

BLACKWATER GULCH



WESTERN HORROR SKIRMISH GAME

HOWDY PARDNER!

Welcome to **Blackwater Gulch**, a thrilling skirmish game where dark fantasy and horror meet the rugged spirit of the Wild West.

Here, you'll lead a posse of your choosing—whether it's steadfast lawmen, cunning outlaws, or nightmarish supernatural creatures—into desperate battles for survival and control. From the haunted streets of Blackwater Gulch to the shadowed wilderness beyond, danger and opportunity lurk around every corner.

In this game, you'll dive into tense showdowns, daring pursuits, and eerie encounters. Whether you're chasing down fugitives, hunting for hidden riches, or awakening ancient evils, your path to victory will demand clever tactics, quick thinking, and a bit of grit. It's not just about brute force; success comes to those who can achieve key objectives while contending with a world twisted by eldritch powers.

Blackwater Gulch runs on the Gangfight Game System. Even if you've played Gangfight before, you'll want to read these rules carefully—this setting brings unique twists and new surprises that make every dust-up in Blackwater Gulch unlike any other.

ABOUT THE PLAYTEST

This is the playtest version for the third edition of Blackwater Gulch. This document contains everything you need to learn how to play. This is just the rules, no photos or artwork at this time, to keep the file size to a minimum. There is no release date for the final version, a great deal of art and model painting needs to be completed and it will take some time. We expect it to be finished some time in mid 2026.

Feel free to follow us on Facebook for news. And, PLEASE provide feedback. Send your questions or concerns to us at info@skirmishgames.com

Thank you and enjoy!

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A TOWN ON THE EDGE

In the shadow of the jagged Marble Mountains lies Blackwater Gulch—a settlement that exists in the knife's edge between salvation and damnation. The town squats beside the oil-dark waters of the Blackwater River like a festering wound, its ramshackle buildings and muddy streets a testament to humanity's endless capacity for both ambition and folly.

Once, this place bore a different name—Victory Falls—spoken with hope by settlers who believed they had found paradise. Now, the very air tastes of gunpowder and greed, while something far more sinister than human wickedness stirs in the depths below. Gold may have drawn them here, but it's blood that keeps the streets wet, and darker hungers that prowl when the sun sets behind those ancient peaks.

THE ANCIENT PACT

Centuries before the first covered wagon creaked through the mountain passes, strange vessels cut through distant ocean swells, carrying knights whose armor bore symbols that predated any known heraldry. These warriors called themselves Templars, and they had sailed beyond the edge of every map, following fragmentary texts written in languages that scholars claimed were dead. They sought something that legends whispered about only in hushed tones—an evil so profound that it had shaped prophecies across a dozen lands.

The valley they discovered was not empty. Native tribes had dwelt here for ages, their ancestors having learned through bitter experience that some places were meant to remain undisturbed. The shamans spoke of the great cavern systems beneath the Marble Mountains with the reverence reserved for things that should never be spoken of. Deep in those stone veins, they said, dwelt entities that existed before the world learned the difference between light and shadow—beings whose very presence could twist reality into nightmare.

For countless generations, the tribes had maintained their vigil. Sacred fires burned at appointed times, ritual chants echoed across the valley at each new moon, and certain pathways remained forever barred by totems that warned of consequences worse than death. The shamans understood what outsiders could not: that some evils could not be destroyed, only contained, and that the price of failure was not merely death, but the corruption of everything good in the world.

When the Templars arrived with their foreign steel and faith, suspicion might have led to bloodshed. Instead, something remarkable happened. The shamans looked into the eyes of these armored strangers and saw the same haunted knowledge that they themselves carried—the understanding

that darkness existed, and that someone must always stand guard against it.

The alliance that formed was forged not in politics or trade, but in shared terror and desperate hope. Yet even their combined wisdom was barely adequate to the task ahead. The evil beneath the mountains had grown stronger, feeding on the fears and hatreds of a changing world. Containment was failing. The time had come for more drastic measures.

THE CONVERGENCE SEAL

The final battle was not fought with sword and shield alone. While Templar knights and tribal warriors held the line against horrors that crawled from stone crevices like living nightmares, shamans and priests worked feverishly to craft something that had never been attempted before—a seal that would bind not just the creatures beneath the mountains, but the very essence of corruption itself.

The cavern system became a slaughterhouse. Brave souls fell by the dozens, their sacrifice measured not in glory won, but in precious minutes bought for the ritualists above. Ancient words were carved into living rock with tools blessed by many faiths, while chants older than written history echoed through chambers that had never known sunlight.

When the final ward was placed and the last invocation spoken, the result was more than mere containment—it was transformation. The Convergence Seal didn't simply lock the evil away; it bound the very spirits of the fallen to stand eternal watch. Heroes who had given their lives became something more than ghosts, their essence woven into the barrier itself, creating a bulwark that would endure as long as their sacrifice was remembered and honored.

The victory came at a price that would echo through generations. The Templars scattered to the four winds, carrying their burden of knowledge to distant shores where they would establish hidden monasteries and secret libraries, always watching for signs that the Seal might weaken. The tribes resumed their ancient vigil, but now they carried new scars—the knowledge of just how close the world had come to ending.

THE COMING OF VICTORY FALLS

Generations passed, each one further removed from the desperate battle that had saved the world. The shamans still told the old stories, but their children heard them as tales rather than warnings. Rituals continued, but their urgency faded into routine.

When the first wagon trains appeared on the horizon, loaded with families seeking fresh starts and fertile ground, the tribes tried to warn them. They spoke of sacred sites that must not be disturbed, of rituals that must continue, of dangers that slept uneasily beneath beautiful landscapes. The settlers listened politely, smiled condescendingly, and began building their town beside the crystal-clear river.

They called their new home Victory Falls, after the magnificent cascade that tumbled from the heights above their settlement. It seemed like providence—clean water, rich soil, timber for building, and mineral deposits that promised prosperity for generations to come. What more could they ask for?

The answer came in the form of misunderstanding, fear, and ultimately, violence. The settlers couldn't comprehend why the natives insisted on performing "heathen rituals" so close to their community. They couldn't understand why certain areas were declared off-limits, or why the shamans spoke with such urgency about maintaining practices that seemed to serve no practical purpose.

Suspicion festered like an untreated wound. Stories spread of savage rituals and dark magic, fed by the fears of people who had traveled far from home only to find that the wilderness was more alien than they had imagined. When soldiers arrived to establish order, they brought with them the unshakeable conviction that civilization could only be built upon the ashes of savagery.

The displacement was swift and brutal. Villages that had stood for centuries were reduced to smoke and memory. Families that could trace their lineage back to the first shamans were scattered like leaves before a winter storm. The sacred sites fell silent, their guardians dead or driven into exile. The ancient rituals ceased, their practitioners scattered to lands where their wisdom would be forgotten within a generation.

THE BREAKING OF THE SEAL

Old Man Cooter had always been touched by a gold fever that burned hotter than most. While other prospectors were content to pan the streams and dig shallow shafts, Cooter had grander ambitions. He'd heard whispers of mother lodes hidden deep beneath the Marble Mountains, and he was determined to find them no matter the cost.

The tribes had tried to warn him, back when there were still tribes to speak warnings. They told him that some places were forbidden for reasons that went beyond superstition, that the mountain's depths harbored things that were better left undisturbed. Cooter had laughed at their primitive fears, convinced that progress and determination could overcome any obstacle that nature—or anything else—might place in his path.

His mine shaft descended far deeper than any before it, boring through layers of rock that had remained undisturbed since the world was young. His pickaxe rang against stones that had never known the touch of steel, while his lantern cast wavering shadows into crevices that seemed to swallow light rather than reflect it.

When Cooter's pick finally broke through into the first chamber of the ancient cavern system, he felt a rush of triumph that lasted exactly long enough for him to realize what he had done. The Convergence Seal, weakened by decades of neglect, shattered like glass beneath the weight of his intrusion. Darkness poured out—not the simple absence of light, but something far more profound and hungry.

The corruption began immediately. The crystal-clear river that had given Victory Falls its name turned black overnight, its waters now carrying the taint of something that should have remained buried. Fish died by the thousands, their bodies floating downstream like accusatory fingers pointing toward the town that had failed to heed the warnings of the wise.

Yet Cooter struck gold—more gold than he had ever dreamed of. Nuggets the size of a man's fist lay scattered through chambers that stretched deeper than his lantern could illuminate. Word spread like wildfire, and within weeks, Victory Falls was transformed. The orderly settlement of farming families became a boom town virtually overnight, flooded with fortune-seekers who cared nothing for the growing strangeness that seemed to seep from the very ground.

BIRTH OF BLACKWATER GULCH

The town that emerged from Victory Falls was something altogether different and darker. The newcomers brought with them all the vices that follow easy wealth—gambling, drinking, prostitution, and violence. But they also brought something else: a willingness to ignore warning signs that should have sent any sane person fleeing into the night.

Strange sounds echoed from the mine shafts after dark. Prospectors who ventured too deep into the mountain came back changed, their eyes holding shadows that seemed to move independently of any light source. Some didn't come back at all, leaving behind only equipment and stories that grew more disturbing with each retelling.

The town's name changed organically, as names sometimes do when they no longer fit the reality they're meant to describe. Victory Falls had promised triumph and prosperity. Blackwater Gulch made no such promises—it simply acknowledged the darkness that had become impossible to ignore.

Gangs formed almost naturally, carved out of the chaos by men and women who understood that traditional law had no meaning in a place where the traditional rules no longer applied. The Clancy Gang rose to prominence through a combination of brutality and cunning, establishing themselves as the closest thing to authority that the town possessed. They were opposed by groups like the Vigilance Committee, whose membership consisted primarily of those who had lost everything to the growing darkness and had decided that if they were going to die, they'd take as many enemies with them as possible.

Yet not everyone who came to Blackwater Gulch was driven by greed or desperation. Monster hunters arrived, drawn by reports of creatures that defied natural explanation. Wandering preachers established makeshift churches, convinced that faith could provide protection against evils that steel could not touch. Scholars and occultists came seeking knowledge that could only be found in places where the boundaries between worlds had grown dangerously thin.

THE CURRENT DARKNESS

Today, Blackwater Gulch exists in a state of perpetual tension, balanced precariously between complete chaos and some semblance of order. The town proper clings to the banks of the poisoned river like a parasite, its buildings rising in haphazard fashion as new arrivals compete for space with established residents who have already claimed the choicest locations.

During the day, Blackwater Gulch resembles any other boom town, just one with an unusually high mortality rate. Merchants hawk their wares, saloons serve rotgut whiskey to anyone with coin, and the sound of picks and shovels echoes from the surrounding hills as prospectors pursue their dreams of easy wealth. But when the sun sets behind the Marble Mountains, the town's true nature reveals itself.

The Wormwood Forest, its borders marked by trees that seem to writhe even when no wind stirs their branches, has become the domain of creatures that were once human. Rumors of were-things living within, their howls serve as a constant reminder that some transformations cannot be undone.

Across the river, the Bad Lands stretch like a scar across the southwestern horizon, their barren expanse serving as hunting grounds for undead and demonic horrors that emerge when darkness falls. These creatures were not made by any curse or infection—they are something older and more fundamental, parasites that feed on life itself and leave only desiccated husks in their wake.

Beneath the town itself, in tunnels that grow stranger and more twisted the deeper they descend, things move that have no business existing in any sane world. The miners who work the day shifts speak in whispers of sounds that echo from passages that seem to rearrange themselves when no one is looking. Night shifts have been abandoned entirely after too many workers simply vanished, leaving behind only their tools and sometimes, if the survivors are unlucky, their screams.

OPPORTUNITY IN CHAOS

Yet for all its dangers, Blackwater Gulch offers something that cannot be found in safer, more civilized places: the chance to forge one's own destiny through courage, cunning, or sheer bloody-minded determination. Fortunes in gold still wait in the depths of the mountains, though they come with prices that extend far beyond simple monetary cost. Ancient artifacts surface regularly, their powers barely understood but undeniably real. Knowledge that has been lost to the outside world can still be found in the town's shadowy corners, possessed by individuals who have paid dearly for their wisdom.

Heroes can make their mark by standing against the darkness that threatens to consume everything the town's inhabitants hold dear. Outlaws can carve out reputations that will be spoken of in hushed tones for generations to come. Scholars can uncover secrets that will rewrite the understanding of reality itself, assuming they survive the process of learning them.

The choice, as always, belongs to those brave or foolish enough to test themselves against the challenges that Blackwater Gulch presents. Some will find glory, others will find gold, and a lucky few might even find redemption. But all will discover that in a place where the boundaries between worlds have grown thin, the only certainty is that nothing is ever quite what it seems.

YOUR LEGEND AWAITS

The streets of Blackwater Gulch are written in dust and blood, their stories told by those who survive long enough to share them. Every sunrise brings new opportunities and new dangers, while every sunset serves as a reminder that in this place, the darkness is never truly held at bay—only postponed until tomorrow.

Will you stand as a beacon of hope in a town that has forgotten what hope looks like? Will you claim your place among the feared and notorious, your name spoken in the same breath as the legends who came before? Or will you delve into mysteries that others dare not approach, seeking truths that might save the world or damn it forever?

The choice is yours to make. The consequences are yours to bear.

Welcome to Blackwater Gulch—where every dawn might be your last, and every legend begins with someone willing to face the impossible.

Step into the Gulch, if you dare.

THE GAME SUMMARY

A game of Blackwater Gulch is typically played where both players have an equal number of points to represent the size of your gang, or posse. This gives the game balance between the two teams. Models have a cost which represents their abilities and basic power, and adding these costs together gives you the point cost for your posse.

Once the two players have agreed on the size of the game, each player makes a list detailing the members of their posse, or you can simply use the Character Cards that are included with our models. Each player determines what models they will have in their list, but they cannot exceed the predetermined point value.

The battlefield is then put together. A game of Blackwater Gulch uses a great deal of terrain in their battles. The location of the battle does not matter, but typically takes place in dusty, crowded streets.

Once the battlefield is set, the players start the game by deploying their miniatures and markers on the gaming table. The game is organized through a series of Rounds, and in each Round, each player has their own Turn. During their Turn, each player assigns actions to the members of their posse to activate and play with them, moving them about the table, attacking enemies, and accomplishing the scenario objectives.

During the game, the Rounds continue until the End-Game conditions are met, which ends the game. Once the game is finished, the players tally their Objective Points and their Victory Points to determine the winner.

WHAT YOU NEED TO PLAY

You will need the following things to play a game of Blackwater Gulch.

- A selection of 30mm scale models to represent your posse.
- A Measuring Tape.
- A variety of tokens or polyhedral dice to keep track of Action Points, wounds, and conditions.
- A dozen six-sided dice.
- A variety of terrain pieces. Typically, you'll need about six large pieces of terrain and about 10 small pieces of terrain.
- A 3' x 3' playing area (4' x 4' can be used for smaller games).
- A pencil and a piece of paper to keep track of your roster.

GAME TERMS

There are many terms used in this book that are used regularly enough to need explanation. These are called Game Terms.

Model: A model is a miniature used to represent one of the members of your posse. Models must be mounted on a base that is appropriate for their unit type - which is less than 40mm for standard, 40mm-50mm for large models, and anything larger for huge models. The majority of the models in Blackwater Gulch will be standard sized, with a few large models. There are very few Huge models, and are generally saved for special encounters with unique creatures.

Threat: The threat radius represents the additional footprint that a model can interact with in their environment. Threat is used to determine the distance a Model can consolidate with *Fight* action, how far their melee weapons can reach, and how it interacts with opposing models moving near it.

Posse: The group of individual models that make up your roster.

Action Points (AP): The resource allocated to each individual Model to make them perform the various actions available to them in game. When talking about the Action Points (AP) in the plural, it is referred to as the Action Point Pool.

Dice Pool: A Dice Pool is a number of dice associated with a particular Attribute in which the player rolls to determine the outcome of their actions. A Dice Pool is an accumulation of their corresponding Attribute, and any bonuses they may have in the form of dice. For example, a model's Attack Pool would consist of their Attack Attribute, and any additional dice the model is granted through equipment or circumstance. Common Dice Pools include Movement, Attack, Marksmanship, Willpower, and Armour Pools.

Standard Action: Actions that can be applied to a single model that cost a single Action Point (AP).

Special Action: Actions that can be applied to a single model. These Actions typically confer a particular bonus or special effect.

Target Number (TN): The value you must roll equal to or above to pass a test on a six-sided dice (d6). The target number may never be reduced below 2 as a natural roll of 1 is always a failure.

BASIC RULES

SIZE AND VOLUME

Each model has a size designation, and each size has a particular volume that must be followed. There are three different sizes a model can be in Blackwater Gulch.

Standard Models: These are Models are typically of the medium size. They have a threat range of 1" around the entire model. They have a volume of 1" x 1.5". Medium Models are mounted on a base smaller than 40mm, typically 25 - 32mm.

Large Models: Large models are extremely potent on the battlefield. They have a threat range of 2" around the entire model. They have a volume of 1.5" x 2". When Standard models are struck by a Large Model, they cannot drop dice from any Armour Saves they must make from such an Attack. Large Models are mounted on a 40mm to 50mm base.

Huge Models: This is the largest designation that a model can have. They have a threat range of 3" around the entire model. They have a volume of 2.5" x 4". When Large sized or smaller models are struck by a Huge Model, they cannot drop dice from any Armour Saves they must make from such an Attack. Huge Models are typically mounted on any base larger than 50mm.

A model's volume is to determine how much room that model takes up on the battlefield. Typically, the volume of a model is eyeballed by the players and agreed upon, though if it does start to be an issue, a measuring tape can be used to accurately show if the model can be seen, and if models are within their threat range.

LINE OF SIGHT

A model in Blackwater Gulch has a 360° Line of Sight. They can see all around them, but their vision is blocked by models of equal or greater volume than themselves, and pieces of terrain that are larger than the model. A model that doesn't have Line of Sight to an opponent cannot declare an action against that target.

DISTANCES & MEASURING

Measurements may be taken at any time. All measurements must be made from the edge of a model's base.

THREAT

Every model generates threat, which is the area in which a model can interact with their environment. When a model is within another model's threat range, the models can interact with one another - such as attack one another in melee, or perform other actions. A model that moves through another model's threat range without stopping, or leaves another model's threat range, provokes a Free Strike, which is an attack that can be made without spending Action Points (AP) against the offending model. As with any distance or measurements in Blackwater Gulch, you always measure from the edge of the model's base.

ROLLING DICE

Blackwater Gulch uses six-sided dice (also known as a "d6"). Each model has a set of attributes that have a number assigned to them which typically represents the number of dice you roll when taking actions. Dice that match or beat the assigned Target Number (TN) are considered successes. The more successes a model has, the more skillfully that model completed the task attempted. Target Numbers are typically assigned (through the difficulty of the task) or are compared to an opposing model's profile. There are three types of rolls to be made in Blackwater Gulch - Skill Tests, Standard Tests, and Opposed Tests.

SKILL TESTS

When one attempts a skill test, they are attempting to complete a task that has an assigned difficulty - for example, charging into melee combat. When this test is done, the appropriate chart is consulted and rolled against. For each die successful, there is typically a bonus associated with that test. Sometimes, only one success is needed to pass. These rolls only affect the model making the test, and do not involve other models.

STANDARD TESTS

These are the most common tests that a model will make during the game. To perform a standard test, a model rolls the applicable attribute's worth of dice, and attempts to match or beat a target number, which is determined by an opposing model. An example of this is combat, where a model rolls their Attack or Ranged Dice Pools against a model's Defense attribute. Each die that is equal or higher than an opponent's assigned attribute is considered a single success.

OPPOSED TESTS

When a model is attempting to overpower another model, an opposed test is needed to determine the result. When an opposed test is declared, both parties roll the indicated attributes against a designated target number (typically another attribute of the opposing model). The winner of the test is the one with the most successes. Ties always go in favour towards the Defender of the roll.

DROPPING DICE

When making a test, sometimes you may be willing to reduce your Dice Pool to better attempt to succeed. If you have more than one die in your Dice Pool, you may drop dice by removing them from the Dice Pool, to lower the Target Number (TN). For each die dropped, the Target Number (TN) of the task is reduced by 1.

CRITICAL SUCCESS

When rolling a die, you may achieve a Critical Success. A Critical Success occurs when you roll a natural "6". For every Critical Success you may roll an additional die. If that die scores a success, you count it towards your total successes for that test. Critical Success dice may also further generate Critical Success.

It should be noted that if the number you are rolling against is higher than a 6, rolls of 6s are successes, but do not generate extra dice.

For example: Martin rolls 3 dice and gets a 3, 4 and 6. Since the Target Number is 4, he scores 2 successes. Because he rolled a natural 6, he rolls an additional die and gets a 6. This will allow him to roll another additional die and he gets a 5. He adds these two additional successes, giving him a total of 4.

MODEL ATTRIBUTES

Each profile consists of 9 attributes. These are values assigned to traits that a model uses to represent their abilities on the battlefield.

Movement (MOV) - This value represents how far a model can move on the battlefield in inches. This attribute is used in tests involving running, climbing, and jumping. A Dice Pool associated with this Attribute is known as your Movement Pool.

Attack (ATT) - This value represents how well a model performs in close combat with a melee weapon. This attribute is primarily used to generate the Dice Pool for close combat tests against an opposing Model. A Dice Pool associated with this Attribute is known as your Attack Pool.

Marksmanship (MRK) - This value represents a model's hand-eye coordination, particularly when making ranged attacks. This attribute is primarily used to generate the Dice Pool for ranged combat tests against an opposing Model. A Dice Pool associated with this Attribute is known as your Marksmanship Pool.

Defense (DEF) - This value represents a model's ability to defend themselves against being struck by an opposing Model. This attribute is primarily used to generate the Target Number (TN) when an opposing model rolls dice from their Combat Pool.

Initiative Value (IV) - This value represents how fast your model can act in a combat situation. A model's Initiative Value is primarily used as the base for determining how many Action Points a model allocated to spend turning their turn. A Dice Pool associated with this Attribute is known as your Initiative Pool.

Willpower (WP) - This value represents a model's ability to withstand fear and emotional punishment. This value is primarily used to generate the Dice Pool to resist psychological effects, resist fear, and rallying after a particularly devastating assault. It is also commonly used to make and resist certain types of attacks. A Dice Pool associated with this Attribute is known as your Will Pool.

Armour (ARM) - This value represents a model's ability to withstand physical damage. This attribute is primarily used to generate the Dice Pool to resist damage after an attack. Any unsaved damage is applied to the defending model's Endurance Value. A Dice Pool associated with this Attribute is known as your Armour Pool.

Endurance (EN) - This value is how much punishment a model can withstand before succumbing to an incapacitated state. This attribute is reduced each time a model takes damage. When this attribute reaches 0 or less, the model is considered incapacitated, removed from the tabletop and replaced with an incapacitation token. A Dice Pool associated with this Attribute is known as your Endurance Pool.

Damage (DAM) - This value represents how much damage a model inflicts upon a successful melee attack. This attribute is primarily used to generate the base Target Number (TN) when an opposing model is making an Armour Check.

ACTIONS AND ACTION POINTS

Throughout the Player's Turn, they will be required to spend Action Points (AP) so their models can perform Actions. Actions can be applied to a single model. Each Action uses up 1 Action Point from the model's pool. Action Points are generated by each model equal to their Initiative Value (IV) Attribute. Thus, a model with an Initiative Value (IV) of 3 would generate 3 Action Points.

THE ACTION SEQUENCE

Actions do have a sequence in terms of how they are executed. When in doubt, the model who declares the action is the one who executes the action first. This is especially important to remember during Interrupts, where both players act. The player who declared the initial Action typically rolls or completes their action first.

MOVE

A model can spend a single Action Point to move their Movement value in inches across the battlefield. A model can never move through another model on the battlefield.

CHARGE

A model can declare a charge against an enemy model. To declare a charge, a model must have Line of Sight on the model. Once the charge has been declared, the controlling player rolls as many dice as their Movement (MOV) attribute. This roll has a difficulty of 2+ on flat terrain, 4+ on light terrain, and 6+ on dense terrain. For each success, a model may add +1" to the distance the model moves towards the enemy in addition to their standard move. Models that successfully reach their target (have the target within their threat range) gain +2 dice added to their Attack Pool in the subsequent *Fight!* action should the model have enough Action Points (AP) to execute that action. If a model fails to get within threat range of an enemy, they still move the entire distance they rolled directly towards the intended target. A model may never move through another model, and must take the shortest distance towards the intended target.

FIGHT

A model declares they are going to attack an opponent as long as they are within Threat range of that model. They roll attacks against their opponent and resolve any wounds they may have caused. If the model declared a *Charge!* against their target as their previous action, they add +2 dice to their Attack Pool to this attack. When a model declares this Action, they must move up to their Threat Range directly towards their target if possible. If they fail to get into base contact with an enemy model, they simply move their Threat Range.

FIRE

Models armed with ranged weapons may shoot their ranged weapon by using an Action Point. Making a Ranged Attack within the Threat Range of a model provokes a Free Strike.

RUN

When this Action is declared, the model declaring the Action moves twice their Movement Value in inches. Their activation ends immediately after they complete this action, and is therefore often used after all other Actions have been resolved. You cannot run through Difficult Terrain. A model may never move through another model on the battlefield.

SPOT

If an enemy in your model's line of sight has any Stealth Tokens, these must be removed before you may shoot or declare a charge against them. You must spend 1 Action point to remove one Stealth Token. Some equipment such as a Brass Scope will make it easier to remove these tokens.

STAND UP

Models that have been knocked over must spend an Action Point to stand back up. When this Action Point is spent, a model can stand up if they are knocked over (see page XXX for more details).

POWER ATTACK

An Action Point can be spent for a model to make a Power Attack. Power Attacks are detailed in the Combat chapter.

FINESSE ATTACK

An Action Point can be spent for a model to make a Finesse Attack. Finesse Attacks are detailed in the Combat chapter.

EVADE

A model may advance cautiously. A model who chooses to Evade may Move a distance equal to their Threat Range. A model that is Evading cannot be targeted by any Ranged Attacks when performing this action.

FOCUS

When a model declares they are focusing an attack, for each additional Action Point (AP) the player wishes to spend, they may add +1 die to their Marksmanship Pool or Attack Pool and +1 to their Damage Attribute. Thus, if a model spends 1 additional Action Point (AP), they will gain 1 additional Marksmanship die or Attack die and +1 to their weapon's Damage Attribute. If a model spends 3 Action Points (AP), they gain 3 additional Marksmanship dice or Attack Dice and +3 to their weapon's Damage Attribute. Focusing an attack cannot be used in conjunction with a Special Attack. Once a model Focuses an attack, all of their actions immediately end unless specified by another rule. In any circumstance, the maximum bonus that can be achieved by spending Action Points (AP) to Focus is +3.

INTERACT

A model who is given the Interact Action can perform actions that involve scenery pieces. Mainly this is interacting with objects such as machines, or NPCs, and will be detailed in the specific scenarios when relevant.

JUMP/CLIMB

Models may attempt to climb a structure or other object by making a Movement check (TN4). Each success is equal to 1" of Movement. Models that have not completed a climb may continue to spend more Action Points to continue to climb and may end their turn mid-climb. It should be noted that this is for sheer surfaces. Using a ladder or rope is considered simply a Move action. To jump between two raised points, a model may attempt a Movement (MOV) check (TN 4) as well by spending a single Action Point, with each success equal to 1" of movement. A model that fails to clear the gap will fall (see page XXX for more details).

DEFENSIVE WITHDRAWAL

A model may spend an action point to make a defensive withdrawal from melee combat. When this action is declared, the model moves directly out of a model's threat range. The model may move in any direction, but cannot move further than their Movement (MOV). If a model is unable to move out of the enemy model's Threat (ie. trapped against impassable terrain), this action may not be declared.

INTERRUPTS

If you hold onto Action Points during your turn, you can spend them during your opponent's turn to interrupt an action. These interrupts are specific and are the only actions that can be attempted during your opponent's turn. Interrupts must be declared before any models are moved.

ADVANCE

If a model moves or acts within Line of Sight of a model that still has remaining Action Points, that model may declare an Advance. An Advance essentially allows that model to move their full movement in inches either towards the enemy, or to back away or seek cover. A model that Advances into an enemy model that is declaring a *Charge!* action counts as having made a *Charge!* action themselves, gaining the +2 bonus to their Attack Pool for the next attack. Should the model wish to continue their charge without stopping to engage the model that Advanced into their Threat Range, they will receive a Free Strike from the Advancing Model.

FIRE!

A model that has a ranged weapon may attempt to fire on a model that is within the range of their weapon. A model may not load a weapon during their opponent's active turn.

FIGHT!

A model that is already in close combat can declare a Fight! action. After the active player has resolved his combat, then the non-active player may resolve their own attack. This means that even if a model is incapacitated after the active player resolves their attacks, they still get their attacks before being removed from the battlefield.

BULWARK

A model may attempt to form a bulwark and defend themselves against their opponent's attacks. This gives the defending model a +2 bonus dice to their Armour (ARM) Pool.

DODGE

A model may choose to Dodge as an Interrupt Action. When doing so, they may Move a distance equal to their Threat Range, and by doing this replaces the Ranged Target Number needed by their natural Defense should it be better than the Target Number needed to hit them at that distance.

COMBAT

Blackwater Gulch is a combat based game, and ranged combat plays a huge part in the flow of the game. This chapter details the finer elements of combat in Aeon, and how combats are resolved.

MELEE COMBAT

Close combat begins when a model falls within another model's threat range via the result of a *Charge!* Action, or a *Fight!* Action. Any model with an enemy model within its own Threat range, or that is within an enemy model's Threat range, is considered in Close Combat. To execute an attack, you must follow the following steps.

1. Check to see if the model you are attacking is within your threat range.
2. If the model you are attacking is within your model's threat range, then you make an Attack Roll using your Attack Pool. Roll the number of dice in your Attack (ATT) Pool. You roll as many dice as you have in your Attack (ATT) Pool, with the Target Number being your opponent's Defense (DEF) attribute. If the Defense (DEF) attribute of your target is higher than 6, rolls of a natural 6 still count as a Success, but not a Critical success.
3. Each die that matches or beats the target number is considered a hit. For each success you score against your opponent, you inflict 1 Wound.
4. Your opponent then must attempt to negate the Wounds. They roll as many dice as they have in their Armour (ARM) Pool. The target number is your model's Damage (DAM) attribute. If the Damage (DAM) attribute is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success. Dice may be removed from the pool to reduce this target number as usual.
5. Each die that matches or beats the target number negates 1 Wound inflicted from the attack.
6. Apply the remaining damage to the target's Endurance (EN) attribute, and record the amount left. If the remaining amount is 0 or less, your model is now incapacitated and can be replaced with an Incapacitation Token. Note that even if a model does not take damage from the attack, they will still suffer the effects of the attack (such as those from a Power Attack or a Finesse Attack).

Once this has been done, the *Fight* Action has been resolved. You are in close combat until a model moves out of a model's Threat range, or one of the models is incapacitated.

RANGED COMBAT

Ranged combat works just like melee combat, beginning when a model falls within another model's Line of Sight and is equipped with a Ranged weapon.

1. Check to see if the model you are rolling to attack is within your model's Line of Sight.
2. If the model you are attacking is within the Range of the weapon, then you can make a Marksmanship Roll. Roll dice equal to your Marksmanship (MRK) attribute, with the Target Number being your opponent's Defense (DEF) attribute. If the Defense (DEF) attribute of your target is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success. Dice may be removed from the pool to reduce this target number as usual.
3. If your target is in close combat with another model, you can only roll a maximum of 3 dice to hit, even if your Marksmanship (MRK) attribute is higher than 3.
4. If your target is within Short Range (ie. the weapons range or less), you can add +1 die to your Marksmanship (MRK) attribute for being within Point Blank Range.
5. If your target is at Long Range (beyond your weapon's listed range) from your model, you must subtract 1 die from your Marksmanship (MRK) Pool, and you lose an additional die for each additional increment of 6".
6. Each die that matches or beats the target number is a hit. For each success you score against your opponent, you inflict 1 Wound on your target.
7. Your opponent then must attempt to negate the wounds. They roll as many dice as they have in their Armour Pool. The target number is your Ranged Weapon's Damage (DAM) attribute. If the Damage (DAM) attribute of your weapon is higher than 6, rolls of a natural 6 still count as a Success but not a Critical Success. Dice may be removed from the pool to reduce this target number as usual.
8. Each die that matches or beats the target number negates 1 Wound inflicted from the attack.
9. Apply the remaining damage to the target's Endurance (EN) attribute, and record the amount left. If the remaining amount is 0 or less, the model is now incapacitated and can be replaced with an Incapacitation Token. Note that even if a model does not take damage from the attack, he will still suffer the effects of the attack (such as those from a Power Attack or a Finesse Attack).

Once this action has been resolved, the *Fire* Action has been completed.

DAMAGE

Damage is the result of successes being scored against a model during an Attack, whether it is a Melee Attack or a Ranged Attack. The more successes you score during an attack, the more Damage you will inflict and the more Wounds will need to be resolved.

ARMOUR

Once you have had a Wound inflicted against one of your models, you use your Armour (ARM) pool to negate the wounds. Each success you roll against your opponent's Damage value negates 1 wound.

WOUNDS

When a model scores a successful hit against a target, that model has scored Wounds against that target. If a Wound is not negated by an armour check, the Wound is applied to the model's Endurance (EN) attribute. When you have sustained more wounds than your Endurance (EN) attribute, that model has become Incapacitated and is replaced with an Incapacitation Token, or you may lay the model on its side.

INCAPACITATION

When a model suffers more Wounds than they have Endurance (EN), the model becomes Incapacitated. An Incapacitated model is removed from the table and replaced with an Incapacitation token (or simply tipped over). While incapacitated, a model cannot generate Action Points (AP), and cannot perform any actions unless otherwise specified on the model's profile. For all intents and purposes, a model is removed from the game unless a condition is applied where the incapacitated state is removed.

A model that sustains any damage once they are Incapacitated are immediately removed, as those models are considered Dead.

SPECIAL ATTACKS

There are two types of special attacks in Blackwater Gulch: Power Attacks and Finesse Attacks. To execute either of these, the model attempting the strike spends an Action Point like normal.

There are some models that execute special attacks as part of their normal attack. In these circumstances, the amount of successful dice not only apply the effect of the Power or Finesse Attack, but also deal additional damage as well. These are considered more of a "normal attack plus a special attack", rather than simply a special attack. These situations will be called out in a model's profile.

POWER ATTACKS

When a model executes a Power Attack, they are throwing all their weight behind the blow, attempting to knock an opponent back. A Power Attack inflicts less damage, but has the ability to knock back an opponent and put the attacker into a more strategic position. When a Power Attack is declared, the model attacks as normal. If the attack is successful, instead of applying all of the successes to damage, the player may choose to knock a model back 1" per success instead. The successes may be applied to damage and knockback as the attacker sees fit but must be allocated before any dice are rolled. Once the model reaches that specified distance, they must perform an Initiative Value (IV) test, with the Target Number (TN) being the Damage (DAM) value of the Attack. If they score less successes on this test than their opponent allocated to the pushback, they are knocked down.

If a model is pushed back into terrain or another model that would stop their progress, they stop moving and any additional successes are instead added to the Target Number to resist falling down.

FINESSE ATTACKS

A Finesse Attack is a way for a model to disengage opponents and put some distance between them and their foes. A Finesse Attack inflicts less damage but allows for a model to move out an opponent's threat without the model suffering the effects of a Free Strike. When a Finesse Attack is declared, the model attacks as normal. If the attack is successful, instead of applying all of the successes to damage, the player may choose to move their model up to as many inches as successful hits scored. The moving model may not enter another enemy's threat range that they did not begin the action within.

MULTIPLE ATTACKERS

Being swarmed by enemy attackers is a very dicey situation. When multiple allied models have a single model within their Threat Range, they may reduce the threshold needed to score a Critical Hit. This threshold is reduced to a 5+ and is calculated at the time the Fight! action is performed. Thus, if two models are in combat with a single model, Critical Hits will be scored on a 5+ instead of a 6.

If a model cannot move out of combat on their action due to terrain or impeding models, that threshold is reduced once again to a 4+. This condition is known as Isolated.

Note that this only applies if the models declaring their attacks on the model have no other enemy models within their Threat Range.

FALLING

Taking damage from falling is something that most will have to contend with at some point in their career. If a model falls further than their model's height (1.5" for Standard Models, 3" for Large Infantry Models, and 6" for Huge Models), that model will suffer 1 Damage 4 Hit for each increment they fall, rounding up. Thus, if a Large Model falls 9 inches, that model will suffer 3 Damage 4 Hits. Distance is measured from the bottom of the model's base, and Armour rolls may be made as normal.

FREE STRIKES

A Free Strike occurs when a model moves out of the threatened area of an enemy model. A Free Strike is a free action and is performed just before the model actually leaves the threat zone, but after the move has been declared and initiated.

TRAMPLE

Large or Huge models may attempt to trample those that are smaller. When declaring a Trample, the Large or Huge model advances using their Movement (MOV) Pool, much like they would when declaring a charge, though there is no target in this particular instance (though there can be, which would lead them into combat though they do not receive the subsequent +2 Bonus to their Attack Pool). Any models that are caught under the Trampling Model's base (not threat range) suffer 1 hit equal to the Trampling Model's Damage Value. Each model affected may make a roll using their Initiative (IV) Pool (TN 4). Each success scored is +1 die they can add to their Armour Pool when attempting to negate the Damage. If a model receives no damage from the Trample, they may attempt to resolve a Free Strike against the Trampling Model. Models that score no successes on their Initiative test are Knocked Down. The Trampling Model may not end its move while on top of another model.

KNOCKED DOWN

Models that are knocked down are considered Prone. Prone models are always considered to have a Defense Value of 2 (as all rolls of 1 are automatically considered failures) regardless of their original value. A model that is prone **MUST** spend an Action Point to stand up before performing any additional actions.

COVER

Models being targeted by ranged attacks can greatly benefit from cover. There are two types of cover: Soft cover and Hard cover. You can only benefit from cover if you are within your Threat Range of a piece of terrain that would provide cover to a model and is between the model and the origin of the attack being made.

For a model to be considered in cover, the obstacle or piece of terrain must at least cover $\frac{1}{2}$ of the model's volume. If the model is completely obscured by an obstacle (such as a forest or wall), the model is not within Line of Sight and cannot be the target of an attack.

Soft Cover: Models behind or in soft cover are still in danger of having projectiles penetrating whatever they are shielding themselves with. Soft cover includes forests, shrubs, and fences. When you benefit from soft cover, your opponent suffers a -1 penalty to their Marksmanship Pool, and the target model receives +1 bonus to their Armour Pool. Soft cover counts as Light Terrain for Charging purposes.

Hard Cover: Models behind or in hard cover are much safer from projectiles than those hiding behind soft cover. Hard cover includes rock walls, brick walls, large stones, and the corners of walls and such. When a model is against hard cover, your opponent suffers a -1 penalty to their Marksmanship Pool, and the model receives +2 bonus to their Armour Pool. Hard Cover counts as Dense Terrain for Charging purposes.

FEAR AND BRAVERY

In the dark and dusty streets of Blackwater Gulch, fear is a very real thing and can force a model to act in a very unintended fashion. There are two types of fear: fear caused by large or particularly horrible models, and fear caused from loss of other members of your posse.

When a model has an allied model reduced to an incapacitated state within a single turn within 12" and line of sight of them, they must immediately make a Bravery test. To make a Bravery test, one must roll their Willpower (WP) Pool (TN 3). During the next turn, that model can only generate as many Action Points as successes scored on this test.

When beginning a model's activation within the Threat Range of a particularly terrifying creature, such as a creature with the Fear attribute, a model must pass a Bravery test by rolling their Willpower Pool with the difficulty indicated in the creature's profile. During that turn, they can only generate as many Action Points (AP) as successes scored on the test. This only needs to be done once per game against a particular model.

STANDARD PLAY

Standard Play is best for quick games, or if you are playing with strangers and want an easily balanced force.

You may download printable Character Cards from our website to build your gang quickly, or use our online Gangbuilder.

Character Cards list all of the attributes, abilities and equipment a model has at its disposal, along with the point cost. To create your Posse, just select the character cards for each model, and you should be all ready to play.

CHOOSING A LEADER

Every posse needs a strong leader, a Hero who's abilities will define how their posse is played. You can find the list of Heroes starting on page ###, with a leadership trait that applies to all other members of their posse. Once your Hero is selected, you may recruit as many other models as you wish, up to the agreed upon point limit for your game.

POINTS

Every Model in Blackwater Gulch has a point value, listed as their "cost" in their profiles. The more points the model costs, the more that model brings to the fight. A good starting Posse of about 8 models should come to around 750 points. For public or tournament games, it is recommended that you play with 1000 points, which should give you about a dozen or so models. These are suggestions, you are free to go with whatever point level you and your opponent wishes to play.

RACES & RECRUITING

Generally, races do not mix often, but some leaders will work with members of other races when necessary. As the saying goes, the enemy of my enemy is my friend.

If you wish to recruit different races, for example a human leader commanding a legion of undead, the leader will need to have the *Necromancer* leadership ability. These abilities cost an additional 10 points, and are listed on page ###.

SKILL LEVELS

There are three skill levels for models in Blackwater Gulch: Heroes, Veterans and Recruits.

As previously mentioned, your posse must consist of at least one hero model that is considered your Leader. You may include more than one hero in your posse, but you must pick which one will be the actual leader, and that hero's Leadership Trait will be the one that applies to the rest of their posse. Also, models within 12" of your Leader may use that model's Willpower (WP) instead of their own when making tests involving Bravery, Fear or Rallying.

Recruits are essentially townsfolk or minion creatures who are new to the gang and the usually most plentiful and come with basic equipment.

Veterans have been in working together for quite a while, and have survived their fair share of dust-ups. They are able to carry more equipment and have additional abilities.

Heroes are the toughest around. They have several abilities, and have access to the best equipment or ammunition to give them an edge, but are also the most expensive to recruit.

CUSTOM CHARACTERS

If you would like to create your own characters from scratch, you simply need to choose your race, and then a profession or other archetype. You can find that information starting on page ###. Simply select one of these professions or archetypes, and you may give them additional equipment.

You may use the Gang Builder on our website to build your gangs easily, or you may copy the roster sheet in the back of this book to keep track by hand.

LEGACY PLAY

This game model is designed for extended campaigns in group play that feel more like a combined roleplaying experience than a one-off combat scenario.

STARTING A CAMPAIGN

When starting a campaign, each player taking part must start a new posse from scratch, with 500 points to spend adding characters to your list and equipping them. You may use the Legacy Roster Sheet at the back of this book to keep track of your Posse.

Like in any Blackwater Gulch posse, you must have at least one Hero and a Hero must be the leader of your posse. If you have multiple Hero models, you may choose which one is the leader.

Recruit level characters start with zero experience, and have plenty of room to learn and grow. They begin their careers with the recruit skill listed for their profession, and may add their profession's preferred gear for free. When learning new abilities, they may select any ability they wish, not the ones listed for Veterans or Heroes of their Profession.

Veteran level characters begin with 20 experience points, and have already learned quite a bit. They must select both Veteran Abilities for their profession when starting out.

Heroes will have 40 experience points, there is very little they have left to learn. They will select all of the Hero Abilities listed for their profession.

LEGACY PHASES

In a Legacy game, there are four phases that take place outside of the actual game taking place.

The Game Phase: This phase is the same as any normal game. Select your encounter & complications and see who wins!

The Aftermath Phase: After the battle has finished, each model that was Incapacitated must roll 2d6 on the Aftermath Table on page ###. This will determine the fate of each Incapacitated model. Models that have been "killed" during the battle (ie. removed from the table) roll 1d6 on the Aftermath table instead.

The Advancement Phase: All surviving members of the posse gain 1 experience point (or 2 point if they were Underdogs), plus each character that incapacitated an enemy can earn additional experience: 1 point for taking down recruits, 2 points for Veterans and 4 points for Heroes. Whenever a character earns 10 points of experience, roll 2d6 on the Advancement table on page ### for and apply that to the model's unit profile. For every 20 points earned, the character may select a new ability from those listed on page ###. The maximum amount of experience any character may earn is 50 points. Each point of experience earned also adds to a model's cost, thus if a character in your posse earned 3 points of experience after a game, they will increase their cost by 3 points as well.

The Build Phase: Each battle is worth points to help rebuild your losses and resupply. Each battle is worth 50 points, assuming both players have a party that is within 20% of each other's base amount (ie. 100 pts on one another at 500 pts). If there is a differential of larger than that, the player with the lowest amount of points is considered the Underdog. If the differential is more than 20%, then the underdog gains 2x as many points for completing the battle, regardless of winning or losing. If the differential is 50%, then the underdog gains 4x as many points as they normally would have. It would be recommended that a battle not be conducted with a larger differential than 50%. Additionally, any experience gained by the members of your posse for taking down enemies will be added to the points you earn after the battle.

These points can be applied to anything that points normally can be applied to - recruiting new fighters, buying equipment, or anything else. Before you start buying, however, you need to make sure your posse can afford it after increasing the amount of experience for all survivors.

CAPTAIN NATHAN REINHOLDT

Mortal, Heroic Backbone

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
5	4	5	5	4	4	6	5	94

The Blackwater River sees all manner of boats come and go, but none with a reputation quite like the *Tranquility*. A sleek, three-deck riverboat captained by the infamous Nathan Reinholdt, she drifts up and down the river like a ghost with a grin, her crew always one step ahead of trouble—and two steps ahead of the law. Stories of smuggling, cons, and near-mythical escapes swirl wherever she docks, yet no charges ever stick. Luck, it seems, rides with them.

Captain Reinholdt, once a decorated military man, now leads his crew with charm, grit, and just enough discipline to keep the engines running. He's fiercely loyal to those aboard his boat and just unpredictable enough to make the law nervous. The *Tranquility* Crew isn't in it for justice or gold, they're in it for freedom, fortune, and the thrill of playing a bad hand like it's a royal flush.

LEADERSHIP TRAIT

Gambler

All members of the *Tranquility* Crew take chances and luck is usually (almost) in their favor. All members of Captain Nathan's posse may reroll one die once per round from any one action during their turn, or used with an interrupt roll. The second result stands if it is a success or fail. You cannot use this to reroll the results of another reroll.

GEAR

RANGE DAM NOTES

Pistol	10"	4	<i>May be used as a melee weapon.</i>
Reinforced Wear			<i>Gain +2 ARM (Added above). Hindering.</i>
Comfortable Boots			<i>Gain +1 MOV (Added above).</i>

TRAITS AND ABILITIES

Inspiring	<i>All friendly models within 6" gain +1 WP. Not cumulative.</i>
Grace	<i>Will never be targeted with Free Strikes.</i>
Grit	<i>When wounded, reroll 1's when making ARM roll.</i>



CHIEF BLOODWOLF

Mortal, Heroic Guardian

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
4	4	4	5	4	4	7	5	114

Surviving the harsh winds and cracked earth of the lands around Blackwater Gulch is no small feat, but the Bloodwolf Tribe has endured for generations. Led by the hardened and respected Chief Bloodwolf, they make their home near the edge of the Wormwood Forest, southeast of Blackwater Gulch. There, among the gulleys and caves, they sharpen their blades and their purpose.

The Bloodwolf Tribe is known for their relentless pursuit of werebeasts and other unnatural creatures that stir within the forest's cursed shadows. They emerge only when necessary, trading carved talismans and cured hides for supplies in town, speaking little and revealing less. Feared by some and respected by others, they are a silent force standing between the wild and the weak... Watching, waiting, and always hunting.

GEAR	RANGE	DAM	NOTES
Pistol	10"	4	May be used as a melee weapon.
ForeverSharp	Melee	6	Two-Handed.. Silver.
Fortified Outfit			Gain +3 ARM (Added above). Hindering.
Native Remedy			Consume to gain +1 DEF until next turn.

TRAITS AND ABILITIES

Guardian	May take damage for a friendly model in threat range.
Agile Riposte	Make Free Strikes against enemies that charge you or completely miss you in melee combat.
Fearless	Immune to Fear. Automatically passes any Bravery tests.
Silver	Weapon gains +1 DAM against Werebeasts.



CROATOAN

Alpha Werewolf, Large Model

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
6	4	4	4	5	4	3	7	118

Lurking in the deep edges of the Wormwood Forest, the Wolfpack is a savage, disciplined force of nature - werewolves bound by instinct and led by the ancient and enigmatic Croatoan. Towering and silent, he has walked the earth longer than any man can remember, leaving a trail of vanished towns and reclaimed wilderness in his wake. Some call him a ghost, others a god, but those who survive his wrath know he is something far more dangerous: a predator with purpose.

Croatoan does not fight for power or conquest. He fights to purge the world of mankind's corruption. Towns, railways, and rifles are nothing more than infestations to him, spreading across lands that were once wild and sacred. Armed with a massive totem staff and primal fury, Croatoan leads his pack with brutal precision, striking swiftly and vanishing just as fast. He speaks little, kills without hesitation, and sees the fall of Blackwater Gulch not as vengeance, but as balance restored.

LEADERSHIP TRAIT

Manhunters

Wishing only to remove the scourge of mankind from the world, Croatoan and all in his pack may reroll any missed dice when they are fighting against Mortals in melee combat, once per activation. Note that rerolls can only be made once.

GEAR

Crusher Staff

RANGE DAM NOTES

Melee 7 Two-Handed. Vorpal.

Tough Hide

Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Mighty

Never have dice subtracted from their ATT under any circumstances.

Slam

Successful Melee hits knock enemies out of Threat Range.

Smite

May spend 1 AP to reroll all missed ATT dice.

Vorpal

Weapon gains +1 DAM against Mortals.



EL JEFE

Mortal, Heroic Gunslinger

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
4	4	5	5	4	4	5	5	84

Wherever tyranny tightens its grip, Los Rebeldes ride, led by the bold and defiant El Jefe. Once a revolutionary, now an outlaw commander, El Jefe fights not for power but for the freedom of his people. With twin pistols blazing and a fire in his heart, he leads every charge from the front, rallying his fighters with charisma, courage, and unshakable resolve. He's more than a gunslinger, he's a symbol of resistance, and a storm wrapped in a rebel's coat.

Los Rebeldes aren't common bandits—they're a cause, a movement, and a myth in the making. Striking from the hills and vanishing before the dust settles, they target the greedy, the cruel, and the corrupt. Fueled by justice and hardened by survival, they bring chaos to those who deserve it and hope to those who've gone too long without. In Blackwater Gulch, their legend grows with every bullet fired and every chain broken.

GEAR	RANGE	DAM	NOTES
Two Pistols	10"	4	+1 MRK (added above). May be used as a Melee weapon.
Layered Gear			Gain +1 ARM (Added above).
Snake Oil			Consume to heal 1 lost wound.

TRAITS AND ABILITIES

Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.
Marksman	Reroll 1's when shooting.





LEADERSHIP TRAIT

Shielded by Faith

Coming from a long line of holy warriors, Clarkson has a wealth of knowledge about all things that go bump in the night. Any member of his posse may reroll any failed bravery test when fighting agasint Demons or Undead.

J. W. CLARKSON

Mortal, Heroic Watcher

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
4	4	4	5	4	4	5	5	89

The Unsung don't seek fame or fortune, they hunt the things that crawl out of nightmares. Led by J. W. Clarkson, they specialize in tracking and destroying demons, undead, and anything else too unholy for the average gunslinger to stomach. Clarkson is a man of few words and fewer doubts, armed with a reliable pistol and a massive two-handed axe inscribed with markings even he doesn't fully understand. The weapon hums with power when it strikes something truly wicked, and though Clarkson doesn't know it, he carries the blood of the Templars who once helped seal away the first horrors to plague the Gulch.

The Unsung travel light and strike hard, moving from town to town like shadows in service of a duty they never asked for but can't ignore. Clarkson's instincts run deep, his aim is true, and his axe burns bright when the darkness rises. They don't care about glory or thanks, they care about getting the job done and keeping the evil buried. Because when something clawing out of the grave needs putting down for good, the Unsung are the ones who answer.

GEAR

RANGE DAM NOTES

Templar Axe	Melee	6	Two-Handed. Holy.
Pistol	10"	4	May be used as a melee weapon.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Righteous	+1 MRK or ATT when attacking Demons.
Marksman	Reroll 1's when shooting.
Fearless	Immune to Fear. Automatically passes any Bravery tests.
Holy	Weapon gains +1 DAM against Demons.



LADY NIGHTSHADE

Mortal, Heroic Gunslinger

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
5	4	5	5	4	4	5	5	89

The Widowmakers ride for no man, no law, and no system that ever tried to keep them quiet. Led by the cunning and ruthless Lady Nightshade, this gang of sharp-eyed women (and a few hard-edged men who've earned their place) fights against the chains of oppression with loaded pistols and unshakable purpose. Lady Nightshade is a master strategist and a deadly shot, known for leading ambushes with deadly precision and vanishing before the smoke clears. She doesn't preach revolution—she enacts it, one bullet at a time.

The Widowmakers don't care for headlines or heroes. They fight for those who can't, won't, or weren't allowed to. In saloons and boardrooms, on ranches and railroads, they've made themselves a myth—one built on grit, blood, and defiance. Anyone who dares underestimate them quickly learns the truth: equality, in their eyes, is just another word for justice with her finger on the trigger.

GEAR RANGE DAM NOTES

Two Pistols	10"	4	+1 MRK (added above). May be used as a Melee weapon.
Layered Gear			Gain +1 ARM (Added above).
Snake Oil			Consume to heal 1 lost wound.
Comfortable Boots			Gain +1 MOV (Added above).

TRAITS AND ABILITIES

Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.
Marksman	Reroll 1's when shooting.



MAJOR WILDE

Mortal, Heroic Gunslinger

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
4	4	5	5	4	4	6	5	94

Major Wilde came to Blackwater Gulch with a clear mission: restore order, enforce the law, and bring stability to a town teetering on the edge of chaos. With a squad of battle-hardened soldiers at his back, Wilde's Rangers operate with strict military precision, clearing out outlaws, burning out beasts, and keeping the peace by any means necessary. Major Wilde himself is a commanding presence, respected for his leadership and known for his iron discipline on the field.

But beneath the polished buttons and well-rehearsed speeches lies a man with eyes on more than justice. Major Wilde didn't come west just for glory, he came chasing gold. Whispers say he's got claims staked in the hills and plans buried beneath the town's foundation. He still fights for what's right... as long as it doesn't stand between him and a fortune. In the end, Wilde's Rangers follow orders, but the man giving them has more than one objective in mind.

LEADERSHIP TRAIT

Iron Sights

Major Wilde trains his Rangers to stay cool under pressure, taking careful aim before unleashing a deadly shot. Any friendly model armed with a Longarm, Shotgun, or Repeating Rifle adds +1 to their Marksmanship pool when performing a Focused ranged attack.

GEAR

RANGE DAM NOTES

Silver Cavalry Saber	Melee	5	Silver.
Two Pistols	10"	4	Gain +1 MRK (added above). May be used as a Melee weapon.
Reinforced Wear			Gain +2 ARM (Added above). Hinderling.

TRAITS AND ABILITIES

Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.
Marksmanship	Reroll 1's when shooting.
Silver	Weapon gains +1 DAM against Werebeasts.



MISS LAVOE

Mortal, Heroic Hexer

MOV ATT MRK DEF IV WP ARM EN COST

4 4 4 5 4 4 5 5 99

Few dare speak Miss Lavoe's name aloud, and those who do rarely say it twice. Known as the Voodoo Queen of Blackwater Gulch, she leads The Wicked, a grim procession of the dead and damned that answer only to her. A mortal woman with power that feels anything but, Miss Lavoe is a Hexer who weaves dark magic through bone, blood, and whispered curses. Her presence chills the air, her eyes see beyond the veil, and her voice can wake the dead... literally.

The Wicked aren't just undead—they're her servants, her shield, and her vengeance made flesh. Whether raising corpses from shallow graves or binding spirits to do her bidding, Miss Lavoe moves through the world with eerie grace and terrifying control. She doesn't seek chaos or conquest, only power, and perhaps something far older. When The Wicked rise, they do so to her rhythm... and that rhythm always ends in silence.

GEAR

RANGE DAM NOTES

Hex Staff	Melee	6	Two-Handed. Vorpal.
Pistol	10"	4	May be used as a melee weapon.
Grimoire			May use Corruption Powers.
Layered Gear			Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Grit	When wounded, reroll 1's when making ARM roll.
Infiltration	May deploy up to 6" beyond your deployment area.
Adept	Reroll 1's when attempting to Draw Mana.
Vorpal	Weapon gains +1 DAM against Mortals.
Necromancy	May recruit Undead.



MR. FOO

Mortal, Heroic Wrassler

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
4	5	4	5	4	4	6	5	84

Silent, sharp-eyed, and always one step ahead, Mr. Foo leads the Secret Fist with a calm authority that masks a ruthless efficiency. A former enforcer turned strategist, he commands his gang like a master tactician, each member a precise strike in a larger plan. Though he rarely speaks, when he does, his words carry weight and when he acts, it's often too late for his enemies to react. Beneath his quiet demeanor lies a man shaped by exile, survival, and a burning desire to carve out a new empire far from the lands that cast him out.

The Secret Fist is a brotherhood bound not by blood, but by purpose. Their roots trace far across the ocean, but their actions now shape the blood-soaked streets of Blackwater Gulch. With blades, smoke, and ancient skill, they strike from the shadows and disappear like ghosts. They may not look like much at first glance, but to underestimate them is to invite a swift and painful end. In Mr. Foo's world, there is no room for mercy, only precision, discipline, and quiet revenge.

LEADERSHIP TRAIT

Ghost Step

The warriors of the Secret Fist move with uncanny precision, slipping from combat before their enemies can react. All members of his posse may leave melee combat without provoking free strikes. If a model also has the Grace ability, they will gain +1 MOV for their Move action when leaving melee combat.

GEAR

RANGE DAM NOTES

Two Hand Weapons Melee 5 Gain +1 ATT (added above).

Reinforced Wear Gain +2 ARM (Added above). Hindering.

TRAITS AND ABILITIES

Follow Through Make a full MOV action after incapacitating an enemy.

Armsman Reroll 1's when attacking in melee combat.

Marauder Declare charge for free as long as enemy is within double MOV distance, only once per activation.



SHERIFF DAWSON

Mortal, Heroic Bounty Hunter

MOV ATT MRK DEF IV WP ARM EN COST

4 4 4 5 4 4 6 5 94

Sheriff Dawson has worn the tin star longer than most folks in Blackwater Gulch have been alive. He's the kind of lawman who doesn't need to raise his voice to command a room, just one look from those steely eyes is enough to make most troublemakers rethink their choices. Dawson's seen this town through plagues, fires, and more shootouts than anyone cares to count, but even he knows there's something darker stirring beneath the dust.

Armed with a long rifle for precision justice and a sidearm for close encounters, Dawson isn't just a symbol of law, he is the law. His Vigilance Committee is a handpicked crew of seasoned peacekeepers and sharp-shooting deputies, sworn to protect the innocent and push back the night. Dawson doesn't believe in superstition, but he knows evil when he sees it and he'll stand his ground against man or monster to keep Blackwater safe. Even if it kills him.

GEAR RANGE DAM NOTES

Pistol	10"	4	May be used as a melee weapon.
Longarm	18"	4	Accurate.
Reinforced Wear			Gain +2 ARM (Added above). Hindering.
Brass Scope			May target models in Stealth normally.

TRAITS AND ABILITIES

Duck & Cover	Counts as being in soft cover when out in the open.
Marksman	Reroll 1's when shooting.
Grit	When wounded, reroll 1's when making ARM roll.
Accurate	Gain +2 MRK if you do not move prior to shooting.



THE TALL MAN

Primevil Demon

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
5	5	5	6	5	5	4	4	94

The Tall Man isn't some faceless shadow, he wants you to see him. That wicked grin, that bone-thin frame wrapped in tattered finery... it's all part of the act. He walks like a gentleman, speaks like a preacher, and kills like a demon. Leaning on his skull-topped cane, he commands attention and fear in equal measure. No one knows if he was ever truly human, or if something far darker just learned how to wear a man's skin. What they do know is this: where he goes, death isn't far behind.

His gang, known only as Dread, is a waking nightmare of demons, corrupted souls, and mortals who've sold what little they had left for power. Under the Tall Man's gaze, they don't fall easy. They don't stay dead. It's like the rules don't quite apply to them anymore. Blades slip off. Bullets miss hearts. And when they drop, it's never for long. Some say the Tall Man offers strength. Others say he steals something in return. Either way, once Dread arrives, the wise scatter. The rest don't get a second chance.

LEADERSHIP TRAIT

Relentless

All Demons following The Tall Man do not become Incapacitated when they are reduced to 0 Endurance. Instead they will continue to act normally until they receive one more point of damage, or the turn in which they were Incapacitated ends. If wounded again, they are completely removed from the battlefield.

GEAR

Unholy Cane
Layered Gear

RANGE DAM NOTES

Melee 4 *Vorpal.*
Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Powers	May select up to 3 Corruption Powers.
Marauder	Declare charge for free as long as enemy is within double MOV distance, only once per activation.
Follow Through	Make a full MOV action after incapacitating an enemy.
Vorpal	Weapon gains +1 DAM against Mortals.
Beguile	May recruit Mortals.



TINY

Mortal, Heroic Big Iron, Large Model

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
5	4	3	4	4	4	6	7	135

Tiny isn't just a big man, he's *the* big man. An ogre towering over most folks and lugging around his beloved custom-built gatling gun "Miss Bessie," Tiny is hard to miss and even harder to stop. He's got a childlike sense of justice, a booming laugh, and fists like sledgehammers. Most folks who see him coming expect a monster. But to the Mavericks, he's the heart of the gang. Loyal, fearless, and just unpredictable enough to turn a losing fight into a runaway victory.

He doesn't lead with speeches or plans, he leads by standing between his crew and danger. When bullets fly, Tiny's the first one charging in, soaking up fire and returning it tenfold. His sheer size turns him into mobile cover for the rest of the Mavericks, who know that if they stay close and aim true, they'll walk away in one piece. Call him dumb and you might get a glare. Hurt his friends and you'll hear Bessie roar. He's not the sharpest mind in the Gulch, but when it comes to keeping his gang alive, there's no one better to have out front.

GEAR

	RANGE	DAM	NOTES
Hand Weapon	Melee	7	
Miss Bessie	12"	6	<i>Inaccurate. Suppressive Fire. Artillery.</i>
Reinforced Wear			<i>Gain +2 ARM (Added above). Hindering.</i>

TRAITS AND ABILITIES

Big Iron	<i>May equip artillery like a normal gun, large models only.</i>
Grit	<i>When wounded, reroll 1's when making ARM roll.</i>
Inspiring	<i>All friendly models within 6" gain +1 WP. Not cumulative.</i>
Inaccurate	<i>Add +1 to TN when firing this weapon.</i>
Suppressive Fire	<i>Target gains Suppression marker and must spend 1 AP to remove it during their activation.</i>



WAMPUS

Alpha Werecat, Large Model

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
6	5	5	4	5	4	4	7	128

Wampus walks a razor-thin line between man and beast. Though his blood runs wild with the fury of the forest, he's held onto just enough humanity to speak plainly and shoot straight. Clad in a long coat and wielding a pistol with deadly precision, Wampus is no mindless predator—he's a guardian with a cause. As alpha of the Wormwood Wardens, he leads a fierce brotherhood of shifters, shamans, and savages who defend the twisted groves and sacred trails of the Wormwood Forest.

He's swift, cunning, and strikes with both claw and lead. Outsiders rarely leave the forest alive, and those that do whisper of a snarling gunslinger with glowing eyes—part cat, part man, all fury. Wampus doesn't seek vengeance or gold. He fights for the balance of nature itself, and he'll bury anyone who threatens it beneath the roots of the forest.

LEADERSHIP TRAIT

Wormwood Wrath

The Wormwood Wardens aren't just guardians - they are the wrath of the forest made flesh. Mortals who dare trespass feel the land itself rise against them. Enemy Mortal models within 6" of any member of Wampus's pack suffer -1 to Willpower. This penalty stacks if affected by multiple models.

GEAR

RANGE DAM NOTES

Natural Weapons	Melee	6	Reroll 1 missed die with melee attacks. +1 ATT (added above).
Two Pistols	10"	4	+1 MRK (added above). May be used as a Melee weapon.
Tough Hide			Gain +1 ARM (Added above).

TRAITS AND ABILITIES

Infiltration	May deploy up to 6" beyond your deployment area.
Stealth (3)	Use 1 AP to create a Stealth Token (max 3). Enemy must use a Spot action to remove your token before they can shoot at you.
Sneak Attack	Hit on 2+ when shooting while you have a Stealth Token.



WILT CLANCY

Mortal, Heroic Gunslinger

MOV	ATT	MRK	DEF	IV	WP	ARM	EN	COST
5	4	5	5	4	4	6	5	84

Wilt Clancy is the kind of outlaw mothers warn their kids about, and most folks still underestimate. Cold-eyed and quicker on the draw than a rattlesnake in a frying pan, Wilt carved his reputation one bullet at a time. With a revolver in each hand and no patience for law or loyalty, he leads the Clancy Gang with iron resolve and a thirst for mayhem. They rob stages, loot payrolls, and vanish into the dust before anyone can organize a posse.

Some say Wilt was once a soldier. Others claim he was a preacher's son. But whatever his past, the man he is now lives by one rule: take what you want, and shoot anyone who says otherwise. The Clancy Gang doesn't follow orders, they follow fear, and Wilt Clancy makes damn sure they fear him most.

GEAR RANGE DAM NOTES

Two Pistols	10"	4	+1 MRK (added above). May be used as a Melee weapon.
Reinforced Wear			Gain +2 ARM (Added above). Hinderling.
Liquid Courage			Consume to gain Fearless for 1 round.

TRAITS AND ABILITIES

Infiltration	May deploy up to 6" beyond your deployment area.
Grit	When wounded, reroll 1's when making ARM roll.
Marksman	Reroll 1's when shooting.



MORTALS

They come in every stripe, from law-abiding townsfolk to desperate outlaws, and their ambition often drives them into conflict with the darker forces creeping across the land. Fragile, yet fearless, mortals shape the frontier one bullet and bad decision at a time.

	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Recruit	4	3	3	4	3	3	3	3	4	29
Veteran	4	3	3	4	3	4	3	4	4	36
Hero	4	4	4	5	4	4	4	5	5	54

MORTAL PROFESSIONS

Mortals are assigned a profession, defining which abilities they have and preferred gear they may carry, usually a weapon. Preferred gear is free, and does not add to a model's cost (unless they take two, for example, one pistol is free for a Gunslinger, but they will have to pay for a second pistol if they carry two).

BACKBONE

The Backbone isn't flashy or loud. They're the one who stands tall when everyone else starts to shake. Their steady presence keeps the gang focused and firm, even in the heat of battle. When Backbone's nearby, you just feel like everything's gonna be alright.

Preferred Gear: Pistol
Recruit Ability: Inspiring
Veteran Abilities: Inspiring, Grace
Hero Abilities: Inspiring, Grace, Grit



BOUNTY HUNTER

Bounty Hunters are patient, cold-eyed marksmen who stalk their quarry across the frontier with a single-shot longarm always at the ready. Whether perched on a rooftop or tracking through the brush, they specialize in long-range takedowns, dropping targets with calm precision before slipping away to claim their prize. In a world full of chaos, a Bounty Hunter's aim is steady, and their loyalty belongs only to the highest bidder.

Preferred Gear: Longarm, Layerd Gear
Recruit Ability: Duck & Cover
Veteran Abilities: Duck & Cover, Marksman
Hero Abilities: Duck & Cover, Marksman, Grit



BREACHER

Breachers are straightforward, no-nonsense fighters who thrive in the chaos of close quarters. Armed with trusty shotguns, they smash through doors, scatter foes at point-blank range, and hold tight spaces with brutal efficiency. There's nothing fancy about their methods. Just raw stopping power and the grit to get up close when everyone else hangs back.

Recruit Gear: Shotgun, Layered Gear
Recruit Ability: Infiltration
Veteran Abilities: Infiltration, Grit
Hero Abilities: Infiltration, Grit, Fearless



DOCTOR

Doctors are the vital lifeline of any posse, stitching up gunshot men with an uncanny knack for keeping their friends in the game. They rush through the fray to patch injuries and pull allies back from the brink, keeping the fight going when it would otherwise be lost. In a world drenched in blood and dust, a good Doctor is worth more than their weight in gold.

Preferred Gear: Smellin' Salts
Recruit Ability: Grit
Veteran Abilities: Grit, Infiltration
Hero Abilities: Grit, Infiltration, Duck & Cover



GUARDIAN

Guardians are towering warriors armed with massive weapons like sledgehammers, axes, or anything heavy enough to break bones and barriers alike. But their true strength lies in their unwavering loyalty, stepping into harm's way to shield nearby allies without a second thought. They hold the line through sheer toughness and grit, absorbing blows meant for others and striking back with devastating force.

Preferred Gear: Great Weapon
Recruit Ability: Warden
Veteran Abilities: Warden, Agile Riposte
Hero Abilities: Warden, Agile Riposte, Fearless



GUNSLINGER

Gunslingers are quick-draw specialists who live and die by the speed of their trigger finger. Armed with a trusty pistol and iron nerves, they thrive in tense standoffs and chaotic skirmishes, putting down threats before most can even clear leather. Confident, precise, and always ready for the next showdown, a Gunslinger's reputation is built on the bodies left behind.

Preferred Gear:	Pistol
Recruit Ability:	Infiltration
Veteran Abilities:	Infiltration, Grit
Hero Abilities:	Infiltration, Grit, Marksman

HEXER

Hexers wield dark magic and Corruption powers, bending sinister forces to their will with whispered incantations and forbidden rites. While many embrace the shadows for selfish gain or cruel delight, some walk this perilous path to shield those they care for, using darkness as a weapon against even darker threats. Whether feared or misunderstood, a Hexer's power is undeniable and always comes at a price.

Preferred Gear:	Grimoire
Recruit Ability:	Grit
Veteran Abilities:	Grit, Infiltration
Hero Abilities:	Grit, Infiltration, Adept

HUNTER

Hunters are dedicated to stalking the wildest threats of the frontier, especially werebeasts. Armed with longarms for precise, powerful shots, they move through dense forests and moonlit plains with quiet confidence, reading signs that others would miss. Calm, disciplined, and relentless, a Hunter never quits the chase until the beast is down.

Preferred Gear:	Longarm
Recruit Ability:	Wolfsbane
Veteran Abilities:	Wolfsbane, Infiltration
Hero Abilities:	Wolfsbane, Infiltration, Fearless

MOONSHINER

Moonshiners are rough-edged brewers who turn their backwoods stills into sources of both profit and chaos, cooking up potent firewater strong enough to drink... or to hurl as a blazing weapon. Armed with bottles packed for ignition and an outlaw's grin, they set the battlefield alight, driving enemies from cover and turning any skirmish into a roaring inferno.

Preferred Gear: Firewater
Recruit Ability: Fearless
Veteran Abilities: Fearless, Grace
Hero Abilities: Fearless, Grace, Grit



PROSPECTOR

Prospectors may roam the frontier chasing gold and silver, but they're just as quick to turn their mining tools into instruments of war. With dynamite always close at hand, they hurl blasting charges to scatter foes, collapse defenses, or simply sow chaos. Gritty, stubborn, and half-mad from years under the sun, a Prospector knows that sometimes the fastest way to strike it rich is by making everything else blow sky-high.

Preferred Gear: Dynamite
Recruit Ability: Infiltration
Veteran Abilities: Infiltration, Duck & Cover
Hero Abilities: Infiltration, Duck & Cover, Fearless



PREACHER

Preachers are fervent warriors of faith who call upon divine power through spoken prayers, turning belief into a shield for their allies and a hammer against their foes. Whether raising spirits, warding off evil, or rallying the wounded to fight on, a Preacher's voice carries more than words. It carries the weight of something holy, and in a place like Blackwater Gulch, that might be the strongest weapon of all.

Preferred Gear: Bible
Recruit Ability: Grace
Veteran Abilities: Grace, Inspiring
Hero Abilities: Grace, Inspiring, Adept





RANGER

Rangers move with the confidence of folks who know the frontier better than most people know their own homes. Long days tracking across harsh country have honed their senses to a razor edge, letting them slip through brush, ruin, or rocky passes without breaking stride. Some take to the craft for justice, others for coin, and a few because the wilds feel more like home than any settlement ever could.

Preferred Gear:	Repeating Rifle
Recruit Ability:	Pathfinder
Veteran Abilities:	Pathfinder, Marksman
Hero Abilities:	Pathfinder, Marksman, Duck & Cover



SCOUT

Scouts are masters of stealth and patience, slipping through shadows and underbrush with a hunter's grace. Armed with bows, they strike from concealment, sending silent arrows to fell their targets before a fight even begins. Whether watching a trail or stalking prey, a Scout's greatest weapon is the fear that comes from never knowing where the next shot will come from.

Preferred Gear:	Bow
Recruit Ability:	Stealth (1)
Veteran Abilities:	Stealth (2), Sneak Attack
Hero Abilities:	Stealth (3), Sneak Attack, Infiltration



SHAMAN

Shamans are mystics attuned to the raw forces of nature. They wield Wildcraft, earth magic that bends root, stone, and storm to their will. They call up tangled vines to ensnare, harden skin like bark to protect, or summon tremors to shatter the ground beneath their enemies. Deeply connected to the land's ancient spirits, a Shaman fights not alone, but with the very wilderness at their side.

Preferred Gear:	Totem
Recruit Ability:	Pathfinder
Veteran Abilities:	Pathfinder, Duck & Cover
Hero Abilities:	Pathfinder, Duck & Cover, Adept

SLAYER

Slayers are relentless hunters dedicated to wiping out the undead wherever they rise. Armed with steady hands, keen eyes, and the hard-earned knowledge of how to put restless corpses down for good, they track their quarry without fear or hesitation. Whether driving stakes, wielding blessed blades, or blasting rotting fiends from afar, a Slayer's sole purpose is to ensure the dead stay dead.

Preferred Gear:	Shotgun
Recruit Ability:	Reaper
Veteran Abilities:	Reaper, Marksman
Hero Abilities:	Reaper, Marksman, Infiltration



WATCHER

Watchers are relentless hunters of the infernal, trained to track, confront, and destroy demonic horrors that plague Blackwater Gulch. Armed with a repeating rifle and hardened by countless grim encounters, they strike with unwavering purpose, driving back the darkness wherever it dares to rise. Calm in the face of hellish fury and merciless toward the damned, a Watcher's true strength lies not just in steel or shot, but in an iron will that no demon can corrupt.

Preferred Gear:	Repeating Rifle
Recruit Ability:	Righetous
Veteran Abilities:	Righetous, Grace
Hero Abilities:	Righetous, Grace, Duck & Cover



WRASSLER

Wrasslers are fierce melee brawlers who fight with two weapons and a raw, scrappy finesse that sets them apart from sheer brutes. Quick on their feet and relentless with their strikes, they duck, weave, and lash out in a brutal dance, overwhelming enemies with a whirlwind of blades and blows. In close quarters, a Wrassler doesn't just overpower, they outfight.

Preferred Gear:	Two Hand Weapons
Recruit Ability:	Follow Through
Veteran Abilities:	Follow Through, Armsman
Hero Abilities:	Follow Through, Armsman, Marauder



BEASTS

Shapechangers cursed into their dual nature, werebeasts straddle the line between man and monster. Whether wolves, bears, bats, or other beasts, they are fiercely territorial and often bound to nature's will. They see humanity as a threat to the balance of the wild, and respond with claw, fang, and fury.

	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST	NOTES
Halfbreed	4	3	3	4	3	3	3	3	4	29	Recruit
Werebeast	6	3	3	3	4	3	3	5	5	76	Recruit, Large
Small Beast	6	3	2	4	3	1	3	3	4	41	Recruit, Monster
Dire Werebeast	6	3	3	3	4	4	3	6	5	83	Veteran, Large
Large Beast	7	5	2	4	3	1	5	6	6	95	Veteran, Monster, Large
Alpha Werebeast	6	4	4	4	5	4	4	7	6	103	Hero, Large

Note: All beasts are "equipped" with Natural Weapons included, only Werebeasts may add additional gear. Large Beasts and Werebeasts also have Thick Hide (added above). Werebeast abilities are derminded by the animal form they take.

WEREBAT

Werebats thrive where others fear to tread like deep caves, moonlit ruins, and the forgotten spaces between. They are curious, sharp-eared, and uncomfortably perceptive, guided by instincts that pierce darkness and deception alike. Swift dives and sudden ambushes define their hunts, turning the night itself into a weapon. A Werebat doesn't simply find hidden things, they expose them.

Abilities: Grace, Fly
Dire Abilities: Grace, Manhunter, Fly
Alpha Abilities: Grace, Manhunter, Assassassin, Fly

Note: must add wings (+5 points) in order to Fly

WEREBEAR

Werebears are living bulwarks, steady and immovable as stone. Their strength rises from a deep well of patience and conviction, making them natural protectors who weather storms that would break lesser souls. When provoked, their calm gives way to crushing power, each blow falling with the weight of an avalanche. A Werebear stands where others falter, shielding allies behind sheer, unshakable might.

Ability: Follow Through
Dire Abilities: Follow Through, Smite
Alpha Abilities: Follow Through, Smite, Marauder

WEREBIRD

Werebirds are creatures of perspective, clarity, and sudden violence. Keen-eyed and restless, they track movement from impossible distances, always searching for the shift that breaks a stalemate. When the time comes to strike, they descend with startling speed, letting momentum carry their fury. A Werebird's greatest strength lies in seeing what others overlook, then choosing the exact moment to act.

Ability: Stealth (1), Fly

Dire Abilities: Stealth (2), Infiltration, Fly

Alpha Abilities: Stealth (3), Infiltration, Duck & Cover, Fly

Note: must add wings (+5 points) in order to Fly



WEREBISON

Werebison channel stubborn endurance and explosive power, the spirit of a soul that refuses to be pushed aside. They charge through obstacles and enemies with unstoppable momentum, each horn-tipped rush born from a lifetime of grit. Beneath their towering form lies a surprising calm, the steady patience of a creature that picks its moment carefully. When a Werebison commits, the world trembles to make room.

Ability: Warden

Dire Abilities: Warden, Slam

Alpha Abilities: Warden, Slam, Smite



WEREBOAR

Wereboars embody raw determination and unbreakable grit. Their tempers run hot and their resolve runs deep, driving them to crash through obstacles rather than skirt around them. Every fight becomes a contest of stubborn will. Quick to anger but just as quick to stand their ground for allies, they hit with the full weight of a creature that refuses to back down. A Wereboar's fury is as infamous as their loyalty, making them both feared and fiercely respected.

Ability: Follow Through

Dire Abilities: Follow Through, Armsman

Alpha Abilities: Follow Through, Armsman, Marauder





WERECAT

Werecats move with quiet confidence, guided by precision, patience, and a razor-edged focus. They stalk their foes from high ledges and narrow passes, striking only when the moment is perfect. Calm in stillness and deadly in motion, they close the distance in a blur of claws and fury. A Werecat's grace hides the truth: every step is a calculated threat.

Ability: Grace
Dire Abilities: Grace, Agile Riposte
Alpha Abilities: Grace, Agile Riposte, Pathfinder



WERECROC

Werecrocs are patient predators shaped by discipline and raw force. They wait, watch, and study every motion around them, unleashing their power only when victory is certain. Once they commit, their jaws and claws strike with brutal finality, ending battles in single decisive bursts. A Werecroc's calm exterior hides something terrifying... absolute control over when the killing blow lands.

Ability: Infiltration
Dire Abilities: Infiltration, Mighty
Alpha Abilities: Infiltration, Mighty, Duck & Cover



WERERAT

Wererats flourish through cunning and adaptation. Clever, resourceful, and always thinking three steps ahead, they slip through cracks (both literal and figurative) where others see walls. Their fights are won before they begin, through traps, diversions, and well-timed strikes that turn chaos to their advantage. A Wererat survives not by strength, but by outwitting anything foolish enough to corner them.

Ability: Skirmisher
Dire Abilities: Skirmisher, Agile Riposte
Alpha Abilities: Skirmisher, Agile Riposte, Infiltration

WERESNAKE

Weresnakes are creatures of calculation and quiet menace, shaped by a life lived on the edge of danger. Their instincts sharpen into patient, coiled focus—waiting for the perfect moment to strike rather than wasting strength on bluster. Every motion is deliberate, every word measured, every ambush earned through observation. When they commit, their attack is swift, precise, and final.

Ability: Assassin
Dire Abilities: Assassin, Agile Riposte
Alpha Abilities: Assassin, Agile Riposte, Stealth (3)



WERESTAG

Werestags carry an air of fierce dignity, their spirits tied to the vast, untamed wilderness. They move with swift, sweeping grace, but beneath that calm runs a powerful territorial instinct. When threatened, they lower their antlers and charge with breathtaking force, turning open ground into a battlefield of momentum and pride. A Werestag balances vigilance with nobility. Ever watchful, ever ready to defend what they hold dear, standing tall even when the world tries to bend them.

Ability: Pathfinder
Dire Abilities: Pathfinder, Mighty
Alpha Abilities: Pathfinder, Mighty, Skirmisher



WEREWOLF

Werewolves embody relentless instinct and burning resolve. Fierce, loyal, and driven, they charge into danger with the confidence of a creature born to lead the hunt. Their senses sharpen to every threat, and once they fix on a quarry they pursue it with tireless determination. Whether guarding their pack or running down an enemy through the dark, a Werewolf is a force that refuses to yield.

Ability: Assassin
Dire Abilities: Assassin, Vicious
Alpha Abilities: Assassin, Vicious, Manhunter





SASQUATCH

A towering brute cloaked in wild fur, Sasquatch is a rare but terrifying force of nature. With strength unmatched and a tendency to hurl anything in reach, be it barrels or boulders, he's a relentless brawler who smashes through enemy lines. Some say he's just a legend... until he throws a keg through your cabin.

Abilities: Follow Through, Slam, Large Beast



CACTUS CAT

Cactus Cats are lean, mean desert predators, about the size of a wolf but covered in razor-sharp spines. Native to the badlands, they prowl the rocky wilds with feline grace and a nasty temper. When threatened, their quills shoot like arrows, laced with a paralytic toxin that can drop prey in seconds. They travel solo or in small packs, striking fast and vanishing just as quick. Some say their howls warn of coming storms. Others say if you hear one, you're already in its sights.

Ability: Marksman, Small Beast



CHUPACABRA

Chupacabras are fast, feral creatures that stalk the frontier in packs. Though weak alone, they become deadly when swarming their prey, tearing through flesh with claws and fangs. Often found fighting alongside were-beasts and skinwalkers, these cryptid nightmares are feared for their speed, numbers, and bloodlust.

Ability: Stealth (1), Small Beast

HALFBREED

Halfbreeds are the result of an incomplete transformation—part human, part beast. Twisted in form and mind, they never fully crossed into the wild, but the beast within still claws for control. Desperate to prove themselves, they often cling to full Werebeast packs, fighting in small, savage groups. Though weaker and unstable, their ferocity makes them deadly in a swarm.

Ability: Vicious, Small Beast



JACKALOPE

Jackalopes may look like oversized hares at first glance, but don't let their small size fool you. They are savage, bloodthirsty beasts bred for the hunt. Their fur is matted and patchy, their eyes burn with unnatural aggression, and their twisted antler-like horns are built for one thing: impalement. Swift and silent, they dart through dense brush and rocky ground with ease, often appearing only as a blur before they strike. A single Jackalope is dangerous. A pack is a nightmare.

Though they lack the brute force of larger beasts, Jackalopes make up for it with raw speed and relentless ferocity. They don't just charge, they swarm, aiming low and striking fast, tripping enemies or goring exposed limbs. Once the blood hits their nose, they go into a frenzy, tearing into prey with hooked teeth and razor claws. Many werebeast packs use Jackalopes as tiny shock troops or distractions, knowing full well that these little monsters crave the kill as much as any predator.

Ability: Lunge, Small Beast



MAUNTUACK

The Mauntuak is a bloated, hairless abomination with a beak like a bird and claws like a nightmare. Some say it washed in from the coast; others believe it was never alive to begin with. It stalks with werebeast packs but isn't one of them—just something they tolerate... or fear. Silent and quick, it kills without warning, and vanishes just as fast. If you hear clicking in the dark, it's already too late.

Mantuaks act as scouts and shock troopers. They hit fast, sow fear, and disappear. And if you ever see one alone? Don't stare too long. They stare back.

Ability: Manhunter, Small Beast



DEMONS

Demons are malevolent entities born of corruption, summoned from realms unknown or awakened by forbidden power. They feed on fear and suffering, warping the land around them with their presence. To face a demon is to face a force that exists only to destroy.

	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST	NOTES
Hellion	4	2	1	4	3	3	3	4	4	32	Recruit, Fear (3)
Fiend	4	4	1	4	3	4	3	6	5	57	Veteran, Fear (4)
Incubi	5	3	3	5	5	4	2	3	3	53	Veteran, Fear (4), Fly
Primeval	5	5	5	6	5	5	3	4	4	65	Hero, Fear (5)
Malignant	6	6	5	5	4	5	5	8	6	117	Hero, Fear (5), Large, Fly

Note: All demons have access to Corruption Powers, and are considered magic users even if they do not select any spells. This is in addition to their regular abilities

MALIGNANT

Malignants are the apex of hellish evolution. Towering behemoths that exist for one purpose: destruction. Twisted by countless consumed souls and saturated with infernal power, these monsters are bristling masses of horns, fangs, wings, and warped flesh. They do not stalk or scheme. They advance, unstoppable, turning battlefields into graveyards with every thunderous step.

A Malignant does not speak. It does not bargain. It does not care who stands before it. Mortals, beasts, and lesser demons alike are reduced to debris in its wake as reality itself buckles under its presence. Where a Malignant walks, the ground cracks, the air screams, and hope dies. This is not a demon that rules through fear, it is fear made flesh, a living cataclysm unleashed upon the world.

Abilities: Powers, Follow Through, Mighty, Vicious

Note: Wings and flying are included in their cost.

PRIMEVAL

Primevals are ancient horrors. Demonic overlords who wield their power with unsettling calm. They are not loud. They are not chaotic. They are terrifying because they don't need to be. Cloaked in mortal guise or robed in infernal finery, a Primeval commands with a word and destroys with a glance. Their presence warps the world around them, and wherever they go, corruption seeps into the cracks of reality.

Abilities: Powers, Manhunter, Infiltration, Grit



INCUBI

Incubi are agile, airborne predators that embody the demon's hunger for fear and spectacle. Sleek and sinuous, they glide over battlefields, diving into combat with talons and blades. Their wings, leathery and barbed, are more than a mutation; they are weapons of terror. Unlike some demons, Incubi flaunt their monstrous form. They want to be seen, and they want you to scream.

Abilities: Powers, Assassin, Skirmisher

Note: Wings and flying are included in their cost.



FIEND

Fiends are demons given form, vile entities that no longer pretend to be human. Their bodies are lean and predatory, sometimes stretched too long, always moving like they're ready to pounce. Flesh warps to suit the demon's will: black claws, jagged teeth, eyes that glow with hunger. Fiends don't need wings to be terrifying. They stalk, they flay, and they revel in fear. Smart enough to plan and cruel enough to savor the pain, Fiends are nightmares that walk on two legs, and they never come alone.

Abilities: Powers, Smite, Assassin



HELLION

Hellions are the weakest and most plentiful of demonkind. Raw, unstable creatures brimming with fury. They often take the guise of possessed mortals or even children, using deception to get close before unleashing chaos. Their forms are twisted and erratic: hunched, twitching, with black, soulless eyes. Hellions don't plot or posture, they lash out, driven by instinct and an overwhelming urge to spread fear and pain.

Ability: Powers, Manhunter



UNDEAD

The undead are twisted echoes of life. Shambling corpses, blood-drinking vampires, cursed revenants, and other horrors that defy death. Some are raised through dark rituals, others return with unfinished business. They do not sleep, they do not feel, and they do not stop.

	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST	NOTES
Zombie	3	2	2	3	2	1	3	3	4	22	Recruit, Fear (3)
Wendigo	4	3	2	4	3	3	3	4	4	36	Veteran, Fear (4)
Revenant	4	2	3	4	3	3	3	4	4	36	Veteran, Fear (4)
Hulk	5	3	3	2	2	2	5	8	8	99	Veteran, Fear (5), Large
Vampire	5	5	3	5	5	4	3	5	5	61	Hero, Fear (5)

Note: All Undead have the Walking Plague ability, granting the chance to create a new zombie by defeating a mortal enemy in melee combat. This is in addition to any of their other abilities.

VAMPIRE

Masters of the undead, Vampires are the pinnacle of necrotic evolution—ageless, cunning, and monstrously powerful. They walk among mortals wrapped in charm and deception, but beneath the façade lies a ruthless predator. Vampires command lesser undead, feed to grow stronger, and regenerate wounds that would fell any man. Every encounter with one is a deadly game... and they never play fair.

Abilities: Walking Plague, Assassin, Vicious, Infiltration

Note: Wings and flying are included in their cost.

WENDIGO

The Wendigo is a predator cursed by hunger, an undead cannibal spirit trapped in a half-human, half-monster form. It moves like a shadow, fast and silent, with a voice like wind through dead trees. Its bite infects, its claws eviscerate, and its hunger never fades. The Wendigo doesn't just kill. It consumes, body and soul. And once it has your scent, it never stops hunting.

Abilities: Walking Plague, Follow Through, Vicious

REVENANT

Some souls die angry, and come back even angrier. Revenants are undead with purpose: spirits returned to finish something left undone. Their bodies are decayed but still strong, often armored or bearing the weapons they carried in life. Revenants retain fragments of memory and tactical cunning, making them dangerous foes who fight with grim determination. They don't speak. They don't sleep. They don't stop.

Abilities: Walking Plague, Manhunter, Assassin



HULK

Hulks are stitched giants of undeath, assembled from mismatched corpses and held together with crude sutures, iron staples, and dark magic. No single body could contain the force that drives them, so they are built from many. Arms that don't match, torsos forced together, flesh stretched where it never belonged. What animates a Hulk is dull and mindless, buried beneath layers of stolen muscle and bone.

Once set in motion, a Hulk simply advances. Arms reach forward, boots drag, and punishment that would destroy lesser undead barely slows it. Torn coats, broken belts, and ruined boots still cling to its bulk, grim reminders that it is not one corpse, but many. It does not chase. It does not think. It just keeps coming.

Abilities: Walking Plague, Slam, Smite



ZOMBIE

Rotting, relentless, and dumb as dirt, but they just won't stay down. Zombies are corpses reanimated by dark forces, driven by base hunger and the will of their masters. They shamle forward in droves, ignoring pain, swinging rusted blades or clawed hands. A single zombie is barely a threat. But when they swarm, they become a wall of death... and worse, every kill risks growing their numbers.

Ability: Walking Plague, Marauder



ABILITIES AND TRAITS

Each model has access to Abilities and Traits that are part of their profile - either through race, rank, or equipment. These are an intrinsic part of the model and must be used when specified as such. They are listed below in alphabetical order for easy reference. Traits are mandatory and tend to provide a passive bonus, such as increasing an Attribute. Abilities are optional and can be used during a model's activation.

Adept - A model with this trait may reroll any natural 1s rolled when attempting to Draw Mana or when using Powers or Prayers. Note that rerolls can be made only once.

Agile Riposte - A model with this Ability may make a Free Strike against a model that executes a Charge Against them. If a model misses an Attack completely on a model with this ability, they make also execute a Free Strike.

Armsman - A model with this trait may reroll any natural 1s rolled when utilizing dice from their Attack Pool. Note that rerolls can be made only once.

Assassin - A model with this ability can spend an Action Point (AP) to re-roll all failed dice when utilizing their Attack Pool. Note that rerolls can only be made only once.

Big Iron - This ability allows a Large or Huge model to wield Artillery Weapons as easily as a normal man would carry a rifle. Mounted models cannot have this ability.

Duck & Cover - A model with this trait always counts as though they are in light cover.

Eaters of the Dead - A model with this Trait can spend an Action Point to feast on an Incapacitated model. When this is done, the model is removed from the battlefield and the activated model may make an Endurance Test (TN 6). Each success scored is one Endurance the model heals, to a maximum of their original score.

Fear (X) - Models that cause Fear (X) issue Panic Tokens to all models in their Threat Range. The X is a value indicated on their model's profile.

Fearless - This model is immune to Fear, and automatically passes any Bravery tests.

Fly - A model with this trait may ignore cover when they move, and always has Line of Sight (LOS) for purposes of a Charge.

Follow Through - A model with this ability may make a full move action if they Incapacitate a model with whom they are in combat. If they end their movement threatening another model, they may declare a Fight! action for free.

Grace - Models with this Trait are never subject to Free Strikes.

Grit - A model with this Trait can reroll 1s when attempting to Soak Damage using dice from their Armour Pool.

Healer - A model with this ability can resuscitate an incapacitated model. To do this, the model must move within base to base contact with the incapacitated model and attempt a WP check (TN 4). For each success, the incapacitated model returns with 1 Endurance (EN) per success.

Hero - Heroes are the toughest around, and often lead a posse. They have three special abilities and can use unique alloys and materials to make their weapons more potent

Infiltration - Models with this trait may deploy 6" further than they normally could during a scenario. Typically this is 18" into the battlefield.

Inspiring - All friendly models within 6" gain +1 WP. This is not cumulative if there are other models with this ability within range.

Large - Large models must be mounted on a 40mm - 60mm base, and have an increased Threat Range of 2". Models smaller than Large cannot drop dice from their Armour Pool when subject to attacks by Large Creatures.

Lunge - Gain +1 MOV and +1 ATT when charging.

Manhunter - A model with this ability gains +1 to their MRK or ATT when attacking Mortals.

Marauder - A model with this Trait can declare a *Charge* for free as long as their target is within double their Movement Value (MV). This can only be done once per activation.

Marksman - A model with this trait may reroll any natural 1s rolled when utilizing dice from their Marksmanship pool. Note that rerolls can only be made once.

Mighty - A model with this Trait is exceptionally potent on the battlefield and can never have dice subtracted from their Attack Pool under any circumstances.

Pathfinder - A model with this Trait is never slowed down by any terrain features, they treat all areas like open ground when moving.

Powers - A model with this Trait has access to Corruption Powers and can Draw Mana.

Prayers - A model with this Trait has access to Holy Prayers and can Draw Mana.

Reaper - A model with this ability gains +1 to their MRK or ATT when attacking Undead.

Recruit - A model that is a Recruit is classified as a standard

member of your gang or posse. They have one special ability.

Righteous - A model with this ability gains +1 to their MRK or ATT when attacking Demons.

Skirmisher - A model with the Skirmisher Trait always makes a Finesse Attack in addition to any Standard Attack they might make.

Slam - A model with this ability automatically knocks a model back as many inches as their Threat Range if they land a successful hit.

Smite - A model with this ability can spend an Action Point (AP) to re-roll all failed dice when utilizing their Attack Pool. Note that rerolls can only be made only once.

Sneak Attack - A model with this Trait will automatically hit on 2+ if they make an Attack action or Shoot Action while actively a Stealth token.

Stealth (X) - This model generates Stealth Tokens by spending an Action Point. The X is how many Stealth Tokens the model gains when activating this Ability, and X is also the maximum amount of Stealth Tokens this model may have at any given time. A model with Stealth (X) begins play with X amount of Stealth Tokens already assigned to their model.

Throwing Weight - Models charged by a Model with this trait are treated as if they are struck by a *Power Attack* in addition to a normal attack.

Veteran - A model that is a Veteran is a seasoned warrior. They are tougher and have two special abilities, and they can wield additional equipment.

Vicious - When a model is incapacitated by a model with this ability, they are removed from the table instead of receiving a marker. Special abilities or traits that affect or are affected by incapacitation still function as normal.

Walking Plague - If a mortal model is incapacitated by a model with this rule, the player must make a Will Power (WP) Test (TN 4). If the roll is passed, the model is incapacitated as per normal. If the roll is failed, the Incapacitation Token is removed and replaced with a fresh Zombie model, armed with the same equipment as the fallen model.

Warden - A model with this Trait can protect other models from taking damage. When a model is being Targeted by an Attack (either Melee or Ranged) in a model with this trait's Threat Range, the model may spend an Action Point to Interrupt that Attack, and be the Target instead. To represent this, the model exchanges places with that model. If the model is engaged in Close Combat, it may not use this ability nor can they exchange places with a model.

Wildcraft - A model with this Trait has access to Wildcraft Rituals and can Draw Mana.

Wolfsbane - A model with this ability gains +1 to their MRK or ATT when attacking Werebeasts.

RECRUITING TRAITS

These traits are optional, a leader may add one of these traits for 10 points, allowing them to recruit members of other races not matching their own.

Beguiler - Allows a leader to recruit Mortals.

Cultist - Allows a leader to recruit Demons.

Moontouched - Allows a leader to recruit Beasts.

Necromancer - Allows a leader to recruit Undead.

EQUIPMENT TRAITS

Accurate - This weapon grants +2 Marksmanship (MRK) if the model does not move before using this particular weapon during their activation.

Area of Effect - All models within 3" of this hit by an Area of Effect attack are also hit with this Attack.

Artillery - Artillery Weapons are mounted on a stationary carriage that cannot move and can be fired by a model in base contact with the weapon. In this case, measuring for range must be made from the base of the Artillery model, not the firing model. Artillery is added to the game board just like any other model on your team and follows any special deployment abilities the model may have, such as Infiltration. Only Veterans or Heroes may use Artillery.

Burning - A model causing Burning damage can spend additional Action Points to inflict wounds automatically if one of their wounds is not soaked by Armour. Each additional AP spent is 1 additional wound.

Explosive - Models hit with an Explosive attack suffer a Power Attack in addition to any damage that it inflicts.

Hindering - All actions utilizing the Movement Pool have a TN that is 2 higher.

Inaccurate - A weapon with this trait is hard to fire straight, increasing your TN by 1 when firing.

Silent - Silent weapons can be used while in stealth, each shot fired with a Silent weapon will remove one Stealth token, rather than all tokens.

Suppressive Fire - This weapon has the ability to fire a salvo of shots that can force an enemy to ground. If a model makes an attack with this weapon, the target gains a Suppression Marker. A target with a suppression marker cannot act unless they clear the markers by spending an Action Point for each marker on them during their activation.

EQUIPMENT

Each model in Blackwater Gulch can be equipped with a variety of weapons and other items to benefit them in a battle. All models come equipped with a Hand Weapon, allowing them to make basic melee attacks. Any model may upgrade this to a Pistol for 5 points, as noted below. Aside from that, Recruits may choose one additional weapon. Veterans and Heroes may add any additional weapons, clothing or equipment they wish, however only Heroes may use special ammunition or alloys.

WEAPONS	RANGE	DAM	EFFECT	COST
Hand Weapon	Melee	Melee	-	-
Natural Weapons	Melee	Melee	Reroll 1 missed die with melee attacks. +1 ATT.	5
Two Hand Weapons	Melee	Melee	+1 ATT.	5
Great Weapon	Melee	Melee	+1 DAM. Two-Handed.	5
Bow	10"	4	Silent	5
Pistol	8"	4	-	5
Two Pistols	8"	4	+1 MRK.	10
Shotgun	6"	5	Armor Piercing. Long Range adds Inaccurate.	5
Repeating Rifle	12"	4	Suppressive Fire.	5
Longarm	18"	4	Accurate.	5
Dynamite	6"	5	Area of Effect. Explosive.	5
Firewater	6"	4	Area of Effect. Burning.	5
Gatling Gun	12"	6	Inccurate. Suppressive Fire. Artillery.	25
Heavy Bolter	12"	6	Wormwood Ammunition. Artillery	25
Werecatcher	12"	6	Silver Ammunition. Artillery	25

CLOTHING & HIDES	TYPE	EFFECT	COST
Tough Hide	Hide	Adds 1 die to Armour Pool	5
Layered Gear	Clothing	Adds 1 die to Armour Pool	5
Chitinous Shell	Hide	Adds 2 dice to Armour Pool. Hindering. Veterans and Heroes Only.	10
Reinforced Wear	Clothing	Adds 2 dice to Armour Pool. Hindering. Veterans and Heroes Only.	15
Fortified Outfit	Clothing	Adds 3 dice to Armour Pool. Hindering. Heroes Only.	25

GEAR & UPGRADES	EFFECT	COST
Brass Scope	May target models in Stealth without spotting first. Longarms Only.	5
Bible	Grants the ability to perform Holy Prayers.	10
Comfortable Boots	Gain +1 MOV.	5
Nature Ward	Gain +1 DEF when attacked by any Wildcraft Rituals.	5
Fancy Gunbelt	Gain +1 MRK. Pistols Only.	5
Grimoire	Grants the ability to use Corruption Powers	10
Holy Relic	Gain +1 DEF when attacked by any Corruption Powers.	5
Liquid Courage	Drink to gain Fearless for this round. May use on friendly models in threat range.	10
Native Remedy	Drink to gain +1 DEF until your next turn. May use on friendly models in threat range.	10
Smellin' Salts	Grants the Healer ability.	10
Snake Oil	Drink and regain one lost wound. May use on friendly models in threat range.	10
Spyglass	Remove all of a target's Stealth tokens when spotting.	5
Totem	Grants the ability to perform Wildcraft Rituals	10
Wings	Grants the Fly ability. Must be present on the model.	5

AMMO & ALLOYS	EFFECT	COST
Holy	Weapon gains +1 DAM against Demons.	10
Silver	Weapon gains +1 DAM against Werebeasts.	10
Vorpal	Weapon gains +1 DAM against Mortals.	10
Wormwood	Weapon gains +1 DAM against Undead.	10

PRAYERS, POWERS & RITUALS

The corruption spilling into Blackwater Gulch has given certain individuals otherworldly powers, while the faith of those devout to the church has strengthened men against it and at times it seems the earth itself is bent on the destruction of all men. These spells, rituals and prayers are powered by an innate force called Mana, though it requires much concentration and discipline to harness. Each spell added to a model will cost an additional 10 points.

MANA

The intangible force known as mana is what powers magic in all of its forms. Mana can take many different forms depending on who is harnessing it. To a preacher it is a measure of their faith while a Hexer will harness mana to spread their Corruption or a Shaman calling upon the spirits of the earth. All spells or powers have a mana value, and that is the amount of mana needed to cast that spell. To gain mana, a model must spend one Action Point (AP) to Draw.

DRAW MANA

When a model spends an Action Point (AP) to Draw Mana, they make a Willpower (WP) Roll (TN 4). For each success, they gain one mana point. Mana can be hoarded and must be kept track with some sort of marker to indicate how much mana that particular model has at any given time. The maximum amount of mana that can be stored is equal to a model's Willpower (WP).

CASTING SPELLS

Even though a prayer, ritual or dark power may be different in theme, we refer to all of them as spells for simplicity's sake. When a model has enough mana, they can attempt to cast a spell. To cast a spell, a model must spend the indicated mana amount. This mana is gone, whether the spell is successful or not. Once the mana has been spent, a Willpower (WP) check is made, with the difficulty indicated within the spell's description. If the spell is successful, the spell goes off without a hitch, as per the description of the spell. Only one success is required to cast the spell. Additional successes may be added to the effect of the spell, which is detailed in the spell's description. Casting a spell is considered a Special Action.

Casting spells within the threat range of an enemy model provokes a Free Strike. A model that is wounded while casting a spell immediately fails the spell, and the mana spent to cast it is gone.

FOCUS

A model that has additional Action Points (AP) in their pool prior to declaring a Casting Action may focus their Spell. When a model declares they are focusing a Spell, for each additional Action Point (AP) and Mana the player wishes to spend, they may add +1 die to their Casting Pool and +1 to their Damage Attribute (if applicable to the spell). Thus, if a model spends 1 additional Action Point (AP) and Mana, they will gain 1 additional Willpower die and +1 to the Spell's Damage Attribute if applicable. If a model spends 3 Action Points (AP) and 3 Mana, they gain 3 additional Willpower dice and +3 to their Spell's Damage Attribute if applicable. Once a model Focuses their spell, all of their actions immediately end unless specified by another rule. In any circumstance, the maximum bonus that can be achieved by spending Action Points (AP) to Focus is +3.

SPELL DAMAGE

When a spell is used to cause damage, the effect is devastating. When making an Armour Roll to avoid Damage from a spell, additional bonuses acquired from clothing are ignored and the roll must be taken at the base Armour value of the model. This makes magical damage very effective against most men and far less effective against large creatures that may have naturally high armour.

TYPES OF MAGIC

There are three different types of magic wielded by special individuals in Blackwater Gulch. Preachers perform Prayers that can enhance the members of their Posse. A Hexer or Demon uses corrupt Powers to smite their foes. Lastly, a Shaman performs Rituals to draw upon the powers of nature itself and wreak havoc upon the battlefield. A model must have the applicable trait or special item to utilize the spell and cannot use spells of another type.

CORRUPTION POWERS	MANA COST	DIFFICULTY	RANGE	DESCRIPTION
Hellfire	2	5+	12"	Inflicts 1 Damage (DAM) 5 hit per success, and may allocate to 1 additional enemy model per success within 12" of you.
Agony	1	6+	16"	Target model loses 1 Action Point (AP) per success.
Raise Dead	3	6+	12"	Can raise an Incapacitated model as a basic "Zombie" with 1 EN/Success. Model can act immediately.
Unholy Possession	3	6+	12"	Possess an Incapacitated model as a basic "Hellion" with 1 EN/Success. Model can act immediately.
Hellblade	2	4+	Self	Creates a magical weapon that adds +1 die per success to your Attack Pool.
Rapture	2	4+	16"	Targets an incapacitated model, and gains 1 mana per success. Incapacitated model is then removed from the table.
Lifefeech	1	4+	12"	Inflicts 1 Damage (DAM) 3 hit per success on a single target. Gains 1 EN per success, which can be transferred to any model within 6" of the caster.
Dispel Magic	1	4+	24"	Only used as an interrupt. Allows you to have an opposed roll when an enemy uses magic. If successful, the enemy's spell is nullified.
Witch-Sight	2	5+	16"	Each success can be used to reveal 1 Stealth Token within 16" of the caster.

WILDCRAFT RITUALS	MANA COST	DIFFICULTY	RANGE	DESCRIPTION
Fire Bolt	1	4+	16"	Inflicts 1 Damage (DAM) 4 hit per success on a single target. Base Armour for attack.
Gust of Wind	1	4+	16"	Pushes a single target directly backwards 1" for as many successes scored.
Tremor	1	4+	16"	Inflicts 1 Damage (DAM) 3 hit per success on a single target, and knocks them down.
Frostbite	1	6+	12"	Target model loses 1 Action Point (AP) per success.
Stoneskin	2	6+	Self	Adds +1 to Armour Pool per success until next round.
Vortex of Protection	1	5+	Self	Model is immune to Ranged Attacks for as many turns as successes scored.
Fly	1	4+	Self	Model can fly 12" plus 1" per success scored.
Dispel Magic	1	4+	24"	Only used as an interrupt. Allows you to have an opposed roll when an enemy uses magic. If successful, the enemy's spell is nullified.
Witch-Sight	2	5+	16"	Each success can be used to reveal 1 Stealth Token within 16" of the caster.

HOLY PRAYERS	MANA COST	DIFFICULTY	RANGE	DESCRIPTION
Heal Wounds	1	4+	12"	Preacher can heal a friendly model 1 EN/success.
Second Wind	2	6+	12"	Targets an Incapacitated Model. Gains 1 EN/success. Can act immediately.
Circle of Protection	1	6+	Self	All models targetting Preacher loses 1 die/success from whatever pool they are using to target them.
Blessed Arms	2	6+	12"	Target model gains 1 die/success to their Attack Pool for the following turn.
Rousing Sermon	1	6+	Self	All models within 6" gain +1 ATT for the until the next round.
Godspeed	2	4+	Self	All models within 6" gain +1 MOV on thier next move action.
Dispel Magic	1	4+	24"	Only used as an interrupt. Allows you to have an opposed roll when an enemy uses magic. If successful, the enemy's spell is nullified.
Witch-Sight	2	5+	16"	Each success can be used to reveal 1 Stealth Token within 16" of the caster.

SETTING UP THE GAME

A game of Blackwater Gulch is a dynamic experience where the scenario advances in three different stages throughout the game: the Engagement Stage, Complications Stage and the Final Stage.

A standard game is played on a 36" x 36" playing space which we refer to as the battlefield, set up to look like a part of town, forest, mine or other suitable theme. A good table has 4-6 large pieces of terrain on it - such as buildings, patches of trees or boulders, or something similar to that. Each of these large pieces of terrain should also have scatter terrain around it, things like smaller rocky outcroppings, fences, crates, walls - something that provides cover or is difficult to move over. There should be a piece of this sort of terrain for each 6" to 8" of open terrain.

THE ENGAGEMENT STAGE

Once the table is set up, both players roll 1d6 and consult the Engagement table below. The highest die roll is the scenario that is going to be played. If the players tie, that is the scenario that is going to be played.

ROLL	SCENARIO	ROLL	SCENARIO
1	Raid	4	Hold Your Ground
2	Treasure Hunt	5	Escort
3	Ambush	6	Point Defense

DEPLOYMENT AND INITIATIVE

Both players use the leader of their Posse and engage in an opposed Initiative (IV) Test with a Target Number of 4. Whoever gets the most successes (reroll if there's a tie) will get to decide if they are the Attacker or Defender. The Attacker deploys first, but also gets to act first. The Defender deploys second, but also acts second and also has the opportunity to change the scenario to the second number rolled instead of the original scenario that was going to be played. The Defender also gets to choose which side of the table they would like to play on. The diagram in each scenario will show where each Posse will be deployed. One player deploys their entire force, then the other player deploys all of their force. Once this is finished, you're ready to move onto the Complication Stage.

RAID

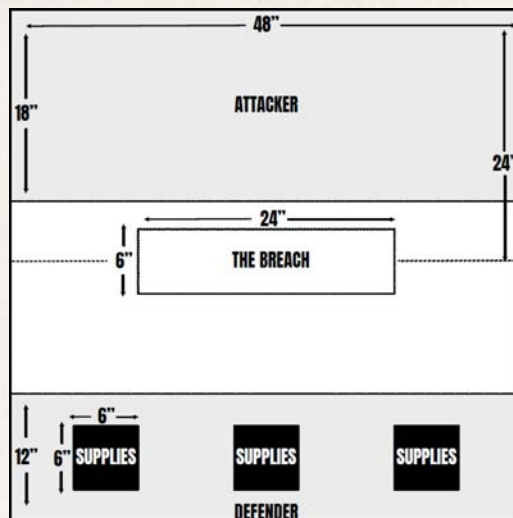
The Attackers are raiding an area protected by the Defenders. The set up is as follows:

Attackers deploy up to 18" on the battlefield, and the Defenders deploy up to 12" on the battlefield.

There are 4 special zones on the battlefield.

The Breach: This zone is 24" x 6" along the middle of the board. Defenders must keep this clear of enemies (typically this is represented by a low wall). If this zone is exclusively held by the Attacker for an entire turn without Defenders in the zone, the Attacker scores 1 Victory Point, and the Supply zones open up.

Supplies: There are three supply zones that open up after the Breach has been taken. These zones are 6" x 6", and they can be destroyed. They have DEF 2, ARM 8, and EN 18 and are considered Huge models. When a Supply zone has been destroyed, the Attacker gains 1 Victory Point. These zones cannot be targeted by Ranged Attacks or Spells, only melee attacks can damage them.



Victory Conditions:

Capture the Breach, Destroy the Supply Zones (4 Victory Points Total).

The Defender gains 1 Victory Point each Round that the Breach is not occupied by the Attacker.

The Defender gains 1 Victory Point each Round that the Attackers are not engaged with any of the Supply Zones.

The game immediately ends when one of the players reaches 4 Victory Points, or their forces are reduced to less than 25%.

TREASURE HUNT

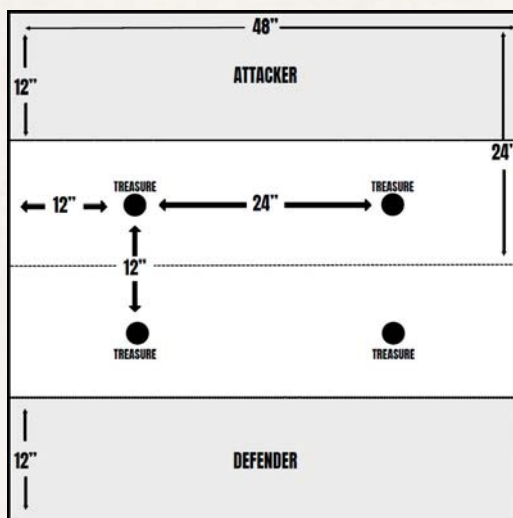
Two posses are competing over vast riches that have been left behind by some hasty treasure hunters. The set up is as follows:

Deployment: Both players have Normal Deployment.

Objective: There are 4 objectives on the battlefield.

Treasure Piles: There are 4 Treasure Piles on the board on 50mm bases. Each one is located 18" away from each player's table edge and 12" from the side table edge - 24" away from one another.

Each Treasure Pile can be interacted with by spending an Action Point. A model must interact with a Treasure Pile twice, and once it has been interacted twice - it cannot be interacted with again. Each Interaction is worth 1 Victory Point. A model cannot Interact with a Treasure Pile if it is within the Threat Range of an Enemy model. A Treasure Pile can only be interacted with one per turn, and only resets on the following turn. .



Victory Conditions:

Capture the Majority of the Treasure Piles (5 Victory Points).

The game immediately ends when one of the players reaches 5 Victory Points, or their forces are reduced to less than 25%.

AMBUSH

The Defenders have been Ambushed! The set is as follows:

Deployment: The Attackers deploy up to 18" on the battlefield, and the Defenders deploy up to 12" on the battlefield.

Objective: There is one objective on the battlefield.

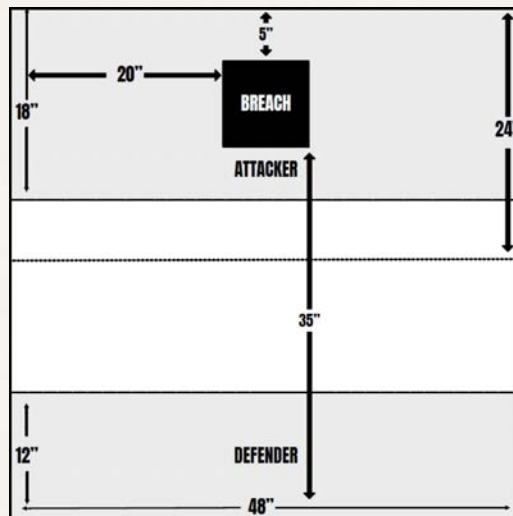
The Breach: The breach is an 8" x 8" Objective Zone located 36" from the side of the board, and 12" away from the Attacker's table edge. The Attacker gains 1 Victory Point for each Round the Defender does not have a model in The Breach.

The Defender gains 1 Victory Point for each Round they spend in the Breach. If there are no Attackers in the Breach at the end of the Round, the Defender gains 2 Victory Points.

Victory Conditions:

Hold The Breach (5 Victory Points).

The game immediately ends when one of the players reaches 5 Victory Points, or their forces are reduced to less than 25%.



HOLD YOUR GROUND

Two enemies stumble upon a cache of unimaginable wealth and must secure the location until more of their allies can arrive to secure it, or the other team is driven off.

Deployment: Both players have Normal Deployment.

Objective: There is a piece of scatter terrain in the center of the board, such as a wagon or stagecoach. It should be on a base at least 75mm in diameter, and no larger than 100mm.

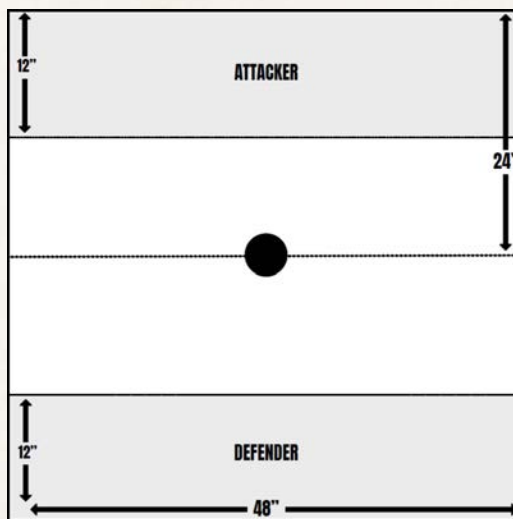
The goal is to have more of your team securing this piece of terrain, and less of the enemy team.

At the end of each round, the team with the highest amount of models that have bases fully within 4" of the edge of this terrain piece will receive 1 Victory Point. If both players have the same amount, no points are awarded.

Victory Conditions:

The game immediately ends when one of the players reaches 5 Victory Points, this is when significant reinforcements will arrive forcing the opposing team to hastily retreat.

The game can also end if one team is reduced to less than 25%.



ESCORT

City Slickers have found themselves in need of escort through a bad part of town. The set up is as follows:

Deployment: Both players have Normal Deployment.

Objective: There is one objective on the battlefield.

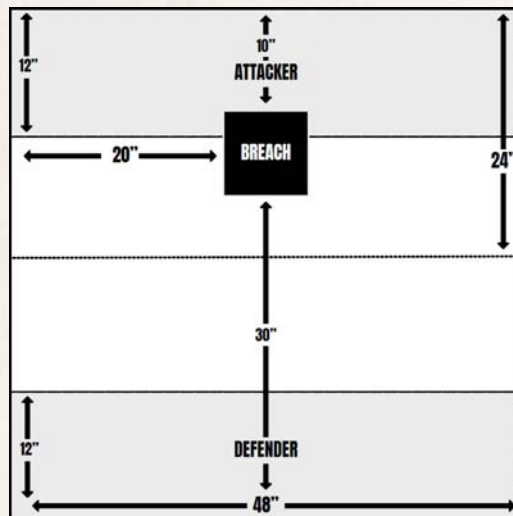
The Breach: The Breach is an 8" x 8" zone located 10" away from the Attacker's table edge, and 20" away from the table edge.

There are four City Slickers that must be deployed within 6" of Defender Models. These people must stay within 6" of Defender Models at all times when acting. These models act during the Defender's turn.

The Attackers can attempt to capture them by getting within a City Slicker's Threat Range and making an Interact Action. Once this happens, the Defender must incapacitate the model in control of the them. The City Slicker controlled by an incapacitated model is free and will spend their action moving towards the closest friendly model.

Each City Slicker in The Breach is worth 1 Victory Point.

The Attacker gains 1 Victory point for each turn that the Defender does not have a City Slicker in their possession.



Victory Conditions:

The game immediately ends when one of the players reaches 4 Victory Points, or their forces are reduced to less than 25%.

POINT DEFENSE

The sacred ground must be defended! The Defender must keep the Attacker away from the defense points.

Deployment: Both players have Normal Deployment.

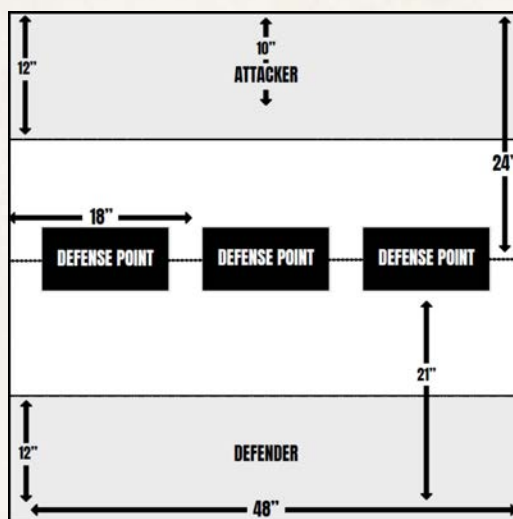
Objective: There are 3 zones on the battlefield.

Defense Point: These zones are 12" long x 6" wide along the middle of the board, with 3" in between them. This area must be kept clear of enemies (typically this is represented by a low wall). Each turn spent uncontested in this zone is worth 1 Victory Point.

Victory Conditions:

Capture the Points (5 Victory Points Total).

The game immediately ends when one of the players reaches 5 Victory Points, or their forces are reduced to less than 25%.



THE COMPLICATIONS STAGE

Once the Engagement Stage has been set up, the Attacker rolls 1d6 to determine the complication that will be in place for the entire game. The complication is a small obstacle that pops up that is in effect the entire game.

THE DEAD WALK

The smell of blood and the sound of violence attract a band of roaming undead! At the end of each round, 1 zombie spawns from the objective zone on the map. In the case of multiple objective zones on the map, randomize which zone these gaunts will spawn. These zombies act in a third round where they act as follows:

Check to see if the zombies are within the Threat Range of a Model. If the zombies have a Model within their Threat Range, they will execute a Fight Action against the model with the lowest amount of Endurance. If there is no model within the Zombie's Threat Range, see below.

If there is an Enemy Model within double of the zombies MOV, it will attempt to Charge that model. If there are multiple models within the zombies Charge range, it will choose the closest model. If two models are of equal distance, it will Charge the model with the lowest Endurance. If there are no models within Charge range, Zombie will Advance towards the closest model.

Note: If you do not own any zombie miniatures, you may reroll this complication.

BOUNTY HUNT

There is a mark on two models on the battlefield - to the victor go the spoils! Pick out the model within each posse that has the highest cost value. This model is now a marked target. If this model is incapacitated, the player who dispatched the model awards themselves 1 Victory Point.

MANA OVERLOAD

There is a Mana surge on the battlefield, making it readily available to each Hexer, Preacher or Shaman - but at a cost. When Drawing Mana, the difficulty to do so is reduced to TN 2 - but for each natural 1 that is rolled, the caster loses 1 Endurance (EN). Models reduced to 0 Endurance (EN) are considered Incapacitated.

ROLL SCENARIO

- | | |
|---|----------------|
| 1 | The Dead Walk |
| 2 | Bounty Hunt |
| 3 | Press the Line |

ROLL SCENARIO

- | | |
|---|----------------------|
| 4 | Mana Overload |
| 5 | Unfavourable Weather |
| 6 | Night Battle |

PRESS THE LINE

The enemy has pushed too far into your territory, and you have to get them out! The Attacker must press over the halfway point of the battlefield, and the Defender must keep them out. If the game ends without any of the Attackers more than 24" across the battlefield, the Defender gains 1 Victory Point. If the Attacker has one or more models across the middle point of the board, they gain 1 Victory Point.

UNFAVOURABLE WEATHER

A storm rips across the battlefield. All Ranged Attack Penalties are doubled, and a model making a Ranged Attack can never gain a bonus when doing so. All Target Numbers related to a model's Movement Value (MOV) are increased by two, and a model may never run. After each round, both players roll 1d6. If both players roll the same number, the storm ends.

NIGHT BATTLE

The battle takes place under the cover of darkness. Models cannot target any model further than double their Initiative Value (IV) in inches.

THE FINAL STAGE

Once the game has finished, each player calculates how many Victory Points were scored throughout the game. The player who scored the most is declared the winner. In the unlikely event that each player scored the same amount of Victory Points, the battle was fought to a draw and a new game may be played another time to determine who is the actual victor.

THE AFTERMATH PHASE

Once the battle is done, you must roll 2d6 on this table for each model that was Incapacitated in the Skirmish. If a model was "killed" during the battle, roll 1d6 on this table instead.

ROLL RESULT

1-2	Dead: The model was struck dead instantly, and did not suffer. Their equipment can be distributed as the party deems fit.
3	Terrible Injury: A traumatic injury to the spine results in a loss of sensation and debilitating shakes. This model suffers -1 to all of their Attributes, which should be immediately recorded on the Party roster.
4	Maimed: A terrible wound to one of the model's limbs has left them permanently injured. Roll 1d6 and apply the results immediately. On a roll of 1-3, the model has suffered a severe injury to their arm, and must reduce their ATT by 1. On a roll of 4-6, the injury was suffered to the model's legs, and as a result must reduce their MOV by 1.
5	Head Wound: A massive wound to the head has left the model permanently wounded. Roll 1d6 and apply the results immediately. On a roll of 1-3, the injury was to the back of the head, and the model suffers from headaches - reducing the model's WP by 1. On a roll of 4-6, the blow was to the model's face, leaving them with a damaged eye - reducing the model's MRK attribute by 1.
6	Remarkable Recovery: The model has recovered from their injuries unscathed, but lost any Relics or Talismans during the course of the battle.
7	No worse for Wear: The model has recovered without any significant injury outside of a few scars to boast about. The model returns to the party roster without any ill effects.
8	Deep Wound: The model has suffered a deep wound that plagues them. Reduce the Model's IV by 1 permanently.
9	Infection: The model survives the ordeal, but the wounds become infected and need to be treated. Roll 1d6 and record the results. On a roll of 1, the treatments do not work, and the model succumbs to fever. On a roll of 2-3, the fever saps the model's strength, and must reduce their DAM attribute by 1 permanently. On a roll of 4-5, the infection seeps into the lungs of the model, reducing their ARM attribute by 1 permanently. On a roll of 6, the infection is particularly virulent, reducing both the DAM and ARM attributes by 1 permanently.
10	Chest Wound: A savage wound to the chest has left the model permanently weakened. The model must reduce their EN attribute by 1.
11	Madness: The model survives the encounter, but has bouts of rage when forced into battle. The model gains the Marauder trait.
12	Insight from the Grave: The model has returned from his ordeal with insight into their failure. The model may roll twice on the Advancement Table instead of just once.

Injured models have the option of resting and healing up, if they skip the next battle they will make a full recovery and can play again in the following game.

THE ADVANCEMENT TABLE

Each model that survives the encounter rolls 2d6 on the Advancement Table. This advancement is applied directly to the model's profile, which is recorded on the Party Roster.

ROLL RESULT

2	Swiftess: The model has learned how to take more measured steps - gaining +1 to their Movement (MOV) Attribute. deems fit.
3	Martial Prowess: The model has learned the value of a critical strike - gaining +1 to their Attack (ATT) Attribute.
4	On Target: The model has learned the value of a steady hand - gaining +1 to their Marksmanship (MRK) Attribute.
5	Unwavering: In the face of fear, this model has learned to hold true - gaining +1 to their Willpower (WP) Attribute.
6	Toughness: Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
7	Knowledge: The model has learned something new on the battlefield - and may choose any ability or trait that can be found in their faction list.
8	Toughness: Through adversity comes strength, and with it also allows the model to apply +1 to their Endurance (EN) Attribute.
9	Fortitude: Using armour to one's benefit is a great skill, and this model has learned how to do just that - the model may apply +1 to their Armour (ARM) Attribute.
10	Strength: Battle is strenuous work, and this model has gained +1 to their Damage (DAM) Attribute because of it.
11	Parry Up: Learning how to avoid a strike is as valuable, if not more so, than learning how to land one - this model gains +1 to their Defense (DEF) Attribute.
12	Combat Reflexes: Watching one's opponent has given the model insight to anticipating an opponent's next move - the model gains +1 to their Initiative Value (IV) Attribute.

SOLO PLAY AND PVE

Blackwater Gulch can also be played alone or as a cooperative effort. When playing Blackwater Gulch in this fashion, it is recommended that smaller point amounts are played. If playing alone, 500 pts to 750 pts is recommended. If playing Blackwater Gulch as a joint venture, it is advised that the point amount is split between the amount of players taking part in the game.

When playing these sorts of games, it progresses as any other game of Blackwater Gulch, but the enemy actions are determined by following a sequence detailed below.

ENEMY MODEL SEQUENCE

1. If a model is wounded, and it has the capacity to heal, it will attempt to do so.
2. At the beginning of the activation, check to see if the model is within the Threat Range of an Enemy Model. If the model has an Enemy Model within its Threat Range, it will execute a Fight Action against the model with the lowest amount of Endurance. If there is no model with the model's Threat Range, go to 3.
3. If there is an Enemy Model within double of the model's Movement (MOV), it will attempt to Charge that model. If there are multiple models within the model's Charge range, it will choose the closest model. If two models are of equal distance, it will Charge the model with the lowest Endurance. Enemy models will ALWAYS attempt to gang up on an enemy model given the opportunity. If there are no models within Charge range, go to 4.
4. If the model is equipped with a ranged weapon, the model will shoot at the closest enemy model. If the model is not equipped with a ranged weapon, the model will Advance towards the closest model or objective (if applicable).

It should be noted that models will ALWAYS use all of their Action Points, and will not save Action Points to use as interrupts.

ENEMY MODEL EXCEPTIONS

There are a great deal of different types of models that one may face in solo or cooperative play, and listed below are the exceptions to the sequence listed above.

HEROES

Hero models will act as above, with the exception that they will always activate last - as they are leading the other models into battle. If they are within the Charge range of another hero, they will always target that hero or a model within range that has the highest Endurance (EN) score, instead of the lowest.

PREACHERS, SHAMANS AND HEXERS

Unlike normal models and heroes, Preachers, Shamans and Hexers are support characters and act as such on the battlefield. It is advised to keep these models at a minimum with solo or cooperative play, as they are far more complicated to use than normal models, though sometimes it is unavoidable.

They will always draw mana upon activation, and will attempt to cast a spell as their second activation should they have enough mana to do so. They will always attempt to cast the most damaging spell at the closest opponent. Should they be unable to do so, they will attempt to buff the closest allied model or themselves. Once this is done, they will act as dictated within the Enemy Model Sequence.

Preachers and Healers will always attempt to heal and/or buff themselves or the closest allied unit before acting. Then they will follow the sequence listed above.

Playing Blackwater Gulch in this manner is largely a narrative experience, and is designed to be fun and exciting. The player(s) are expected to have to make a great deal of choices in how the game should advance to achieve maximum satisfaction. As with all things like this, it is a non-competitive experience and should be tailored as the player sees fit.