **Laws are rules that are meant to be bent!**

## **ARRESTING**

*By Kevin Alger*

Marshall loses fight = He loses half his \$ rounded down & all gold if he has any. Goes down one space on the Marshall Track (completely off if on the first space).

Beat the Sherriff, gain 1 point on Wanted Track.

## **ARRESTING / AMBUSHING**

*By Kyle Forrest*

Arresting Wanted players works pretty much the same as before, the key difference being what happens if the Marshal fails in their attempt to arrest the Wanted player. Instead of simply taking damage and waiting for their next turn to try arresting the Wanted player again, Wanted players may now Ambush a Marshal in an effort to get them off their track. Wanted players who win

a fight versus a Marshal player gain a LP point and cause the Marshal to take a wound and then move to the Sherriff's Office. The Marshal gains no Poker card for being ambushed.

## **ESCAPE PRISON ACTION**

*By Jollum*

If wanted player is a gang member he may get access to a hacksaw (or owning a dynamite cube) from one of the other gangmembers. Paying \$40 or 2 gold. The card effects may work as a normal action.

## **MOVING SHERIFF OPTION**

*By Massimo Airmax*

If you are a Marshal, you can move the sheriff (by one) by discarding a card.

Ways to get Marshal Points are:

- Successfully Arresting a Wanted player

- Winning a Fight against a Bandit
- Cattle Reward Wrangling / Delivering Cattle
- Using Action on Living Legend Poker card
- Arresting or Wrangling with a Peacekeeper Item card

## ROBBING

*By Kyle Forrest*

These rules work much the same as they did before with the added rule that the defending player may choose to just surrender, rather than put up a fight. This must be done if the defending player has no Poker Cards to defend himself or herself with. If they surrender, the defending player does not get a Poker Card and they no longer have to take a wound. The active player must still play a card however, even if the defender surrenders.



## TEXAS RANGER OPTION

*By Massimo Airmax*

Texas ranger (a miniature without marker) who appears when a player reaches the third line of the

wanted track, and then disappears when nobody is on the third track.

He starts from the train station and makes a number of movements based on the result of a d6 dice.

He moves toward the most wanted players and if he reach him, he fights with 5 poker cards.

## "What's In It For Me, Sheriff?" – Variant

*By Damien Kay*

*On a successful arrest, the arresting player receives MP equal to the Wanted track level of the arrested player e.g. 1, 2 or 3 MP for level 1, 2 or 3 of the Wanted track.*

## WANTED VARIANT

*By Nat Li*

1. You can turn yourself in at any point at the sheriff's to lose your wanted points, with a suitable penalty?

2. If you dont turn yourself in, but got arrested, you dont lose uour wanted points. It becomes inactive maybe for a few turns. After that If you earn wanted points you reinstate your wanted level. But if you earn marshall points first then you really lose all your wanted track and start on the marshall track. If the allotted time pass and you do neither, you also lose your wanted points and become normal.

## WANTED VS MARSHAL PLAYERS

*By Kyle Forrest*

A player with 3 or more points on the Wanted Track cannot trade in gold at the bank, but may still use it to purchase other items (see below)

A player with 3 or more Marshal points may not initiate a duel. They are immediately removed from the track if they initiate a duel, but being challenged to a duel (regardless of whether they win or lose) will not affect their Marshal status.



# Crow Silver & Dynamite

## DANGEROUS MINING OPTION

**Changes to the game for Dangerous mining Variant:**

- If you roll an X while mining you take a wound.
- If you ever roll double X's it's a cave in and you take 2 wounds and can no longer mine for the remainder of your actions this turn.

**The mining map Now becomes a consumable under these conditions:**

- When you use it to re-roll an X, you can avoid the wound re-roll then immediately discard the map, and accept the new result.
- You may use it to re-roll double X's to avoid the wounds and re-roll One die, accepting the new result. Immediately discard the map.
- If the new result of a re-roll after avoiding damage is an X you must take that wound.
- You may still use the map as intended. If re-rolling Non-X die faces you may keep the map instead of discarding it. You only discard the map if you re-roll an X and avoid a wound.
- Instead, if the player doesn't have the right defensive card, he gets a wound.

-Since gold prospecting is dangerous and requires a lot of effort, a player with 2 or 3 wounds is not able to prospect. So now, the player must get rid of wounds to go back to prospecting.

## DYNAMITE– Item Cube / Action

*By Jollum*

Setup

Place a red gamecube by the Golden nugget counters. This representing the Dynamite cube.

Player may also get his hand on a dynamite cube when at the Mining, player may take a Pick Dynamite Action to get one. Pick a dynamite counter. Having a dynamite cube in your possession you must always roll the risk dice when moving. The cube occupies one of the Golden Nugget slots. On a double blood roll, the cube goes of and explodes, player takes 2 wounds.

This cube could be used under different circumstances, by spending it as an action you may:

1. If wanted player is Prisoned, he may spend the dynamite cube as per Hacksaw / Escape Prison Action house rule.
2. Player may explode a building to a ruin, put a ruin counter on it, also move players Wanted marker +1 up on the Wanted Tracker. (Some did see him!)

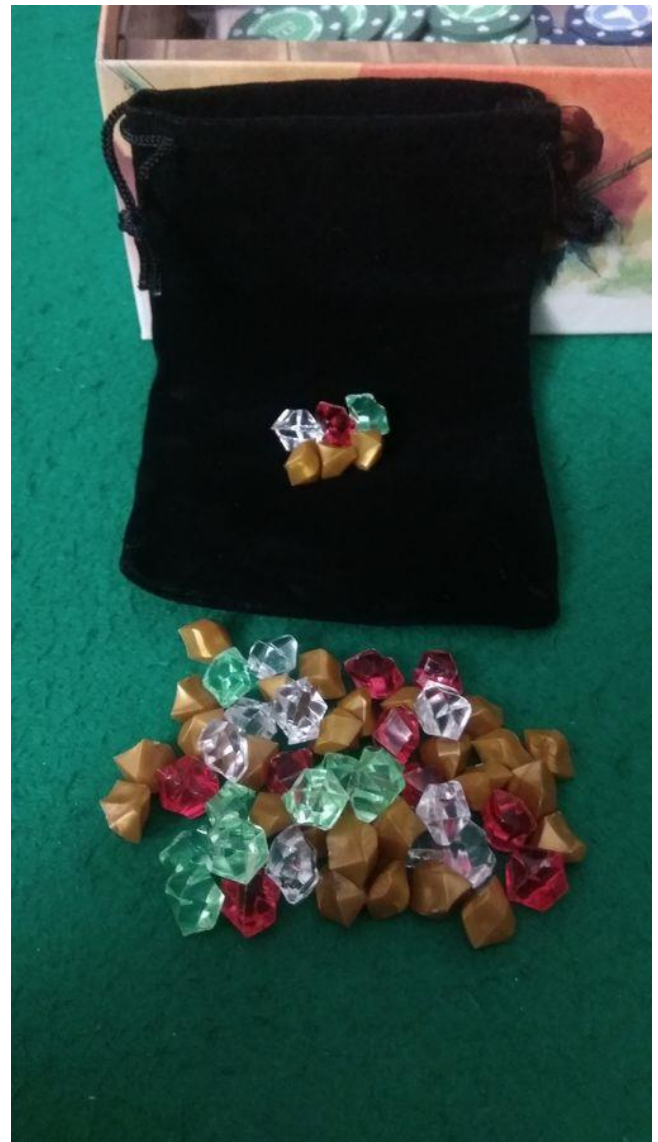
3. Player may explode and close a tunnel entrance, put a black marker over the entrance. Train may not proceed until player's next turn. If a Marshal player is close by (2 fields away), he witnesses the incident and the active player must rise his Wanted tracker by +1.
4. Player may stand on an adjacent field by one of the outlaw hideouts. There he can take a Throw a Dynamite action. Roll the risk dice, if rolling blood sign, the outlaw there is taken. Rolling the Double blood player also takes one wound.
5. Player may close the mountain pass on the mainboard for one round only. Taking a Dynamite action on an adjacent field of the pass.



## GOLD NUGGETS

By Kyle Forrest

One of the complaints from our group of players was that gaining gold nuggets was too easy, so in addition to the changes above, at the start of the game draw a Poker Card for each mine. The number drawn (with J = 11, Q = 12, K = 13 and A = 1) is the number of gold nuggets at a particular location. (It is possible to exceed the 36 unit limit, and in that case simply place the smallest number first and move up to the larger numbers until all that you have are placed) Once a gold nugget is sold to the bank, it goes into the "Vault". If the bank is robbed, the robber may choose to take either the \$80 or all the available gold they can carry from the vault. Any cards that require you to add gold nuggets to the board should be taken from the vault if possible.



## MINES

By *Giannis Tiliadis*

Each mine has a limited amount of gold nuggets. The amount is {1x gold nugget per player +1} at each mine.

Mines never replenish!

### Another variant:

Use a pouch to add 30 gold nuggets. I am not adding all 36 of them because of some events and story cards that make you put some nuggets on the board or give them as a reward to some players.

According to the dice faces for every 3 gold nuggets I add 1 red depicting the take 10 dollars and reroll face (draw 1 more now with this variant), 1 green depicting the take 10 dollars and 1 transparent depicting gravel.

The other nuggets are exactly the same material and size so when you reach inside the pouch you can't feel the difference.

Draw 2 nuggets per action and treat them according to the standar rules.

Every nugget drawn from the pouch is not returned inside until all the nuggets have been pulled out.

If the pouch needs to be refilled, again add for every 3 gold nuggets, 1 red, 1 green and 1 transparent.

If you got the miner's map you can "reroll" one of the nuggets by returning one of the 2 drawn nuggets back into the pouch and drawing again.

## MINING

*By Kevin Alger*

12 gold per mine, 2 nuggets gets 1 LP. Like the mining variant that includes blind bag pull but want to still involve the mining dice somehow. Diminishing returns aspect I like. Only 12 total nuggets in mine. Bag includes tokens totaling 12, maybe 8 "rocks". If rocks pulled they are placed back in bag. I have gotten tokens from old Ravensburger game, Eureka. Eureka also has bandit tokens so they can be added to bag as well. They have various values on tokens so maybe randomly use tokens that total up to a value of 12 so chances of getting a tile with multiple nuggets shown. Roll Dice to see if you get to pull tiles. Nugget face rolled means pull a token. Roll 1 die instead of two? Someone has mentioned before mining equipment item card that can be purchased, \$50? Great if someone could create that card. Card allows you to roll both dice. I haven't used the Claim Jumper tokens from Ante Up at this point so I don't know if combined with this change make mining to complicated or not. Reading rules I don't see a huge conflict but may not want to add the bandit tokens from Eureka to bag when using Claim Jumper tokens as it may make mining brutal.



## PROSPECTING

*By Kyle Forrest*

Prospecting is now a little trickier to pull off successfully as there are a few key changes. In order to roll the dice, a prospector must now discard a Poker card for each dice they wish to roll, to a maximum of two dice. (This means that if they discard only one card, they may only roll one dice) In addition to this, if the prospector rolls gravel they take one wound as well.

## TREASURE OF THE LOST CAVE VARIANT

*By Benjamin N*

Whenever the game tells you to put an outlaw token on the outlaw camp on the Buzzard Gulch map and an outlaw token is already there, put a gold-nugget on the outlaw-camp instead. (maximum 4)

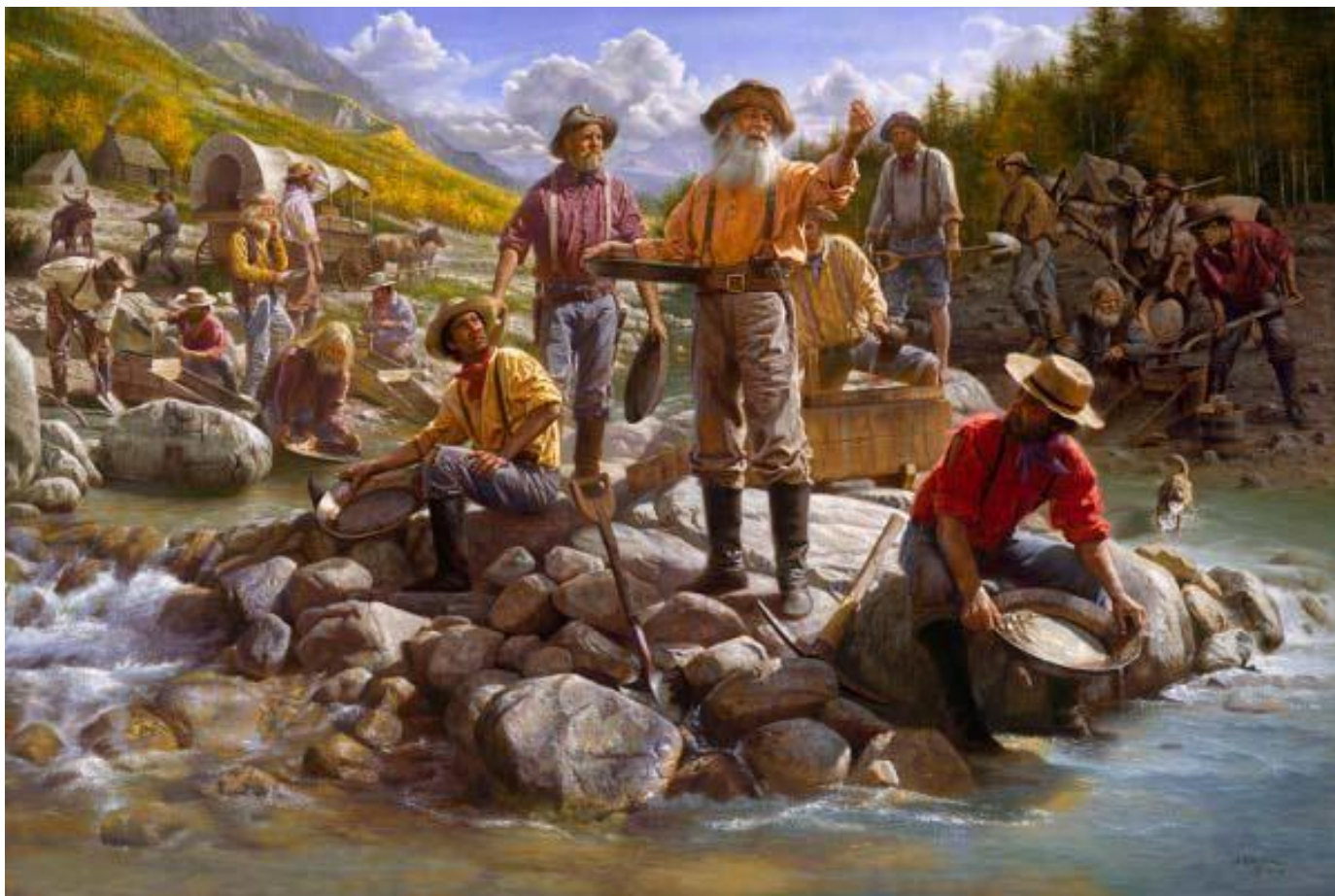
Player who defeat the outlaw get all nuggets on the camp as additional reward.

The outlaw decreases the value of the card played against him by 1 for each nugget on the camp.

If there have been 4 gold nuggets on the camp and a Player defeats the outlaw he also gets 2LP as an immediate reward.

If the outlaw wins his token gets replaced with another outlaw token.

Players don't need and are not allowed to fight against the camps outlaw if they delivered cattle at the camp.



## **GOLD RUSH**

*By Jimzik*

Count x6 Nuggets per player then divide between the 3 Gold Mines.

The last player places 1 Prospecting Die on 2 of the Mines – only those 2 are open for Mining and only using ONE Die per Action.

Nuggets sold/lost are removed from the game. When either Mine is out of Nuggets you can no

longer roll the Die there and move that Die to the Mine without a Die which is now open.

When further Mines run out of Nuggets remove the Die there from the game.

\*Any other Gold gained from cards, goals, etc., is taken from the off-board reserve of Gold not used in this game.



# Can we not play Cowboy?

## CATTLE RUSTLING / WRANGLERS

*By Kyle Forrest*

Rustling and Wrangling is now determined when a player obtains a new cattle token from a ranch. Players at a ranch may either take a cattle token (rustle) or purchase a cattle token for \$10 (wrangle). If a player takes a token without paying for it, they immediately move up 1 space on the Wanted Track. Players must still deliver their cattle token to the appropriate destination to get the associated award.

## MOUNTS & CATTLE WOUNDS

*By Jollum*

### Gameplay

Unnamed mounts, and cattles have 1 wound, upgraded named mounts have 2 wounds. When using weather rules they may get injured. Draw an injury card, for each wound bellow 0.

Upgraded mounts flip over their card when taken their 3rd wound. Mounts may die! By taking an extra wound bellow 0.

-Wanted players with a rifle item card, may spend a **Sniper Action** when standing in a field adjacent to an opponent. Aiming on the players mount or cattle. Giving it a wound.

Mounts reduce their movement with -1 for each wound taken. Rise wanted players tracker with +1.

## PYROMAN

*By Jollum*

When the 5th, 10th and 15th event token is taken. Roll a D6: choose the outlaw with the corresponding number. For this round only, any player may pay 40\$ or 2 gold nuggets, player may then search up this outlaw pyroman. When entering the Outlaws space, player may spend an action to let the pyroman burn down any one building on the gameboard, put a ruin token on it. Player gain one wanted point.

If you want to burn down a church or a chapel, the pyroman is a Blasphemer and burn down the church for free. Player directing the lunatic then gain two wanted points.



## ENDING TURN IN TOWN

*By Kevin Alger*

If player don't own a deed in the town, he must end turn with \$10 to rent a room. If unable to pay for a room you lose a space on the Wanted (only moved down to 1 Wanted not removed from track and are placed outside of town in a space or players choice. Once moved out of town must roll on out of town random event chart. If on Marshall Track you don't have to pay if in Dark Rock or Buzzard Gulch but other towns you are forced to pay for room. If unable you are moved down on Marshall Track and are able to be removed unlike Wanted track.

\*look at setting costs for "buying" a room, room bought is only in that town? If start game in certain town spaces for some reason maybe back story gives that player a room at no cost? Variable cost based on game length.

\*if pay extra for room (\$50?) received an extra action as you are \*\*well rested? If in a permanently bought room pay \$40 for well rested extra action? If on Marshall Track and in Dark Rock or Buzzard Gulch you also only need to pay \$40 to get extra action.

## ENDING TURN OUT OF TOWN EVENT CHART

*By Kevin Alger*

Roll 2d6 if end turn out of town

2 – Rattle Snake Bite – Must make it to the Dr. within 3 turns or player dies. Add a wound end of every turn you haven't been cured. 1st turn get all you actions, subsequent turns you lose one action until resolved.

3 – Horse or Cowboy Injured – Half movement until you get to the Dr. (Vet). If player movement is better than half of mount's movement still do half mount movement because you have to walk your animal in unless player wants to abandon mount.

4 – Indians Attack (Only occurs if within 2 spaces of a mountain space.) If player's character is Native American then then are able to negotiate with Native Americans and possible trade items. Trade "small items" player has for 2 "small items" of the players choosing.

First roll 1d20 to determine if player can escape if they wish to attempt. If player has the mustang mount they can simply choose to escape. If on any mount they must roll a 10-20 to escape, if you roll a 1 you are thrown from your mount taking a wound losing a poker card prior to fight with Indians. If you roll a 20 you manage to shoot and kill an Indian gaining an LP. If on foot when attacked you must roll 18-20 on 1d20 to escape, if roll a 1 you sprain your ankle while running and lose a movement until you see the Dr. after the fight regardless of outcome of fight with Indians. If you have a mule or work horse and you have 2 or more gold nuggets you can drop to successfully escape despite roll. You can also surrender all your money or 3 poker cards to escape successfully regardless of dice roll.

Once outcome of attempted escape is resolved now roll 1d20 for fight with Indians. Roll of 1 simply means you are overwhelmed by band of Indians and lose all your items and are lucky to find yourself alive when you wake at the Doctor's office. 2-4 means there are 4 Indians to fight. 5-8 = 3 Indians to fight. 9-13 = 2 Indians to fight. 14-19 means you fight 1 lone Indian. On a roll of 20 as

you begin to fight Indians a party of cowboys arrives and you easily kill the Indian war party, you gain a Marshall point (if on Marshall Track) and a LP and find 2 items of your choice choosing between provisions, snake oil, whiskey and/or miner's map. Or you are able to corral one of the Indians mounts which is a Mustang if you don't already have.

5 – Bandit Attack – Treat as a regular fight with bandit

6 – Dysentery – Lose one action

7 – Nothing happens

8 – Mount wandered off during the night, lose one action. Can abandon mount if don't want to surrender action.

9 – Find a saddle bag. Roll 1d6, 1 empty, 2 Whiskey, 3 snake oil, 4 Gazette, 5 Miner's map, 6 \$10 or a poker card

10 – \*Wondering salesman. He has the possibility to be carrying any item besides mounts, rifles and shotguns. Roll any die, evens he has the item requested odds he does not. Only allowed 3 rolls and can't roll for same item more than once with same salesman. Always has whiskey, gazette and snake oil but if you purchase one of these items you lose a random item roll.

11 – \*\*Well Rested, gain one action

12 – Encounter. If on the Marshall Track you see a stage coach robbery and can choose to intervene, must fight 3 bandits. If successful you receive 2 points on Marshall Track and one LP. If beaten normal fight rules apply. If on Wanted Track you see a stage coach and can rob. You will fight two drivers and if you win you receive 2 points on Wanted Track and will get roll 1d20 to see what items are found. Roll of a 1 means the stage coach

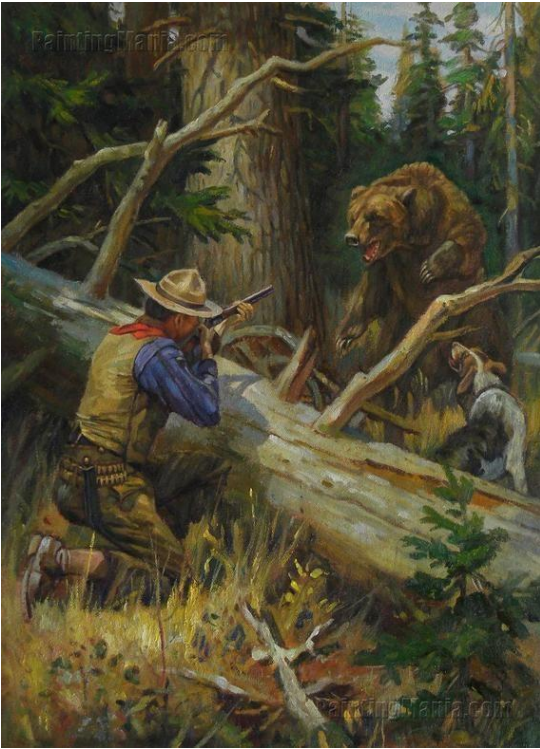
was empty, take a wound. 2-10 you get 2 "small items" (whiskey, gazette, provisions, snake oil, map) of your choice, \$10. 11-15 you find 2 "small items" and \$20. 16-18 you get 3 "small items" and \$30. 19 find same as 16-18 but also receive an additional poker card above any earned for winning the fight. 20 you get 3 "small items", \$40, 2 gold nuggets, and 1 poker card.

\*if you are within 2 spaces of mountains and you roll Wondering Salesman you can choose to meet a friendly Indian and he will work with your mount so you are able to upgrade for \$20 less than normal.

\*\*Well Rested rewards mentioned above maybe OP, instead of extra action maybe you receive a poker card above any normal poker cards received that turn?

Most of this hasn't been play tested much, never with Ante Up expansion. Just posting to get feedback to flesh it out more with other player's experiences. Any additions or alterations would be great to hear. Really enjoy the open ended playing this game allows and just wanted to add some depth. Not sure I'd play with most of this if playing with casual or first time players but when playing with players looking to add even more story or depth maybe throw all this in and make a night of it.





## HUNTING ACTION

By Randy D

### COMPONENTS:

15 Animal Tokens: back-side has a common "Hunt" Action, front-side depicts an animal.

- 3 Hare (level 1 prey)
- 2 Deer (level 2 prey)
- 1 Buffalo (level 3 prey)
- 3 Rattlesnakes (level 1 predator)
- 2 Wolves (level 2 predator)
- 1 Bear (level 3 predator)
- 3 blank

8 Hunting Dices

- Sides:

- 1:[HIT]
- 2:[HIT]
- 3:[TRACKS]
- 4:[ATTACK]
- 5:[DODGE]
- 6:[BLANK]

### SETUP:

Place 1 random Animal Token face-down on an empty space touching the edge of the board in each of the 4 quadrants. Use the Frontier board first.

### GAMEPLAY:

The active player may spend an action to flip over an Animal Token in their current space and choose

to hunt that animal. If they choose to hunt, then they take 3 Hunting Dice and may discard card(s) from their hand in order to add more dice (+1 die / discarded card). The player then rolls all the Hunting Dice once, but any [TRACKS] results may be rerolled.

If the animal was a predator, then the player receives 1LP for every resulting [ATTACK] + [DODGE] pair not to exceed the animal's level (fame for sparring with a predator) and any remaining [DODGE] results are applied to the player as wounds not to exceed the animal's level. If the animal was prey, then the player draws +1 card for every [TRACKS] result that was rerolled not to exceed the animal's level (skillfully tracking the animal).

If the total [HIT] results matches or exceeds the animal's level, then the player has successfully hunted the animal and takes the Animal Token onto their player mat and places a new random Animal Token face-down in any empty space in the opposite quadrant.



If the total [HIT] results was less than the Animal level, then the animal token remains face-up on the space. Players may travel through a space with a face-up prey Animal Token and if they choose to end their movement on this space they may also engage in a free Hunt action against this Animal. However, players must stop and engage any face-up predator Animal Tokens should they enter their space.

Players may sell Animal Tokens at the General Store for \$20 \* Animal level. A player may hold any combination of Animal Tokens as long as their combined levels does not exceed 5. Animal Tokens may be stolen by other players when successfully robbed and are discarded when arrested. Discarded Animal tokens are removed from the game. Animal tokens takes one item slot

## Benjamin N's Hunting Variant:

Putting up a track:

An active Player can put up an animal track on each area which is

1. outside town,
2. on the buzzard gulch map, as long he is
3. the only player on this area (if you play with the base game ignore 2.)

Putting up a track is always a part of a movement action which cost one of the moves. (similar to using the train)

After a player decides to put up a track he draws an LP token. (only the active Player is allowed to look for its value)

After that he rolls a D6.

According to the roll of the active player, the player right to him puts the token on the board. (If the active player had a 3, he has to put in on the board 3 areas apart from the active player) Put a token ore maker on the token to mark that this is an animal.

If the Player right to the active player is able to put the token on an area with an outlaw, player are bandit this way, the token doesn't enter the game. Thematically the animal run away from the humans. This leads to more depth of hunting, because hunters will have to look out for a good hunting area and also sometimes decide to clean the Wild from outlaws.

Now the active player is still in his movement action. He can use the moves left to reach the animal.

If he decides so he is not allowed to cross an inside town area.

A player outside town near buzzard gulch puts up a track. He has an upgraded horse (5 moves). He rolls a D6 and gets a 6. Bad luck, the player to his right will position the animal token 6 areas

apart from him. So it's not reachable for him. Now the active player has 3 options

1. he still goes for the animal but he will need his 2 action to reach it

2. He decides to do something different with the 4moves left from his first action, maybe reaching the saloon.

3. But in this example the player decides to put up a track again. Now he is lucky, he rolls a 2. With the 3moves left he is able to reach the second animal he has tracked. Hunting can start. The animal token of the first animal he tracked still stays on the board. All players can hunt it.

UPDATE:

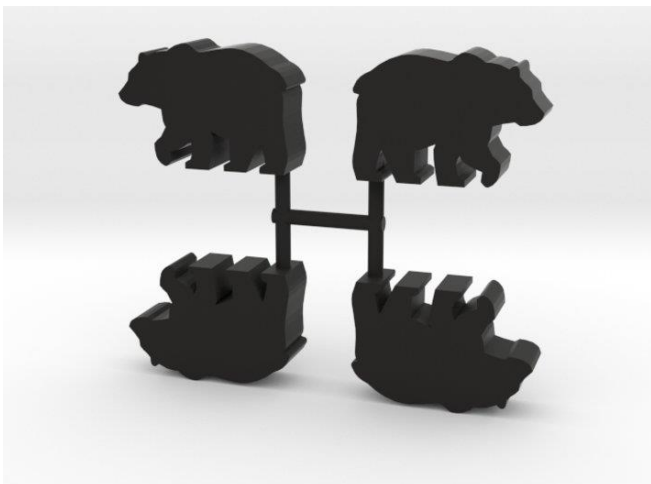
- If you roll hits greater than or equal to that animal's level (1-3), you have successfully killed the animal and may take the token, which can be sold at a General Store for \$20 \* animal level. Thematically this is payment for the animal's pelt/skin.

- While hunting a predator (Snake, Wolf, Bear), any [Wound] & [Cancelled Wound] pairs that are rolled earns the player 1 LP (not to exceed animal level). Any uncanceled wounds are applied to the player after the hunt.

Thematically, a player becomes famous for surviving sparring with a predator.

- After hunting a non-predator animal (Rabbit, Deer, Bison), the player may draw poker cards equal to the number of [Tracks] icons that were rolled or re-rolled during the hunt. Thematically, the player displays skill in being able to pursue/track a prey animal.

This gives added interest in the various die face combinations and gives players ability to earn some rewards even if they fail to kill the animal.



## GRIZZLY VARIANT

By Andy

Requirement: The extension "A Wild Bunch Of Extras" is included.

The event "Grizzly bear" is triggered, and the bear-token is on the "Mountainpass A".

If a "Manhunt" is played or a storycard is resolved, the player who played/triggered the pokercard/storycard (just these two), may move the grizzly instead the sheriff. If the bear lands on the same space that is occupied by a player, the grizzly fights the player. (The conditions of the fight are on the card.) The movement over the mountain passes is like being from the sheriff.

**The Grizzly does not go into the three towns, only outside of town, and of course he does not take the train.**

After a fight, resolve the eventcard as described on the card.

The sheriff can't enter the same space as the bear and vice versa.

If the grizzly enter a space occupied by a bandit, outlaw or claim jumper, remove this bandit/token.

*Well, wanted players then have the chance to annoy marshal players.*

## MOVING BETWEEN MAPS

By PK Levine

**Long Version:**

Ante Up made the map much bigger, which isn't a bad thing, except that moving between the maps takes so much time and effort that it sometimes doesn't feel worth it. Yes, it's thematic that you have to basically lose an action to use the mountain passes, etc., but the net effect is to make the two boards feel completely separate.

And even with them eventually errata'ing in rules giving the Sheriff special movement, it's still far too easy for Wanted players to simply avoid the Sheriff and Marshall players, if the latter happen to be on the same map.

### Short Version:

The game benefits from making the maps easier to move between.

The fixes are simple and intuitive:

1. Moving through a mountain pass counts as a single space of movement and may be done in the middle of an existing Move action.
2. You may pay \$10 to move from one train station to another as part of a movement action. This does not count as a space of movement.
3. The Sheriff can do both of the above (no \$10 cost, of course), and can also move from one Sheriff's Office to another as a single space of movement. Thematically, this isn't actual travel, but represents the Sheriff of one town resting while the Sheriff of the other town patrols.

*Now the boards remain huge and spacious, but don't take multiple turns to traverse. We've played this way a few times, and definitely prefer it.*



## ROAMING BANDITS

You have 4 spaces on the story board where players move around in a loop.

Space 1: Start

Space 2: Move the sheriff up to 3 spaces

Space 3: Spawn Bandits at Bandit hideout A, B or C

Space 4: Chose 1 to gain: 1 GP, 1 LP, 1 MP or 1 WP

I think, space 3 would be perfect for a little variant.

**Every time a player moves on/over this space, he/she could choose between spawning a bandit or moving a bandit up to 4 spaces** (or 3 spaces, have to test whats best).

If the bandit can reach a player, the bandit attempts to rob the player. This would be like a normal npc fight. Bandit takes 2 fight cards and win every tie.

If the player wins, you get 1 LP OR 1 Marshal as usual. If the bandit wins, the player loses 1 cattle and either half of the money or half of nuggets (rounded up), depending on what the player has more of. 1 nugget being worth 20 \$. If it is the same value, the player moving the bandit decides.

After the fight, the bandit returns to the camp, regardless if the bandit lost or won.

If the bandit robbed a cattle token, place it on the camp.

If the bandit robbed gold nuggets, place 1 gold nugget on the camp.

If the bandit robbed money, place 10\$ on the camp.

Whoever fights the bandit later on in the camp, gets the stolen goods (if the player can carry them).

**If no player can be reached, the bandit can't be moved** (I'm not sure about this one, but wanted to prevent that you have too many bandits on the board since an empty camp allows bandit spawn). So, story-wise those would be bandits that roam around their hideout for easy prey and in turn make the area around a hideout more dangerous (as it should be).

A bandit will never move onto a space with the sheriff even if there is a player character, too.



# Bank Robbers

## PICK POCKET ACTION

*By Jollum*

### Setup

Place the Risk dice by the game table.

### Gameplay

If a Wanted player stop one of his moves adjacent to another player's miniature, he may choose to do an pick pocket action.

Roll the risk dice (see bellow), then roll one of the nugget dices to see what you stole. Money and nudget stolen are only able if the insulted players has that value in his possession. If he only have \$20 bills he lose one of them (instead of \$10 bills).

Rolling X player steal one of the players items (drawn random) excluding upgraded weapons or mount.

The Risk dice must also be rolled at the same time:

-On one blooddrop target player caught the thief and may encounter the thief as per normal Rob rules.

-On a double blood drop, player get caught and must go jail as per normal caught by Sheriff encounter rules. Insulted player plays the Sheriffs role under this fight.

Successful pickpocket always rise players counter by 1 on the Wanted tracker.

This count one of the active players actions.



## BANK DEPOSITS

By *Giannis Tiliias*

**Bank:** A player cannot deposit if previously on their current turn robbed the bank. Place a «Robbed Bank» counter on the bank.

**Deposit:** Each gold nugget provide 1 LP and 10\$.

## MONEY

By *Kyle Forrest*

Gold nuggets may also be used as straight currency with a value of \$20. This means they may be used to purchase goods from the general store, gambling, paying for a doctor, etc. If used as straight currency however, you do not get any LP points ... for that you still need to trade them in at the bank. If you wish to be a bit cruel (like I am) shopkeepers don't give change. So a \$10 item purchased with a gold nugget does not get the \$10 in change back.

The only thing you cannot use gold nuggets to purchase is additional Poker Cards at the start of your turn.

To purchase these, you need cash.

## DEED OPTIONS

By *Jollum*

### Setup

All players begin the game with a «Home deed», the deed is same as their starting place in the beginning of the game.

If not available player may pick one deed in an adjacent area close by instead.

### Gameplay

Players can also do two other things when he take a Bank action:

-Deeds may be sold at the bank at 50% of its list price.

-Player may also pants his Deed, getting full price, but loose access to the end game LP awards.



## COUNTERFEITER

By *Jollum*

Wanted players may choose to counterfeit a deed card. Work same as per normal rules, pick the deed card. The counterfeit can be done in anyone of the Outlaw headquarters. Same price.

Risk is if player get caught or get arrested (either Law Enforcers, Marshals, Deputy or Sheriff) Roll both Nugget Dices;

-One "X" player is caught with false papers, loose his forfeited deeds (not normal deeds)

-Two "X"es player loose all deeds, included the real deeds as well. And put into the jail.



## Special Price for you my friend.

### DYNAMITE– Item Cube / Action

*By Jollum*

Setup

Place a red gamecube by the Golden nugget counters. This representing the Dynamite cube.

Player may also get his hand on a dynamite cube when at the Mining, player may take a Pick Dynamite Action to get one. Pick a dynamite counter. Having a dynamite cube in your possession you must always roll the risk dice when moving. The cube occupies one of the Golden Nugget slots. On a double blood roll, the cube goes of and explodes, player takes 2 wounds.

This cube could be used under different circumstances, by spending it as an action you may:

1. If wanted player is Prisoned, he may spend the dynamite cube as per Hacksaw / Escape Prison Action house rule.
2. Player may explode a building to a ruin, put a ruin counter on it, also move players Wanted marker +1 up on the Wanted Tracker. (Some did see him!)
3. Player may explode and close a tunnel entrance, put a black marker over the entrance. Train may not proceed until

players next turn. If an Marchal player is close by (2 fields away), he witness the incident and the active player must rise is Wanted tracker by +1.

4. Player may stand on an adjacent field by one of the the outlaw hideouts. There he can take a Throw a Dynamite action. Roll the risk dice, if rolling blood sign, the outlaw there is taken. Rolling the Double blood player also take one wound.
5. Player may close the mountainpass on the mainboard for one round only. Taking a Dynamite action on an adjacent field of the pass.

### GENERAL STORE

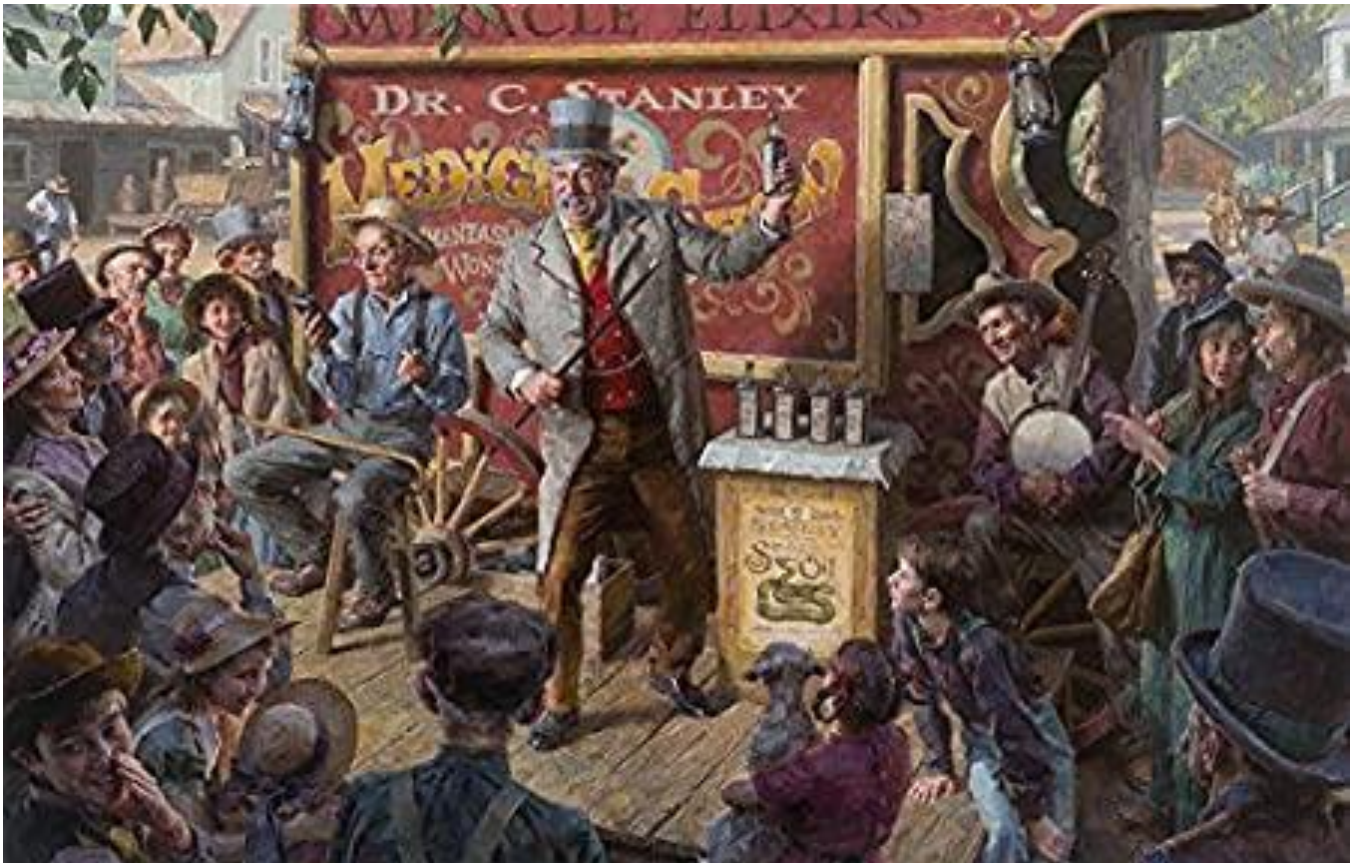
*By Giannis Tiliias*

Players can sell items back to the store for half the price. Cannot sell items that cost lower than 20\$.

### HACKSAW – Item Card / Action

*By Jollum*

Wanted player may escape the jail prison, before the convicted receive his sentence. Wanted points stays intact, they're not lost. All the money and the nuggets are lost when escaping. Hacksaw card is spent when it has been used.



## Snake Oil Men

### DOCTOR

*By Giannis Tiliias*

Wounds can be healed for 10\$ **PER** wound. Players get poker cards as usual.

#### **Wounds:**

If a player gets a wound when fully wounded, they immediately moved to the doctor's office with their miniature layed down and end their turn, if they are the active player. **THEY LOSE NO WOUNDS**. Other players can't attack a laying down miniature. At the beginning of their next turn they pick up their miniature and continue play as normal.

### TIES

*By Kyle Forrest*

In direct opposition to the normal rules, ties in battles between two players go to the defender, rather than the active player (with the obvious exception of Jesse James, who still wins all ties)

### WOUNDS

*By Kyle Forrest*

If a player is required to take wounds and they are unable to decrease their Wound Track any further, any additional wounds shall be taken as negative LP points.



# Saloon Barons & Gamble Lords

## BRAWL FIGHT

*By Massimo Airmax*

To get some Tritiy flavour to the game: You and a npg must take 5 special fight cards each one. Only have a brawl if someone introduces a cheat card in poker game.

In these cards there are 3 different actions: **punch** in the face, **punch** in the stomach and kick,

In each card there are 1 block and 1 action.

For example “block a punch in the face and give a kick”.

So the combat is something like this:

*Player: give a punch in the stomach*

*Npg: block the punch in the stomach and give a kick*

*Player: block kick and give a kick*

Npg doesn't have a block kick card, so the active player take 1 legendary point.

Npg give a punch in the face... And so on...

## GAMBLING

*By Kyle Forrest*

In an effort to swing the odds of gambling back to the house (which is where our group feels it should be) when a player decides to gamble, the active player declares the bet (between \$10 and \$50). Any other players in town who wish to join in must meet the set bid with either money, gold or cattle (valued at \$10, even if its rustled).As well, the house always plays and matches the bet.

The winning player gets all the money and gold, may either keep the cattle to wrangle for themselves or immediately sell it back to the appropriate farm for \$10. In addition, any player who makes over \$120 (total value) in a single game of poker earns +1 LP (In the case of Wild Bill Hickok, his additional \$20 bonus for winning at poker is not included as part of his \$120 winnings) Aside from that, gambling works the same.





## POKER BLUFFING

By Benjamin N

„On fights for arresting ore robbing a player, if the attacked player refuses the fight and surrenders, hands up, he don't get a wound. The player still draws a card“

Now the difference between losing a fight ore surrendering is one card and one wound. Attacked players have to think twice about the options of fighting and surrender. There will be much more situations were surrendering makes sense for a player. Because there is a higher chance that an attacked player refuses fighting, bluffing becomes a real option also.

This rule shouldn't count for duel-fights because the motivation to refuse would become to big here. [EDIT: If you combine this variant with my „Bulletproof Legends“ variant it is fine when this rule counts for duel-fights also. This should make this variant easier approachable because now it's simply: surrendering on fights = no wound]



## POKER BLUFFING

- After the flop player left from active player would be allowed to check or raise the bet.
- Next player(s) could then either check, call, re-raise or fold in their turn, as in real poker
- Last player allowed to raise or re-raise would be active player

Maximum raise = poorest players cash holding (=you cannot ever bet more than other players have in cash)  
If ANY player folds, winner of the hand would get all the money + 1 LP

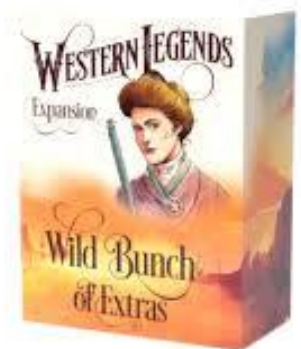
## POKER CARDS

By Kyle Forrest

Players no longer receive either two Poker cards, \$20, or \$10 and a poker card at the start of their turn. Instead, players may now purchase Poker cards at the start of their turn for \$10 each. The maximum number of poker cards a player may purchase is equal to their current allowable hand size. Players may never have more than 8 cards in their hand at any one time (except for Calamity Jane, who made hold 9), if a player ever has more than their maximum limit they must discard cards until they are back to the limit again.

This means certain characters need qualifiers:  
'Doc' Holiday: While wounds may not reduce his hand size, they do affect his ability to buy new cards. As an example, If he has taken two wounds he may now only purchase 3 cards, even though he is still allowed to hold 5 cards

Calamity Jane: Jane may be allowed to carry an additional card, but her purchasing ability is still limited to her wound track. As an example, If Jane is fully healthy the maximum number of Poker Cards she can purchase is still limited to 5, even though she can hold six.





they aren't the active player they gain 1 LP.

**Sheriff:** If a player defeats the sheriff they gain 1 wanted point and 1 LP.

**Duel:** If a player wins a duel when they aren't the active player they gain 1 LP.  
Loser of a Duel always loses 1 LP.

**Rob:** If a player successfully robs another player, they get 1 cattle token and all the money **OR** all the gold nuggets of that player.

**SALOON: GAMBLING**

By Giannis Tiliias

A player can also play Blackjack.

**Rules:**

Each player is dealt two cards in addition to the house.

Each player, in turn, decides to hit until they stand or bust. Dealer hand goes last and stands on soft 17.

For a bust, a player is out their ante.

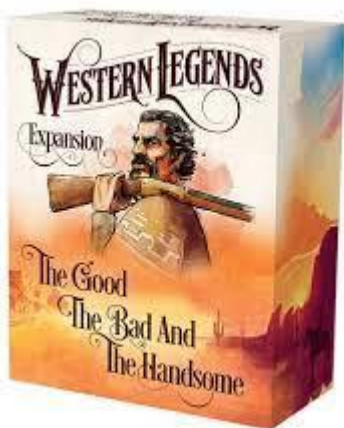
For the active player, a win over the dealer gets you \$40, a gambling point (when the expansion arrives or if you custom made a Gambler track) and a LP.

For the inactive players, a win over the dealer gets you \$40 and a gambling point.

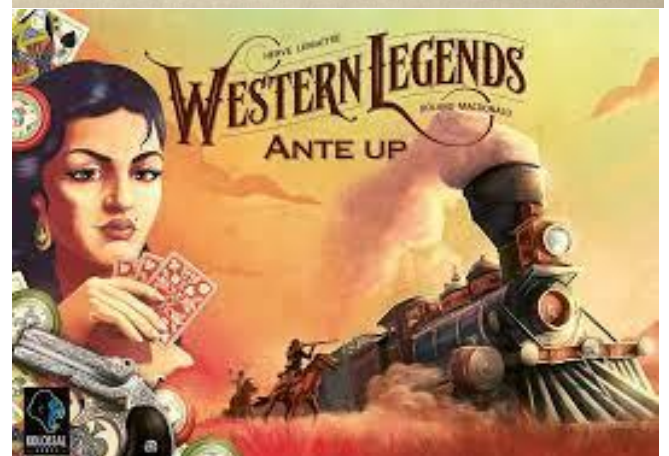
A tie with the dealer gets you \$20.

There are no splits, double downs or insurance.

If you get a blackjack you immediately draw a poker card whether you win or draw with the dealer.



**Fights:** If a player wins a fight (vs players) when



## CABARE ACTION - THEATRE CARDS

By Joan Moreno

### Setup

Print out and use the Cabare Cards in the end of this book.

### Gameplay

The goal of this variant is change a little the Cabaret Action. We will have to pay lot of money for gain Legendary Points like the original rules, but now sometimes we'll have to pay some resources too (poker cards, gold, items... even Legendary tokens!).

### Setup:

Shuffle the 16 theatre cards (see link below) and place the deck next to the board. Then draw randomly 3 theatre cards face up visible to all players.

### Rules:

When a player use the Cabaret Action on Red Falls can pay the money and resources shown on any card for win the Legendary Points (bottom of the card). Then discard the cards. Thematically the player is putting money and resources for "funding" those theatre shows.

At the end of the action draw cards from the theatre deck until there are three theatre cards face up. If there are are no cards shuffle the discarded cards and create a new theatre deck.

This rule replace the original Cabaret/Revel

action. The higher cost ratio comparing with the original rules (\$30: 1LP/ \$60: 2 LP, etc.) is intentional, in this variant if you have a lot of money and some resources you could gain 4-5 LP easily completing only two theatre cards. This seems too much, the actual ratio to \$40:1LP / \$80: 2 LP, etc. maybe is more accurate for 3-4 LP max.

*Note: Card names are from Saint Dennis theatre of Red Dead Redemption's 2*





## WEATHER

By Jollum

### Setup

Use the Event rules and event counters, make a tracker you can place the spent event counters on, as weather triggers when they are drawn. Also have 2 D6 and 1 D8 dice ready. Risk Dice may also be in use under game play.

### Gameplay

Roll every time one item token is picked up by the player who pick the item token. Note also beside the weather change, there's a re-shuffle event of one of the card decks.

Roll Two D6 dice:

**2.** Blizzard: Moving -2, Player and mount takes 1 frost Wound for each Movement action they take.

Reshuffle train deck.

**3.** Hurricane. A tornardo/whirlwind rage the board, draw Travelling Cart card for what area it breaks Havocs. During this round each player Roll a D8 for its Direction, move the Hurricane token to that field.

- 1: North
- 2: N/E,
- 3: East,
- 4: S/E,
- 5: South,
- 6: S/W,
- 7: West or
- 8: N/W.

Put a ruin counter on each space it pass on the game board. The Hurricane Counter may leave the gameboard this way, if so happens rest of the players skipp this D8 roll.

Reshuffle event deck, draw a card

**4:** Wind Dusters roll all over the land, reduce all movements to maximum 1 per movement action. All movement must roll with an risk dice.

Reshuffle New Sheriff in town deck, draw a new card, replace the old.

**5/6:** Raining. -1 to all Movements.

Reshuffle poker deck

**7/8:** Nice weather +1 to all Movements, skip Dice roll next round.

**7:** Reshuffle combat deck

**8:** Reshuffle Titles deck, draw a new card, replace the old.

**9/10.** Sunny weather - Nothing Happens (+0 in movement)

Redistribute Frontier markers, refill new to the board.

**11.** Flood: Draw Trading Marked card for what area the flood breaks ditches and destroys the land.

Reduce all movement to maximum 1, non places in the Flooded area marked on the Travelling Marked card are not operating this round.

Mountain pass is not passable this round.

Reshuffle Traveling Trader deck, draw a new card, move traveling trader marker.

**12.** Heatwave. Players and mounts takes 1 Wound for each movement above the first movement.

Roll risk dice if moving, also for your cattles.

Reshuffle Injury deck.

## Weather (Alternative Poker Deck)

### Setup

Use the Event rules and event counters, make a tracker you can place the spent event counters on, as weather triggers when they are drawn. Also have 2 D6 and 1 D8 dice ready. Risk Dice may also be in use under game play.

### Gameplay

Draw a poker card every time one item token is picked up by the player who pick the item token. Note also beside the weather change, there's a reshuffle event of one of the other card decks.

Draw one poker card:

Red heart are sunny

Red diamonds are heat dangerously warm

Black clubs are windy

Black spades are rainy: . -1 to all Movements.

Jokers: red pick twice, black draw 3 times

**Red 2s.** Blizzard: Moving -2, Player and mount takes 1 frost Wound for each Movement action they take.

Reshuffle train deck.

**Black 2 Clubs.** Hurricane. A tornado/whirlwind rage the board, draw Travelling Cart card for what area it breaks Havocs. During this round each player Roll a D8 for its Direction, move the Hurricane token to that field.

A Black: North

2-3: N/E,

4-5: East,

6-7: S/E,

8-9: South,

10-J: S/W,

Q-K: West or

A Red: N/W.

Put a ruin counter on each space it pass on the game board. The Hurricane Counter may leave the gameboard this way, if so happens rest of the players skip this D8 roll.

Reshuffle event deck, draw a card

**Red 7s:** Wind Dusters roll all over the land, reduce all movements to maximum 1 per movement action. All movement must roll with an risk dice.

Reshuffle New Sheriff in town deck, draw a new card, replace the old.

Reshuffle poker deck

**ACE (any):** Nice weather +1 to all Movements, skip Dice roll next round.

Red Ace: Reshuffle combat deck

Black Ace: Reshuffle Titles deck, draw a new card, replace the old.

**Kings (any).** Sunny weather - Nothing Happens (+0 in movement)

Redistribute Frontier markers, refill new to the board.

**Black 2 Spade.** Flood: Draw Trading Marked card for what area the flood breaks ditches and destroys the land.

Reduce all movement to maximum 1, no places in the Flooded area marked on the Travelling Marked card are not operating this round.

Mountain pass is not passable this round.

Reshuffle Traveling Trader deck, draw a new card, move traveling trader marker.

**Red 7s.** Heatwave. Players and mounts takes 1 Wound for each movement above the first movement.

Roll risk dice if moving, also for your cattles.

Reshuffle Injury deck.



## WINTER

By Elkselk

Balance Changes compared to the normal board:

- Just one town (exchange every "red falls" on the player/action/story cards for dark rock)
- reduced the board-size from 65(?) tiles to 51.
- reduced the moves between bandits to 4-5 (3 between b and c in the south)
- increased the moves necessary for herding cattle from 6 to 7
- increased the moves necessary for stealing cattle from 6 to 8
- increased the distance between mines and the bank from 4 to 6 moves.

We want to experiment with the shop in the north-east selling certain goods, which would be only available there. (Upgrades? Consumables?)

Anyway we don't really know how these exchanges would effect the marshall-wanted path balance - in our game group winning in western legends seems to be secondary to pulling of "legendary" moves, and as such we didn't really dig down deep into move efficiency and such things.

### Comments from Chris Byer:

1. 2 of your 3 mines have the potential to be blocked by bandit camps making movement to and from those two slower.

2. The bandit camp just below dark rock feels put of place, maybe have it one space to the right.
3. The spaces in mesitos point where the bandit camp, ranch, and mine all come together is a bit ambiguous with the way the lines are drawn, try to make what it adjacent more clear.
4. It's not clear what is mesa as on the original board with the dashed red lines.
5. The character Bloody Kinfe could runaway with the game if you're not careful, with his ability the ranches are 6 spaces apart. With a mustang he could rustle at minimum once per turn while marshall players are trying to catch him with the restriction of navigating the terrain. Assuming that the mesa terrain is what the artwork implies.
6. The cabaret is 2 spaces away from the bank, there is a reason they are in different towns on the original board. Without taking any abilities or card effect into account any character could sell 4 nuggets, move, and then spend it all at the cabaret for an 8 point turn. Add extra actions and card abilities into the equation and you could have some game breaking stuff there.
7. The spaces that have one way in and out could literally force a wanted player to skip their turn if the sheriff was placed on the bottleneck. For example the sunny hills mine, if the sheriff was on the bridge a wanted player in the mine space would be unable to leave. Same thing with the space just outside the cliff junction mine and the mouth of the canyon for dixon creek bandit camp.



## ZOMBIE LEGENDS VARIANT

*By Eric R*

### Setup

If you have played through Pandemic Legends 1, you can use the leftover zombie counters there in this game.

So players would be playing a normal game of Western Legends; competitively striving to reach the Legendary Point threshold just like any game of WL, but the Bandits have been cooking up something special this time. Tired of these Legendary Buttwives always taking all the glory, they have been digging up corpses and hauling them back to their camps to turn them into zombies that they control!

Along with the Bandits spawning in the camps, zombies spawn there as well after a full round of everyone taking a turn (how many zombies still needs testing). After the zombies have spawned they will head to the nearest town one space at a time after each player's turn. Once a zombie reaches a town it begins to become overrun and townsfolk start turning. Causing the town to become a spawn point as well and making it impossible for players to do anything in town until

they clear them out. Players will have to loosely work together to dispatch zombies before things get out of hand.

When a player enters a space with zombies or vice versa, the player rolls Zombicide dice (the only time combat differs from Western Legends) to see how many they can kill using the weapons they have procured throughout normal Western Legends gameplay. A player aid will have to be made that shows what the different weapons rolls will be (I'm thinking only rifles can kill zombies in adjacent spaces). If you can't kill all zombies in your space then you are wounded per regular Western Legends rules (loose hand size), per zombie still alive in your space. If a player would drop below their health threshold they lose a movement point when traveling, slowly becoming a zombie themselves (never actually turning, just slowing them down). Until they can heal themselves at least one health point.

So basically you play a standard game of Western Legends but add in a few zombies to throw a wrench in everyone's plans. Players will have to work together semi cooperatively to keep the

zombie hordes in check. While still competing to become the most legendary.

*Randy R Comments:*

I would seriously shy away from anything that causes you to lose Legendary Points as this can prolong the game quite a bit. I've played games that would have ended sooner but because of the ability to lose victory points it went on for hours and because of that I have always been hesitant to play games with this in it, especially longer games to begin with (ex. sandbox). It sounds like a simple & logical rule, but can really have an unintended impact on the length of the game. Perhaps there is another negative effect you could use instead?

If I am reading this correctly, it looks like there is no incentive to engage with them and only possible negatives. Did you intend for players to receive some kind of reward for defeating them and perhaps I missed that part? If not, then they really are simply a moving obstacle that players can just move around in order to avoid them. I don't see why any player would move into their space, unless their movement is more random and they would move into a player's space when it is not that player's turn.

Personally, zombies are not my thing so if I were to try this out I would probably re-theme them as a group of rattlesnakes or something. To make it interesting I might forego the typical wound for something unique like "poison" which doesn't immediately lose health but causes you to lose a point of health every round until you go to the doctor's office and perform the heal action there. Maybe gain a "poison" token to remind me of this and discard that token after being healed. Perhaps this same concept could be used for your idea with zombie bites and an infection or something. Adding zombies would definitely change the whole feel of the game from a flat out western to

a more dystopian "Evil Dead" zombie western, but if that is your thing then more power to you. There will always be folks who think any idea someone submits is ridiculous so I wouldn't be too concerned about that. In fact, if anyone comments on here not to encourage or offer constructive criticism, but simply to say the idea is ridiculous, then there really is no point to paying any attention to that as it serves no purpose but to discourage.

*Eric Reply:*

Great point, it definitely could drag out the game too much. Just getting wounds per WL ruleset would probably be enough, but if you receive wounds past the threshold you lose a victory point...? Maybe? I still want there to be a sense of danger when approaching the zombies. Maybe throw in the wound cards from the Blood Money KS campaign? This is still in its conceptual stage I definitely need to playtest these ideas, but I appreciate the feedback.

I was wanting there to be incentive as well, I had thought of receiving a Legendary Point for killing zombies but I think that it would take away from the sandbox nature of WL and turn it into a race to kill Zombies. My intent in adding zombies is to add a little cooperative nature to the competition. I'm thinking that preventing the zombies from swarming the towns would be incentive enough because so much is done in towns to acquiring LP. After every player's turn the zombies move towards the nearest town so a town can be overrun fairly quickly if not dispatched beforehand. Making it extremely hard to do anything in the towns. I'm just spit balling but this has got me thinking, what if once the zombies reach town the town itself becomes a spawn zone. It would definitely play on the theme of townsfolk being turned into zombies.



<p><b>THEATRE</b></p> <p>ROBIN KOMINSKY ★ SINGER ★</p> <p>\$90</p> <p></p> <p>3LP</p>	<p><b>THEATRE</b></p> <p>THE GHASTLY SERENADE ★ SHOW ★</p> <p>\$120</p> <p>3LP</p>	<p><b>THEATRE</b></p> <p>MR. BEAR FIRST WINTER ★ SHOW ★</p> <p>\$80</p> <p>2LP</p>	<p><b>THEATRE</b></p> <p>MISS MAJORIE'S ★ COMEDY ★</p> <p>\$90</p> <p></p> <p>3LP</p>
<p><b>THEATRE</b></p> <p>HORTENSIA ★ STRONG WOMAN ★</p> <p>\$60</p> <p></p> <p>2LP</p>	<p><b>THEATRE</b></p> <p>EL MISTERIO MAYA ★ SNAKE DANCER ★</p> <p>\$30</p> <p></p> <p>2LP</p>	<p><b>THEATRE</b></p> <p>THE PETIT FLÂNEUR ★ DANCE ★</p> <p>\$40</p> <p></p> <p>2LP</p>	<p><b>THEATRE</b></p> <p>BENJAMIN LAZARUS ★ MAGICIAN ★</p> <p>\$80</p> <p></p> <p>3LP</p>
<p><b>THEATRE</b></p> <p>SAVIORS &amp; SAVAGES ★ SHOW ★</p> <p>\$40</p> <p>1LP</p>	<p><b>THEATRE</b></p> <p>SAVIORS &amp; SAVAGES ★ SHOW ★</p> <p>\$40</p> <p>1LP</p>	<p><b>THEATRE</b></p> <p>SAVIORS &amp; SAVAGES ★ SHOW ★</p> <p>\$40</p> <p>1LP</p>	<p><b>THEATRE</b></p> <p>SAVIORS &amp; SAVAGES ★ SHOW ★</p> <p>\$40</p> <p>1LP</p>
<p><b>THEATRE</b></p> <p>MEDICAL MIRACLE ★ SHOW ★</p> <p>\$120</p> <p></p> <p>4LP</p>	<p><b>THEATRE</b></p> <p>SAVIORS &amp; SAVAGES ★ SHOW ★</p> <p>\$40</p> <p>1LP</p>	<p><b>THEATRE</b></p> <p>SAVIORS &amp; SAVAGES ★ SHOW ★</p> <p>\$40</p> <p>1LP</p>	<p><b>THEATRE</b></p> <p>A. SANSEVERINO ★ FIREBREATHER ★</p> <p>\$30</p> <p></p> <p>2LP</p>



### WANTED TRACK

At the end of each Wanted Post game after a quest LP is awarded, mark the number of Wanted Posts you have in your hand. If you have 0 or 1 Wanted Post, you are safe. If you have 2 or more Wanted Posts, you are in danger.

0-1	2-3	4-5	6-7	8-9	10
1 LP	2 LP	3 LP	4 LP	5 LP	6 LP

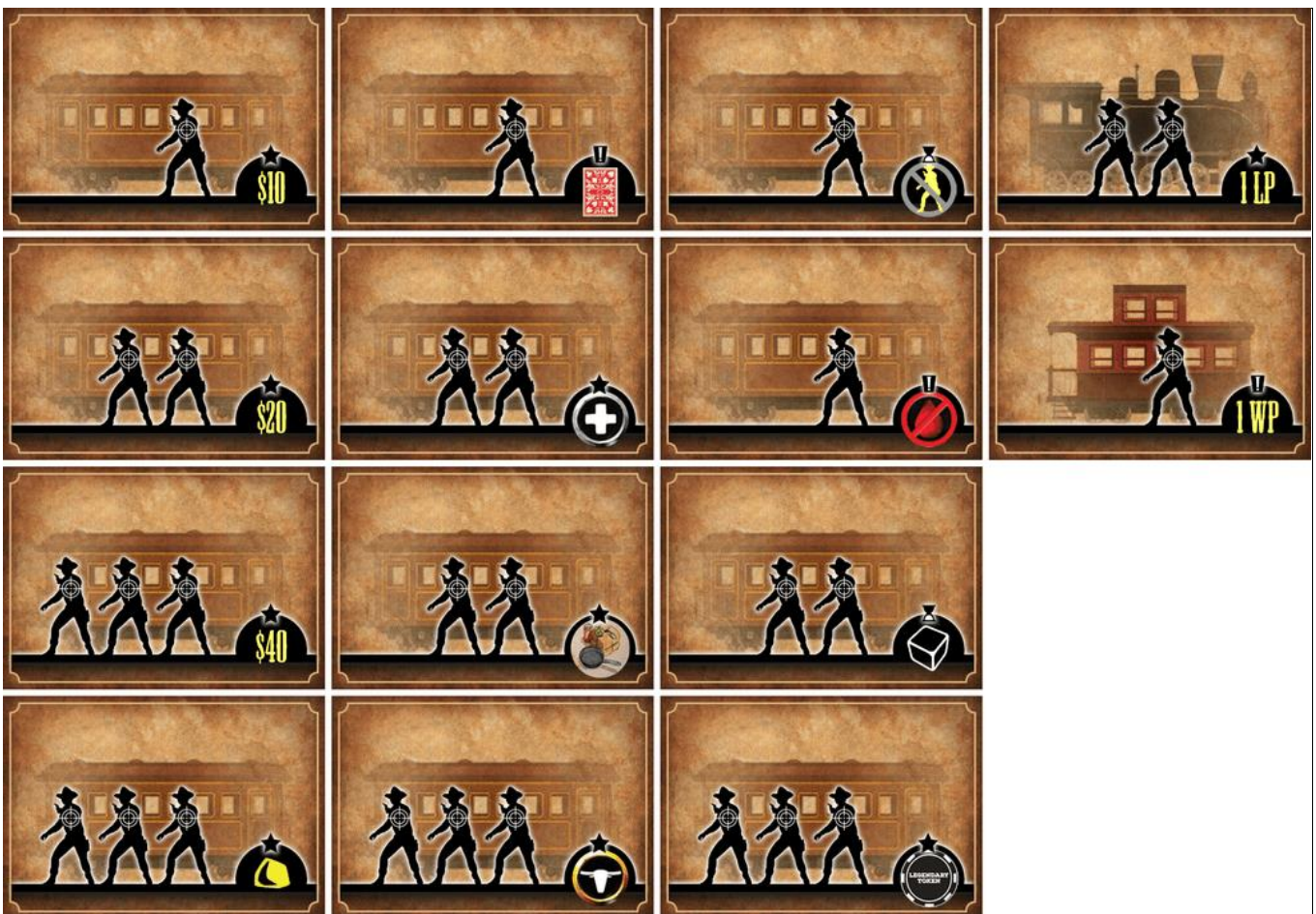


### MARSHAL TRACK

Each time you LP a Wanted Post, you are performing a new quest.

0-1	2-3	4-5	6-7	8-9	10
\$20	\$20	\$30	\$40	\$40	\$40
1 LP	2 LP	4 LP	6 LP	6 LP	6 LP

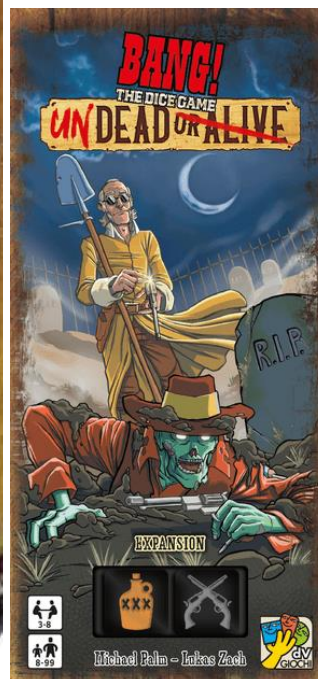
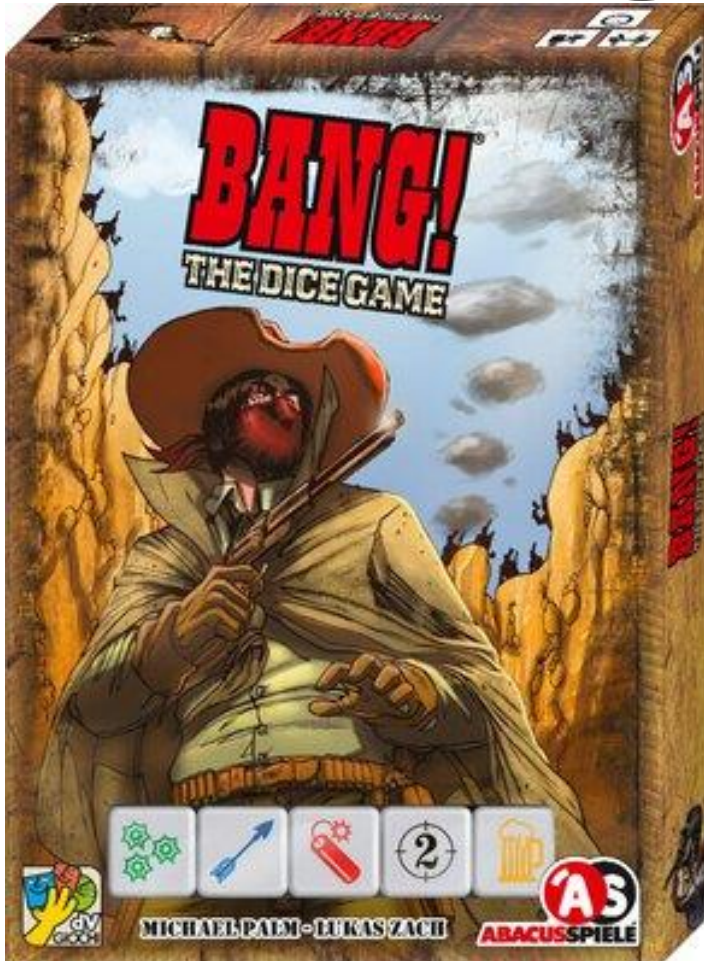


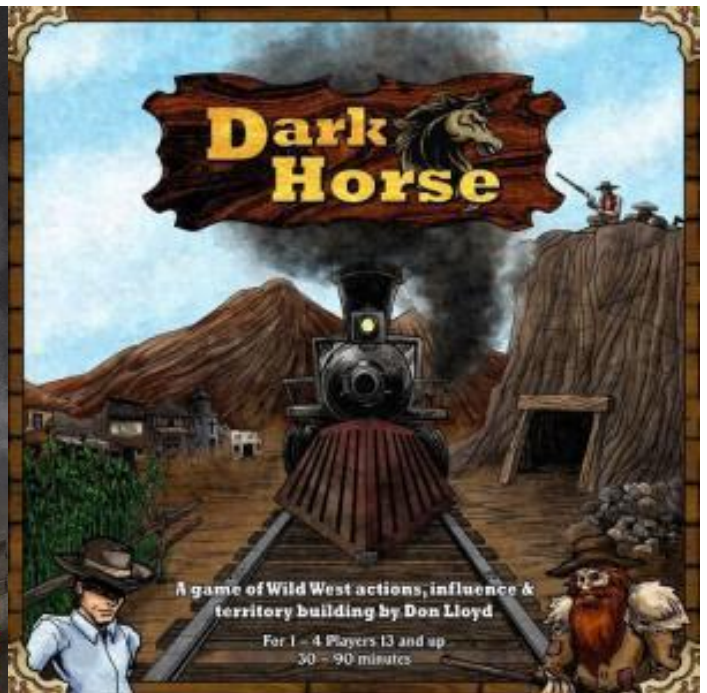
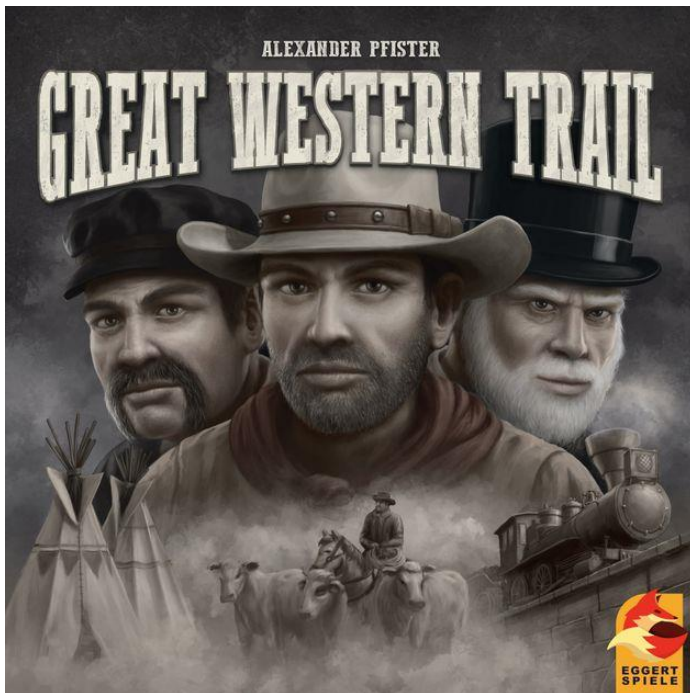
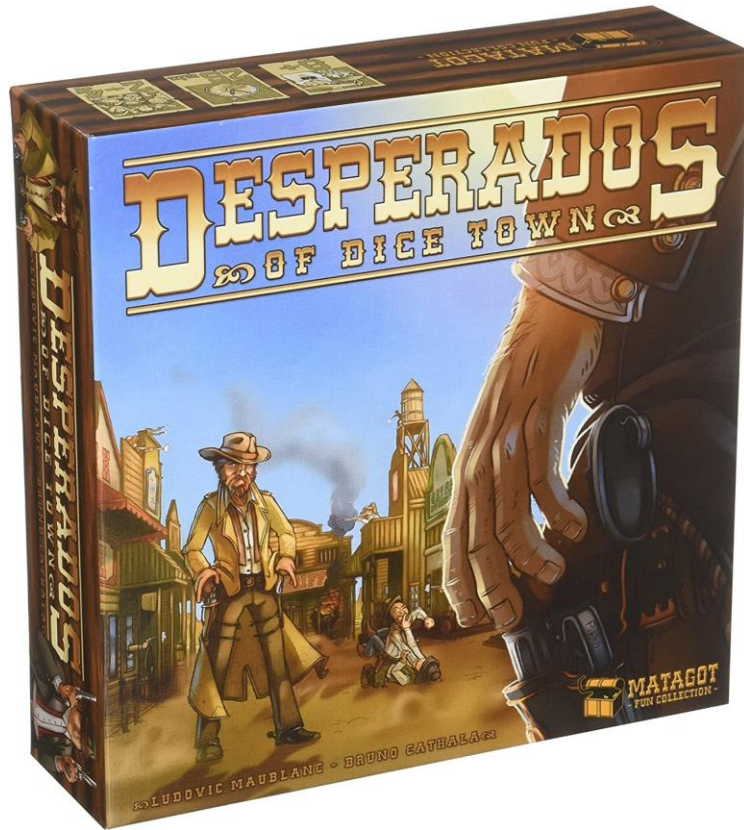


**The End  
Fine  
Finito  
Slut  
Slutt**

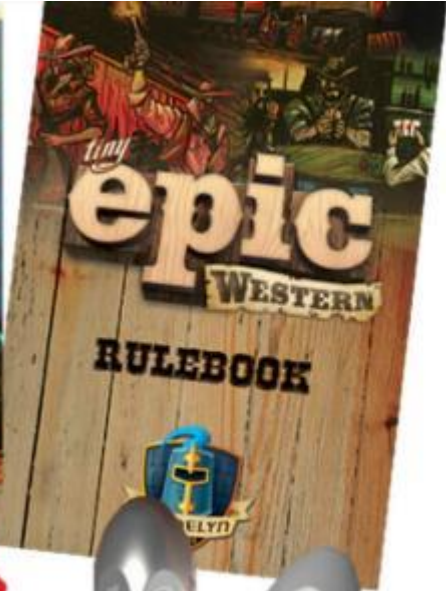
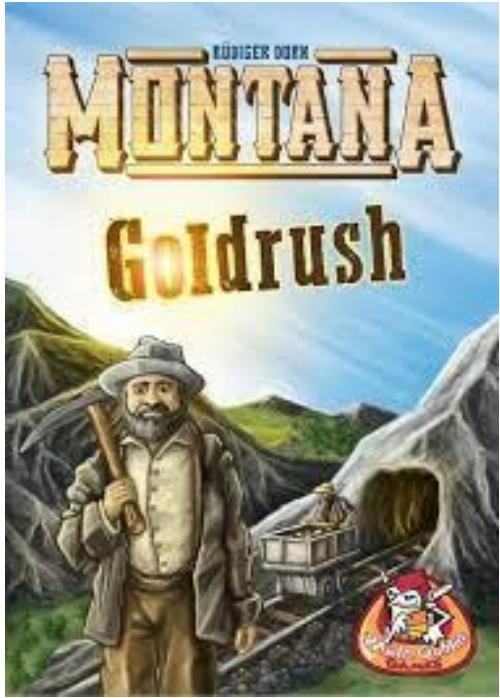
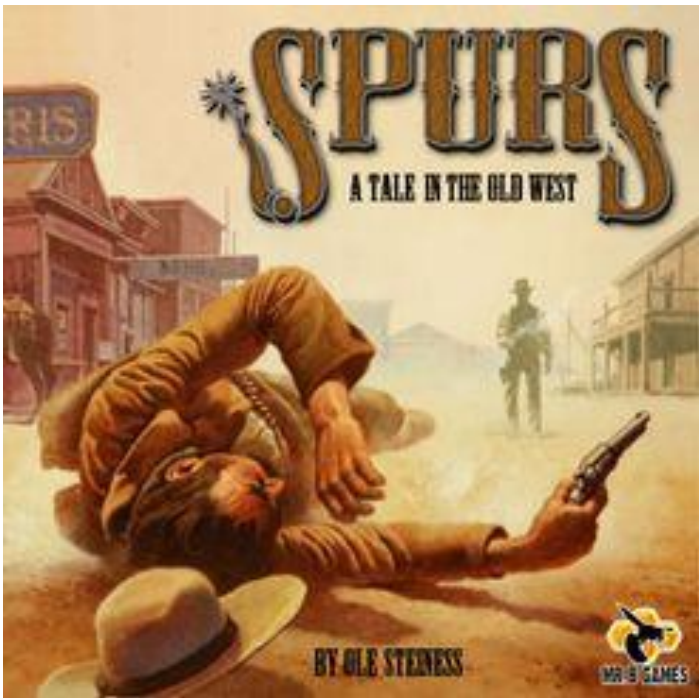
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