

WELCOME TO THE WORLD OF BLACKWATER GULCH!

Blackwater Gulch is a western horror skirmish game of infamous gangs, savage beasts, ravenous dead and malevolent demons. In Blackwater Gulch, you and your friends will collect gangs of miniature men or supernatural creatures and battle for survival in the town streets and outskirts.

Blackwater Gulch is the first in a series of Gameworld Rulebooks for our new, free, open-ended rules - the Gangfight Game System. These free rules are available online at SkirmishGames.com, and also included in this book. Gameworld Rulebooks take those core rules to a new level, with a great deal of background information, stories, art, photos and much more!

Blackwater Gulch is a hobby game - quite simply, a game that you build yourself. This book provides the rules that you need to play, and you will purchase Blackwater Gulch miniatures (which we also refer to as “models”) to represent your gang and paint them to your liking. The game is played on a board that you also create, which can simply be a table top with a few pieces of scenery for obstacles, or you can build an elaborate Wild West town from scratch. You are limited only by your imagination!

So get in the Gulch, and draw down on those varmints!



TABLE OF CONTENTS

What is a Skirmish Game?	3	Factions	44
Shootout at the Golden Coin	4	Lawmen	44
Into the Gulch	6	Outlaws	52
Bestial Burdens	7	Beasts	60
Wicked Ones	8	Cursed	64
Heroes Emerge	9		
Around Town	11	Creating Custom Characters	68
Outskirts & Beyond	13	Races	70
Getting Started	14	Skills	72
What You Need	15	Special Abilities	74
Character Attributes	16	Savage Attacks	74
Forming Your Gangs	17	Prayers & Powers	75
Character Levels	18	Weapons & Equipment	76
Model Sizes	19		
Game Terms & Common Rules	20	Ongoing Campaigns	84
Setting Up the Game	22	Campaign Basics	85
Starting Positions	23	The Aftergame Phase	86
Objectives	24	Dying	89
Loot	25	Bullies	89
Playing the Game	26	Bounties	89
Actions	27		
Movement	28	Scenarios	90
Attacking	30	This Town Ain't Big Enough!	91
Defense	32	Bounty Hunting	91
Hiding	32	Stay of Execution	92
Minion Teams	33	Boom Went the Dynamite	93
Terrain & Cover	34		
Terrain Examples	36	Index	94
Morale	38		
How to Win	39	Campaign Roster Sheet	95
Special Rules	40		
		Tokens	96

CREDITS

Written & Created by Tim Kline

Background & Stories by Jonathan Peace

Art by Don Ellis Aguillo and Wayne O'Connor

Sculpting by Brother Vinni, Steve Eserin, Krisztián Hartmann, Clint MacLean, Ian Mountain, JinVe, Bob Naismith and Pedro Ramos.

Scenery pieces in photographs by 4 Ground, Battle Flag, Buildings by AmeriTowne, Bachmann Trains, GameCraft Miniatures, Mantic Games, Perry Miniatures, Sarissa Precision, Woodland Scenics & Zuzzy Miniatures.

Painting by Awaken Realms, Golem Painting Studio, Tim Kline & William Refsland.

© 2017 Gangfight Games. All rights reserved.

WHAT IS A SKIRMISH GAME?



A skirmish game is a table top hobby game where you command a small group, or gang, using miniature figures and special scenery models to simulate a small battle.

Unlike a wargame, the gangs in skirmish games are typically all made up of individual characters with unique abilities, rather than large units of soldiers that are all the same. These special characters allow you to immerse yourself and breathe life into your gang by forging narratives, backstories and personal vendettas around the battles they fight.

SHOOTOUT AT THE GOLDEN COIN

Smoke, grey and blue, drifted like a low cloud through the saloon. It hung in the air, clinging to the soiled doves as they wandered amongst the tables, looking for their next jump. Over in the corner Longtall Billy pounded the piano, his stumped fingers jarring the keys while his club foot thumped the sawdust-covered boards out of time.

No one was listening. All eyes were on the game. In truth, all eyes were on the stranger, hidden behind weather-worn boots that rested on the table. A ring of smoke blew out, followed by a dry, racking cough.

"Damn but that tastes like crap," he said in a voice like crushed gravel. A god-awful sound like quicksand in reverse and a glob of spit flew through the air. It landed in the spittoon with a ringing metallic clang, nearly knocking the urn over with its power.

"Ain't supposed to be selling that rolling-weed crap." He spat again, this time on the floor right beside him. The sawdust sucked it up. "Fetch me my bag," he said to the nearest soiled Dove.

"I ain't yours to bark around until you throw some coins my way, lovie," she said, giving her skirts a flick. A few people nearby laughed.

The Stranger parted his boots, revealing his face. A long scar ran down one pockmarked cheek. His eyes were dark pools of jade. They burned with a cold anger. He flicked a silver coin at her. It hit her on the forehead hard enough to leave a red mark.

No one had seen his hand move.

"Quit your yapping and do what I say. Bags. Now."

She got them.

He sent her on the way with a slap to her shapely rear.

"Is that it?" she asked.

"For now."

His opponent, a large prospector from Chicago Town slammed his meaty fist into the table. The whisky bottle rocked back and forth almost toppling over. "Are you gonna yap all day Stranger, or you gonna play your damn hand?"

The Stranger gave a wry smile and reached into his saddlebag.

"Don't!"

The Prospector had a gun in his hand and a grimace on his weathered face. "You ain't wanna be reaching in there. Take your hand out. Real slow like."

"Slow?"

"Slow. Real slow."

The Stranger smiled. "So you don't want me to do this..."

One second his hand was in the bag. The next a thunderclap rattled the glasses behind the bar as the bag exploded in flame and smoke.

The Prospector's shirt burst into flame as a giant crater of blood exploded outward. He flew back, the chair crashing into three townsfolk behind.

A moment of silence filled the saloon.

Crazed looks left. Scared looks right.

"He shot Bob. Get him!"

All hell broke loose.

A dozen hands drew a dozen guns. The Stranger leapt to his left, knocking over the table and rolling beneath it as a cannonade of gunfire

erupted. Wood flew in thousands of splinters as chairs, tables and the bar erupted in hundreds of miniature craters. It was a deafening thunderclap of noise: a booming explosion that rolled over and over, each new pistol shot adding to the cacophony.

The Stranger pushed the table aside and rolled left. Each time he came up he fired. Each time he fired he hit his target. Aged pistols were blasted from older hands, their barrels twisted by his accurate shot.

“Shoot him. Shoot the bastard!”

The cry came from the left.

“He’s going for the door.”

The Stranger ducked and hid behind an overturned table.

Why the hell are they blasting at me? What did I do?

“I didn’t do anything!” he shouted.

His voice was drowned out by a dozen gun blasts that blew splinters from the bar, the floor, the walls and the table behind which he lay.

“Jesus!” he cried as a splinter ripped his cheek open in a red slice. “Screw this!”

Taking a deep breath, the Stranger jumped to his feet and ran to the window. Glasses blew into fragments around him as he ran. Chairs became nothing more than kindling as a dozen townsfolk opened fire, blasting rifle and pistol at his fleeing form. The piano player tried to get out of the way, but only succeeded in getting blown aside, his chest a red stain that spread like wildfire.

The Stranger never noticed. He ran for the window. At the last moment he ducked his head, throwing his arms about him as he dove forward.

A woman walking by dove for cover as he came hurtling out, bullets flying overhead. He hit the ground hard, rolled and was on his feet in a moment.

The doors to the saloon crashed open. Seven men dashed out, one falling over his own feet to fall to the ground, rolling down the steps to land in the mud.

The Stranger stood there, coat thrown open, guns in hand.

Thunder roared; hot lead flew and a dozen heartbeats later, seven men lay dead in the dirt.

He stepped over their bodies, guns snug once more beneath his coat.

“Just wanted to play cards,” he said as he walked away into the falling rain. No one dared stop him.



INTO THE GULCH

Every town has a story, and every story has a beginning, and our story begins with Old Man Cooter.

Beneath the shadow of the Marble Mountains, his cabin was a ramshackle thing. It shook under a strong wind, groaning with each shake, but like its owner it had stood against time and the elements. Just a few miles out of town, Old Man Cooter had claimed there was gold both in the deep, fast flowing azure blue of the river after which the town was named, as well as in the caverns deep beneath the mountains.

And he had been right. The gold was found and the killing began. Back then the little settlement was known simply as Victory Falls. Named after the river that ran down from Marble Mountain and out through the cliffs and canyons, Victory Falls was a haven for those that sought a new life.

It was only when Cooter came back from the mountain with the yellow rock that people began to flock to the shanty town. Almost overnight, gambling dens, brothels and storehouses sprang up as more and more people flocked from around the world to Victory Falls for their own greedy reasons. Gunslingers came to find a name, hustlers to make more money. Hooligans and thugs, Outlaws and Fortune Seekers. The good were soon outnumbered by the bad.

Years of mining have also affected the landscape. Just as the good people became tainted by the dregs of morality, so the waters of Victory Falls became infected by dirt and oil, and so Blackwater Gulch was born.

With greed comes violence. With violence comes death, and death certainly walks the streets and back-alleys of Blackwater Gulch. There isn't a day that goes by that doesn't end with a body in a box and a widow's tears on the ground.

Lust for gold brought countless men to Blackwater Gulch and the surrounding regions of Blackwater Territory. Long ago, when the first settlers arrived, they were warned by local tribal elders to steer clear of this region, who called it the Bad Lands. Nearby deserts still bear this name, though they should not be confused with the Dakota Territory, or South Dakota as they call it now. These Bad Lands were named as such, literally because the land is just bad.

Throughout history the local tribes kept watch, and kept their distance, for foul creatures live in these remote areas. Dark and terrible things that lurk behind every shadow. Modern men would brand these stories as superstitious nonsense, but a select few knew the truth and have been fighting hidden wars for centuries on end.

Many wars dating back to antiquity and beyond were fought for reasons far different than history tells you, the crusades especially. The knights waging these wars were on a quest to seal off places of terrible power, what they called a convergence. A vast network of Ley Lines crosses the globe, and where they intersect, corruption will spread. This corruption twists mortal men into beasts, or allows the dead to walk among the living, or foul demons to possess unwilling hosts. The closer you come to a convergence, the greater the risk and the stronger these immortal and supernatural races become.

Blackwater Gulch lies directly on top of one such area. No one knew this, of course, save for the local tribes who were exterminated or driven off over time. With no one to defend or quarantine the area any longer, corruption quickly grew into the hearts of men, sowing strife and discord. The town may have destroyed itself, eventually becoming lost to history, but there is incredible wealth to be found in these hills and the railroad and steam ships bring a steady stream of greedy men to town each day.

BESTIAL BURDENS

The town itself is usually safe from corrupted creatures, but those venturing out into the wilderness to seek their fortunes are in constant danger wheather they know it or not.

Some of the richest deposits came from the Wormwood Forest south and east of town. Named for the trees with twisted roots covering the ground, this thick and dark forest is home to a myriad of savage beasts. Many of these creatures were once men, now turned to wild, vicious hybrid mockeries.

The natives called these beasts Skinwalkers, men with the ability to walk in the skin of an animal. Common superstitions tell us that these men will change into an animal only when the moon is full, but the truth is far more sinister. Anyone attacked by one such creature, and lives to tell the tale, will soon transform and take the shape of an animal forever.

These animals usually reflect the victim's personality. Rotten thieves may take the form of a rat, while free and independent men may change into a wolf and those who are especially nimble could take the form of a puma or mountain lion. Once the beast takes hold, there is no cure, and those afflicted with the Skinwalker's Curse must live out their days in their animal guise. And those days may never end, as the curse also brings with it the gift of immortality. They can be killed, of course, but not by natural causes.

Skinwalkers, and their animal minions, often form packs with the strongest or eldest amongst them as the leader, or Alpha as they are called. Many of these beast packs, though not truly evil, have little trust for men. Now, with prospectors and miners invading the Wormwood, these beasts are on the warpath. Deep in the forest, tribal drums can be heard late at night, accompanied by the vengeful howls and shrieks of the wild things. With brutal savagery, they strike down any who venture too deep, or force them to join the pack and their numbers are increasing rapidly. Soon, some hunters fear, they will strike hard, fast and without mercy.



WICKED ONES

Across the river to the west, the lush grasslands quickly give way to a wide and vast desert known to the locals as the Bad Lands. This is not the dry, arid areas like Arizona or New Mexico. Here, the dust and sand is a sickly gray color. The ground is choked dry and cracked, and even the common cactus is a rare sight. Wild animals avoid this area, and the air is always thick, almost oppressive and incredibly dry. Some with keen ears claim to hear a constant and disembodied buzz or hum in the air. The twisted and long dead trees prove that these Bad Lands are not for the living.

Natives tell stories of a great cataclysm here, long ago. It was once an area covered in green as far as the eye could see, until evil tribes invaded from the south, destroying all in their path and feeding on the weak. They built temples, and performed dark rituals offering blood to the gods. Local tribes called these men the Wendigo, or Drinkers of Blood.

They came to settle in what is now known as the Bad Lands - a barren place full of death and misery. The dead are said to walk there, ever hungry for warm flesh. From hills on the outskirts of town, you can see them on the horizon, slowly roaming, searching for their next meal.

Yet, these Bad Lands are also home to untold riches. Many prospectors venturing there never return, but those that do will tell tales of gold flowing through every river or stream and precious gemstones sparking in every rock. These stories drive more and more men to Blackwater Gulch, the only town close enough to the Bad Lands to provide any sort of haven, safe or not. Incursions into the Bad Lands have woken many of the foul things that might have remained in their crypts, and the outskirts of town have been attacked on many occasions. The Vigilance Committee has been keeping a watchful eye, but they cannot be everywhere and the dead never rest.



HEROES EMERGE

With the dead rising, beasts rampaging and demons possessing the weak willed at an alarming rate, Father Jacobs sent word back east to beg the church to help. Though they publicly deny such creatures exist, the church does in fact house a secretive order of monster hunters, who's true calling is to seek out and destroy all unclean and foul things that lurk behind the shadows. These hunters may seem like a common drifter, stopping in town for a breif respite before going on their way, but in truth have saved countless unsuspecting folk from horrors that may befall them.

Many such hunters have been appearing in Blackwater Gulch and surrounding settlements. Some may join up with local gangs in an attempt to blend in, all the while teaching other members how to combat these monsters. Others form their own gang, like The Unsung, who openly take the fight directly to the enemy even though this is a direct violation of the church's laws.

While it may seem all is lost, more heroes continue to emerge, but the towns rapid growth makes it incredibly difficult to defend. New prospectors and miners are constantly arriving to stake their claim, and all out gang battles in the middle of town on a daily basis are just as much a threat to common townsfolk as any beast.

The town Vigilance Committee and other like minded gangs are hard at work policing the streets by day, while the Unsung and other groups of monster hunters operate at night. This keeps the central parts of town a bit safer, but the back alleys and outskirts are where the true dangers lie. Many poor souls either choose to ignore the warnings, or just don't believe it will happen to them until it is too late.

With the turn of the century looming on the horizon, many citizens of Blackwater Gulch and Blackwater Territory are fearful that the end times are upon them. Not only are nightmarish creatures patrolling the lands, but it's hard to even step outside your door without catching a stray bullet.

Are you here to save this town from certain destruction? Or are you here to hasten its end? Will you form your posse to clean up the town, or start a gang to take what you decide is yours? Will you feast upon the souls of hapless treasure hunters, or stake your claim and pull your fortune from the land with your bare hands? Blackwater Gulch is ready for you, if you think you can take it.





TO MICTLAN &
CAMP
GOLDROCK

TO MARBLE
MOUNTAINS
& FLATS

ASIAN
QUARTER

COOTER'S
MINE

BLACKWATER
RAIL
LINES
STATION

BLACKWATER RIVER

FERRY

FERRY

GOLDEN COIN
SALOON

WESTERN
QUARTER

SHERIFF'S
OFFICE

SHANTY

FERRY

TOWN OF
BLACKWATER
GULCH

CHURCHHOUSE
& CEMETERY

TO BAD
LANDS

TO WORMWOOD
FOREST

FERRY

AROUND TOWN

Blackwater Gulch may have started as a small frontier town, but the discovery of gold brought so many new faces here, forcing it to grow incredibly fast. Now, the small dusty streets of the town's founding have given way to a small city made of wood and mud, filled with back alleys and secret dens of sin & vice. Though the main roads through town are relatively safe, those who wander off those beaten paths rarely see the next day unless they've got a loaded revolver on their hip.

ASIAN QUARTER

Not surprisingly, the Asian Quarter is home to the Chinese and Japanese immigrants who came here for a better life. Many who found their way to the Gulch were employed by the Blackwater Rail Lines, and were laid off as soon as the last stake was driven. Now the quarter is a dangerous section of town, run by the ruthless Secret Fist clan, who own several gambling and opium dens, not to mention Mr. Foo's Laundry and Pig Farm, which is the last place many of the Fist's enemies ever see. Criminals though they may be, they are fiercely protective of the other Asian citizens who call this neighborhood home.

BLACKWATER RAIL STATION

Here the train brings new blood to Blackwater Gulch every day at 6:15 AM and PM. Among these newcomers you will find fortune seekers, businessmen, prospectors, pilgrims and pioneers. Each has come to stake their claim to the riches this region has to offer, totally ignorant to the violence in town and the dark things stalking the outskirts. Most people are fine, however a small number of people disappear before their first dawn.

COOTER'S MINE

The man who started it all, Old Man Cooter struck gold while digging a root cellar under his home, or so the story goes. Now, his old shack is nothing but a shed for his workers to store tools, while the mine below his property continues to bring more gold out of the ground than any other for miles around. Cooter, however, is nowhere to be found. He left town a year ago, leaving a man known only as The Norwegian behind to run his operation. Some say he is off traveling the globe, living off his wealth. Others whisper of another fate, and stories of dark creatures he's awaked in the ground deep below.

CHURCHHOUSE & CEMETERY

On the south side of town you'll find the Blackwater Chapel and Cemetery. Here Father Jacobs and his daughter Ruthie Mae assist to the spiritual matters in town, and also open their doors to the public for town meetings, and provide a hall for small social events. The cemetery next door is where many of Blackwater Gulch's founders have been laid to rest, with a new funeral being held almost every day. Recently though, many grave robbers have been striking here in the dead of night, removing valuables and whole corpses from their places of rest. At least that's how the story goes, because dead people don't climb out of their graves... right?

THE GOLDEN COIN SALOON

Situated just south of the Blackwater Rail Station, the Golden Coin is usually the first place a weary traveler will stop when they arrive in town. The whiskey is cheap, the gambling goes on all night and the boss's No Fighting policy keeps the patrons in check. Well, that's No Fighting Except for Clancys, since the Golden Coin is the unofficial home of the Clancy Gang. Though they are often a brutal band of thugs, in the Golden Coin they like to keep things relatively civil, thanks to another policy set forth by the gang's leader, Wilt Clancy, "Try not to shoot where ya eat."

WESTERN QUARTER

Just across the river, a small camp of prospectors and treasure hunters formed into a small village of its own, just known as the Western Quarter. Along the river you'll find the Rusty Oar Saloon, home of the Dockside Drifters. And Dolly's Bunkhouse along the road leading to Camp Goldrock.

OUTSKIRTS AND BEYOND

Blackwater Gulch is a haven for gang violence, crime and wanton lawlessness, but some might consider it rather tame compared to the surrounding territory. The lands around Blackwater Gulch are fraught with dark and terrible dangers, where things certainly do go bump in the night.

BAD LANDS

This barren desert stretches far to the southwest of town. Not to be confused with the more well known region of South Dakota, here outside of Blackwater Gulch the Bad Lands were given their name from the native tribes in the area long ago. As the name would suggest, the land here is just bad. Tales tell of a cataclysm that befell this place centuries ago, turning once fertile plains into a ghostly wasteland. Ley Lines that converge here became corrupted, forming a place of great power which attracts dark creatures and incorporeal beings who need raw, dark power to sustain themselves in our world.

CAMP GOLDROCK

Given the rise of violence and civil unrest, along with the paranoid reports of foul creatures in the land, the Governor and Mayor Horndike came together to establish this outpost where citizens could live in relative safety, with watchful eye of of the US Army keeping the peace. Plans such as these often go awry where gold is concerned, and the camp is now home to Wilde's Rangers. While they do keep the camp safe, it comes as a hefty price as Major Wilde demands quite a bit of coin for his protection services. As such, the Camp has become the home of the towns more well-to-do, as few others can afford it.

CLARKTOWN & TRINITY

These two towns are separated by the dark, and frankly quite smelly, Clarktown Marshes. Both are nearly ghost towns now, however. All of the action and all of the gold is in Blackwater Gulch, but those looking for a quieter life reside here now.

MARBLE FLATS

This small town was named after the mountains between it and Blackwater Gulch. Some say the mountains are home to a secretive group of expert miners and geomancers, whose skills are highly sought after nowadays.

MICTLAN EXCAVATIONS

Unearthed just a few years ago by famed archeologist David "Nevada" Ford, this ancient Mayan temple was thought to be nothing but a steep hill or small mountain. An ancient evil was hidden away in this place, sleeping eternally until awakened by thieving treasure hunters. Now these vampiric creatures, called the Wendigo by native elders, stalk the Bad Lands searching for flesh to consume and blood to drink. Some say the entire area was once a huge, thriving city of death that stretched for miles around, with blood rituals and sacrifices held at the pyramid in its center.

WORMWOOD FOREST

To the southeast of town you will find a dark forest, with twisted trees and wildlife not found anywhere else. Here, vicious Skinwalkers roam free, preying upon anyone foolish enough to wander too far into their domain. These lycanthropic beasts were once men, now they fiercely protect their forest from those who would do it harm. Unlike the Cursed in the Bad Lands and Mictlan, these beasts often prefer to kidnap their victims and force them to join their packs. With the population boom the town has seen over the last few years, the number of beast packs has also risen at an alarming rate.

MITLAN
EXCAVATIONS

CAMP
GOLDROCK

MARBLE
MOUNTAINS

MARBLE
FLATS

BLACKWATER
GULCH

BAD
LANDS

WORMWOOD
FOREST

TRINITY

CLARKTOWN MARSHES

CLARKTOWN

BLACKWATER RIVER

N



GETTING STARTED



Before a game begins, players will decide on a Fame Level which will determine the overall size of the gangs in the game, and then select the characters, or models, to represent them.

Games, or Gangfights, are fought over a series of turns where each player will alternate activating one model at a time, moving and attacking until one gang is wiped out, or has met your game's objectives.

WHAT YOU NEED

A GANG

The first thing you will need to do is collect a gang of Blackwater Gulch miniatures from the faction of your choice.

A faction Starter Set is a great way for you to begin, and you can always add more members with additional Solo Miniatures or Minion Packs, sold separately. Visit our website at SkirmishGames.com to browse our growing catalog!

A FISTFUL OF DICE

The game uses typical six-sided dice, commonly referred to as a “D6”, and you will only need a handful of them - no more than six. Your characters’ Attributes will tell you how many dice you need to roll, referring to your roll as #D6, where # is the amount of dice you need to roll. For example, 2D6 means you need to roll 2 dice. There may be some occasions where you will be asked to roll a “D3”. Since your dice have six sides, we have to handle those rolls differently. On a D3, a roll of 1 or 2 = 1, 3 or 4 = 2, and 5 or 6 = 3.

A MEASURING DEVICE

Distances, such as how far someone can move or shoot are measured in inches (“), so you will need a ruler or small tape measure.

A GAME BOARD

The game board represents the area your gangs are fighting over. Any table will do for most games. This board represents a section of forest, desert, small village, town square, or anything else you can imagine. You will add scenery and terrain to the board to make it appear more lifelike and give your models obstacles and cover to hide behind.

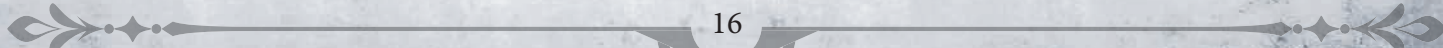
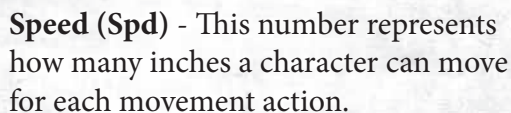
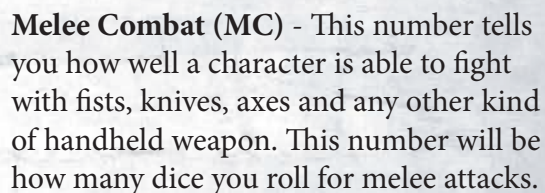
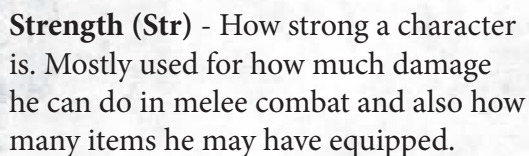
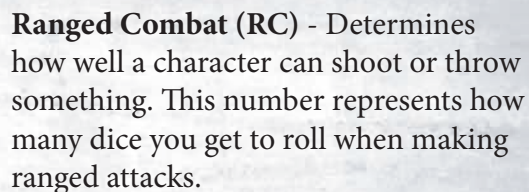
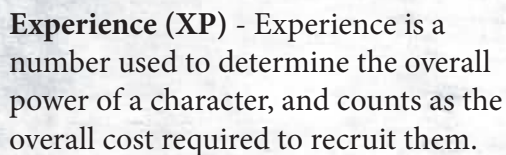
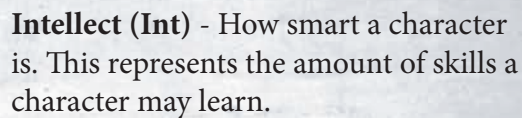
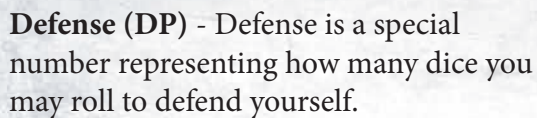
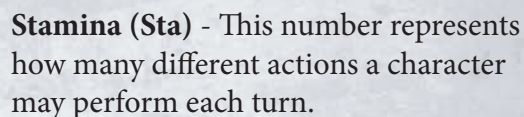
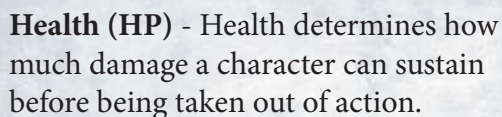
The average Game Board size for most games is 3 feet by 3 feet, but that is merely a suggested size. You may use any size you feel comfortable with, whether it’s a custom built game board, a kitchen table or even a folding playing card table.

CHARACTERS & MODELS

Your gangs are made up of a collection of our miniatures, or models. These are the characters that represent the Heroes, Henchmen and Minions that make up your gang.

All of our models come with special Character Cards that list all of a model’s attributes, abilities, skills and equipment. These cards make it easy for you to build your gangs and select your gang members.

Many players prefer to use our miniatures to represent their own characters. If you would like to create your own gangs and characters from scratch, turn to page 68 to learn all about custom characters.



FORMING YOUR GANGS

Starting a gang is as simple as selecting a Hero character for your leader, and then adding Henchmen or Minions to follow him. Your Hero's Character Card will show a small icon in the top right corner representing his faction. He may *only* recruit characters who also have that same icon on their card, unless he or a follower has a special skill allowing them to switch sides.

These factions are: Lawmen, Outlaws, Beasts and Cursed. The **Lawmen** feature men who want to restore order in town, while **Outlaws** want the right to take what they wish and do as they please. **Beasts** are primarily Skinwalkers and wild creatures, but may also include uncivilized men and their animal minions. The **Cursed** are made up of undead fiends, demonic entities and all things that go bump in the night. You will find more information on these factions starting on page 44.

Before you start building your gang, you should keep your gang's Fame level in mind. This number is used to determine the overall strength of your gang. To determine your Gang's Fame, simply add the Experience level for each of your characters together. Then, just make sure this number is at or slightly below the agreed upon Fame level for your game.

If you play against another gang of similar Fame, your Gangfight will be balanced and fair. Our faction Starter Sets will usually add up to around 325 Fame points or slightly less. You can easily add additional characters from your faction for more variety. For an average sized game that will last around 60-90 minutes, we find most players prefer a gang size of around 700 Fame points.

CHARACTER CARDS



The front of your character cards will show his faction icon in the top right corner, next to the character's name. Plus you will find the attributes on the left side and a life meter across the bottom to easily keep track of your health.



Flip your card over and you will find all of the rules you need to play the character. His equipment or special powers will be listed at the top, followed by vital info, faction rules, skills and additional rules for his weapons and abilities.

CHARACTER LEVELS

HEROES

Heroes are the toughest of all. They possess a variety of skills, abilities and better weapons than anyone else. Your gang must include one Hero to lead it.

If you would like to add more Heroes to your gang, others may join at the rate of one additional Hero for every 400 Fame Points. You must specify one Hero as your gang's leader and make sure your opponent knows who the leader is.



HENCHMEN

The Henchmen (and women) in your gang form a close-knit group and are often comrades who have been working together for a very long time. They are experienced professionals with a variety of skills that may not be available to more common folks. Your Gang may include as many Henchmen level characters as you wish.



MINIONS

Some gangs also include groups of Minions that follow a Hero and do their bidding. Minions are usually very weak if they are alone, so they will usually fight together in small teams. Your gang may include an unlimited amount of Minions.



MODEL SIZES



STANDARD

A Standard Model is your average man sized miniature on foot. Our standard sized miniatures come with a 30mm round base. Standard characters receive no size bonus.

LARGE

Some characters such as excessively big men, Skinwalkers or Demons are considered large models. They come with a 40mm round base. Large models also have +1 HP to represent their size, but this bonus will cost an additional +10 XP.

MASSIVE

Massive creatures are even tougher than large ones. These models come with a 50mm round base. They receive a bonus of +2 HP, +1 Strength and will cost an additional +25 XP. Note that our Artillery models come with a 50mm round base, but they are not considered characters and thus do not have any size bonuses or increased XP costs.

GIANT

These incredibly rare, towering monstrosities are truly formidable opponents. Giant models will have a custom base that is larger than 50mm across. Giant characters will receive a bonus of +3 HP, +2 Strength and cost an additional +40 XP.

GAME TERMS AND COMMON RULES

ROLLING & REROLLING DICE

The game uses typical six-sided dice, commonly referred to as a “D6”, and you will only need a handful of them. In fact, six dice are the maximum amount you will ever be allowed to roll.

When you roll your dice, you should roll them in an area where both players can see them and will not interfere with the game. They do not have to be rolled directly on the game board, however if you do roll them on the board, make sure they will not disturb any models or tokens.

There may be occasions in the game where you may reroll some dice, this allows you to roll some dice again if you did not like the first outcome. If you are allowed to reroll, you should do this immediately after you roll the first time. Rerolled dice cannot be rerolled again. In the rare event where both players may be able to reroll something at the same time, only the player who's character is currently activated will be permitted to reroll.

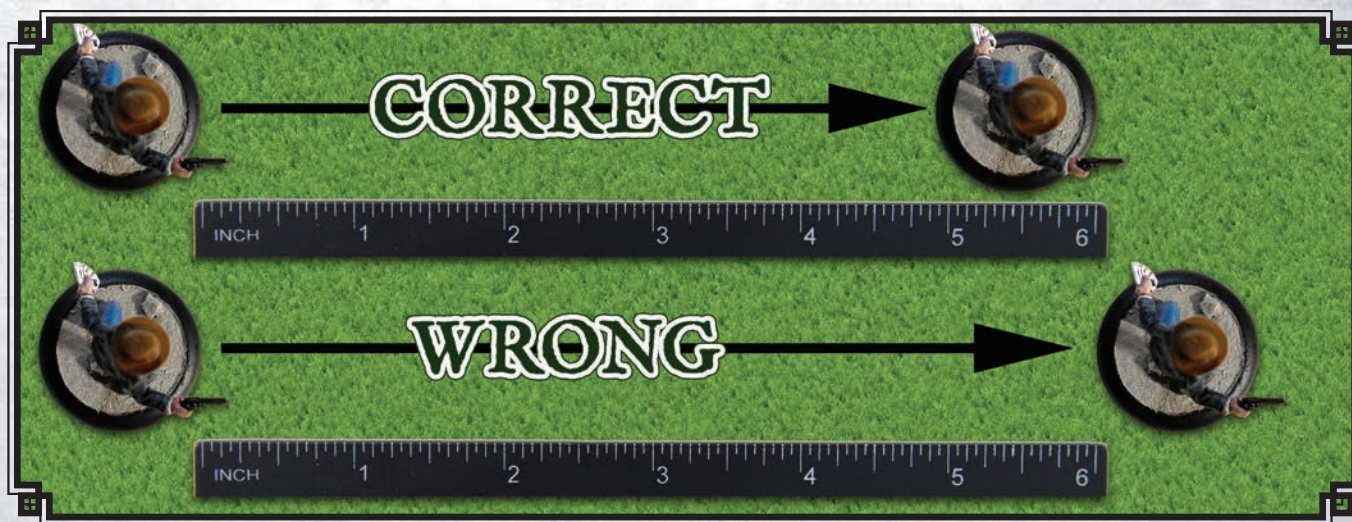
ATTRIBUTE ROLLS

The characters in your gang have different Attributes such as Strength or Stamina, and you will be required to roll an amount of dice equal to a given Attribute to perform an action. The most common Attribute rolls will be made in combat. For example, if your model's Ranged Combat Attribute is 3, you will roll 3D6 when you try to shoot an enemy character. Attributes are listed on page 16.

MEASURING

You may measure any distance any time you wish. All distances in the game are listed in inches (“). When attacking, you should always start measuring from the edge of your model's base, and be sure the edge of your target's base touches the distance measured.

When measuring how far your model can move, measure from the edge of its base, and be sure the entire base falls inside the distance measured.



TARGET NUMBERS

A Target Number is what you need to reach on a D6 to successfully perform an action, such as shooting or fighting in melee combat. Results are never added together unless specified. Your Target Number will always be from 1 to 6, in most cases it is the amount of dice that reach or exceed the target number that count. The more you get, the better!

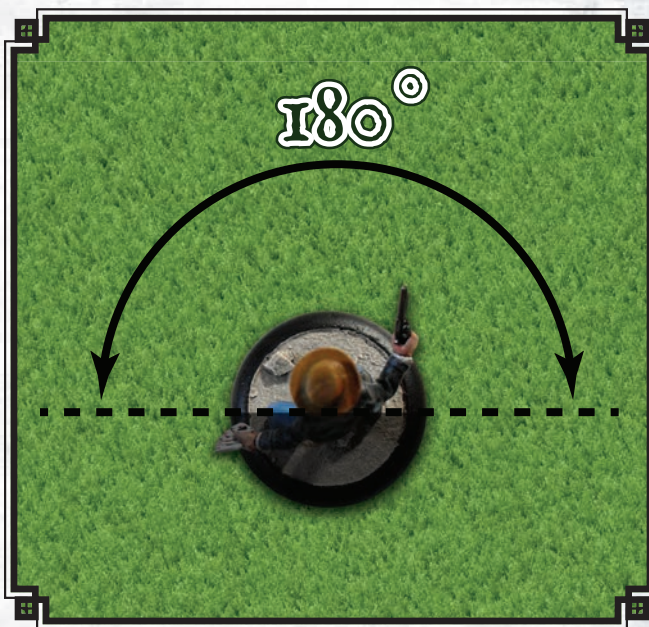
Regardless of how many modifiers are added, a 6 will always be considered successful and a roll of 1 will always fail. Even if your Target Number somehow happens to be a 1, you still roll your dice and count 1's as a miss, in this case you will need to roll a 2 or higher. There may be some exceptions for specific rules and those exceptions will be noted where those rules are explained.

PERSONAL SPACE

Unless you plan to attack a model in hand to hand combat, the edge of your model's base must stay more than 1" away from any enemy model. If your model's entire base cannot fit between this 1" area and an obstacle or another model's base, your path is effectively blocked and you will have to take the long way around or fight your way through. If for any reason your model enters an enemy model's personal space, those models are automatically considered to be fighting in melee combat. This rule only applies to enemy models. Friendly models may get as close as you wish. The only thing that could negate this rule is if a model is totally obscured by terrain, such as behind a high fence or wall, where an enemy model cannot see them at all.

FACING

Your model may only attack something in front of it. This is referred to as your model's "facing". Facing defines what is in your model's field of view, and this is determined by where the model itself is looking. Draw an imaginary line across the model's base with the his face straight ahead. It can see anything within a 180 degree arc in front of it. Any potential target behind your model may not be attacked unless your model turns around to face it during its movement. Attacking a model from behind gives you an advantage, since the target won't see it coming. Any attack against a model from behind, be it shooting or melee, will get a +1D6 bonus when rolling to hit.



SETTING UP THE GAME

Usually, gangs have a reason for fighting each other. You and your opponent may come up with a fun storyline for your game, or you use one of the special scenarios found starting on page 90. You should also take a few moments to tell your opponent about your Gang and what they can do, in the interest of fair play, so both players will know what they're up against.

Before you begin the game, first you must determine who will be the attacker, and who will be the defender. Both players roll 1D6, rerolling ties, and the player who rolls the highest may choose to be the attacker or defender. When it is time to place your models, the defender always places the first model in his starting area. Next, the Attacker places one model in his own starting area. Both players will alternate placing one model at a time until all models have been placed on the board.

MULTIPLE PLAYERS

Blackwater Gulch is primarily a two player game, however it can easily be adapted for up to four players. We suggest using the Cornered starting areas described on the next page, with each gang setting up in a separate corner.

When rolling to see who sets up first, all players roll 1D6, and when a winner is determined, he places one model and then you will go clockwise around the table to decide who goes next.

There are two ways to play a multiplayer game. Free For All games mean each gang is fighting against each other, and each gang must have the same Fame level. In a Teamup game, players should form equal sized teams, with an attacking and defending team, and each team must have the same Fame levels.

THE GAME BOARD

You may play on a game board of any size that you and your opponent are comfortable with, but we recommend a square game board measuring 3 foot by 3 foot for most average games. For small games with less than 5 models per side, you can get away with a smaller board, but should not be less than 2 foot by 2 foot. Very large games with more than 10 models per side can be played on a 4 foot by 4 foot board.

ADDING TERRAIN AND OBJECTIVES

Both players may add terrain in a mutually agreeable fashion to make the board look good and give your gang members things to hide behind. Don't forget to include any required terrain pieces if you are playing a special scenario. We find that games are most fun when at least half of your board is covered with terrain, and we find that creating a small town with buildings taking up a lot of space is a quick and easy way to fill up your board. Turn to page 34 for more information and special terrain rules.

Though not required, you may wish to place optional objectives for your gangs to capture. These could represent loot caches, kidnapped victims or priceless mystical items of immeasurable power. You will find the rules for placing and capturing objectives on the next page over.

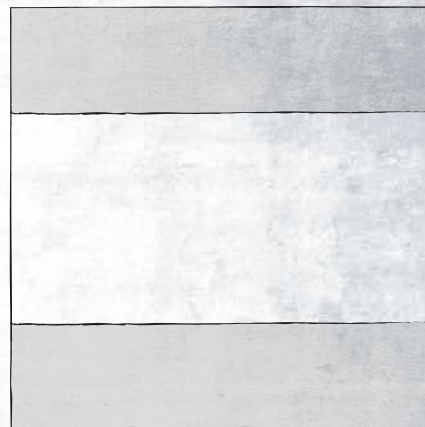
After you've set up your terrain and objectives, it's time for your gangs to take their starting positions.

STARTING POSITIONS

You will see some setup diagrams below to help you plan out your game boards. Percentages are given instead of exact dimensions due to varying board sizes. For example, 25% would equal 12 inches on a 4 foot board, 9 inches on a 3 foot board or 6 inches on a 2 foot board. When measuring your starting areas, it is usually a good idea to mark the edge of it with some spare dice or other counter, just so you know your models are all “behind the starting line.”

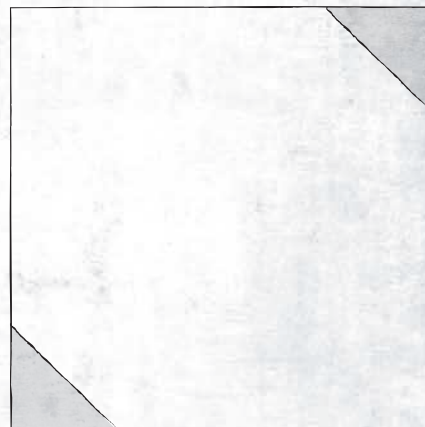
HIGH NOON

This is usually the most common setup, where each gang’s starting area goes across the whole side of the board, and in 25% deep. All models must be placed in these zones before the game starts.



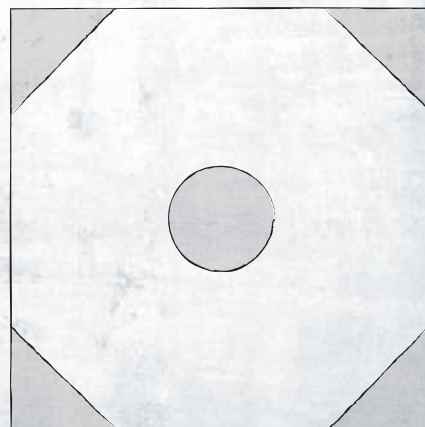
CORNERED

A great way to make the most out of a smaller board, or a good way to set up for up to four players. The starting areas are a corner of the board, measuring 25% on each side, and then a line connecting them diagonally. Your models will be more tightly packed when you first start out, but there will be a greater distance between the gangs when you first start playing. Both players roll 1D6, rerolling ties, and the winner may choose which corner of the board to start on.



SURROUNDED

This setup has a circle that is 25% across in the center of the board, and this is the starting zone for the defenders. The attackers may set up in any corner of the board. A setup like this can also accomodate up to five players, each choosing one of the starting zones.



OBJECTIVES

Many gangs fight over loot, resources or territory, or just because they have a score to settle. Objectives are optional, but give your game an added challenge.

The last page of this book has a sheet full of tokens that you can copy, or you may download and print your own from our website. Just cut them out and you are ready to go. When you are setting up your game, you should place these Objective tokens on the board after you place terrain, but before you place any of your gang models on the board.

Some players like to take things a step further and create their own thematic objective models to represent things like crates, barrels, sacks of cash or a injured comrade. This also comes with added modeling and painting fun!

You and your opponent should decide what these objectives are. Talk about your upcoming game and come up with a fun reason for your battle.

The amount of objectives you place on the board is based on each Gang's Fame ammount. You may place one objective on the board for every 200 points of Fame for the game you are playing. Thus, for a game with 2 gangs of 700 Fame Points each, your board will have six objectives.

You and your opponent should take turns placing objectives. Both players roll 1D6, and whoever rolls the highest may place the first one, and then you will take turns placing an ojective until all are on the board. Objectives cannot be placed in any gang starting areas, and each one should be at least 6 inches apart.

In order to claim an objective during the game, you must move your model next to it and have the objective token in your model's Personal Space, then perform a Capture Objective action and remove the objective marker from the board.

When you capture an objective, you should mark down who is carrying it, or place the marker on top of your Character Cards or roster sheet.

It is also recommended to spread objectives out among your gang members. If a model carrying an objective is taken out of action, all of their objectives will drop at their feet and any other model may then pick them up, including your enemies.



LOOT

Another optional item, Loot Cards offer a fun new dynamic to the game. One player should shuffle the Loot Deck and place it in an area next to the Game Board where both players can reach it easily.

Whenever a player captures an objective, or takes an enemy out of action, he may draw a loot card from the top of the deck and give it to the character who captured the objective or made the final blow.

Loot Cards may be used just like any other piece of equipment. Your character will have to spend one action to equip it if he wants to use it, unless it is a consumable item or special attachment that may be used in a character's Upkeep phase.

Characters may only equip an amount of items equal to their Strength attribute, but they may carry as many Loot Cards as they can find. You may notice almost all characters have at least one point of Strength available with the weapons they are already using. As Loot Cards are considered

items, if you equip an item you found, it will take up 1 point of your character's Strength. A character is *always* equipped with the items listed on his character card, he cannot unequip them. Only loot cards can be equipped and unequipped at will.

Minions may use or equip items up to level 2, Henchmen up to level 4, and Heroes may use or equip items of any level. If a character finds loot he cannot use, he can save it to add to your Victory Points at the end of the game, or trade it to a friendly character in his Personal Space for one action.

Note: a fallen character may only drop loot once, if someone is taken out of action, revived, and then taken out again, you may not draw another Loot Card the next time he goes down.



PLAYING THE GAME

GAME TURNS

Gangfights play out in a series of turns. Over the course of a Game Turn, all players will activate (move and attack) every model in their gang. Each model in your gang may be activated only once per Game Turn, though you may activate them in any order you wish each turn. After every model on the board has been activated, the next turn begins and everyone can go again. Most games will last for 6 full game turns.

INITIATIVE

At the beginning of each Game Turn, both players roll 1D6, rerolling ties. The winner may choose who goes first and that person will activate his first model.

ACTIVATION

To “activate” a model, you simply select one of the characters in your gang who hasn’t yet done anything in the current Game Turn. Your model will be able to perform an amount of actions up to his Stamina level. After he has performed all of the actions he can, his activation will end and your opponent will then activate one of his models. Alternate back and forth activating one model at a time until all models on the board have been activated. It is a good idea to keep track of which models have been activated. You can just flip their Character Card over, or place a small counter next to a model such as a coin or glass bead.

There are 2 parts, or phases, to activating a model: upkeep and actions.

UPKEEP

If a model needs to roll for morale, is on fire, or had any other sort of ongoing effect placed on it previously, now is the time when you make whatever rolls are required to resolve the effects. This is also the time when all guns are reloaded and you decide which weapon your character will be attacking with if he has more than one. Keep in mind that changing to a different weapon in the middle of your activation will use up an action, but you may change weapons for free in your Upkeep phase. Lastly, one Consumable item such as Snake Oil can be consumed now, before you perform any actions. If you would like to consume another item in this activation, you will have to use an action to do so.

To prevent confusion, your Upkeep phase is broken down into the following parts, and should be performed in this order:

1 - Check Morale

Make sure your character isn’t too scared to fight. Rules for Morale can be found on page 38.

2 - Use Consumable Item or Resolve Effects

If your character has some booze or a tonic you would like to drink, or if you need to resolve the effects of a Damage Over Time (DOT) attack, you may do this now.

3 - Reload

Any weapons you fired in your previous turn, including slow weapons, may be reloaded now without requiring a separate action.

ACTIONS

As stated previously, your model may perform an amount of actions equal to his Stamina level. For example, if your stamina is 4, you could move, shoot twice, and move again perhaps to try and hide behind some cover. Or you could stand perfectly still and shoot four times in a row.

MOVE

Your characters may move an amount of inches equal to your Speed for every Move action performed. Everything you need to know about moving can be found on the next page.

ATTACK

Gangfights are all about pitting your gang against your opponent's. Attacking your enemies is the only way you're going to win. Rules for attacking with melee or ranged combat start on page 30.

HIDE

Characters may use obstacles on the board to hide behind and temporarily increase their Defense attribute. These rules can be found on page 32.

CAPTURE OBJECTIVE

Most games feature special objectives strewn about the board. These could be stolen treasure, rustled cattle or even damsels in distress. Capturing an objective will use one action.

PICK UP LOOT

Some characters may drop loot after they are defeated, or there could be loot caches found on the board. You can use an action to pick up loot, and this will usually allow you to draw a loot card.

CHANGE EQUIPMENT

As your characters find loot during their Gangfight, they may wish to equip a new item. This can be done for free in a character's Upkeep phase, but you may want to do it during your activation. For example, you could hit someone in melee combat for one action, then break away from melee combat and move away for your second action, then Change Equipment and pull out your shotgun for a third action, then for your fourth action you can shoot someone with the shotgun you just equipped.

RELOAD

Some guns only hold one bullet, or just take a long time to reload. These will be listed as *slow* weapons. If you would like to shoot a slow weapon more than once in your activation, you will have to use one action to reload it.

CONSUME ITEM

If your characters have a consumable item in their possession, they use an action to consume it. Remember, you may use one consumable item in your Upkeep phase as well.

PRAYERS, POWERS & ABILITIES

Some characters are especially holy and can use prayers to help them in battle, or others may have knowledge of mystical arts. You may use Prayers, Powers and Abilities for one action.

MOVEMENT

When using a Move action, your model may move an amount of inches up to his Speed. When you move your model, you can end your movement facing any direction you choose, but this is the direction it must face until its next move action is performed or until its next activation. Models may move a maximum of 12 inches per Activation, unless they have a skill, power or piece equipment to increase it.

RUNNING

Depending on how high your Stamina is, you may be able to move multiple times. Any model moving three or more times consecutively in one activation is considered to be running. This usually makes them a bit harder to hit with ranged attacks, but once a model is considered to be running, they cannot attack unless they have a special skill allowing them to do so. Skills like Charge that allow you to double a normal move will not be considered running - you still need to make three or more move actions.

JUMPING

A model may jump across an open gap, such as from one rooftop to another. In order to jump across a gap, you should first move your model up to the edge of the gap, hole or chasm you are trying to jump across, and then make a separate Jump action. When jumping, you will move an amount of inches equal to *half* of your Speed level, rounded up. If your model is running prior to jumping, you will be able to make a running jump allowing you to move your full Speed in inches across the gap.

STAIRS & LADDERS

Models may climb up or down stairs or ladders anytime during their movement. Simply measure the distance up or down and figure out how many move actions you will need in order to reach the top or bottom. If the model would end its activation still on the ladder or stairs, it will be placed at the top or bottom and can perform no other actions until the next game turn.





TACKLING & FALLING

There may be situations where you find yourself at a higher elevation and you would like to tackle an enemy below you. You may leap down from an elevation of at least 3 inches, and if you land on top of, or in the personal space of an enemy model, you will have a +1 Strength bonus for your next melee attack against them.

Falling a distance of 4 inches or more can hurt you. The total distance in inches is the target number you need to beat to avoid damage using a Speed roll. You only need one successful D6. If you fail the roll, your model will lose 1 point of Health. Any distance over 6 inches will automatically fail and the model will lose 1 Health for each inch over 6. For example, if the model fell off of a huge building that is 11 inches tall, it would lose 5 Health, and in most cases would instantly be placed out of action where he landed.



FLYING

If the model has wings or a special power, it may be able to fly, ignoring obstacles in its path. A flying model may end its movement at any height such as very high rooftops or cliffs, even if it normally wouldn't be able to move high enough with a ladder or stairs alone.

When measuring your movement distance, flying models will only need to measure across the board, not up or down. For example, if your model begins on the ground, and lands on top of a six inch high building that is four inches away, your movement distance will be four inches, not six. Additionally, models that can fly will never be injured from tackling or falling.

When it comes to combat, think of flying as something more like a very big jump. When attacking or being attacked, consider your model to be standing on the ground at the time of the attack.

ATTACKING

Fighting is the heart and soul of the game. You and your opponent are playing rival gangs and both want to wipe each other out. As your characters may make as many attack actions as they have Stamina available, you will have to decide and balance how many attacks and other actions you want your character to make when activated. Plan your activations carefully!

CHOOSING WEAPONS

Characters (also referred to as “models”) in your gang may be equipped with multiple types of weapons, and if this is the case, you must decide which weapon you are using in your Upkeep phase, before you make your first action and/or roll any dice to attack. Your character must use this weapon for his entire Activation, unless you use a Change Equipment action.

TYPE OF ATTACK

First, determine if you will be making a melee or ranged attack. If an enemy model is within your Personal Space, you are automatically considered to be fighting in melee combat and you must defeat them before you will be allowed to make any ranged attack, unless your character has some sort of special ability to allow it, or you are able to perform a special Break Away action. Any enemy outside of your Personal Space will be a valid ranged combat target.

HOW MANY HANDS?

A model may attack with either one 2-handed weapon or ability (such as a rifle or a sledge hammer), or two 1-handed weapons or abilities (such as a pistol or bowie knife). Using two 1-handed weapons or abilities will grant a +1D6 to hit bonus to your attacks, while 2-handed weapons usually have a higher strength or other bonus.

ROLLING “TO HIT”

In order to make an attack, you will roll an amount of dice equal to the activated character’s Ranged or Melee Combat attribute. You may also need to take into account any modifiers you may have from special equipment, abilities, skills or terrain.

Under normal conditions, your base number to hit will be 4. Add or subtract any modifiers that came into play and this will be your “to hit” Target Number.

When you roll your dice to hit, keep track of every D6 that met or exceeded the Target Number. Your opponent will need to know how many successful dice you have when he attempts to defend himself.

Your model may attack any enemy model that he is facing and within his line of sight and weapon range. You may measure the distance to any target you are able to see at any time, and attack whichever valid target you wish as long as it is visible and within your weapon’s range.

There are several ways to modify a Target Number, but no matter how many modifiers might apply, the maximum amount for any Target Number will be 6.

COMMON MODIFIERS

- If a target was running in its last activation, add +1 to target number for ranged attacks.
- If you are outnumbered in melee combat (having more than one enemy in your personal space), add +1 to target number for your melee attacks.
- If you have another friendly model in your target's personal space when you are fighting them in melee combat, add +1D6 when rolling to hit.
- If a target is at long range (up to twice the weapon's listed range), add +1 to target number.
- If a ranged target has any other models (friend or foe) within its personal space, add +1 to your to hit target number as it will be a little more difficult to hit your intended target.
- If the Strength of an attack gets modified to be 7 or higher, the target will suffer a -1 Defense penalty.

Note that there are no modifiers for being in cover and fighting in melee combat. If you are close enough to touch someone, they can't hide from your attacks.

FIST FIGHTS

Melee weapons often add a strength bonus to your attack, but models do not need melee weapons to attack. Any model may make a basic unarmed attack using their natural Strength, fighting with just their fists, feet, claws or teeth in melee combat. Even though they may have two fists, this basic attack will not get a bonus D6 to hit like you would receive from two 1-handed weapons, unless your character has a skill or ability to allow it.

LEAVING MELEE COMBAT

You may move a model away from melee combat by performing a special Break Away action. If you do, all enemy models in your Personal Space will get one free melee attack against you, unless your model has the *Hit & Run* skill. Your opponent will roll each attack he is able to make. If your model survives when all attacks are finished, you will then be allowed to move away as normal, and perform any other actions you are able to.

LINE OF SIGHT

If you want to make a ranged attack, your model has to be able to see his target. Form an imaginary line from your model's head to his target, with nothing blocking it completely. If your target only has the tip of a gun or top of his hat sticking out, that isn't good enough. Your attacking model should be able to see about half of the target model, at the very least. Sometimes you will need to bend down, eye level to the board, and get a "model's eye view" of the game to see if they can hit their target. For examples of line of sight and how terrain effects it, see the Terrain Examples on page 36.

BLOCKING

Enemy models of equal or greater size may block line of sight to models directly behind them. For example, a Large model such as the Jersey Devil will block any standard sized model behind him. However, a standard model would only be able to block other standard models.

This rule only applies to enemy models, you may see and shoot through your own gang. Imagine that they will quickly step aside or duck out of the way as you line up your shot.

DEFENSE

Models always get a chance to survive an attack, sometimes called a save or saving throw. When hit, roll an amount of dice equal to your model's Defense Attribute.

The Target Number you will need to reach will be the Strength of your attacker's weapon, or the attacking model's Strength Attribute in the case of melee attacks. Take into account any modifiers for weapons that may add more Strength to the attack. When you roll your Defense dice, you will need to meet or exceed the total strength of the attack.

In addition to beating the Strength of the attack, you must also roll enough successful saves to meet or exceed the amount of successful dice in the

attacking to hit roll. If you do not or cannot roll enough saves, you will lose 1 point of health for the remainder of the game.

If a model's Health reaches zero, it is considered "out of action". Lay the model on its side. It is effectively no longer in play, but should remain where it fell for actions that may affect it, or if another model has the ability to revive them.

In some rare cases, both the attacker and the defender may have skills or abilities that force defense dice to be rerolled. If this is the case, the attacker's reroll will happen first, and the defender may then reroll any dice he is able to after that.

HIDING

Blackwater Gulch is a small town with way too many people. Buildings are tightly-packed, roads are small and junk is everywhere. We suggest having a lot of terrain on your board to make the game interesting, and to give your models plenty of places to hide from incoming bullets.

If your model has a terrain piece in his personal space, he may use a Hide action to receive a cover bonus of +1 Defense for anyone that hides behind terrain. Your model will receive this bonus for any ranged attack that must cross over the terrain piece to hit you. If an enemy is behind your model with clear and wide open line of sight, your model will not receive the cover bonus. The terrain piece must be in your Personal Space and between you and your attacker. This cover bonus only applies to ranged attacks, melee attacks do not receive a cover bonus.

As Blackwater Gulch is a 3-Dimensional game, elevations may also come into play when hiding. You may hide as normal from any attack on your same level, or up to 3 inches above or below you. An enemy firing from 3 inches or above will be able to see over your obstacle, unless the terrain piece you are hiding behind also happens to be taller than 3 inches. However, you may hide from an enemy firing from 3 or more inches below you, as you can use the edge of a rooftop or cliff to duck out of sight.

If you attack while hidden, you will automatically be visible again. However, some ranged weapons like bows are silent, and shooting with a silent weapon will not make you visible again.

Lastly, you cannot hide in Area Terrain, as being inside always grants of cover bonus for ranged attacks.

MINION TEAMS

Though they can act on their own, Minions usually need some help from others to take down stronger foes, and usually band together in a small group or “team” of other minions. Each minion in the team must be the same type, with the same attributes and skills. For example, a Chupacabra can fight alone, or he form a team of two or more and all of them will fight together as one.

Each model in the team must be within two inches of each other to be able to fight together. When you activate the team, you will move each model at the same time, the same distance, and they all must make the same type of attack (melee or ranged) against the same target.

Since they are acting as a team, they will only be able to attack one target. When rolling to hit, select the minion in the team who is initiating the attack

(usually the closest), and each additional minion in the team who is in range of the target will grant a +1 D6 to hit bonus. As your minions all need to be in range of the target, this also means they all must be in the target’s Personal Space for a melee attack unless they happen to be armed with long reach weapons.

Additionally, each model contributing to the attack will grant a +1 Strength bonus beyond the first. For example, a Chupacabra has a strength of 3, but if a team of three Chupacabras are attacking the same target, the total strength of the attack will be 5.

When attacking Minion Teams, they are treated like individual models. Each model in the team will have to be taken out of action separately just like any other model in the gang.



TERRAIN & COVER

Terrain is what we call trees or buildings or any other objects you will use to decorate your game board to make it look more realistic. Gangfights should have a lot of terrain, so your gang members have things to hide behind or climb onto. Terrain is split into two types: Area Terrain and Obstacles. All terrain features will provide cover and models utilizing them will receive a +1 Defense bonus against ranged attacks.

AREA TERRAIN

Area Terrain is any kind of terrain that would normally be difficult to move through such as, a wooded area, small pond or stream, the inside of a house or an area of rocky ground. This is especially true in the middle of a fight.

To define a section of the board as Area Terrain, simply place terrain pieces inside a small area. A good way to show the area is to use a shaped base to show its borders, which can be made from colored cloth, cardboard, or thin sheets of wood that you can cut into any shape you wish. Place your trees or other items on top of the base so it looks nice and so both players know what it is.

Any model within Area Terrain will receive a Defense bonus even if the attacker is also in Area Terrain as well. This is to represent general clutter and objects your characters may duck behind in the heat of battle. Area Terrain blocks line of sight to models behind it, thus you may not make ranged attacks against targets that are behind Area

Terrain. Even if it looks like you should be able to see through a few bushes or a rocky area, imagine they are too tall or overgrown to see through. In short, you may shoot *into* Area Terrain, but not *through* it.

Models may move through area terrain, but it may slow them down, and they cannot run. When traveling through area terrain, your character will have a -1 Speed penalty. For example, if your Speed is 4, you will only be able to move 3 inches in Area Terrain.

If you are starting a movement action in an open area and finishing in Area Terrain, you may finish your current move action as normal. Your next movement action will have the -1 Speed penalty.

Lastly, you cannot run in Area Terrain, thus you may only make two move actions per activation unless you have the Ranger skill or a similar special ability.



BUILDINGS

Building interiors are a special kind of Area Terrain. All models within buildings are considered to be in cover for ranged attacks coming from the outside of the building, even if an attacker has a clear view to the model (for example, the model is inside, but visible through an open door or window). The Area Terrain movement penalties listed on the previous page still apply while inside buildings, to represent your model having to move around furniture and other clutter that could be inside.



OBSTACLES

There are many small obstacles that your models can hide behind for cover from ranged attacks. These could be large rocks, hedges, fences, crates, barrels or large pieces of furniture.

A model standing behind an obstacle may perform a Hide action, granting it a cover bonus of +1 Defense for any ranged attacks that will cross over the obstacle. In order to claim this bonus, part of the obstacle itself must be within your model's Personal Space, like in the photo below.

If you would like to climb over an obstacle such as a wall or fence while moving, your movement distance will be lowered by 1 inch as you hop over it. Some obstacles may be especially large, like a cart or big pile of crates. If an obstacle is more than 1 inch across, you may climb on top and walk across it. If an obstacle is taller than 1.5 inches, a standard sized model cannot climb over it. A large model may climb over obstacles up to 2 inches tall.



TERRAIN EXAMPLES



This is a great example of a typical 3 foot by 3 foot game board. This board is set up on top of a folding card table with a gaming mat. Many buildings are used to create cover and obstacles, providing places for your gangs to fight over. Alternatively, you could use less buildings, but more Area Terrain with wooded areas, cactus patches, rocky regions, junk piles and more.



Some terrain, like tall fences, can totally obscure a small model like a Chupacabra. Janey Bower can't see it, but Colin Buchanan has a clean shot from his vantage point on top of the building. Sometimes you may need to bend over and get a "model's eye view" of the action to see if you have a valid target.



Though you can hide inside of buildings for an Area Terrain Defense Bonus, keep in mind that if you can see out, you enemies can see you!



Tall fences and similar obstacles don't always block everything. Sheriff Dawson can see all three of these enemy models. The Chupacabra is visible through the fence gate, Nandi is visible through a big hole, and the Jersey Devil is so tall he towers above the high fence.

MORALE

Sometimes you could be so outnumbered or the casualties could be so vast that your gang knows it's time to retreat. When this happens, you may need to make a Morale roll.

At the beginning of a model's activation, if your gang is outnumbered **and** at least half of your gang is out of action, you will need to make a morale roll. At the very beginning of a model's Upkeep phase of each of your models' activations, the model will need to make an Intellect roll to see if it can stay in the fight. Your model needs just one successful D6 to pass his morale test and fight on. If he passes his Morale test, he may continue his activation like normal.

Your base target number is a 4. If your gang is outnumbered 2 to 1, your target number is a 5. If you are outnumbered 3 to 1 or worse, your target number is a 6.

If the roll fails, the model will retreat and will make a normal move action toward the closest board edge for his very first action. The model must make at least one move action, and may move more times if you prefer. He must move in the most direct route possible, though he may go around Area Terrain or Obstacles, and climb up or down stairs and ladders (instead of jumping) if necessary. After moving, you may face the model in any direction and perform any ranged attack any other actions you wish, but any move action made during the activation will have to be away from the enemy and toward the board edge. If a model runs completely off the board, they are considered a casualty, and unlike being out of action, they cannot be revived in any way.

A fleeing model may shoot at any target that is visible after his first move, but it will not voluntarily enter melee combat and must end its movement more than one inch away from enemy models. Models locked in melee must first make a Break Away action to leave the fight as defined on page 31.

You will have to make a Morale roll for each of your models in their Upkeep phases until you are no longer outnumbered. As you were making a "fighting retreat" you may have been able to inflict enough casualties on the other gang that you've turned the tide, and the other gang could be the ones retreating now.

Example: You and your opponent are both playing small 5-man gangs. You managed to take down one of his models, but he has taken down three of yours. As your next activation begins, you see that you now have lost more than half of your gang, and are now outnumbered 2 to 1, so your models will roll for morale on their activations. The model you are activating happens to have an Intellect of 2. You roll 2D6 with a target number of 5, but you roll 1 and a 3. The roll fails and your model immediately falls back toward the closest board edge.



HOW TO WIN

In any Gangfight, the simplest and most straight forward way to win is just by wiping out the other gang. You and your opponent may decide to simply fight to the death, but for an added challenge, we suggest you give your games a turn limit and place objectives on the board for your gangs to fight over.

TURN LIMITS

Gangfights should last for 6 full Game Turns. For most games, this is more than enough time to wipe out or severely cripple your enemies. You can imagine this turn limit being enforced by the law coming to break up your fight, or the sun rising high enough to chase the foulest creatures away.

Once the 6th Game Turn comes to an end, the surviving members of each gang will retreat and prepare for their next chance for revenge. Some battles may end up being closer than they appear, depending on how many kills you got and how tough those fallen enemies were.

VICTORY POINTS

Each member of your gang is worth a special number of points, depending upon their level. This is how many points your opponent is awarded if the game ends with them out of action.

Minions are worth 1 point each, Henchmen are worth 2 points, Heroes are worth 3 points, and your Gang Leader is worth 5 points.

Additionally, Large models are worth +1 point, Massive models are worth +2 points and Giant models are worth +3.

Loot Cards found during the Gangfight are worth an amount of Victory Points equal to half of the item's level, rounded up. Lastly, each objective your characters have captured will be worth 2 Victory Points.

After your Gangfight ends, simply add up your Victory Points and whoever has the highest score wins the game! As mentioned previously, you will win automatically if you are able to wipe out the entire enemy gang.

SO, NOW WHAT?

This is the end of the core rules. On the next few pages you will find special rules mostly defining how different types of weapons are used, followed by chapters featuring characters from the four factions. After that, starting on page 68, you will find complete rules for creating your own unique characters and whole gangs from scratch.

Want some more? We have a growing collection of supplemental material that you can find on our website at SkirmishGames.com!

SPECIAL RULES

What follows below are special rules pertaining to the wide variety of equipment your characters are able to use, and rules for special situations that may arise.

1-HANDED WEAPONS

As the name would suggest, these are weapons you can hold in one hand. These could include pistols, knives, clubs or tomahawks.

If your character attacks with two 1-handed weapons, he will get to roll +1D6 to hit. Both weapons must be the same type (ranged or melee), but they do not have to be identical. You will always use the strength and range of your least effective weapon if they are not identical. The additional weapon will give you 1 extra D6 to roll, and you may only claim any special bonuses from your primary weapon in the case of enhanced or mystical items. If both weapons have different effects, such as wielding a Holy Bowie Knife in one hand and a Vorpall Bowie Knife in the other, you must select which one you are using as your primary weapon.

If you are using two different pistols, your target must at be in range for **both** of them in order to claim your extra D6 to hit. Also, if your target is considered long range for one pistol, then it will be a long range target for both. Alternatively, if your secondary pistol is not good enough, you may decide not to claim your bonus D6, and shoot the better pistol by itself.

2-HANDED WEAPONS

These are larger weapons that require two hands to wield properly, such as a rifle, shotgun, bow, sledge hammer or Miner's Pick. You may only fight with one 2-handed weapon at a time, but these are usually much more powerful than 1-handed weapons.

AOE (AREA OF EFFECT)

These are usually explosives or special weapons that can spray bullets over a wide area. AOE weapons can be powerful, and quite useful, but also dangerous.

To use one of these weapons, first you must roll to hit as normal, and keep track of every successful D6. Not only will this be used for your opponent's Defense roll, but the successful dice will also represent how many inches your AOE radius will be. Any model (friend or foe!) within this radius will also be hit and will have to defend themselves.

For example, if you rolled a lot of dice and got 3 successful hits, then every model within 3 inches of the original target will also be hit. They will have to make a Defense roll with the Strength of the weapon for their Target Number, and must have at least 3 successful dice.

ARMOR

Armor is extremely rare in Blackwater Gulch. With firearms so common, there is little most armor can do to stop a bullet. However, some rare characters may have armor equipped and listed on their Character Cards. Armor will grant a bonus to the character's Health, which will already be listed in the character's attributes and the card's Life Meter.

ARTILLERY

Artillery is what we call an extra-large weapon in the game. Often a large machine of some sort, this weapon will be too heavy for a normal man to effectively move and fire in the heat of battle, thus an artillery piece cannot be moved during a game, even if it has wheels, but the model firing it may use an action to turn it in any direction.

An Artillery piece is considered an obstacle as well as a normal model. If a model is behind Artillery, he may be considered to be in cover depending on line of sight, just as if he were hiding behind a huge rock, a fence or some other terrain piece.

Artillery weapons are fired by choosing a member of your gang to fire it on his activation instead of using his normal weapon. To fire the artillery piece, a member of your gang must stand in the Artillery model's rear arc, and the Artillery model must be in the shooter's Personal Space. An artillery piece may only be used by one model per Game Turn.

Artillery is added to your gang similar to adding a new character, and its cost will be added to your Gang's Fame level. When you set up your men at the start of your game, you may place artillery anywhere on the board besides your enemy's starting zone, just make sure your enemies don't get to it and use it first!

AUTOMATIC

These are quick-firing ranged weapons that allow a talented shooter to fire several bullets in quick succession, granting your model +1D6 when rolling to hit.

BINDING

These weapons are designed to tie down your enemies and prevent them from getting away. Roll to hit as normal, and if the target fails his save, but is not taken out of action, he will be stuck and unable to perform a Move action until freed.

A bound model may use an action to free itself by making a Strength roll, using the binding weapon's strength as the Target Number. You only need 1 successful D6 to free yourself.

BOW

The classic ranged weapon favored by hunters and rangers alike. In most Gangfights, bows will have no special skills and work like any other 2-handed ranged weapon, however bows will be considered silent weapons for special scenarios where that may be required.

CONCEALED

Concealed weapons are small items that are easily hidden, usually drawn quickly with the element of surprise on your side. The first time a Concealed weapon is used, it may be used as a bonus attack at the end of an character's activation for a surprise attack. After that, it may be used as a normal weapon.

CONSUMABLE

These are items that are used once, and then discarded, such as a Bottle of Booze and Snake Oil, or special ammunition like Silver Bullets. Unlike other equipment, Consumable items usually are not listed on Character Cards. Instead, these items may be added to your gang and assigned to characters prior to the game.

SPECIAL RULES

DOT (DAMAGE OVER TIME)

This is a weapon or effect that can hurt a character continuously each Game Turn, such as fire or poison.

If a target is wounded by a weapon with a DOT effect, he will have to make a new Defense roll at the very beginning of each of his Upkeep phases until the effect has run its course. If he fails this Defense roll, he will lose one point of Health.

When a character is wounded by a DOT effect the first time, the attacker will add up the amount of successful dice when rolling to hit and the target must defend against that amount of hits like normal. When a target is wounded by a DOT weapon, you should place a token corresponding to its damage type next to the model or on top of his Character Card, or use some other kind of marker to keep track such as a coin or glass bead. The types of damage are Disease, Fire and Poison. If a model is wounded more than once, he will receive another token.

At the beginning of the injured model's next Upkeep phase, even before a Morale roll, he may make a Defense roll to try and resist and cancel the effect. The base target number will be 4. For each damage token a model has, the Target Number will increase by 1, to a maximum of 6. A model may have an unlimited amount of tokens, but 6 is the highest the Target Number will be.

If the model passes his Defense roll, he may remove 1 token of his choice. There are some items that may cancel some DOT effects, and fire can always be put out by moving into water terrain. If the model has any DOT tokens remaining at the end of his activation, he will lose 1 point of health.

HEALING & REVIVING

Some consumable items or special abilities may allow you to heal lost Health for yourself or others. Healing may only replenish lost Health, you can never heal beyond your initial Health value.

Additionally, some skills or items like *Smellin' Salts* allow you to revive models that are out of action. In order to revive a model, the healer must have the fallen model in his personal space, and use the item or skill for an action. The healer will make an Intellect roll, using the fallen model's Stamina as the Target Number, however in this case you must roll at or **below** their Stamina level to revive them. Also in this case, rolling a 1 will not be an automatic failure. If successful, the model will stand back up with 1 point Health.

LONG REACH WEAPONS

Spears and similarly long weapons are able to reach enemies that are farther away than your average bowie knife or tomahawk. Long Reach weapons may attack enemies up to two inches away, however your Personal Space will still be just one inch.

PISTOL

A pistol is a 1-handed ranged weapon, thus if you equip two you will be able to roll +1D6 to attack; however, your target must be within range for both of your weapons.

RIFLE

Rifles are two-handed ranged weapons, very common in Gangfights. They tend to hit harder and have better range than pistols.

SHOTGUN

A short ranged, 2-handed gun meant to blast whoever gets too close. Their shells are full of buckshot or other small pellets of some sort, granting +1 Strength when fired at normal range, but no bonus for long range targets.

SLOW

Slow weapons may only attack once and then must be reloaded, such as a Pocket Pistol. These weapons may only be used once per activation, unless a further action is spent to reload it. Remember, all weapons are reloaded automatically in your model's Upkeep phase, so if you plan your activation properly you may not need to use up extra actions to reload.

SNIPER

These are 2-handed, long range rifles meant to take out targets at a great distance. Extra long barrels and steady hands give these rifles the ability to reroll 1 missed D6 when you roll to hit.

SPECIAL DAMAGE TYPES

Certain weapons or abilities can harm members of different races more than others. The following damage types will grant a +1 strength bonus against the race they effect.

Holy weapons grant +1 Strength against Undead or Demons. Silver weapons give +1 Strength against Skinwalkers. Vorpai weapons deal +1 Strength against Mortals.

SUPER STRENGTH

There could be occasions where the Strength of an attack gets modified to be higher than 6. If this happens, any target hit by an attack with a Strength of 7 or more will suffer a -1 Defense penalty for this attack.

THROWN

Thrown weapons are 1-Handed ranged weapons, but many special abilities may also use throwing to determine their range. Unless otherwise specified, the range of a thrown weapon will usually be listed as M, meaning it will be equal to your model's Strength. Like other ranged weapons, you may double this distance for a Long Range attack.

Thrown weapons may only be used once per game, however some special skills will allow you to carry more. Thus, Thrown weapons are considered Consumable items and can be added to your characters before the game begins as long as your Fame limit will allow.

UNIQUE

These weapons are rare, one of a kind items granting special abilities. Members of your gang may equip a wide variety of unique items, but there can never be duplicates of the same unique items equipped.

WEIGHTLESS

Some items are very small and easy enough to carry in a small pack. These could be books, trinkets, jewelry or special ammunition. Items listed as Weightless will not take up a point of strength to equip.



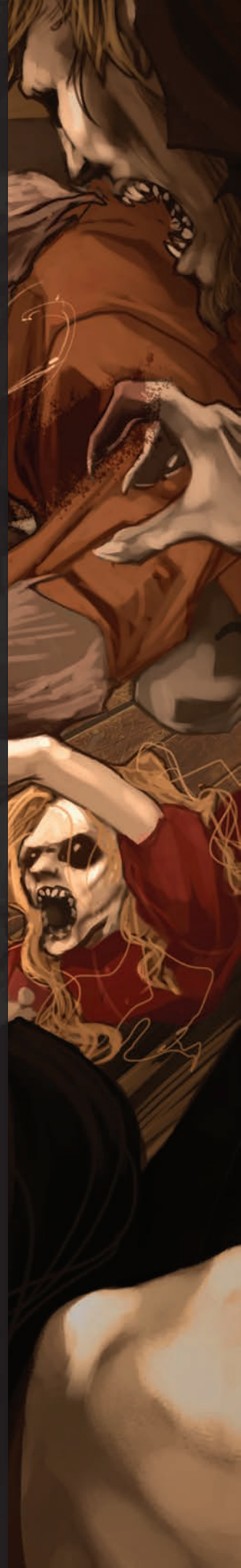


LAWMEN

Some say Blackwater Gulch is a lawless place, but these posses and gangs of upstanding individuals and defenders of the weak are out to prove them wrong. Lawmen are always ready to dispense justice in the name of the more civilized people in town, keeping townsfolk safe from thieves, ruffians, bandits, savage beasts and vile monstrosities.

TOWN DEFENDERS

All Lawmen characters receive a +1D6 to hit when making ranged attacks while inside buildings.



THE DOCKSIDE DRIFTERS

"Have you heard the name Doherty Wells? No? No mind. What ails you?" - Dr. Bat Nut Belfree



Clouded in mystery, Dr. Thomas Belfree arrived in Blackwater Gulch on the midnight wagon. With but one bag which he kept clutched to his chest, the gaunt doctors first call was The Golden Coin. His voice a bare whisper, he ordered a drink and took seat at the back of the saloon, back to the wall and the bag still clutched tight.

But he wasn't alone. As the night wore on, several more mysterious figures joined his table, mercenaries and bounty hunters all. Whispered conversation stretched into the early dawn and when they rose from the shot-glass strewn table, the Dockside Drifters were born.

Claiming a patch of marshland beside the river, the Dr and his men quickly built and established the Rusty Oar Hotel and Saloon; a rival for the Golden Coin in all ways but one – the Doc didn't hold with painted ladies. In truth, the Rusty Oar became a beacon for those seeking to flee the life of the courtesan. Such is their vision, they have become a force against the evil of the Clancy gang, while at the same time building a thriving business around the docklands.

And still Dr. Belfree continues to search for his family stolen by a ruthless individual; stolen for reasons known only to the tortured doctor. All he knew, was that they had headed for Blackwater Gulch.

THE UNSUNG

"Yes little child, there are monsters in this world. And they're afraid of me!" - J. W. Clarkson



It was while working on laying the railtrack that runs into Blackwater Gulch that J. W. Clarkson first learned about the monstrous creatures of the night. Having finished for the day, John Williams Clarkson and the rest of his engineering gang returned to their camp for that night's meal and a well earned bottle or two of Bower moonshine.

Fed and rested, they turned in, each drifting off to sleep tired from the day's labours; all except Clarkson and his foreman Colin Buchanan. Unease filled each man and silently they gathered their weapons; Clarkson took his axe, used for clearing down trees, while Buchanan brought his railroad hammer. No sooner had they stepped from the light of the dying fire into the shadows, the creatures attacked.

Huge, monstrous beasts fell on the sleeping railroad workers, ripping at flesh with razor-like claws; tearing at bone with giant teeth. It happened in seconds, but time slowed for Clarkson that he saw every detail, committing to memory the monsters that massacred his men. Buchanan started to step forward, desperate to help those he had once called friend, but Clarkson held him back, knowing only too well that to try to fight these beasts on their terms was certain death.

Instead, they waited for the creatures to finish feasting, then tracked them for three days back to their lair, and while the creatures slept, the two men slaughtered them with axe and hammer. They stepped out of the cave, covered in blood and so began their new careers as monster hunters.

To their side came Ruthie Mae, daughter of the preacher at Blackwater Chapel, intrigued by these two men who stumbled into the small church one night, seeking the water from the font. She joined them in an instant, keen to learn what they knew of these beasts, having witnessed first hand their evil when they slaughtered her father. She travels with the Unsung, blessing their weapons against these evil creatures. Janey Bower, famous moonshiner and all round rogue, was discovered in the woods, half mad but intent on killing the demons that savaged her best customer. Her moonshining skills were turned to creating firewater, a deadly weapon that cleanses dens of beasts. Finally Van Dyke, a bounty hunter, caught up with Clarkson and his gang, intent on claiming the bounty put on the gang boss' head by the railroad company. It was their belief that Clarkson massacred the railroad workers, but within an hour of catching up to the Unsung, Van Dyke saw the true beast that wandered in the shadows, and signed on.

THE VIGILANCE COMMITTEE

"This here badge tells me I can pretty much do what I like. This badge, and this gun!" - Sheriff Dawson



There was only so much thievery, rustling and downright lawlessness that the Mayor could take. His every day started with at least two or three concerned citizens waiting for him at his office with tales of horse thieves, Clancy gang strongarming and being plucked clean of every last dollar down at the Golden Coin in yet another rigged poker game.

Finally enough was enough and Mayor Horndike put out a poster calling for a new committee to take post in the town, a committee whose sole purpose was to provide the protection its citizens so sorely needed. Answering that call was Rick Dawson, a bounty hunter known throughout the territories for his tough approach, and zero tolerance for those who chose to ignore the law.

THE WIDOWMAKERS

"They say till death do you part. I says it'll come lots sooner if you don't lay off the ladies." - Lady Nightshade



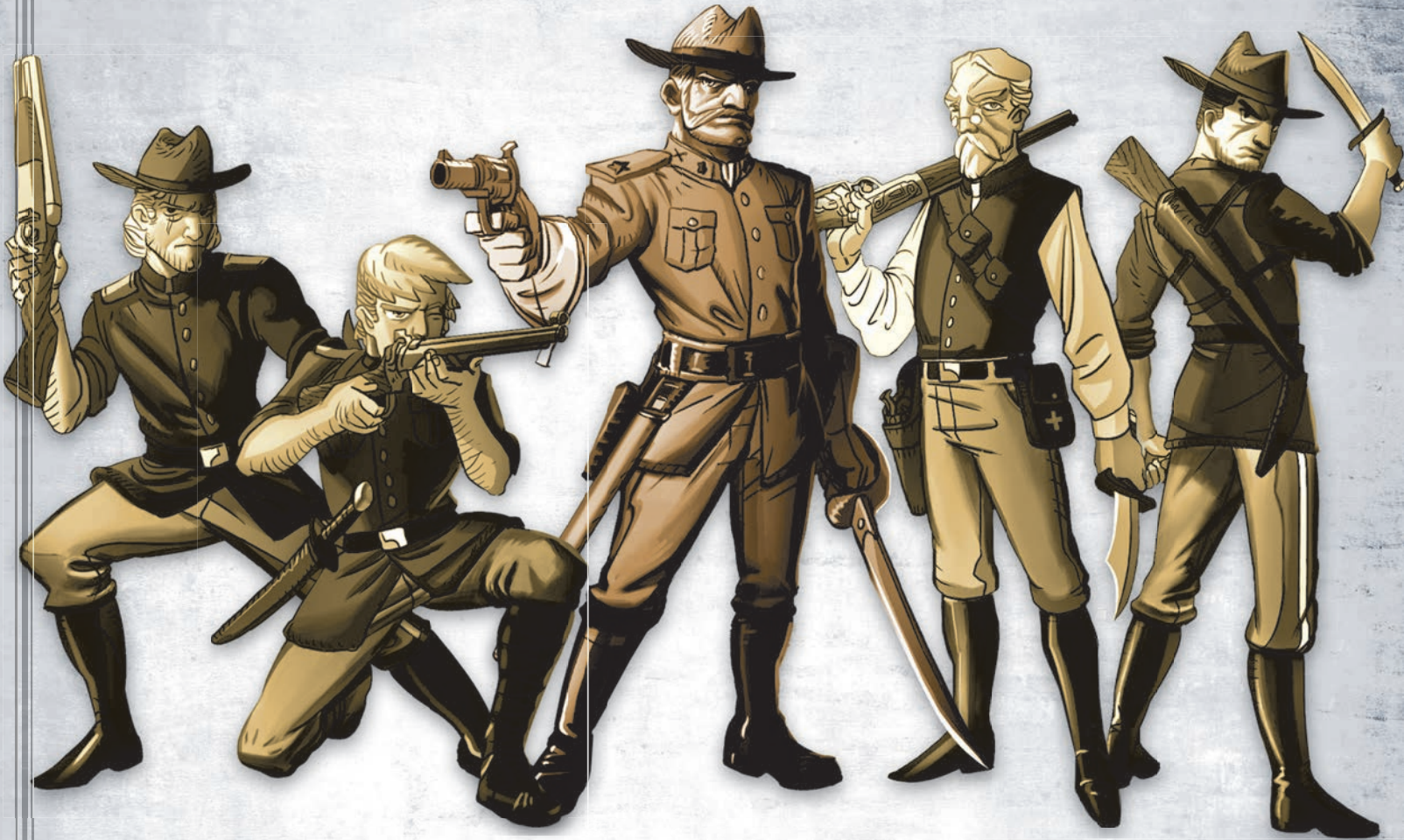
Tired of being the victim of gang violence and the scoundrels who prowl the streets late at night looking for fresh prey, the ladies of Blackwater Gulch took it upon themselves to form their own gang, though they didn't call it that – at first.

Accepting new members from all walks of life, not just the downtrodden and scared, but the high class ladies who wanted more from life than just being the attachment on some rough necks arm, the Widowmakers grew in number rapidly till eventually they needed a leader, someone who would steer their fortunes together.

That leader was Lady Nightshade, a bounty hunter who originally came to town to join the Vigilance Committee but found it too liberal in its form of punishment and accepting of crime against the women of the town. Her true name is forever a secret, her past just as fiercely protected, and woe-be-tide the man too far in his cups to ask her for her hand in marriage or any other proposal he may be foolish enough to request. Many a scuffle has broken out between the Widowmakers and the Vigilance Committee over a man's straying hands and eyes.

WILDE'S RANGERS

"My men are here to protect you all. The cost for your freedom is but a trifle of your gold." - Major Wilde



With the threat of a large scale attack hanging over the town, Major Horndike put out an appeal to the US governor for aid from the military. Luckily for the town (or maybe unluckily, as future events were to unfold) there was a small garrison still out at Camp Goldrock under the stern yet fair command of Major Wilde.

Within a few days they rode into town all resplendent in their fine uniforms, boots shined to a mirror's reflection, and weapons at the ready. At first they were a welcome, a breath of air and people started to walk the streets a little more sure of themselves, not as afraid as they had been. Crime fell and even the sporadic attacks of the lowlife element of Blackwater Gulch such as the Clancy Gang became more a rare occurrence than a daily happening.

But it was too good to last.

When the rumoured attack never came and didn't show any sign of actually having even been a credible threat, Major Wilde and his Rangers still rode in every week to accept their 'wage' for protecting the town. The one time the Mayor chose not to pay was the night the Golden Coin nearly burned to the ground.

Major Wilde and his Rangers, to this day, are thought to have engineered the whole thing, orchestrating the threat of attack just so they could get their hands on some of the new gold found in the Gulch. Yet no one, not even Sheriff Dawson would ever say that to their face.







OUTLAWS

Bent on living their own way and making their own rules, the Outlaw gangs turn town streets into war zones on a daily basis. Some want to steal whatever isn't tied down, others just don't take kindly to being told what to do with their lives. Many lie, cheat and steal, but not all are truly bad, they're just misunderstood.

DIRTY FIGHTERS

All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.

LOS BANDIDOS MEXICANOS

"You rode my people into the ground; now I'll ride you right into hell!" - El Jefe



When his people needed him, El Jefe answered the call. As fast with his guns as he is with his cards, the down-trodden labourer-turned-revolutionaire, El Jefe became a name synomonous with rebellion and uprising. But what caused this family man to turn to the way of the gun?

Blackwater Gulch, like so many frontier towns of the time, chose to hire in workers to do all the labour intensive jobs the townsfolk plain didn't want to do. If it involved breaking a sweat, getting dirty or muddied or worse; bloodied then "chuck it to a 'Can" became the motto. Many a shrewd businessman made a lot of money from the toil of the hardworking Mexican and when the job was through, they were thrown aside with little care or thought.

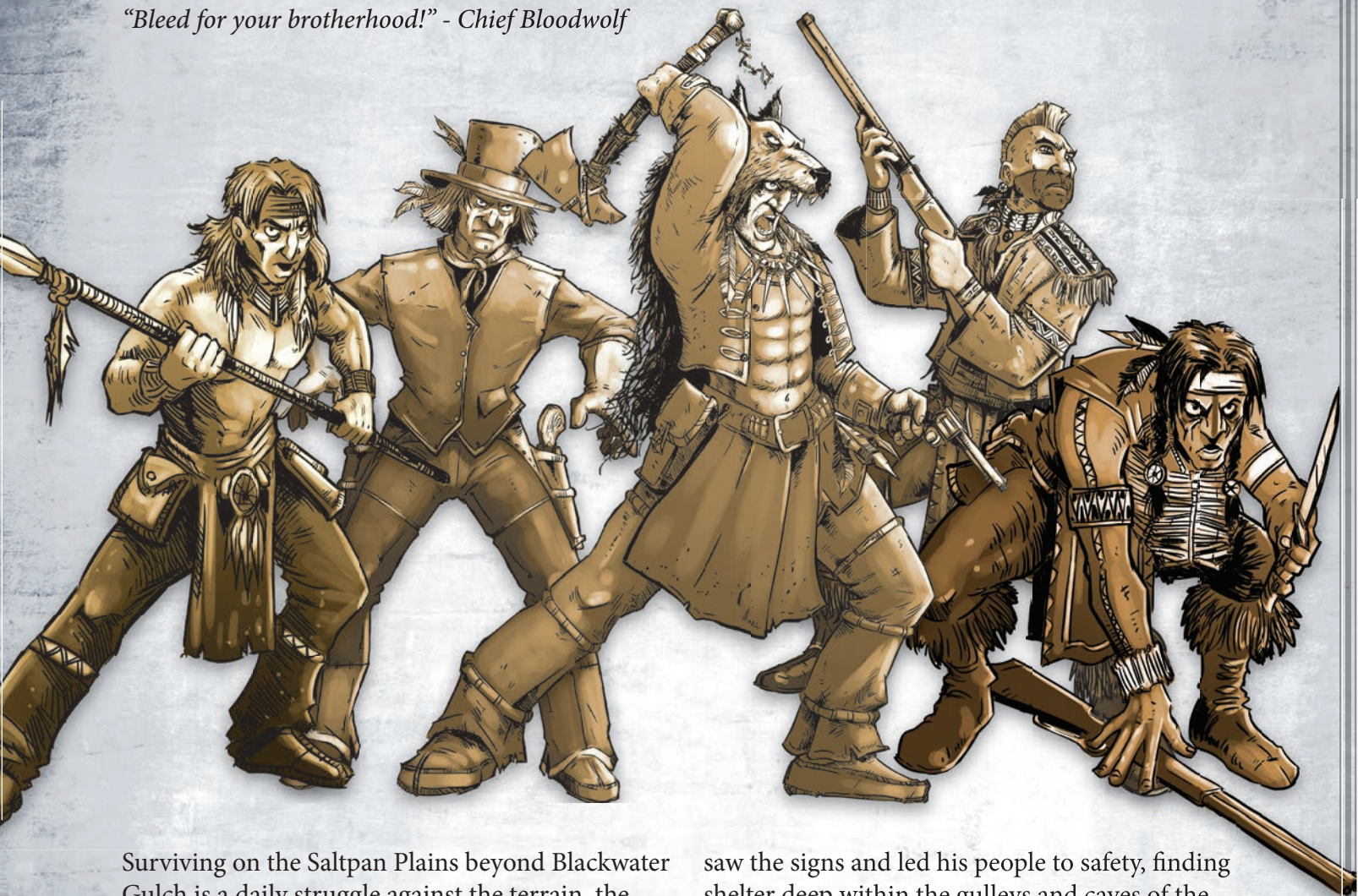
Many wandered off to other towns, seeking new jobs or opportunities while all too many fell by the wayside, turning on one another for the day's meal, or simply disappearing inside a bottle of cheap whiskey, bought by some un-nameable act.

Not El Jefe.

He saw his people struggle and with a burning vengeance in his heart took up arms against those he knew were responsible for his people's plight. Drawing to him his Bandidos Mexicanos, El Jefe, armed with his trusty pistols Disparo de Demonios, grew to become a name worth fearing throughout Blackwater Gulch and its surrounding territories.

THE BLOODWOLF TRIBE

"Bleed for your brotherhood!" - Chief Bloodwolf



Surviving on the Saltpan Plains beyond Blackwater Gulch is a daily struggle against the terrain, the elements and the ragged denizens that dwell there. Only the strongest survive upon the Plains dusty back, none more so than the Bloodwolf Tribe whose fierce leader, Chief Bloodwolf is testament to the resilience and tenacity of the Indian people.

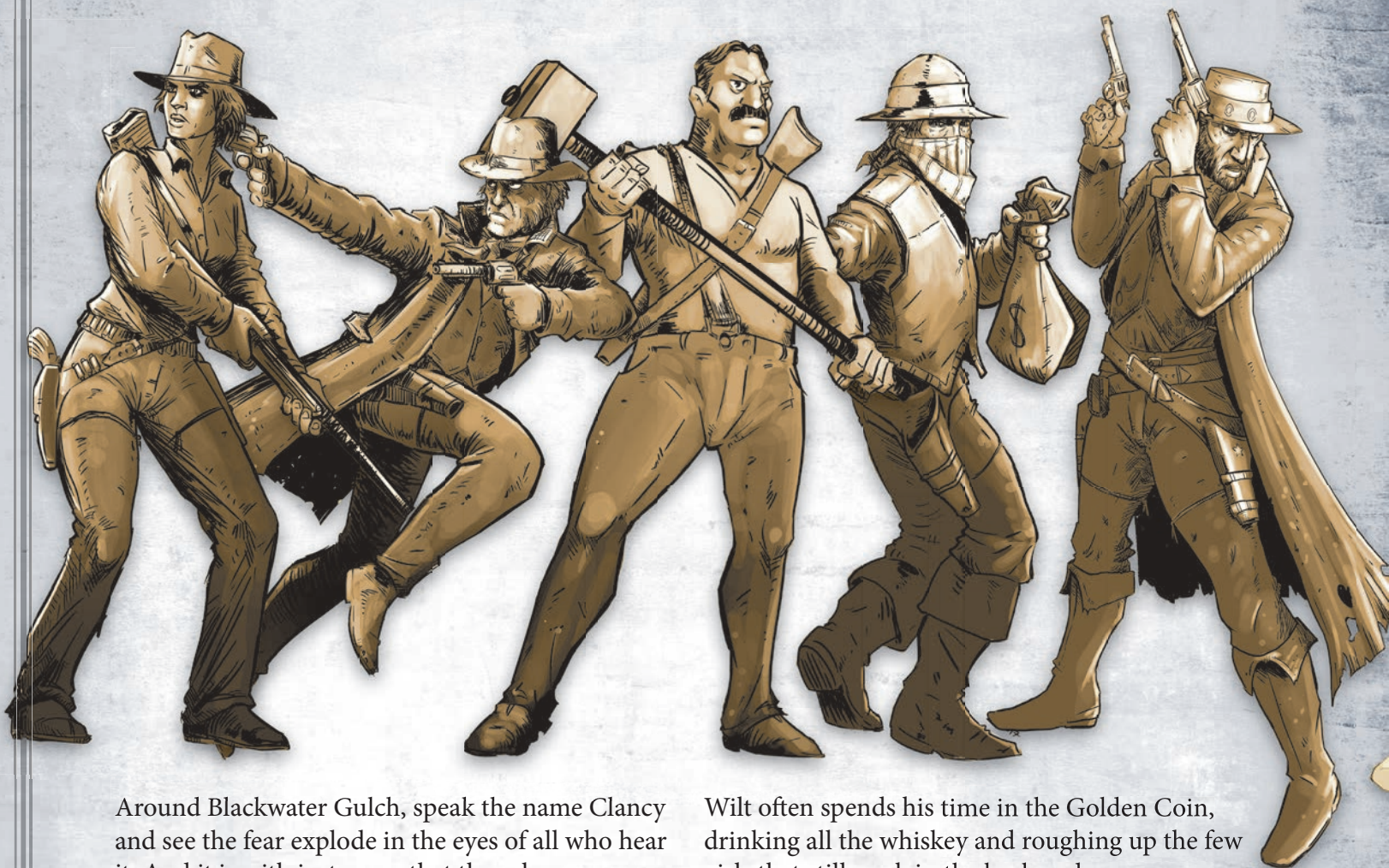
His face cracked and leathered by the harsh elements, Chief Bloodwolf leads his people with great pride and strength. He saw them through the Long White Death, a harsh bitter winter which killed many of the Gulch citizens. Yet the Chief

saw the signs and led his people to safety, finding shelter deep within the gulleys and caves of the Sharptooth mountains west of the Gulch.

Carrying the sacred Tomahawk Foreversharp, Chief Bloodwolf takes a select few into Blackwater Gulch every week for needed supplies, trading pelts, skins and intricate carvings for food, corn and ammo. Being a proud, secretive group, they barely speak on these supply runs with the townsfolk, leading to many strange nicknames being given these proud, noble folk by the uncultured citizens of Blackwater Gulch.

THE CLANCY GANG

"Pay up or fall down. Your choice. Either way I gets paid, so..." - Wilt Clancy



Around Blackwater Gulch, speak the name Clancy and see the fear explode in the eyes of all who hear it. And it is with just cause that they shy away, or hurry back down the street as soon as anyone brave enough or stupid enough dare speak about the Clancy family.

Ever since they came to the town they have all but owned it, through intimidation, racketeering and flat-out blatant thuggery and now under the stern leadership of the eldest of the Clancy clan, Wilt "deadeye" Clancy, they look set to start expanding their grip of terror into the surrounding territories.

Wilt often spends his time in the Golden Coin, drinking all the whiskey and roughing up the few girls that still work in the broken down rooms, while downstairs in the saloon his boys take what little money the patrons have either through games of shotgun-poker or jumping them in the alleys when they stagger out to wander home.

The Clancy gang and Wilt Clancy in particular, have been linked to numerous murders in the Blackwater Gulch area, murders that were sanctioned by the mysterious head of the family Claytus Clancy, and yet no one has been brought to stand trial, so far is the reach of Claytus that sheriff and judge alike fear what may happen should they start to look too closely into the affairs of the Clancy family.

THE SECRET FIST

"No coin? Bad for you." - Mr Foo



It was a monumental feat of engineering, a near impossible task of man taming land but finally the workers of the Blackwater Lines railroad finished the six year project that connected Blackwater Gulch to the surrounding cities. Millions of dollars had been pushed into the project, yet hardly any of that had reached the thousands of Asian workers and labourers that had toiled in the sweltering sun to lay track, dig gulleys and clear mountain paths. In fact as soon as the last track had been nailed in place, the workers were instantly laid off with part pay.

Some hung around town; most left. Of those who stayed, Mr Foo was the most entrepreneurial, taking a small pig farm in what would become

the Chinese quarter of the town, and turning it into a very profitable business. Selling the meat to local butchers as well as using the newly laid train system to sell to nearby towns and cities, Mr Foo created the Secret Fist Company.

Anything can be bought for a price and if you have the coin, Mr Foo has the will to make it happen. For those of Asian decent, the Secret Fist is the place to go when you hit town. For a price you will get work, shelter, food and protection. Mr Foo is big on protection. Many have found themselves woken from their last dream to find one of the Secret Fist standing over them, blade drawn across their throat for some slight given known or unknown.

THE TRANQUILITY CREW

"Aim to misbehave? Aim? I'm a sure-shot! Want me to show you?" - Captain Nathan Reinholdt



Blackwater River brings many a riverboat to the shores of Blackwater Gulch. Some are packed with travellers from the inner cities keen to see how frontiers-folk live; some are crammed with traders eager to sell on their goods while others are pure pleasure boats, carrying a variety of players of cards, dice and other gambling assortments.

Tranquility glided into the docks of Blackwater Gulch, her reputation arriving long before her three-decked, 200ft hull drifted around Wash Bend, a reputation of piracy and illegal stowage that had Sheriff Dawson and his Vigilance Committee waiting on the dockside as she glided into view.

Captained by the enigmatic Nathaniel Reinholt, the Tranquility is run with near military precision, a holdover from Captain Reinholt's military past, serving as a sergeant in the US Army. Having spent many years fighting for others, he now fights for himself as well as those who choose to serve under him. Loyal to a fault, fiercely independent and often prone to serious flights of fancy, the Captain is known throughout the Territories as a man who gets the job done, yet can be trusted to misbehave at the most inappropriate time.







BEASTS

The forests surrounding the town are home to countless tribes of savage Skinwalkers - transformed men who walk the land in the form of an animal. Unlike traditional lycanthropes of legend, these werebeasts are changed permanently and are unable to regain human form. They fight with pure rage and brutality, but rarely kill. Instead, they prefer to carry injured victims off to their lairs, forcing them to join their packs.

TOOTH & CLAW

When unarmed, Beasts are always considered to be fighting with two light 1-handed melee weapons, giving them a bonus of +1D6 to hit in melee combat, unless they are fighting with a 2-handed melee weapon instead.

THE WOLFPACK

"Moon mother commands. Mortals must pay! Feast now, my pups." - Croatoan



Stalking the outskirts of the Wormwood Forest, the Wolfpack hunts down any man foolish enough to enter their domain. This vicious pack of werewolves has been responsible for the destruction of many settlements over the last few centuries. The Pack's Alpha, Croatoan, is rumored to be personally responsible for the lost colony of Roanoke. Ancient though he may be, it is not wise to cross him or underestimate his prowess.

Croatoan has always sought to thwart the modern advances of Man, wishing to keep the land wild and free. Now, his sites are set on Blackwater Gulch. He carries a heavy Totem Staff into battle, and if he's not smashing skulls with it, his sharp claws and lunging strikes can catch almost anyone off guard.

Shunka & Warakin are 2 brothers among Croatoan's most trusted lieutenants. Kidnapped from the Ioway tribe nearly a century ago, they have since grown to fiercely loyal packmates. Their names loosely translate to "Carrying Off Dogs", and their name reflects the most widely used tactic in battle. Warakin, a quiet and calculating stalker, will creep upon their prey, sticking to the shadows, quickly eliminating lookouts and scouts. Shunka, the savage, barely able to contain his bloodlust will rush in when the word is given, taking the rest of the enemy by surprise and completely off guard.

Wildeye and Rugaroo bring much needed ranged support to the pack. Wildeye, with his bow at the ready, scouts ahead and reports enemy positions to the pack. Rugaroo, the pack's warden, often takes up defensive positions, ambushing foes that venture to far into the forest.

WORMWOOD WARDENS

"This forest is protected!" - Wampus



His name has since been long lost to legend. Human he once was but an attack on his homestead left him with serious wounds from which his people thought there was no recovery. Yet within a day he was on his feet, the long ragged claw and tooth marks in his flesh healed over, and a bounce and energy in his step that was more for someone twenty years his junior, rather than a man who has recently suffered terrible injury.

Folks grew wary of him, but it was on the night of the Full Moon Harvest Dance that wariness became fear. Out in the field cleared special for the nights festivities the families all gathered to dance, laugh and give praise for their harvest. Music played, food was eaten and all under the bright silver glow of the full moon. But when he stepped into that light a terrible transformation took place.

Gone was the man, his features twisted, his skin grown over by thick coarse fur. In his place was a large feral cat, yet one that walked on two legs. His intelligence remained, as did a small scrap of his humanity, but it was his new insatiable hunger that filled his desire. Roaring his defiance he leapt free from the circle of men that surrounded him, and ran off into the darkened shadows of the Wormwood Forest.

In that forest he found like-folk, some freshly turned like him and together they defended their forest from all who would strip it of its resources. Nandi would become the groups

healer and shaman, patching wounds and casting wards to protect the Wardens and their charges. Camazotz takes to the air on thin leathery wings, his bat-like appearance and prowess perfect for night time recces, or to carry word to those further in the depths of the Wormwood.

Snarlfang wears the trappings of an old prospector and carries a rifle whose deafening report gives fair warning to those who wander too far within the borders of the forest. For the Wardens are not to be feared unless you bring disharmony and destruction to the Wormwood. They are not like the other beasts and creatures that prowl and terrorise the citizens of Blackwater Gulch and its territories. However, Yakwahe's appearance may give pause to thought on that notion. This formidable werebear makes his presence known with a roar and growl so loud, even the thunder seems like a whisper against it. He walks with a limp, the result of an old injury that strangely never seems to fully heal. Yakwahe also disappears for several days at a time each month, returning only if needed by Wampus, called back by an incantation from Nandi.

Together, the Wormwood Wardens bring peace and harmony to their forest, protecting it and all who live within its leafy canopies from prospectors, stripminers and all those who would do harm. Yet this doesn't stop them from being hunted as demons, chased down as monsters and slaughtered like cattle.





CURSED

The Cursed faction is made up of restless undead and malevolent demons, filled with an insatiable hunger for human flesh. Possessed mortals, ravenous revenants and vampiric Wendigo fill their ranks. Awakened by crypt robbers and greedy prospectors who dug too far and too deep, these dark creatures now roam the countryside and raid settlements, dining on the lifeblood of any who cross their path.

CORRUPTION

The Cursed draw strength from the dark energies that permeate the area, allowing all Cursed characters to learn Powers without needing to possess the Witch or Brujah skill.

THE WICKED

"Sleep little child. Sleep and dream, so I may harvest your soul." - Miss Lavoe



Miss Lavoe is no longer fully human. In her quest for ultimate power, she unleashed the once-hidden force of demonkin, summoning a powerful entity into this world. But as is always the case with those that pursue such desires, lack of knowledge and understanding of the powers released led to her downfall.

The demonkin can't survive in their true form in our world and so need a vessel or host in which to live. There have been several demonkin who have breached the wall between this world and theirs, finding those with a darkness in their hearts that allows a doorway to be opened, however briefly. This is known as possession, wrongly believed to be of religious suffering. The demonkin which possessed Miss Lavoe gave her powers to call to her side similar creatures.

Her followers are all wicked evil creatures, their very visage a terrifying nightmare. Their names are things of legend and myth, storytales made real. Brought back from the dead, Charlie Graves is better known as a zombie; a corpse given life once more. And with that new life comes a new strength, one that cannot be matched by natural means.

Down from the Saltpan Plains, from the Wendigo tribe came a creature that feasts on heartblood. The Eater Of Hearts as he is known, is the vampyre emissary of his tribe, sent to join Lavoe and her quest for power and to see if she is worthy of the Wendigo's support. The power the demonkin has granted Miss Lavoe allows her to create many a foul beast to aid her in her dark deeds. Fester is one such creature: once a simple trader, he was tricked into eating human flesh by a sultry, disguised Miss Lavoe and now slinks by her side, transformed into a terrible Ghoul, always craving flesh and doing the dark bidding of his new mistress.

In total contrast is the creature known simply as the Rake. Quite where this slender hairless horror comes from remains unknown, as does its origins. Was this another creation of the witch Miss Lavoe or something more sinister? Its name has been whispered before, for many centuries by old time prospectors high on 'shine. Its name was found etched into the walls of goldmines, and found on a scrap of paper in the captains cabin of a deserted longshore boat that washed ashore bereft of all crew. Whatever its origins, the Rake's silent, snakelike movements are a terror to behold, its long arms ending in three wicked claws.



all attributes. You will then start increasing them

Stamina, Intellect, Melee and Ranged Combat, but

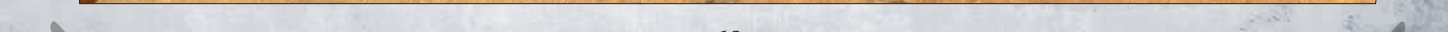
They have 12 points to spend raising their other

variev of skills or special equipment not available

close knit group of comrades. You may have an

regular townsfolk or small animals and pets. They

all minions in the group must have the same exact



3. CHOOSE RACE

There is a wide variety of races calling Blackwater Gulch home, some more rare than others. Each race receives a special bonus attribute point, and you can learn more about these races starting on the next page.

Note that your racial bonus is added after you've raised your attributes in the previous step, because your race may raise its favored attribute above your character's level maximum.

4. JOIN A FACTION

You must also select a faction for your characters to join, which may also be tied to the race you chose. Each character in the faction receives a bonus skill as detailed in each faction's chapter. You may choose from Lawmen (page 44), Outlaws (page 52), Beasts (page 60) or Cursed (page 64).

5. LEARN SOME SKILLS

A character may choose an amount of skills equal to their Intellect. Skills are listed starting on page 72. You may select any skills you want, but keep in mind some may have special racial restrictions.

6. GEAR UP

After your attributes and skills are all chosen, you can equip your characters with a variety of weapons and gear. You may only carry an amount of items up to your character's Strength amount. You don't have to use up every point of Strength, you just cannot go over it. We also suggest leaving space for at least one extra item in case you happen to find loot during your game that you might want to use.

You may select your equipment from the items starting on page 76. Alternatively, you may also equip any items found in our growing collection of Loot Cards, as long as you have the physical card for reference.

Minions may equip items up to level 2, Henchmen may pick items up to level 4, and Heroes may select items of any level. You will see all items have an XP value based upon its level, you must add this amount to your character's XP for each item when you equip them.

READY FOR ACTION!

After your equipment is chosen, give your new character a name, and he will be ready for battle!

WYSIWYG

This is a fairly important rule to follow when it comes to building your own characters. This stands for *What You See Is What You Get*. It means that when you are adding equipment to your characters, you should equip them with items that are visible on your model. For example, if you are using a model of a man just holding a pistol, you should not equip him with a rifle; or if your model is holding a bowie knife, he will not be fighting with a huge sledge hammer. Equipping your characters with what your model is using is the best way to avoid confusion and will help your opponent know what kind of force he is up against.

RACES

MORTALS

Men flock to Blackwater Gulch seeking fame and fortune, and these gangs of men rule the streets. In Blackwater Gulch, men form Gangs and turn the town streets into warzones on a daily basis. Some Gangs stick together for protection, others work together to kill and steal their way to glory. The Mortal faction consists of the men and women who make up these gangs.

Mortals gain +1 Intellect, representing Human ingenuity. Mortal characters may join the Lawmen or the Outlaw factions, and they may join the Beasts or Cursed if they possess the skills to allow it.



SKINWALKERS & ANIMALS

Vile creatures are stirring in the Wormwood Forest as packs of savage Skinwalkers go on the warpath. These were-creatures were once human, now corrupted and turned into a cruel mockery of man and animal. Though the Werewolf is the most common, Skinwalkers may take the form of almost any animal, possessing brute strength and animal instincts along with man's intellect and desires.

Skinwalkers and animals gain +1 Speed, to show their supreme agility and cunning. They make up the vast majority of the Beast faction, and they may join the Lawmen, Outlaws or Cursed if they possess the right skills.



UNDEAD & WENDIGO

Angered by prospectors and treasure hunters digging too deeply and disturbing their rest, the dead are rising with vengeance in their dusty hearts. From the vampiric Wendigo tribes to unholy Revenants and shambling zombies, the dead have all but taken over the Bad Lands outside town and do not take kindly to strangers.

Undead gain +1 strength for their unearthly and unrelenting power. They are usually only welcome among the Cursed, but some rare creatures may join other factions.

The Wendigo are a special type of undead, essentially vampires, they also gain the Bloodsucker Savage Attack. This special Wendigo ability comes at a cost of +3 XP.

DEMONS

Demonkin have no physical form, and when they first enter this plane of existence they may briefly exist as vapor or smoke. A Demon must possess a living host body, most commonly unwilling, but a willing host provides a bond so strong that the Demonic corruption is barely noticed. They strive on chaos and disorder, causing men to do unspeakable things and leaving destruction in their wake.

Demons gain +1 Stamina, which represents their unearthly power. Like Undead, they are usually only found among the Cursed, but some may be found infiltrating other factions if their skills will allow it.



SKILLS

Ambush - When setting up your game, this model does not get placed before the game starts. Instead he may appear inside any piece of Area Terrain or Building, starting in the second Game Turn or any Game Turn thereafter. Appearing will count as one Move action. This model cannot appear in terrain that is already occupied by an enemy model that is still standing.

Apothecary - Start the game with an amount of consumable items equal to your Intellect. These may be kept for yourself, or distributed among the rest of the gang before the game starts. These items do not add to your gang's Fame level, nor do they count as Loot for the purposes of calculating Victory Points at the end of the game.

Blaster - This character can be equipped with an unlimited amount of Dynamite.

Bounty Hunter or Manhunter - Gain +1 D6 to hit against any Mortal enemy.

Bravery - Lower target number by 1 when making a Morale roll.

Brujah or Witch - This character may select one of the Powers found on page 75.

Brute - Gain a +1 Strength Bonus for all melee attacks.

Charge - Double your move distance if doing so will allow you to enter an enemy model's Personal Space. You will receive +1 Strength for your next melee attack if it happens right after your charge, and in the same activation.

Crack Shot - Once per activation, one of your ranged attacks may ignore a hidden enemy's cover bonus.

Deadeye - Ignore the to hit penalty for long ranged attacks.

Disarm - Roll to hit like an unarmed melee attack. If the opponent fails to defend himself, the last weapon he used will fall to the ground. He must use an action to pick it up before he may use it again.

Doctor or Healer - May heal or revive friendly models as defined on page 42.

Duck & Cover - Receive an additional +1 Defense (+2 total) when hiding.

Engineer - Gain +1D6 to hit when attacking with Artillery.

Escapist - Enemies do not receive free attacks when you Break Away from melee combat.

Flying - Any winged creature may choose this skill, allowing them to fly instead of walk for each movement action. Note that the model *must* have wings to use this skill.

Gambler - Start the game with a pool of Lucky Dice equal to your Speed. Any amount of these dice may be added to any roll you are required to make at any time, however once these dice are used, they are gone for the remainder of the game.

Gunslinger - Lower base to hit Target Number by one when using pistols.

Hearty - Reroll 1D6 from a failed saving throw.

Jumpy - Not slowed when moving over obstacles or through windows.

Know-how - May use equipment one level higher than your character's maximum.

Miner - Used to working in dark places, this character may make normal Long Range attacks when fighting in dark or underground areas..

Monster Hunter - Gain +1 D6 to Hit against any Beast.

Moonshiner - This character can be equipped with an unlimited amount of Firewater.

Overwatch - Reserve one action to attack an enemy that later moves into view. You may attack as soon as this enemy finishes their current Move action, interrupting their activation. They may continue their activation after your attack (if they survive).

Parry - Gain +1 Defense from Melee Attacks.

Planner - Reserve 1 action to use as a bonus action in the next Game Turn.

Preacher or Shaman - This character may select one of the Prayers found on page 75.

Prospector - When drawing Loot Cards, you may draw an amount of cards equal to your Intellect. Select the card you want to keep and discard the others.

Pulverize - Enemies taken out of action in melee combat cannot be revived.

Ranger - Treat outdoor Area Terrain as open ground while moving.

Run & Gun - May shoot after running with a +1 to your to hit Target Number.

Savagery - This character may select one of the Savage Attacks found on page 74. Characters with this skill may not equip guns, they may only use Primitive or Melee weapons.

Scout - When setting up your game, this character may be placed anywhere on the board outside of your gang's starting area if you wish. They may not be placed in your enemy's starting area or within 8 inches of any enemy model.

Slayer - Gain +1 D6 to hit against any Undead enemy.

Spiritualist - Communing with spirits will give you insight into the battle ahead. This character may reroll any one D6 per Game Turn.

Teamwork - This character receives a +1 D6 to hit bonus if he has a friendly character within two inches.

Templar - Gain +1 D6 to hit against any Demonic enemy.

Tosser - This character can be equipped with an unlimited amount of Throwing Knives or Ninja Stars.

Tough - Gain +1 Health.

Trapper - Lower base to hit Target Number by one when using Binding weapons.

Wrassler - Lower base to hit Target Number by one when fighting in melee combat.

RECRUITING SKILLS

Beguile - If your Beast or Cursed Hero possesses this skill, he may recruit any Mortal.

Civilized - This Beast character may join a Lawmen or Outlaw gang.

Cultist - This Mortal character may follow any Cursed Hero.

Dark Pact - If your Mortal Hero possesses this skill, he may recruit any Cursed character.

Nature Lover - If your Mortal Hero possesses this skill, he may recruit any Beast character.

SPECIAL ABILITIES

Some characters possess special powers not available to more common gang members, and the use of these abilities are usually granted by a particular skill and used as an action. Characters who possess the required skill may learn one of the powers or prayers associated with it, and each additional power they would like to have will cost 5 XP more to learn. Many are treated like weapons, and can be used as an attack, but may be used only once per activation. If one has any kind of ongoing effect, it will last until the character's next upkeep phase. Powers used on yourself or friendly models do not require a roll to hit.

There are four types of powers that determine the distance of it's effect:

Self effects the character alone, they do not require a roll to perform, but use one action.

Melee powers can effect targets just in your Personal Space and often are used to enhance a regular melee attack.

Radius powers effect other models surrounding you, up to your Intellect in inches. Roll to hit with your Ranged Combat attribute, but these do not benefit from the Long Range rule.

Ranged powers are treated like ranged attacks, with a strength and range equal to the character's Intellect, unless otherwise noted. Additionally, as ranged abilities are treated like a ranged weapon, they also benefit from the Long Range rules, with a +1 to your target number to hit.

SAVAGE ATTACKS

Your character must possess the Savagery skill in order to use these abilities. Remember that characters with the Savagery skill may not equip guns, and may only wield melee weapons or primitive weapons.

Bloodsucker

Melee. If you take an enemy out of action in melee combat, you will regain one previously lost point of health. Only Beasts or Cursed may choose this.

Hamstring Slash

Melee. This melee attack grants +1 strength. If the target fails his defense roll, he will be unable to move as if he was hurt with a binding weapon.

Lunging Strike

Melee. This is a melee attack using any weapon the character is equipped with, but treated like a Long Reach weapon. If the character is also using a Long Reach weapon, they will have a 1 inch bonus to their range, allowing up to 3 inches total.

Shooty Spines

Ranged. This creature's skin has sprouted long quills that can be flung at unsuspecting victims, range and strength of the attack is equal to the character's strength attribute.

Stanky Musk

Self. Any enemy model moving into your Personal Space must make a Stamina roll with a target number of 5. If they fail, they cannot move and the action is lost.

Venomous Bite

Melee. This melee attack grants +1 strength. If the target fails his defense roll, he will be afflicted with a DOT (poison) effect.

PRAYERS

In order to use a prayer, your character must possess the Preacher or Shaman skill.

Blessing of Protection

Radius. Say this prayer to any one friendly model and it will receive a +1 Defense bonus until the Preacher's next activation.

Exorcism

Ranged. This holy prayer acts as a ranged attack with +1 Strength against Demonic targets only.

Inspiring Sermon

Radius. This prayer grants courage to the Preacher's comrades, granting all nearby friendly models +1D6 for all Morale rolls until the Preacher's next activation.

Last Rites

Ranged. This prayer is a ranged attack with +1 Strength against an Undead target.

Spiritual Ammunition

Self. The Preacher may bless any one of his ranged or melee weapons to have a +1 Strength bonus against Demonic or Undead enemies

POWERS

These evil powers require your character to have the Witch or Brujah skill.

Evil Eye

Ranged. Cast a baleful gaze at any one enemy and they will suffer a -1 Defense penalty for the next attack from this character.

Pestilent Cloud

Ranged. If the target fails his defense roll, he will be afflicted with a DOT (disease) effect.

Restless Dead

Radius. Cast this spell to revive any out of action Undead character (friend or foe). The model(s) will stand back up with 1 point of Health, but may not be activated until the following Game Turn.

Stinging Swarm

Ranged. If the target fails his defense roll, he will be afflicted with a DOT (poison) effect.

Terrorize

Ranged. Target enemy character must make an immediate Morale roll. If failed, they will flee by making a normal move action directly away from the Witch.

WEAPONS AND EQUIPMENT

WEAPON LISTINGS AND ICONS



Strength - Just like characters, weapons have a Strength level used to determine how hard they will hit. This is the number you will use when attacking. The letter M listed here means to use your Model's strength, usually for melee weapons. On more advanced melee weapons you may see this listed as M+1 or M+2, meaning you will add 1 or 2 to your model's strength.



Level - All items have a set level assigned to them that determines their overall power and who may equip them. Generally speaking, Minions may only equip level 1 or 2 items, Henchmen may equip levels 1 through 4, and Heroes may equip items of any level. The level also represents how much XP you will have to add to your character to equip this item.



Range - This icon will be shown in weapon profiles, and the number next to it will represent how far away in inches your enemy's base must be if you want to be able to attack them. Ranged weapons may double this number for long range attacks. Remember that long range attacks will add a +1 to your target number to hit. Most melee weapons will be listed as 1" for their range and they have no long range.

WEAPON ENHANCEMENTS

You may notice that most of the weapons listed on the next few pages only go up to level 4. This is because many higher level weapons are enhanced with special abilities. Any melee weapon may be given one of the enhancements below, and some ranged weapons may receive enhanced ammunition such as silver bullets. Adding an enhancement will raise an item's level by 1.

Envenomed: Adds a poison DOT effect to attacks with this weapon. Melee or Bows only.

Flaming: Adds a flaming DOT effect to attacks with this weapon. Melee or Bows only.

Gritty: Gain +1D6 when making any Morale roll.

Infectious: Adds a diseased DOT effect to attacks with this weapon. Melee or Bows only.

Invigorating: Gain +1 Stamina when equipped.

Holy: +1 Strength when attacking Undead and Demons.

Proficient: Gain +1 Intellect when equipped.

Quickening: Gain +1 Speed when equipped.

Silver: +1 Strength when attacking Skinwalkers.

Unholy: +1 Strength when attacking Mortals.

Vorpal: Adds a bleeding DOT effect to attacks with this weapon. Melee or Bows only.

CONSUMABLE ITEMS



Bottle of Booze



2

Drink to receive +1 Strength and -1 Speed until your next Activation. Effect is cumulative if you drink another bottle next turn. If your Stamina reaches 0 you will be Out of Action.



Holy Water



2

Apply to any melee weapon to grant it +1 Strength against Undead and Demons.



Liquid Courage



2

Drink to gain immunity to all Morale tests until your next Activation



Old Indian Remedy



2

Drink to remove up to two DOT tokens.



Smellin' Salts



2

Use while in the Personal Space of any friendly Out of Action model to attempt to revive them.



Snake Oil



2

Drink and roll 1D6, on a roll of 1 nothing happens. On a roll of 2 or higher, you will regain 1 lost point of health. You cannot raise your health higher than your starting amount.

MELEE WEAPONS



Knuckleduster



M

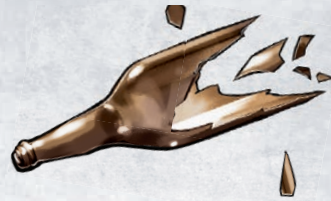


1



1

Light 1-Handed Melee



Broken Bottle



M



1



1

Light 1-Handed Melee



Miner's Pick



M+1



1



2

Light 2-Handed Melee



Spear



M+1



2



3

Light 2-Handed Melee, Long Reach



Bowie Knife



M+1



1



3

Strong 1-Handed Melee



Machete



M+1



1



3

Strong 1-Handed Melee



Tomahawk



M+1



1



3

Strong 1-Handed Melee



Cavalry Saber



M+1



1



3

Strong 1-Handed Melee

MELEE WEAPONS



Sledgehammer

M+2
 1
 4

Strong 2-Handed Melee



Lumberjack Axe

M+2
 1
 4

Strong 2-Handed Melee



Jackalope Horns

M
 1
 5

Strong 1-Handed Melee, Quickening
Equip to gain +1 Speed



Holy Bowie Knife

M+1
 1
 5

Strong 1-Handed Melee, Holy
+1 Strength when attacking Undead and Demons



Silver Tomahawk

M+1
 1
 5

Strong 1-Handed Melee, Silver
+1 Strength when attacking Beasts



Unholy Blade

M+1
 1
 5

Strong 1-Handed Melee, Unholy
+1 Strength when attacking Mortals

RANGED WEAPONS



Shootin' Iron



Pistol



Pocket Pistol



Pistol, Concealed



Coach Gun



Shotgun



Old Hunting Rifle



Rifle



Bow



Bow



Firewater



Thrown, DOT (Fire)



Sixgun



Pistol



Repeating Rifle



Rifle, Automatic

RANGED WEAPONS



Long Barreled Shotgun

4
 6
 4

Shotgun



Marksman's Rifle

4
 15
 4

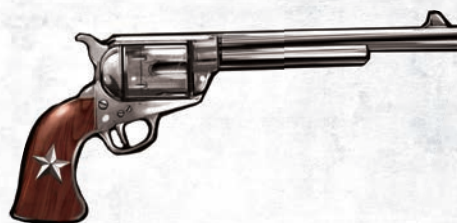
Rifle, Sniper



Dynamite

5
 M
 4

Thrown, AOE



Hand Cannon

5
 10
 5

Pistol

ARTILLERY

Gatling Gun

4
 10
 25

Artillery, Slow, Automatic, AOE

Heavy Bolter

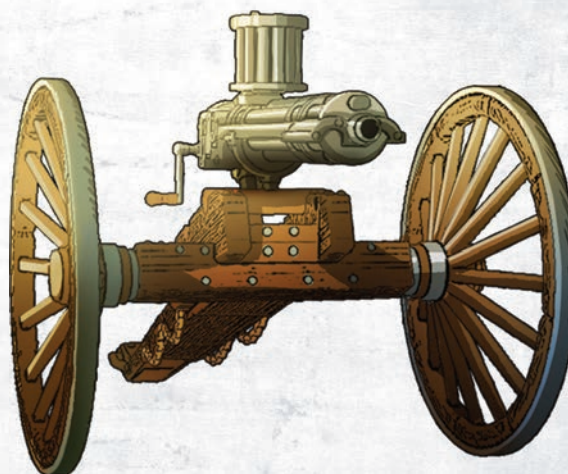
4
 9
 25

Artillery, Slow, Automatic, Holy

Werecatcher

4
 8
 25

Artillery, Slow, Silver, Binding



GEAR AND SPECIAL ITEMS



Aztec Bracelet



3

Equip to gain +1 D6 to hit with Bows, Spears or Tomahawks.

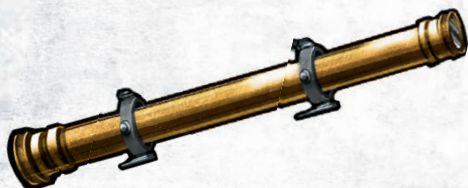


Bible



3

+1 to any Strength to a prayer, or +1 to any bonus given by your prayers.



Brass Scope



2

Add to any Rifle to increase its range by 3"



Brothel Token



3

Equip to gain 2 Lucky Dice.



Comfortable Boots



3

Equip to gain +1 Speed.



Crystal Skull



6

Unique. Equip to gain +1 Strength, +1 Stamina, +1 Speed and +1 Intellect.



Fancy Gunbelt



5

Equip to lower your target number to hit by one when attacking with pistols.



Grimoire



3

+1 to any Strength to a power, or +1 to any bonus given by your powers.



Holy Relic



3

Attach to any melee weapon to turn it into a Holy weapon, granting +1 Strength against Cursed.

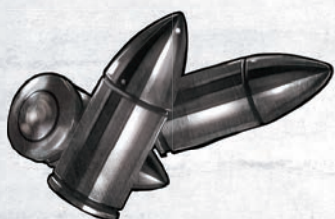


Pistol Shoulder Stock



2

Add to any Pistol to increase its range by 2"



Silver Bullets



2

Load your gun with these bullets and gain a +1 Strength bonus against Skinwalkers.



Templar Ring



2

Holy. Equip to gain +1D6 to hit against all Undead and Demons.



Thick Leather Vest



4

Armor. Equip to gain +1 to your maximum Health.



Werewolf Fang Necklace



4

Weightless, Quickening. Equip to gain +1 Speed and +1 Melee Combat

ONGOING CAMPAIGNS



These Rules allow you and your friends to play a series of games, where you create your own characters and gangs from scratch using the rules starting on page 68. Unlike an average game, after a campaign game your gang grows and your members earn experience and get tougher after every battle.

CAMPAIGN BASICS

A regular gang might be pretty tough already, but how did they get where they are today? These campaign rules will allow you and your friends to run ongoing campaigns where the members of your gang or pack will gain experience after each game and earn fame and fortune.

PLAYING IN A CAMPAIGN

Campaigns are a series of games that are linked together, where one could effect the next, or part of an ongoing storyline. In Blackwater Gulch, a campaign could last for as many games as you wish, or just go on forever if you and your friends prefer.

You may need to be a little more organized, and keep track of your wins and losses, who shot who, and who survived each Gangfight. Campaigns are best played among several friends, as part of a gaming club or league, and it can be great fun to watch your gangs grow from a few scrubs off the street to a true force to be reckoned with.

In order to start a campaign, you will need a few players, and you will also need at least one deck of Loot Cards.

THE BOSS

Campaigns are often organized by one player, who all of other players will report their wins, losses and other battle results to. This player is the Boss. He will keep track of all of the results and may also moderate disputes in games that may arise.

In addition to keeping things organized, a Boss will also have to keep all players informed of what's going on. Some may organize email newsletters for their club, or create message boards online, or just keep a chalkboard tally of each gang's fame at your club's favorite location. A Boss will also be responsible for keeping track of any bounties offered or claimed, as well as making sure all players know when there's a price on someone's head.

STARTING A CAMPAIGN GANG

Creating and recruiting new members is handled a bit differently in campaigns. Everyone in the gang starts out as a Minion, and they get tougher after battles with other gangs.

First, you and your friends must decide on a Fame limit for each new gang. We suggest starting at 250 points, as this will allow for gangs of around 7 or 8 models, depending upon equipment. When you are creating your first gang, you can recruit and equip as many members as you can up to this Fame level, and you may not go over. Make every point count!

You can create your characters and gangs following the rules on page 68, but every gang member must start out as a Minion. Additionally, one of these characters must be your gang leader. He gains a +5 XP bonus, which also awards him one additional Attribute point. Since every member of your gang starts at the Minion level, they may equip any items up to level two, and remember your character's Strength determines how many items they may equip. You can select any items from the Equipment chapter starting on page 76.

Feel free to copy the Gang Roster Sheet on page 95 to keep track of your gang members, or you may download and print sheets from our website at SkirmishGames.com.

Once you have created all of your initial members, you're ready for action! Simply play games of Blackwater Gulch as you normally would, but after the game ends you will have find out what happens next, and also get some loot and experience!

THE AFTERGAME PHASE

After your game ends, the men in your gangs will gather themselves and make ready for the next time they meet. The Aftergame Phase should be treated as part of the game you just played, and you and your opponent should do everything together, or have your campaign's Boss monitor the results.

Once the game ends, set aside all of your models that were taken out of action, it's time to see what happens to them. For each model out of action, roll 2D6 and add them together, then consult the following list with your results:

CASUALTIES

2: They got 'im. This character has died, injuries he received were just too severe to recover from. Remove this model and all of his equipment from your roster, and subtract his XP from your gang's Fame.

3: Captured! This member has been captured by your opponent. You must pay your opponent a ransom by rolling 1 D3, and this will be the amount of Loot Cards your opponent may take out of the loot you collected during the previous game, and your opponent may select which cards he wants. If you cannot pay, the captured model will be removed from the gang as a casualty. Alternatively, if you managed to capture one of your opponent's models as well, you may trade your captives back 1 model for 1 model (regardless of the characters' experience level).

4: Spooked. Your near brush with death has you always worried and looking over your shoulder. In the next game, Morale rolls for this character will have a +1 to the Target Number. If you make it through the next gangfight, you won't be spooked anymore.

5-6: Critical Injury. One random Attribute is reduced by 1 in your next game. Roll 1D6. 1 = Strength, 2 = Speed, 3 = Stamina, 4 = Intellect, 5 = Melee Combat, 6 = Ranged Combat.

7: Leg Injury. In your next game, the model will suffer a -1 Speed penalty and he may not run, since he'll have to use crutches to get around or he has a really bad limp. The model also may not move and shoot in the same turn, however if he is a Gunslinger or Warden he will be able to aim as normal, since he won't be moving before he shoots.

8: Arm Injury. In your next game, the model may not use any 2-handed weapons (melee weapons or rifles), and may only attack with one 1-handed weapon per turn. The model may not climb any ladders or trees or perform any action you would logically need 2 hands to do.

9 - 11: Just a flesh wound. Your wounds weren't as severe as you thought. Model makes a full recovery and can fight in your next game.

12: Escaped! You were captured, but managed to escape. Model makes a full recovery and can fight in your next game. Model gains +1 XP for surviving his harrowing journey.

Note: Injuries will last for one game. After your next game ends, the character will be back to normal.

LUCKY DICE

If any character ended the game with unused Lucky Dice, these dice may be used to reroll his casualty roll (and only his roll, no sharing) after a game.

PATCHIN' UP YOUR HURT

Each character possessing the ability to revive a fallen model, who wasn't taken out of action, may patch up one fallen friendly model. You may only use one healer per injured model. When a Doctor or Healer helps patch someone up, they will receive a +1 to their casualty roll.

EARNING XP

After casualties are worked out, everyone who is still alive will earn experience and may get a little tougher.

First, each member of the winning gang will earn +2 XP, while each member of the losing gang will earn +1 XP.

Each character will receive +1 XP for every enemy character they personally took out of action.

If a character received a Loot Card and you do not intend to save it for your gang's stash, you may discard it and receive XP equal to half of the item's level, rounded up. For example, a Loot Card for both a level 3 or a level 4 item will be worth two XP if you discard it.

Lastly, Some special scenarios may have additional XP rewards listed. If so, those bonuses will be listed in the scenario's description.

GET TOUGHER

For every 5 points of XP gained over the course of his career, a gang member may earn a new Attribute Point, or increase their Health or Defense. Refer to the list below to see what is earned for each level.

XP	Bonus
25	New Character Starting Level
30	+1 Attribute Point
35	+1 Health Increase Maximum Item Level to 3
40	+1 Attribute Point
45	+1 Health
50	+1 Attribute Point Increase Maximum Item Level to 4 Increase Max Attribute Level to 4
55	+1 Defense
60	+1 Attribute Point
65	+1 Health Increase Maximum Item Level to 5
70	+1 Attribute Point
75	+1 Health Increase Maximum Attribute Level to 5
80	+1 Attribute Point Increase Maximum Item Level to 6
85	+1 Defense

GETTING SMARTER

Since you may have an amount of skills equal to your Intellect level, if you raised your Intellect after earning a new Attribute point, you may be able to learn a new skill now too.

After earning your XP bonus, you may choose new skills from the list on page 72 if you have the Intellect to spare.

THE AFTERGAME PHASE

GET PAID

After all of your casualties, injuries and experience has been worked out, you may visit the local general store and sell off any loot that you don't want to keep. A card's XP value is listed in the top right corner, and this is how much the item is worth in dollars if you would like to sell it. Record this amount in your stash and discard the item.

Any items you would like to keep to save for future use can be recorded in your stash, or assigned to any character in your gang who is able to use them. After your items are sold or recorded, discard your Loot Cards so they may be used again in future games.

The money in your stash can be used for recruiting new members, buying consumable items before a new game, or purchasing extra powers, prayers or savage abilities for gang members who have the skills to use them.

RECRUITING NEW MEMBERS

If you would like to replace a dead member or just increase the size of your gang, you may add new members now. All you have to do is sell unwanted items in your gang's stash and save enough cash to cover the recruiting costs.

As new characters start out with 25 XP, you will need to spend \$25 to recruit someone. You will also need to buy their equipment too, unless you saved items in your stash to give to them. Additionally, if you would like to recruit tougher members, you may increase their starting experience at the cost of \$2 per 1 XP. For example, if you wanted a new member to start with 45 XP, they would cost a total of \$55 to recruit, not including equipment.

UPDATE FAME

Once these steps are completed, you may once again add up all of the XP points for all members of your gang and this will be your Fame level. Your gang is now ready to fight again!



DYING

No one wants to die, but it is going to happen sooner or later. When a Gang Member dies, he is removed from your roster, and his equipment is added to your stash. If you don't replace your fallen comrade with a new recruit, your Fame level will have to be lowered to reflect it.

If your gang leader dies, he is also removed from your roster, but you will have to promote a new leader. Simply choose one of your gang members, and nominate him as leader. It is usually best to pick the one with the most XP, but you can choose whoever you wish.

BULLIES

No one likes a bully, even in a lawless place like Blackwater Gulch. Games need to be balanced so both players can have fun, although there could be times when, for example, a new player could join the campaign and have a very inexperienced gang.

There is a little bit of math involved to figure out if you are bullying someone. If your gang's Fame is higher than your opponent by 10% or more, you are a bully! You should attempt to lower your Fame for this particular game by having some models sit out of the fight (this is also a good way to let previously injured models recover). If you cannot

or will not lower your rating to have less than a 10% difference, each member of the bullied gang will receive an additional +1 XP after the game.

Example: Your gang has 612 Fame. 10% of your total would be 61 points. This means you will be bullying any gang of 551 Fame or lower. You have a model with 57 XP, and would like him to sit out for your next game, this would bring your Fame down to 555. 10% of that is 55, and so now you could fight gangs of 500 points or higher and not be a bully.

BOUNTIES

After each game, your gang may place a bounty on an enemy model that you faced in your previous game. Perhaps it was someone who managed to take out more of your men than anyone else, or someone your men were gunning for the whole time, yet he always managed to escape.

Bounties are placed at the very end of the Aftergame Phase and must be made against a model that you faced in the game you just finished playing. However, if this model is unlucky enough - or notorious enough - to upset enough people he may have several bounties active at once.

If you would like to place a bounty on an enemy, you must inform your campaign Boss, or inform all players in the campaign if there is no Boss organizing everything. Simply choose an amount

of money in your Stash that you think their head is worth, and remove it from your own stash, and make sure everyone knows the price you are offering.

In future games, if this model is taken out of action and is still down at the end of the game, the player that took him out will be able to claim the bounty during the Get Paid part of his Aftergame Phase, and will earn the reward you paid previously. If the gang that placed the bounty happened to be the one to take him down, they just get their money back, in addition to cash from additional bounties if there are any. Note that the bounty model does not need to be killed, just taken out of action. He could live to fight another day, but once bounties are claimed his slate will be wiped clean.

SCENARIOS



These Rules allow you and your friends to play a series of games, where you create your own characters and gangs from scratch using the rules starting on page 68. Unlike an average game, after a campaign game your gang grows and your members earn experience and get tougher after every battle.

THIS TOWN AIN'T BIG ENOUGH!

As you were passing through town, you ran across a rival gang boss. Knowing his buddies must be close behind, you and your crew sprang into action. They won't get away this time!

SETUP

This scenario should use the High Noon or Cornered board layout.

OBJECTIVES

Place objectives based on your gang size as normal detailed on page 24. Each gang leader is treated like an additional objective, taking them out of action will earn bonus victory points and XP in campaign games.

VICTORY

The game should last a full 6 Game Turns unless one gang gets wiped out sooner.

Standard Victory Points are awarded as detailed on page 39.

BOUNTY HUNTING

Passing by the saloon this morning, you noticed a wanted poster for a member of a rival gang. You snatched the poster and quickly let the rest of your gang know before word could get out to other hunters. That bounty is as good as yours!

SETUP

This scenario should use the High Noon or Cornered board layout.

OBJECTIVES

Place objectives based on your gang size as detailed on page 24, these are simply loot caches. Once the loot is claimed, remove the objective token. The Attacker selects one enemy Hero or Henchman to be the one with a price on his head. Taking him out of action will earn bonus victory points and XP in campaign games.

The Defender needs to keep the bounty model alive for a full 6 game turns. If the Attackers take him out of action, the game will come to an end at the end of that Game Turn unless the Defenders are able to revive him before the turn ends.

VICTORY

Standard Victory Points are awarded as detailed on page 39.

Taking the enemy bounty model out of action will award 5 Victory Points to the Attackers. If the Bounty model stays alive until the end of the Gangfight, the Defenders earn +5 Victory Points.

In Campaign Games, the character who took the bounty model out of action will receive +3 XP. If the Bounty Model isn't taken out of action and still alive at the end of the game, he will receive +3 XP.

STAY OF EXECUTION

A member of your gang has been captured by a rival and is about to be executed for his “crimes.” Time for a daring rescue!

SETUP

This scenario can use either the Surrounded or Surrounded & Cornered board layout. A gallows, hanging tree, or small prison building should be place in the center of the board.

OBJECTIVES

Place objectives based on your gang size as normal detailed on page 24, these are simply loot caches. Once the loot is claimed, remove the objective token.

The Defender selects one of the Attacker’s Henchmen to be kidnapped. This model is considered an objective and should be placed in the center of the board, he may be inside a building or area terrain if it covers the center. The kidnapped model may not be activated until freed, and cannot be attacked by the Defenders until freed. Other Defenders set up around him, in the starting zone in the center of the board.

VICTORY

The Attackers need to rescue their kidnapped comrade, the Defenders need to stop them. Any Attacker can claim the model just like an objective, and when claimed the model will be able to be activated as normal in the next game turn.

Standard Victory Points are awarded as detailed on page 39. If the kidnapped model is freed and survives until the end of the game, the Attackers will earn 5 Victory Points. If the model is not freed, or freed but taken out of action later, the defenders ear 5 Victory Points.

In Campaign Games, the character who frees kidnapped model will receive +3 XP, as long as it is not taken out of action later. If the kidnapped Model is taken out of action, the Defender who struck the final blow will receive +3 XP.



BOOM WENT THE DYNAMITE

A group of prospectors headed out to Cooter's Mine got caught in the middle of a dustup. The prospectors were killed, the horses ran off, and their cart dumped crates of TNT all along the road before it finally rolled to a stop. Not one to miss an opportunity to collect some free explosives, your Gang Leader brought a few men to load up the wagon and run off with the goods. But, it looks like he's not the only one with a good idea right about now...

SETUP

This scenario can use either the Surrounded or Surrounded and Cornered board layout. Place a cart or similar terrain piece in the center of the board.

OBJECTIVES

Place objectives like normal based on your Fame level. However, capturing an objective will not reward you with Loot Cards, instead each objective will give you 1 Stick of Dynamite, which can (and should!) be thrown at your enemies.

VICTORY

Standard Victory Points are awarded as detailed on page 39.

Each model taken out of action with a stick of dynamite is worth +1 Victory Point, and +1 XP in campaign games.



INDEX

- A -

Actions 27
Activation 26
AOE (Area of Effect) 40
Area Terrain 34
Armor 40
Artillery 41, 81
Attack Modifiers 31
Attacking 27, 30
Attribute Rolls 20
Attributes 16
Automatic 41

- B -

Binding 41
Blocking 31
Buildings 35
Bow 41

- C -

Campaigns 80
Capture Objective 27
Change Equipment 27
Character Cards 17
Character Levels 18
Choosing Weapons 30
Concealed 41
Consumable 27, 41, 77
Custom Characters 68

- D -

Defense Rolls 32
Dice 15, 20
DOT (Damage Over Time) 42

- E -

Envenomed 76

- F -

Facing 21
Faction - Beast 61
Faction - Cursed 65
Faction - Lawmen 45
Faction - Outlaws 53
Fist Fights 31
Flaming 76
Flying 29

- G -

Game Boards 22
Game Turns 26
Gear 82, 83
Gritty 76

- H -

Heroes 18
Henchmen 18
Hiding 27, 32
Healing 42
Holy 76

- I -

Initiative 26
Invigorating 76

- J -

Jumping 28

- L -

Line of Sight 31
Leaving Melee Combat 31
Long Reach Weapons 42
Loot 25

- M -

Measuring 15, 20
Melee Weapons 78, 79
Minion Teams 33
Minions 18
Model Sizes 19
Models 15
Morale 38
Moving 27, 28
Multiple Players 22

- O -

Objectives 24
Obstacles 35

- P -

Personal Space 21
Pick Up Loot 27
Pistol 42, 78
Powers 27, 75
Prayers 27, 75
Proficient 76

- Q -

Quickening 76

- R -

Race - Animals 70
Race - Demons 71
Race - Mortals 70
Race - Skinwalkers 70
Race - Undead 71
Race - Wendigo 71
Ranged Weapons 80, 81
Reload 27
Reviving 42
Rifle 42
Running 28
Rolling To Hit 30

- S -

Savage Attacks 27, 74
Scenarios 86
Shotgun 43
Silver 76
Skills 72
Slow 43
Sniper 43
Special Abilities 74
Special Items 82, 83
Stairs & Ladders 28
Starting Positions 23
Super Strength 43

- T -

Tackling & Falling 29
Target Numbers 21
Terrain 22, 34
Thrown 43, 77
Turn limits 39

- U -

Unique 43
Upkeep 26

- V -

Victory Points 39
Vorpals 76

- W -

Weapon Enhancements 76
Weightless 43
Winning 39
WYSIWYG 69

CAMPAIGN ROSTER SHEET

GANG NAME _____

FAME _____

Name: _____



Skills:

Equipment & Abilities:

Name: _____



Skills:

Equipment & Abilities:

Name: _____



Skills:

Equipment & Abilities:

Name: _____



Skills:

Equipment & Abilities:

Name: _____



Skills:

Equipment & Abilities:

Name: _____



Skills:

Equipment & Abilities:

Name: _____



Skills:

Equipment & Abilities:

Name: _____



Skills:

Equipment & Abilities:

Name: _____



Skills:

Equipment & Abilities:

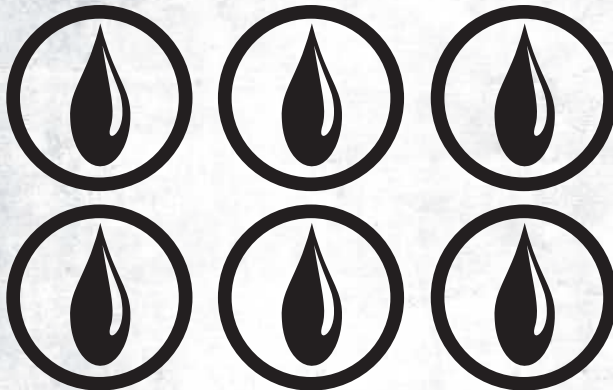
Permission granted to copy for personal use.

TOKENS

OBJECTIVES



BLEEDING



FLAMING



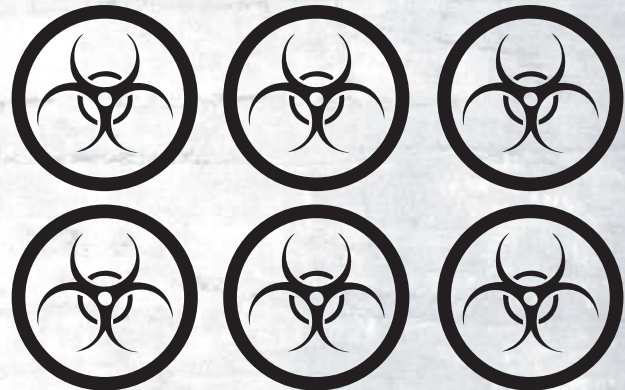
RUNNING



LOOT



DISEASE



POISON



HIDING



Permission granted to copy for personal use.