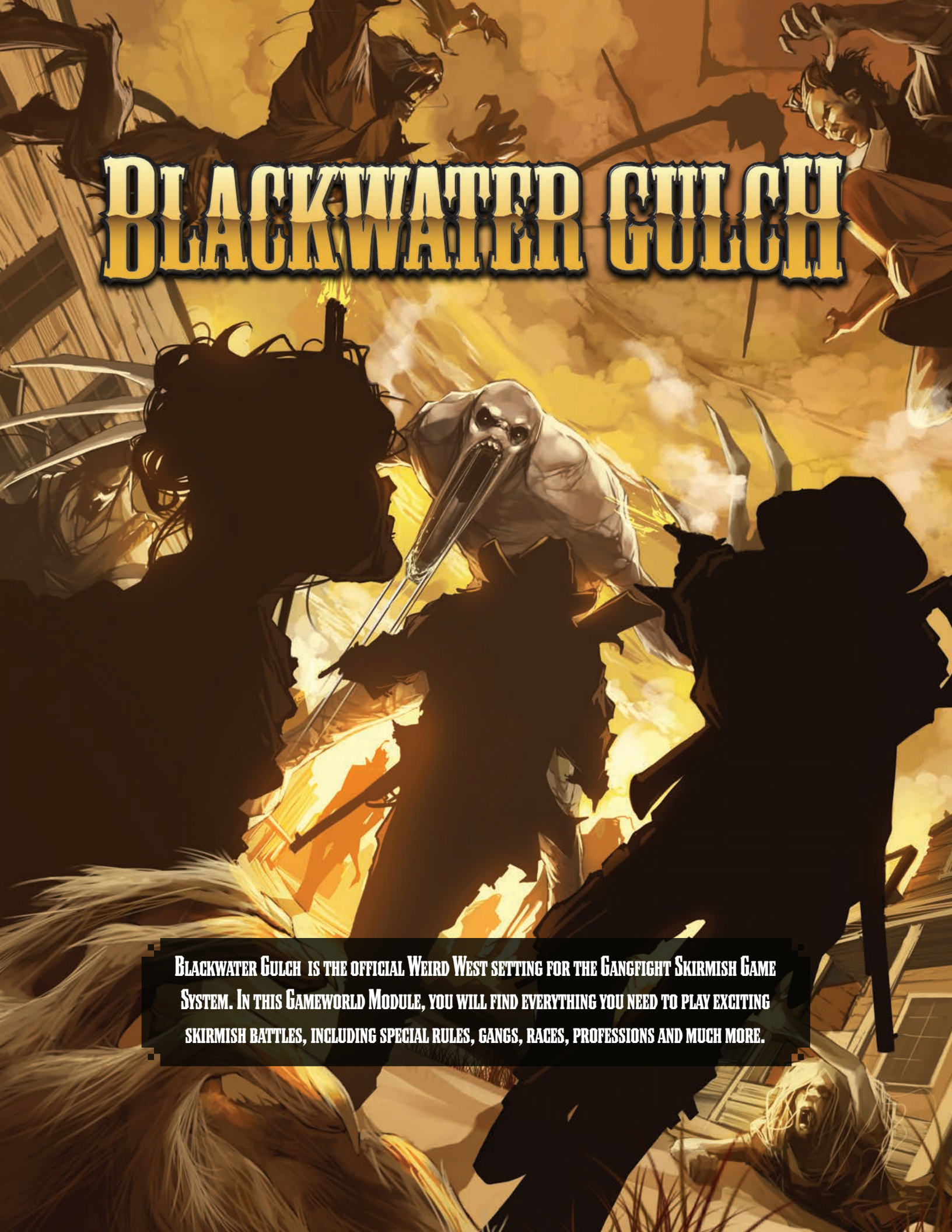


Blackwater Gulch is the official Weird West setting for the Gangfight Skirmish Game System. In this Gameworld Module, you will find everything you need to play exciting skirmish battles, including special rules, gangs, races, professions and much more.

Gold, Blood and Darkness

Folks come to Blackwater Gulch for the gold.

They stay because getting out alive isn't always as easy as getting in.

Not long ago, this place was called Victory Falls, a quiet settlement nestled beneath the Marble Mountains beside a clear mountain river. Then an old prospector everyone called Cooter went looking for the mother lode.

He found it. Unfortunately, he found something else first.

Cooter drove his mine farther beneath the Marble Mountains than anyone before him, eventually breaking into caverns that had remained sealed for generations. What happened down there depends on who's telling the story. Some say he broke an ancient Indian curse. Others claim the markings discovered in the tunnels belong to some forgotten civilization. Preachers insist Cooter opened a doorway straight to Hell.

Cooter himself isn't much help settling the argument. What everyone agrees upon is what happened next. The river turned black. And Cooter found gold.

Not a few flakes in a streambed or a promising vein buried in the rock. He found enough gold to make men abandon homes, families and common sense for the chance to claim a piece of it. Word traveled fast.

Within months, prospectors, merchants, gunslingers, gamblers, drifters, outlaws and anyone else looking for a fresh start or a quick fortune were pouring into Victory Falls. Saloons opened. Mining camps spread across the foothills. New buildings appeared almost overnight. So did the graves.

Before long, nobody called the place Victory Falls anymore.

They called it Blackwater Gulch.

A Town Without Enough Law

Blackwater Gulch grew faster than anyone could control it.

There's money everywhere, and nearly everyone wants somebody else's share of it. Claims are stolen at gunpoint. Payroll wagons disappear on lonely trails. Arguments over cards end with bodies on the saloon floor. A miner can strike it rich before breakfast and be found floating facedown in the Blackwater River before supper.

The law tries to keep order, but there are never enough badges for all the trouble.

That leaves plenty of room for people willing to make their own rules.

The Clancy Gang has become one of the most powerful forces in the Gulch, using violence, intimidation and cold-blooded cunning to carve out its territory. Arrayed against them are groups such as the Vigilance Committee, citizens who have learned that waiting for the law to save them is often a good way to wind up dead. And they're hardly alone.

Every new gold strike attracts another band of gunfighters. Old grudges become new feuds. Alliances are made over whiskey and broken before the bottle is empty. A gang might fight to protect the town one day and put half of Main Street to the torch the next.

Around here, "good" and "bad" depend a lot on which end of the gun you're standing on.



Something Is Wrong in the Gulch

Gunfighters aren't the worst things stalking Blackwater Gulch.

Since Cooter opened the caverns beneath the mountains, strange reports have become impossible to dismiss. Miners vanish underground. Others return babbling about voices in tunnels that shouldn't exist. Some swear passages change when nobody is looking.

Eventually, the night shifts stopped altogether. Outside town, things are worse.

Travelers avoid the Wormwood Forest, where twisted trees crowd together beneath a canopy that seems to swallow the moonlight. People living near its borders speak of enormous tracks, mutilated livestock and howls that sound almost human. Almost.

Beyond the river lie the Bad Lands, where lonely trails wind between barren rock and forgotten graves. There are stories of dead men walking beneath the moon and creatures that feed upon the living. Most sensible people dismiss those tales. Most sensible people also don't travel the Bad Lands after sundown.

Then there are the things nobody has names for. The things glimpsed in abandoned mines. The things that leave tracks nobody recognizes. The things that sometimes wear familiar faces.

Everyone Wants Something

The darkness hasn't frightened people away. Quite the opposite.

Blackwater Gulch has become a magnet for anyone who sees opportunity where wiser folks see danger.

Monster hunters have arrived carrying silver bullets, strange weapons and stranger stories. Preachers have built churches and missions, determined to drive back whatever evil has taken root here. Scholars and occultists search the mountains for forgotten knowledge. Treasure hunters comb abandoned mines for relics worth far more than gold. And still the prospectors come.

Because beneath the Marble Mountains lies enough gold to make a poor man rich beyond imagining.

Every fresh discovery brings another wagon train into town. Another saloon opens. Another gang stakes its claim. Another gunfighter comes looking to build a reputation.

Blackwater Gulch keeps growing even as the world around it grows darker.

The Old Stories

Of course, there are people who claim none of this began with Cooter.

According to the oldest stories, the caverns beneath the Marble Mountains were known long before Victory Falls existed. Native shamans guarded the region for generations, warning that something ancient had been imprisoned beneath the earth.

Other legends tell of mysterious Templar knights who crossed oceans centuries ago and joined those guardians against a common enemy. Together, they somehow bound whatever lurked beneath the mountains and entrusting future generations with keeping it there.

Most people in Blackwater Gulch consider that part nonsense.

Ancient knights? Magic seals? Spirits bound beneath a mountain? Makes for a fine story after a few glasses of whiskey.

But the people who have ventured deepest into Cooter's mine aren't laughing. Some of them have seen the markings carved into the rock. Some have found weapons and artifacts that shouldn't be there. And a handful have begun asking a particularly troubling question: If Cooter broke the seal, what exactly was it supposed to keep locked away?

Welcome to Blackwater Gulch

For now, life goes on.

The mines open every morning. Cards hit the tables. Whiskey fills the glasses. Shopkeepers sweep yesterday's dust from their porches while undertakers measure today's customers.

Gangs fight over territory, gold and grudges. Lawmen struggle to keep the peace. Hunters stalk things that shouldn't exist. Strange powers are awakening in people who don't understand them, while somewhere beneath everyone's boots, something ancient is stirring.

There is money to be made. There are scores to settle. There are monsters to hunt and legends to build.

In Blackwater Gulch, nobody cares much about who you used to be. Out here, a person with enough nerve and a loaded gun can become just about anything. A hero. An outlaw. A monster. Or another wooden marker on Boot Hill. Welcome to Blackwater Gulch. Try not to die before sundown.


MICTLAN EXCAVATIONS
CAMP GOLDROCK
MARBLE MOUNTAINS
MARBLE FLATS
BLACKWATER RIVER
BLACKWATER GULCH
N
BAD LANDS
WORMWOOD FOREST
TRINITY
CLARKTOWN MARSHES
CLARKTOWN

Getting Started

This Gameworld Module is designed to help get you up and running and adventuring your way through Blackwater Gulch using the Gangfight Skirmish Game System. All of the game mechanics can be found in the Gangfight core rules, and this module contains all of the details you need to create your posse.

We are going to assume that you already have a bunch of miniatures that you wish to use in your game. While we may produce some miniatures too, you are free to use any miniatures from any company you wish. There are thousands of miniatures out there, play with the ones you love!

In Blackwater Gulch, you will build a posse of adventurers all of whom will be working for one of the major gangs in town. These work like a faction which provides a special bonus to all of the members of your posse.

Once you have decided upon the gang you wish to represent, you will select the race, profession and additional gear you wish to add to your characters.

To assist you in building your posse, we highly recommend downloading the Blackwater Gulch Character Cards on our website at SkirmishGames.com, and simply printing out the race and profession combinations you wish to play. You may also use the Gangbuilder on our website to build your posse roster.

Starting on page ###, you will find lists of every race, and three skill levels for them: Recruits, Veterans and Heroes. You are free to select any race or level, but remember that you must have at least one Hero in your posse designated as your leader.

Next, you will select a profession from the list starting on page ###. These let you know which skills and equipment is assigned to the models in your posse. After you select your profession, you have the option to add extra gear, or select magical spells, prayers or bard songs if any of your characters possess the ability to use them.

And that's it! Just add up the cost for all of the members of your posse, and you're ready to play. We recommend most parties try to be around 1000 points total.



Sample Character Card

Gangs of the Gulch

The people of Blackwater Gulch may be divided by wealth, reputation, and which side of the law they claim to stand on, but survival in the Gulch rarely favors those who stand alone. Gangs are groups of gunslingers, outlaws, lawmen, mercenaries, monster hunters, occultists, and other dangerous folk who have joined together in pursuit of a common purpose. Some fight for gold or territory, others for justice or revenge, while a few serve darker masters whose true intentions are best left unspoken.

A Gang provides its members with allies, protection, resources, and enough firepower to survive when trouble inevitably comes calling. People who might otherwise have little reason to trust one another can find themselves fighting side by side when faced with a common enemy, a shared fortune, or something hungry prowling beyond the light of the campfire.

The professions listed with each Gang represent those most commonly found among its ranks. They are preferences, not restrictions. Characters of any profession may join any Gang when their history, loyalties, and motivations give them a reason to ride together.



The Bloodwolf Tribe

Surviving the harsh winds and cracked earth of the lands around Blackwater Gulch is no small feat, but the Bloodwolf Tribe has endured there 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. Hidden among the gullies, rocky outcroppings, and caves, the tribe has learned to survive in a land where hostile strangers are often the least dangerous threat.

The Bloodwolf Tribe is best known for its relentless pursuit of werebeasts and other unnatural creatures that stalk the cursed shadows of Wormwood Forest. Their hunters know trails outsiders cannot see and recognize signs most would dismiss as the tracks of ordinary animals. When livestock disappears, travelers vanish, or something begins howling too close to an isolated homestead, the tribe is often already on the hunt.

They rarely ventures into town without good reason. When they do, they trade carved talismans, cured hides, herbs, and other goods for ammunition and supplies. They speak little about what they have seen within Wormwood Forest, and even less about the old traditions that guide their people. This secrecy has inspired plenty of rumors among the townsfolk, including whispers that they possess strange powers of their own.

Feared by some and respected by others, the Bloodwolf Tribe remains a silent force standing between civilization and the horrors lurking beyond it. They have watched the darkness around Blackwater Gulch grow stronger, and they know the creatures emerging from the wilderness are becoming bolder. So the tribe remains vigilant, watching, waiting, and always hunting.



Gang Trait

Stone Under Moon
All members of the Bloodwolf Tribe are adept hunters that fear no beast, and as such all members will gain the Fearless ability when fighting against Werebeasts.





Gang Trait

Dirty Fighters
The Clancy Gang doesn't believe in duels or honor, just doing whatever it takes to win. Any member of the Clancy Gang gains +1 ATT when fighting a target that is already engaged in melee combat.

The Clancy Gang

The Clancy Gang is the kind of trouble folks around Blackwater Gulch have learned to recognize from a long way off. Outlaws, thieves, killers, and gunslingers make up their ranks, united by the simple belief that anything worth having is worth taking. They rob stagecoaches, ambush payroll shipments, raid isolated settlements, and shake down anyone unfortunate enough to stand between them and an easy payday.

At their head is Wilt Clancy, a cold-eyed outlaw who built his reputation one bullet at a time. Quick with a revolver and even quicker to resort to violence, Wilt has gathered some of the territory's most dangerous men and women around him. Some ride for money, some for protection, and others simply discovered that life with the Clancys offers far more opportunity than an honest day's work.

The gang has little respect for badges, property deeds, or anyone claiming authority over them. They take what they want, defend what they consider theirs, and answer resistance with gunfire. Despite their reputation for lawlessness, the Clancys are no disorganized pack of bandits. They know when to fight, when to disappear into the wilderness, and when a little intimidation can accomplish more than a dozen bullets.

Few gangs have caused more trouble around Blackwater Gulch, and fewer still have survived long enough to become so deeply rooted in the territory. Every successful robbery brings them more money, more guns, and more desperate souls eager to join their ranks. Wherever there is gold to steal, a score to settle, or trouble to be made, the Clancy Gang is rarely far behind.



Dread

Dread is terror made flesh, a gathering of cursed killers, restless dead, and unnatural horrors that stalk the lonely places surrounding Blackwater Gulch. Unlike the outlaws who kill for gold or the gunfighters who spill blood over old grudges, the creatures of Dread seem driven by something far darker. They leave mutilated bodies, abandoned homesteads, and terrified survivors in their wake, often without any obvious reason for the slaughter.

At their center stands the Tall Man, a towering and mysterious figure with an unnatural ability to bend the will of the damned. Among those who gather around him are Jacob, a silent killer armed with twin machetes; the blasphemous Belle Witch; Donner, a relentless revenant with a shotgun; the winged creature known as Mr. Kreeper; and the unsettling black-eyed children who appear without warning and vanish just as quickly.

Whether these horrors truly serve the Tall Man or are merely drawn to his presence is something no living soul seems to know. Some were once ordinary people, twisted by curses, death, or darker forces. Others may never have been human at all. Whatever their origins, when members of Dread appear in an area, people have a habit of disappearing soon afterward.

Sightings of Dread have become increasingly common as the darkness surrounding Blackwater Gulch grows stronger. Their purpose remains unknown, as does whatever the Tall Man ultimately seeks. Most folks have learned that these are questions best considered from a safe distance. When the shadows grow long and an unfamiliar figure appears on the road, sensible people lock their doors and pray it keeps walking.



Gang Trait

Relentless
Demons fighting alongside Dread are relentless horrors that refuse to fall. They do not become Incapacitated when reduced to 0 Endurance. Instead, they continue to act normally until they receive one more point of damage, or the turn in which they were Incapacitated ends, then removed from the game.



GANG TRAIT

¡Adelante!
Los Rebeldes rally together in a sudden push to advance and overwhelm their enemies. Any member of the Gang within 12" of their Gang Leader at the start of their activation gains +1 MOV, including the Gang Leader.

Los Rebeldes

Wherever the powerful prey upon the weak, Los Rebeldes are never far away. Revolutionaries, outlaws, gunslingers, and ordinary folk pushed too far make up their ranks, united by a hatred of tyranny and corruption. They strike wealthy landowners, crooked officials, brutal enforcers, and anyone else who has grown rich through the suffering of others, often disappearing into the wilderness before their enemies can retaliate.

At their head is El Jefe, a charismatic revolutionary turned outlaw commander who fights for freedom rather than fortune. Fearless with a pair of pistols and rarely one to hide behind his followers, he leads his fighters from the front. His courage and determination have made him more than simply the leader of Los Rebeldes. To many struggling under the powerful and wealthy, El Jefe has become a symbol that resistance is still possible.

Los Rebeldes survive by remaining constantly on the move, striking quickly before retreating into the hills and badlands. They raid shipments, sabotage the operations of their enemies, steal weapons and supplies, and have been known to redistribute some of their spoils among those in need. Their methods have earned them devoted supporters, but they have also placed substantial rewards on the heads of many of their members.

To the authorities, Los Rebeldes are dangerous criminals spreading disorder throughout the territory. To their supporters, they are heroes willing to fight battles others cannot. Around Blackwater Gulch, both reputations have helped their legend grow. Every victory brings new recruits to their cause, while every humiliation brings new enemies determined to see the rebellion finally put down.



The Mavericks

The Mavericks are an unlikely collection of gunslingers, drifters, misfits, and troublemakers who have found something resembling a family among one another. They may lack the discipline of soldiers or the carefully laid plans of professional outlaws, but what they lack in organization they make up for with courage, loyalty, and an impressive talent for surviving situations that should have gotten them killed. Wherever the Mavericks go, trouble has a habit of following close behind.

At the center of the gang is Tiny, an enormous ogre who towers over nearly everyone he meets. Despite his intimidating appearance, Tiny has a good heart, a booming laugh, and a surprisingly simple view of right and wrong. He is fiercely protective of his friends and carries a custom-built gatling gun affectionately named "Miss Bessie," a weapon nearly as famous around Blackwater Gulch as the ogre carrying it.

The Mavericks are not particularly interested in wealth, territory, or building an empire. They take whatever jobs keep food on the table and ammunition in their guns, whether that means guarding a caravan, hunting down an outlaw, recovering stolen property, or lending a hand to someone who has nowhere else to turn. Their methods are rarely elegant, but somehow they usually manage to get the job done.

Tiny may not be much for speeches or complicated plans, but when bullets start flying, there is nobody the Mavericks would rather have beside them. He charges directly into danger, drawing enemy fire while his companions fight from behind his considerable bulk. Most folks who first see Tiny expect a monster. Anyone who threatens his friends quickly discovers something considerably worse: an angry ogre with a gatling gun.



Gang Trait

Lend a Hand
The Mavericks might be a collection of misfits, but they always look out for one another. When a friendly Maverick performs a Difficult Test, they may spend 1 available Action Point from another friendly Maverick within 6" instead of dropping dice from their Test Pool. The assisting model must have an Action Point available to spend.

The Secret Fist

The Secret Fist is a disciplined brotherhood of fighters, assassins, and outcasts whose roots stretch far beyond the shores of Blackwater Gulch. Bound by purpose rather than blood, they rely on patience, secrecy, and careful planning instead of the reckless gunplay favored by many local gangs. With blades, smoke, firearms, and deadly martial skill, they strike without warning and disappear before their enemies can mount a defense.

At their head is Mr. Foo, a former enforcer and exile determined to build a new empire in the West. Quiet and calculating, he commands the Secret Fist like a master tactician, with every member expected to play their part in a larger plan. He rarely speaks without reason and reveals little of his intentions, even to those closest to him. When Mr. Foo finally makes his move, it is usually because the outcome has already been carefully considered.

The Secret Fist has steadily carved out a place for itself in Blackwater Gulch, establishing contacts, gathering information, and eliminating anyone who becomes too great an obstacle. They have little interest in pointless violence or noisy displays of strength. Every confrontation serves a purpose, whether protecting their interests, punishing betrayal, or quietly removing a rival before they become a greater threat.

Their secrecy has made them difficult for outsiders to understand and even harder to predict. Some believe they are building a criminal empire, while others suspect Mr. Foo's ambitions extend far beyond wealth. Whatever their ultimate purpose, the Secret Fist has proven that it intends to remain in Blackwater Gulch, and those who underestimate them rarely get the opportunity to make the same mistake twice.



Gang Trait

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



The Tranquility Crew

The Blackwater River sees all manner of boats come and go, but few have earned a reputation quite like the Tranquility. The three-deck riverboat carries passengers and cargo between settlements along the river, though exactly what lies inside her crates is sometimes better left unasked. Smuggling, gambling, questionable business deals, and remarkably well-timed disappearances have all been connected to the boat, yet somehow the law never seems able to prove a thing.

At the helm is Captain Nathan Reinholdt, a former military man who traded orders and uniforms for the freedom of the river. Charming when it suits him and stubborn when it doesn't, Reinholdt is fiercely loyal to his crew and considers the Tranquility their home as much as their livelihood. Those who earn a place aboard become family, and threatening one member of that family is a reliable way to find yourself facing the rest.

The Tranquility Crew takes whatever work keeps the boat moving and their pockets filled. They transport cargo, carry passengers, hunt down opportunities, and occasionally accept jobs that respectable folks would rather not know about. They aren't needlessly cruel and generally prefer talking their way out of trouble, but when plans inevitably fall apart, there are plenty of guns aboard to settle the matter another way.

More than anything, the Tranquility Crew values its freedom. They have little interest in becoming heroes, outlaws, or anyone else's soldiers, though circumstances have a habit of pushing them into all three roles. As long as the engines keep running and there is another port somewhere downriver, Reinholdt and his crew will keep moving, chasing the next payday and trusting that luck hasn't finally decided to abandon them.



Gang Trait

Gambler

All members of the Tranquility Crew take chances, and luck is usually (almost) in their favor. All members of your posse may reroll one die once per round from any one Action during their turn, or use it with an Interrupt Roll. The second result stands, whether it is a success or failure. This cannot be used to reroll the result of another reroll from any source.





GANG TRAIT

Shielded by Faith
Coming from a long line of holy warriors, The Unsung has a wealth of knowledge about all things that go bump in the night. Any member of your posse may reroll any failed Bravery Test when fighting against Demons or Undead.

The Unsung

The Unsung have little interest in fame, fortune, or the petty feuds that consume so many around Blackwater Gulch. They hunt the things that crawl out of nightmares. Demons, undead, cursed creatures, and other unnatural horrors are their chosen prey, particularly those too dangerous for ordinary gunslingers to face. When frightened townsfolk whisper about graves opening or something stalking the darkness, the Unsung are often the ones willing to investigate.

Leading them is J. W. Clarkson, a quiet and determined hunter with little patience for superstition, despite spending much of his life confronting things that should not exist. He carries a reliable pistol and a massive two-handed axe covered in mysterious markings. The weapon seems to awaken in the presence of supernatural evil, burning with an unexplained power that Clarkson himself does not fully understand.

Unknown even to Clarkson, the blood of the ancient Templars runs through his veins, descendants of the warriors who once fought alongside the native tribes to contain the horrors beneath the region. Whether fate, instinct, or something older guides him, Clarkson possesses an uncanny ability to find supernatural threats and an equally remarkable talent for surviving encounters that should have killed him.

The Unsung travel wherever their work takes them, asking for little recognition and rarely remaining once the danger has passed. They know the darkness around Blackwater Gulch is spreading, and every new horror they destroy seems to be replaced by something worse. Glory can wait. When the dead refuse to stay buried and monsters begin hunting the living, the Unsung are the ones who answer.



The Vigilance Committee

The Vigilance Committee stands as one of the few forces trying to keep some semblance of law and order in Blackwater Gulch. Made up of deputies, gunfighters, trackers, and ordinary citizens willing to carry a gun for their neighbors, the Committee goes where the law alone cannot. They hunt wanted outlaws, protect settlements, break up violent gangs, and confront the growing number of unnatural threats appearing throughout the territory.

Leading them is Sheriff Dawson, a veteran lawman who has worn the tin star longer than most folks can remember. Calm, experienced, and rarely intimidated, Dawson has survived fires, outbreaks, gunfights, and more attempts on his life than he cares to count. He favors a long rifle when trouble can be settled at a distance, but keeps a sidearm close for those occasions when diplomacy fails at considerably shorter range.

Dawson chooses the members of the Vigilance Committee carefully. Some are seasoned deputies, while others are bounty hunters, sharpshooters, or concerned citizens who finally decided they could no longer stand by and watch their home fall apart. They do not always agree on what justice looks like, but they share a determination to protect innocent people from those who would prey upon them.

The Committee was formed to fight human wickedness, but Blackwater Gulch has changed. Outlaws are no longer the only things stalking its roads, and Dawson has seen enough strange deaths to know that something darker is taking hold. He may have little patience for superstition, but whether the threat is a bandit, a monster, or something that crawled out of the grave, the Vigilance Committee intends to stand its ground.



Gang Trait

Stonewall
A good lawman doesn't flinch when the bullets start flying. All Vigilance Committee models treat Soft Cover as Hard Cover, but only when actually in cover. This does not combine with the Duck & Cover Trait.





Gang Trait

Eaters of the Dead
All Undead can spend an Action Point to feast on an Incapacitated model. When this is done, the model to be feasted upon 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.

The Wicked

The Wicked are a grim procession of the dead, the damned, and those who have strayed too far into the darker corners of magic. Wherever they appear, graves are disturbed, spirits grow restless, and frightened locals begin hanging charms over their doors. They have little interest in the gold and territory fought over by other gangs. Their ambitions are far stranger, driven by forbidden rituals, ancient secrets, and the will of the woman who commands them.

At their center is Miss Lavoe, the feared Voodoo Queen of Blackwater Gulch. Though mortal, she possesses powers that seem anything but. A gifted Hexer, Lavoe works her magic through bone, blood, spirits, and whispered curses. She claims to see beyond the veil separating the living from the dead, and few doubt her after witnessing corpses rise at her command or hearing voices answer from empty rooms.

Those who follow Miss Lavoe are an unsettling mixture of living practitioners and supernatural servants. The dead become her soldiers, restless spirits carry out her wishes, and those who seek forbidden knowledge are inevitably drawn to her side. Whether they serve willingly, through fear, or because Lavoe has somehow bound them to her is rarely clear.

Despite their fearsome reputation, The Wicked do not spread death simply for its own sake. Miss Lavoe seeks knowledge and power, particularly the ancient forces awakening around Blackwater Gulch. What she ultimately intends to do with that power remains a mystery. When The Wicked emerge from the shadows, however, it is rarely without purpose, and the wise know better than to interfere with the Voodoo Queen's plans.



The Widowmakers

The Widowmakers answer to no man, no law, and no system that expects them to quietly accept their place. Made up primarily of women, along with a handful of hard-edged men who have earned their trust, the gang has become a refuge for those who have been exploited, abused, or simply denied the chance to control their own lives. They are gunslingers, outlaws, drifters, and survivors who learned that sometimes freedom has to be taken.

Leading them is Lady Nightshade, a cunning strategist and deadly gunfighter with little patience for anyone who mistakes kindness for weakness. She prefers carefully planned ambushes and quick, decisive attacks, striking her enemies before they realize they are in danger. Nightshade has no interest in speeches or grand declarations. She would rather demonstrate what the Widowmakers believe with action.

The Widowmakers frequently turn their attention toward those who use wealth, authority, or brute strength to control others. Abusive employers, crooked businessmen, violent husbands, and other powerful figures have all discovered that their actions can attract unwanted attention. The gang is equally willing to protect those who cannot defend themselves, though their particular brand of justice does not always agree with the laws of Blackwater Gulch.

Some consider the Widowmakers heroes, while others see them as dangerous vigilantes who have appointed themselves judge and executioner. The Widowmakers are not particularly concerned with either opinion. They fight for their own freedom and for those who have been denied theirs, and anyone foolish enough to underestimate them may soon discover why their name has become both a warning and a promise.



Gang Trait

Velvet Trigger
The Widowmakers have learned that sometimes the only way to stand up to a bully is with a loaded gun. Most are women who have endured hardship and exploitation, and they are determined never to be helpless again. All female members of the Gang gain +1 Marksmanship, including the Gang Leader if applicable.



Wilde's Rangers



Gang Trait

Iron Sights
Wilde's Rangers stay cool under pressure, taking careful aim before unleashing a deadly shot. Any friendly model in the Gang armed with a Longarm, Shotgun, or Repeating Rifle adds +1 to their Marksmanship pool when performing a Focused ranged attack.

Wilde's Rangers came to Blackwater Gulch with a simple mission: restore order to a territory rapidly descending into chaos. Made up of battle-hardened soldiers, scouts, and gunfighters, the Rangers operate with a discipline rarely seen among the gangs of the Gulch. They hunt outlaws, protect settlements, destroy dangerous creatures, and bring military force to problems that local authorities are unable, or sometimes unwilling, to handle.

At their head is Major Wilde, a veteran officer whose commanding presence and iron discipline have earned the respect of the soldiers beneath him. Wilde believes that civilization cannot survive without order, and he has little patience for those who stand in its way. His Rangers follow carefully planned tactics, maintain strict discipline, and are perfectly willing to answer gunfire with overwhelming force.

To many settlers, the arrival of Wilde's Rangers is a welcome sight. Their uniforms represent protection in a land where the nearest lawman may be days away. Others are less comfortable with armed soldiers deciding what constitutes justice, particularly when Wilde's authority extends well beyond the walls of Blackwater Gulch. The Rangers may bring peace, but their methods can leave little room for disagreement.

There are also persistent rumors that Major Wilde's ambitions extend beyond restoring order. Gold claims, mining interests, and valuable land around the Gulch have all supposedly caught his attention. Whether these stories are true or merely the complaints of his enemies, Wilde has never been shy about recognizing opportunity. His Rangers may fight for law and civilization, but the Major intends to make certain that when Blackwater Gulch prospers, he prospers with it.



The Wolfpack

Deep within the Wormwood Forest prowls the Wolfpack, a savage but disciplined band of werewolves that has claimed the wilderness as its domain. They hunt beneath the tangled canopy, striking travelers, isolated settlements, and anyone foolish enough to venture too deeply into their territory. Unlike mindless beasts driven only by hunger, the Wolfpack acts with frightening purpose, working together to stalk its prey before disappearing back into the forest.

At the head of the pack is Croatoan, an ancient and enigmatic werewolf whose origins have been lost to time. Towering, silent, and possessed of terrifying strength, he is said to have walked the earth longer than any living man can remember. Stories connect him to vanished settlements and abandoned stretches of wilderness, places where civilization took root only to disappear without explanation.

Croatoan sees mankind's expansion as a disease spreading across lands that were once wild and sacred. Towns, mines, railways, and roads carve apart the wilderness, while hunters slaughter its animals and prospectors tear open the earth in search of gold. To the Wolfpack, Blackwater Gulch is not simply another settlement. It is a festering wound at the edge of their territory, growing larger and more dangerous with each passing year.

The Wolfpack does not seek wealth, territory, or political power. They want the wilderness returned to what it once was, and Croatoan intends to make certain that happens. His werewolves strike quickly and without mercy, leaving ruined camps and bloody trails as warnings to those who follow. To the people of Blackwater Gulch they are monsters, but to Croatoan, the true monsters are the ones carrying axes, rifles, and shovels into his forest.



Gang Trait

Manhunters
The Wolfpack seeks to drive mankind from the wilderness, hunting Mortals with savage precision. All members of the Wolfpack may reroll any missed dice when fighting against Mortals in melee combat, once per activation. Dice cannot be rerolled more than once.





Gang Trait

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

Wormwood Wardens

The Wormwood Wardens are the self-appointed guardians of the Wormwood Forest, a fierce brotherhood of shifters, shamans, hunters, and other wild souls who consider the ancient woods their home. They patrol forgotten trails and twisted groves, protecting places they believe should remain untouched by civilization. Prospectors, loggers, hunters, and careless travelers who venture too deeply into their territory may discover that the forest has defenders every bit as dangerous as the creatures lurking within it.

Leading the Wardens is Wampus, a strange figure who walks a razor-thin line between man and beast. Though his blood runs wild with the fury of the forest, he has retained enough of his humanity to speak plainly, reason with others, and handle a pistol with deadly precision. Beneath his long coat hides the strength and instincts of a predator, allowing him to fight with both gun and claw when threatened.

Unlike the Wolfpack, the Wardens do not seek to destroy civilization or drive every human from the wilderness. They fight to preserve a balance between the people of Blackwater Gulch and the wild lands surrounding them. Those who respect the forest and its boundaries may pass through without trouble. Those who despoil sacred places, slaughter animals without need, or disturb things better left sleeping can expect a much less forgiving welcome.

Stories of Wampus and his Wardens have spread throughout Blackwater Gulch, though few outsiders know exactly where truth ends and legend begins. Travelers whisper of glowing eyes watching from the trees and a snarling gunslinger who appears without warning before vanishing back into the brush. The Wardens ask for neither gold nor gratitude. As long as the Wormwood Forest stands, they intend to make certain someone is there to defend it.



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.

LEVEL	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

Professions

Mortals are assigned a profession, defining which abilities they have and gear they carry. You can upgrade or add more gear simply by assigning it to a model and adding the cost to your roster.

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.

Recruit Gear: Pistol
Recruit Ability: Inspiring

Veteran Gear: Pistol, Layered Gear
Veteran Abilities: Inspiring, Grace

Hero Gear: Pistol, Layered Gear, Liquid Courage
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.

Recruit Gear: Longarm, Layerd Gear
Recruit Ability: Duck & Cover

Veteran Gear: Longarm, Reinforced Wear
Veteran Abilities: Duck & Cover, Marksman

Hero Gear: Longarm, Reinforced Wear, Brass Scope
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 Gear:	Shotgun, Reinforced Wear
Veteran Abilities:	Infiltration, Grit
Hero Gear:	Shotgun, Fortified Outfit, Liquid Courage
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.

Recruit Gear:	Hand Weapon
Recruit Ability:	Healer
Veteran Gear:	Hand Weapon, Layered Gear
Veteran Abilities:	Healer, Grit
Hero Gear:	Hand Weapon, Layered Gear, Snake Oil
Hero Abilities:	Healer, Grit, Infiltration



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.

Recruit Gear:	Great Weapon, Layered Gear
Recruit Ability:	Warden
Veteran Gear:	Great Weapon, Reinforced Wear
Veteran Abilities:	Warden, Parry
Hero Gear:	Great Weapon, Fortified Outfit, Native Remedy
Hero Abilities:	Warden, Parry, 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.

Recruit Gear: Pistol
Recruit Ability: Infiltration

Veteran Gear: Two Pistols, Layered Gear
Veteran Abilities: Infiltration, Grit

Hero Gear: Two Pistols, Layered Gear, Liquid Courage
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.

Recruit Gear: Grimoire
Recruit Ability: Powers

Veteran Gear: Grimoire, Layered Gear
Veteran Abilities: Powers, Fear

Hero Gear: Grimoire, Layered Gear, Snake Oil
Hero Abilities: Powers, Fear, 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.

Recruit Gear: Longarm
Recruit Ability: Wolfsbane

Veteran Gear: Longarm, Layered Gear
Veteran Abilities: Wolfsbane, Infiltration

Hero Gear: Longarm, Reinforced Wear, Snake Oil
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.

Recruit Gear: Firewater
Recruit Ability: Fearless

Veteran Gear: Firewater, Layered Gear
Veteran Abilities: Fearless, Grace

Hero Gear: Firewater, Layered Gear, Liquid Courage
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.

Recruit Gear: Dynamite
Recruit Ability: Infiltration

Veteran Gear: Dynamite, Layered Gear
Veteran Abilities: Infiltration, Duck & Cover

Hero Gear: Dynamite, Reinforced Wear, Native Remedy
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.

Recruit Gear: Bible
Recruit Ability: Prayers

Veteran Gear: Bible, Layered Gear
Veteran Abilities: Prayers, Inspiring

Hero Gear: Bible, Layered Gear, Liquid Courage
Hero Abilities: Prayers, 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.

Recruit Gear: Repeating Rifle
Recruit Ability: Pathfinder

Veteran Gear: Repeating Rifle, Layered Gear
Veteran Abilities: Pathfinder, Marksman

Hero Gear: Repeating Rifle, Layered Gear, Native Remedy**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.

Recruit Gear: Bow
Recruit Ability: Stealth

Veteran Gear: Bow, Layered Gear
Veteran Abilities: Stealth, Sneak Attack

Hero Gear: Bow, Layered Gear, Snake Oil
Hero Abilities: Stealth, Sneak Attack, Native Remedy

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.

Recruit Gear: Totem
Recruit Ability: Wildcraft

Veteran Gear: Totem, Layered Gear
Veteran Abilities: Wildcraft, Duck & Cover

Hero Gear: Totem, Layered Gear, Native Remedy
Hero Abilities: Wildcraft, 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.

Recruit Gear: Shotgun
Recruit Ability: Reaper

Veteran Gear: Shotgun, Layered Gear
Veteran Abilities: Reaper, Marksman

Hero Gear: Shotgun, Reinforced Wear, Liquid Courage
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.

Recruit Gear: Repeating Rifle
Recruit Ability: Righteous

Veteran Gear: Repeating Rifle, Layered Gear
Veteran Abilities: Righteous, Grace

Hero Gear: Repeating Rifle, Reinforced Wear, Holy Relic
Hero Abilities: Righteous, 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.

Recruit Gear: Two Hand Weapons, Layered Gear
Recruit Ability: Follow Through

Veteran Gear: Two Hand Weapons, Reinforced Wear
Veteran Abilities: Follow Through, Armsman

Hero Gear: Two Hand Weapons, Fortified Outfit, Native Remedy
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.

TYPE	LEVEL	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Small Beast	Recruit	6	3	2	4	3	1	3	3	4	41
Werebeast	Recruit	6	3	3	3	4	3	2	5	5	71
Dire Werebeast	Veteran	6	3	3	3	4	4	2	6	5	78
Large Beast	Veteran	7	5	2	4	3	1	5	6	6	95
Alpha Werebeast	Hero	6	4	4	4	5	4	3	7	6	98

Similar to Mortal professions, all beasts have a breed assigned to them, listed below. Werebeasts also come in three varieties, with a Dire Werebeasts equal to a Mortal Veteran and an Alpha equal to a Mortal Hero.

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.

Recruit Gear: Natural Weapons, Tough Hide, Wings
Recruit Ability: Fly

Dire Gear: Natural Weapons, Tough Hide, Wings
Dire Abilities: Fly, Manhunter

Alpha Gear: Natural Weapons, Tough Hide, Wings
Alpha Abilities: Fly, Manhunter, Assassin

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.

Recruit Gear: Natural Weapons, Tough Hide
Recruit Ability: Follow Through

Dire Gear: Natural Weapons, Tough Hide
Dire Abilities: Follow Through, Brute

Alpha Gear: Natural Weapons, Tough Hide
Alpha Abilities: Follow Through, Brute, 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.

Recruit Gear:	Natural Weapons, Tough Hide, Wings
Recruit Ability:	Fly
Dire Gear:	Natural Weapons, Tough Hide, Wings
Dire Abilities:	Fly, Stealth
Alpha Gear:	Natural Weapons, Tough Hide, Wings
Alpha Abilities:	Fly, Stealth, Duck & Cover



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.

Recruit Gear:	Natural Weapons, Tough Hide
Recruit Ability:	Warden
Dire Gear:	Natural Weapons, Tough Hide
Dire Abilities:	Warden, Slam
Alpha Gear:	Natural Weapons, Tough Hide
Alpha Abilities:	Warden, Slam, Brute



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.

Recruit Gear:	Natural Weapons, Tough Hide
Recruit Ability:	Mighty
Dire Gear:	Natural Weapons, Tough Hide
Dire Abilities:	Mighty, Follow Through
Alpha Gear:	Natural Weapons, Tough Hide
Alpha Abilities:	Mighty, Follow Through, Fearless

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.

Recruit Gear: Natural Weapons, Tough Hide
Recruit Ability: Grace

Dire Gear: Natural Weapons, Tough Hide
Dire Abilities: Grace, Parry

Alpha Gear: Natural Weapons, Tough Hide
Alpha Abilities: Grace, Parry, 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.

Recruit Gear: Natural Weapons, Tough Hide
Recruit Ability: Infiltration

Dire Gear: Natural Weapons, Tough Hide
Dire Abilities: Infiltration, Vicious

Alpha Gear: Natural Weapons, Tough Hide
Alpha Abilities: Infiltration, Vicious, 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.

Recruit Gear: Natural Weapons, Tough Hide
Recruit Ability: Skirmisher

Dire Gear: Natural Weapons, Tough Hide
Dire Abilities: Skirmisher, Parry

Alpha Gear: Natural Weapons, Tough Hide
Alpha Abilities: Skirmisher, Parry, 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.

Recruit Gear: Natural Weapons, Tough Hide
Recruit Ability: Assassin

Dire Gear: Natural Weapons, Tough Hide
Dire Abilities: Assassin, Parry

Alpha Gear: Natural Weapons, Tough Hide
Alpha Abilities: Assassin, Parry, Stealth



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.

Recruit Gear: Natural Weapons, Tough Hide
Recruit Ability: Pathfinder

Dire Gear: Natural Weapons, Tough Hide
Dire Abilities: Pathfinder, Mighty

Alpha Gear: Natural Weapons, Tough Hide
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.

Recruit Gear: Natural Weapons, Tough Hide
Recruit Ability: Assassin

Dire Gear: Natural Weapons, Tough Hide
Dire Abilities: Assassin, Vicious

Alpha Gear: Natural Weapons, Tough Hide
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.

Gear: Natural Weapons, Tough Hide
Abilities: Follow Through, Slam

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.

Gear: Spines
Ability: Marksman

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.

Gear: Natural Weapons
Ability: Stealth



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.

Gear: Natural Weapons
Ability: Vicious



JACKALOPE

Jackalopes may look like oversized hares, but these savage little beasts are fast, vicious, and surprisingly deadly. Their twisted antler-like horns, hooked teeth, and sharp claws make them dangerous predators, particularly when hunting in packs. They dart through brush and rocky terrain with incredible speed, swarming their prey and striking at exposed limbs before bounding away. Once they smell blood, Jackalopes become even more aggressive, relentlessly attacking until their prey stops moving.

Gear: Natural Weapons
Ability: Lunge



MAUNTUAK

The Mauntuak is a bloated, hairless abomination with a bird-like beak and wicked claws. No one knows where these creatures came from, though they are sometimes found stalking alongside werebeast packs. Silent and unnaturally quick, Mauntuaks serve as scouts and ambushers, striking without warning before disappearing back into the darkness. Travelers who hear their strange clicking calls nearby rarely live long enough to discover what made them.

Gear: Natural Weapons
Ability: Manhunter

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.

Type	Level	Mov	Att	Mrk	Def	Iv	Wp	Arm	En	Dam	Cost
Hellion	Recruit	4	2	1	4	3	3	3	4	4	32
Fiend	Veteran	4	4	1	4	3	4	3	6	5	57
Incubi	Veteran	5	3	3	5	5	4	2	3	3	53
Primevil	Hero	5	5	5	6	5	5	3	4	4	65
Malignant	Hero	6	6	5	5	4	5	5	8	6	107

All demons are have access to Corruption Powers, and are considered magic users even if they do not select any spells. Demons also cause fear, in addition to their regular abilities.

Malignant



Malignants are towering hellish abominations created for one purpose: destruction. Twisted by infernal power and countless consumed souls, their massive bodies bristle with horns, fangs, wings, and warped flesh. They do not stalk, scheme, or bargain. They simply advance, tearing through mortals, beasts, and even lesser demons with terrifying ease. Where a Malignant walks, little remains behind but blood, ruin, and shattered earth.

Gear: Hand Weapon, Wings
Abilities: Powers, Fear, Fly, Mighty, Vicious

Primevil



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.

Gear: Hand Weapon
Abilities: Powers, Fear, 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.

Gear: Hand Weapon, Wings
Abilities: Powers, Fear, Fly, Skirmisher



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.

Gear: Hand Weapon
Abilities: Powers, Fear, Slam, 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.

Gear: Hand Weapon
Abilities: Powers, Fear, 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.

TYPE	LEVEL	MOV	ATT	MRK	DEF	IV	WP	ARM	EN	DAM	COST
Hellion	Recruit	4	2	1	4	3	3	3	4	4	32
Fiend	Veteran	4	4	1	4	3	4	3	6	5	57
Incubi	Veteran	5	3	3	5	5	4	2	3	3	53
Primevil	Hero	5	5	5	6	5	5	3	4	4	65
Malignant	Hero	6	6	5	5	4	5	5	8	6	107

All Undead cause Fear and also 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.

Gear: Hand Weapon
Abilities: Walking Plague, Fear, Assassin, Vicious, Infiltration

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.

Gear: Hand Weapon
Abilities: Walking Plague, Fear, 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.

Gear: Hand Weapon
Abilities: Walking Plague, Fear, Manhunter, Assassin



Hulk

Hulks are towering undead abominations stitched together from the remains of multiple corpses and held together with crude sutures, iron staples, and dark magic. Layers of stolen muscle and bone give them tremendous strength, while their mindless nature leaves them nearly oblivious to pain. Once set in motion, a Hulk simply advances, shrugging off wounds that would destroy lesser undead. It does not think, tire, or retreat. It just keeps coming.

Gear: Hand Weapon
Abilities: Walking Plague, Fear, Slam, Brute



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 shamble 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.

Gear: Hand Weapon
Abilities: Walking Plague, Fear, Marauder

Traits & Abilities

Traits & Abilities represent the special training, talents, and natural gifts that set a character apart. They can improve a character's effectiveness in combat, provide bonuses in certain situations, grant new options on the battlefield, or change how particular rules affect them. Together, they help define what makes each character unique.

Adept

You have learned to channel supernatural power with greater control and precision. You may reroll any 1s when casting Spells or performing Holy Prayers.

Armsman

You know your way around a close-combat weapon and can turn a poor swing into a solid hit. You may reroll any 1s when making melee attacks.

Assassin

You know how to press every advantage when a fight gets up close and personal. You may spend 1 Action Point to reroll one missed melee attack die, spending 1 Action Point for each die you reroll.

Big Iron

You are strong enough to shoulder weapons normally meant for a carriage or gun crew. If you are Large or Huge, you may wield Artillery Weapons as easily as a normal man carries a rifle. Mounted models cannot have this ability.

Brute

You rely on raw strength to overpower anyone foolish enough to stand toe-to-toe with you. All of your melee attacks are considered Power Attacks.

Desperate

When the shooting starts and fear sets in, you dig in instead of backing down. When you activate, immediately discard all Panic Tokens assigned to you.

Duck & Cover

You have a knack for keeping your head down when lead starts flying. You always count as being in Soft Cover, even while standing out in the open.

Fear

Whether through a terrifying appearance, supernatural presence, or sheer brutality, you put fear into anyone who gets too close. Issue a Panic Token to every enemy model within your Threat Range.

Fearless

Fear has little hold over you, whether through courage, hard-earned nerve, or something less natural. You are immune to Fear and automatically pass any Bravery Tests you are required to make.

Fly

You can take to the air and pass over obstacles that would stop anyone stuck on the ground. You may ignore cover while moving and always have Line of Sight when determining whether you can make a Charge.

Follow Through

Once you get rolling in a close fight, you are hard to stop. Whenever you Incapacitate an enemy model in melee combat, you may immediately make a free Full Move Action.

Grace

You are quick enough on your feet to slip away before an enemy can take advantage. You are never subject to Free Strikes.

Grit

You are tough as nails and have a habit of surviving hits that should have put you down. You may reroll any 1s when making a Saving Throw.

Healer

You know how to patch up a badly wounded companion and pull them back from the brink. You may attempt to resuscitate an Incapacitated friendly model within your Threat Range by making a WP Roll with TN 4. For each success, the model returns to the fight with 1 EN.

Infiltration

You know how to slip ahead of the rest of the gang and find a good position before the shooting starts. When deploying during a Scenario, you may be placed up to 6" farther forward than normally allowed.

Inspiring

Whether through stirring words, steady nerves, or natural leadership, you give nearby allies the courage to keep fighting. All friendly models within 6" gain +1 WP. This bonus is not cumulative with other instances of Inspiring.

Lunge

You know how to throw yourself into a Charge with sudden speed and aggression. When Charging, you gain +1 MOV and +1 ATT for the attack.

Manhunter

You have developed a particular talent for tracking and killing ordinary folk. You gain +1 MRK and +1 ATT whenever you attack a Mortal model.

Marauder

You rush headlong into a fight before your enemies have time to react. Once per activation, you may declare a Charge for free, provided the target is within double your MOV.

Marksman

You have spent countless hours mastering ranged weapons and know how to correct even the slightest error in your aim. You may reroll any 1s when making ranged attacks.

Mighty

Few opponents can slow you down once fists, claws, or blades start swinging. You never have dice subtracted from your melee attacks, regardless of the circumstances.

Parry

You know how to turn a missed swing into the perfect opening for a counterattack. Whenever an enemy misses you with a melee attack, you may immediately make a Free Strike against them.

Pathfinder

You are used to crossing rough frontier country that would slow down less experienced travelers. When moving, you treat all areas of the battlefield as Open Ground.

Powers

You have learned to command forbidden forces that most folks would rather leave buried. You have access to Corruption Powers.

Prayers

Faith can be every bit as powerful as gunpowder on the frontier. You may call upon divine aid and have access to Holy Prayers.

Reaper

You specialize in putting creatures that crawled out of the grave back where they belong. You gain +1 MRK and +1 ATT whenever you attack an Undead model.

Righteous

Whether driven by faith, vengeance, or grim experience, you know how to fight the infernal things stalking the frontier. You gain +1 MRK and +1 ATT whenever you attack a Demon model.

Skirmisher

You rely on speed, precision, and careful weapon placement rather than brute strength. All of your melee attacks are considered Finesse Attacks.

Slam

You hit hard enough to send an enemy staggering backward. Whenever you inflict a wound against an enemy, knock that model back and place it just outside your Threat Range, leaving it vulnerable to being Charged again.

Sneak Attack

You know how to turn concealment into a deadly advantage. While you have a Stealth Token, you gain +1 ATT and +1 MRK when making attacks.

Stealth

You know how to move quietly and stay out of sight when the situation calls for it. You may spend 1 Action Point to generate 1 Stealth Token.

Vicious

You have no interest in leaving a fallen enemy alive. When you would Incapacitate an enemy in melee combat, that enemy is instead killed outright and immediately removed from the game.

Warden

You put yourself between danger and the folks fighting beside you. You may take an attack in place of any friendly model within your Threat Range.

Wildcraft

You draw power from the untamed land and the strange forces running through it. You have access to Wildcraft Rituals.

Wolfsbane

You have learned how to track and bring down the savage creatures known as Werebeasts. You gain +1 MRK and +1 ATT whenever you attack a Werebeast model.

Walking Plague

Undeath spreads through the victims you claim. When you Incapacitate a Mortal, that model's player must make a WP Test with TN 4. On a success, the Mortal is Incapacitated normally. On a failure, remove the Incapacitation Token and replace the fallen model with a fresh Zombie armed with the same equipment.

Recruitment Skills

The races of Blackwater Gulch rarely fight alongside one another, and most Gangs are made up entirely of members of the same race. Only an exceptional leader can convince outsiders to join their ranks. Gang Leaders may purchase one Recruitment Skill in addition to their normal selection of Skills for 10 points. These special Leadership Skills allow the Gang to recruit characters from other Races that would normally be unable to join them.

Beguiler

You possess enough charm, influence, or supernatural sway to draw ordinary folk into an otherwise monstrous gang. If you are a Werebeast, Demon, or Undead leader, you may recruit Mortals.

Cultist

You have forged ties with infernal powers and can call demons into the service of your gang. If you are a Mortal, Werebeast, or Undead leader, you may recruit Demons.

Moontouched

You share an unusual bond with the shapechangers of the wild, allowing you to earn the trust or obedience of Werebeasts. If you are a Mortal, Demon, or Undead leader, you may recruit Werebeasts.

Necromancer

You command the powers of death strongly enough to bind the restless dead to your cause. If you are a Mortal, Demon, or Werebeast leader, you may recruit Undead.

Equipment

Equipment allows you to outfit your characters with the weapons, clothing, and useful gear needed to survive the dangers of Blackwater Gulch. Each Profession includes a selection of preferred equipment representing the items commonly carried by folks with that training, but characters may purchase any additional gear by simply adding its Cost to their total. Gang Leaders also have access to special ammunition and weapon alloys designed to be especially painful when used against certain Races, giving a well-prepared Gang an edge against even the strangest threats lurking in the Gulch.

Hand Weapon

Range: Melee **DAM:** Model's DAM **Cost:** Free

A Hand Weapon represents any common one-handed melee weapon, such as a knife, club, saber, hatchet, or similar sidearm. It uses the character's normal melee abilities without providing an additional bonus or special rule. Unless upgraded to another melee weapon, every model is considered to have one Hand Weapon.

Natural Weapons

Range: Melee **DAM:** Model's DAM **Cost:** 5

Natural Weapons represent claws, fangs, horns, or other deadly parts of a creature's own body. A model with Natural Weapons gains +1 ATT and may reroll one missed die when making melee attacks.

Great Weapon

Range: Melee **DAM:** Model's DAM +1 **Cost:** 10

A Great Weapon is a massive two-handed weapon such as a sledgehammer, heavy axe, or oversized blade, built to end a fight with one crushing blow. A character wielding one gains +1 DAM.

Bow

Range: 10" **DAM:** 4 **Cost:** 5

A Bow is quiet, dependable, and deadly in practiced hands. It has a 10" Range and DAM 4, and its Silent rule makes it especially useful for fighters who prefer to attack without immediately giving away their position.

Pistol

Range: 8" **DAM:** 4 **Cost:** 5

A Pistol is the frontier's most familiar sidearm, quick to draw and deadly at close range. It has an 8" Range and DAM 4, making it a reliable choice for gunfighters who expect trouble up close. Pistols may be used as melee weapons.

Shotgun

Range: 6" **DAM:** 5 **Cost:** 5

A Shotgun is brutally effective when the fight gets close. It has a 6" Range and DAM 4, and its Scattershot rule makes it even more dangerous at close range.

Repeating Rifle

Range: 12" **DAM:** 4 **Cost:** 5

A Repeating Rifle combines solid range with the ability to keep an enemy pinned down. It has a 12" Range and DAM 4, and its Suppressive Fire rule can force targets to spend precious time getting back into the fight.

Longarm

Range: 15" **DAM:** 4 **Cost:** 5

A Longarm is built for careful shots across open ground. It has an 18" Range and DAM 4, and its Accurate rule rewards a shooter who takes up a good position and holds steady.

Dynamite

Range: 6" **DAM:** 5 **Cost:** 5

Dynamite turns a stick of blasting powder into a weapon no sensible gunfighter wants landing nearby. It has a 6"

Range and DAM 5, and its Area of Effect and Explosive rules can make one well-placed throw a problem for everyone nearby.

Firewater

Range: 6” **DAM:** 4 **Cost:** 5

Firewater is a bottle of high-proof liquor prepared to burst into flame on impact. It has a 6” Range and DAM 4, and its Area of Effect and Burning rules make it ideal for flushing enemies from cover or setting a tight cluster of foes ablaze.

Gatling Gun

Range: 12” **DAM:** 4 **Cost:** 15

A Gatling Gun spits a relentless stream of lead across the battlefield. It has a 12” Range and DAM 4, with Inaccurate, Suppressive Fire, and Artillery rules reflecting a weapon that is cumbersome but terrifying once it starts firing.

Heavy Bolter

Range: 12” **DAM:** 4 **Cost:** 15

A Heavy Bolter is a massive frontier weapon built to hammer the restless dead with specialized ammunition. It has a 12” Range and DAM 4, uses Wormwood Ammo, and counts as Artillery.

Werecatcher

Range: 12” **DAM:** 4 **Cost:** 15

A Werecatcher is a heavy hunting weapon built for bringing down the toughest Werebeasts. It has a 12” Range and DAM 4, uses Silver Ammo, and counts as Artillery.

Layered Gear

ARM: +1 **Cost:** 5

Layered Gear combines heavy clothing, leather, padding, and whatever else a fighter can strap on before the shooting starts. It provides additional protection and increases the wearer’s ARM by 1.

Tough Hide

ARM: +1 **Cost:** 5

Tough Hide represents thick skin, dense fur, scales, or another natural defense that shrugs off lesser blows. A model with Tough Hide gains +1 ARM.

Reinforced Wear

ARM: +2 **Cost:** 15

Reinforced Wear adds plates, hardened leather, metal inserts, or other protective layers to ordinary frontier clothing. A model wearing it gains +2 ARM, but the extra weight is Hindering.

Fortified Outfit

ARM: +3 **Cost:** 25

A Fortified Outfit is about as much protection as a fighter can wear without becoming a walking gun emplacement. Heavy layers and reinforced protection grant the wearer +3 ARM, but the weight is Hindering.

Brass Scope

Cost: 5

A Brass Scope gives a careful shooter a clearer view of targets trying to stay hidden. It may only be fitted to a Longarm and allows that weapon to target models in Stealth normally.

Bible

Cost: 5

A well-worn Bible can steady the hands and strengthen the conviction of a frontier Preacher. A Preacher carrying one gains +1 WP when performing Prayers.

Comfortable Boots

Cost: 5

A good pair of boots can mean the difference between reaching cover and catching a bullet in the open. Comfortable Boots grant the wearer +1 MOV.

Fancy Gunbelt

Cost: 5

A Fancy Gunbelt keeps a pistol exactly where a practiced gunfighter expects it. When used with Pistols, it grants the wearer +1 MRK.

Grimoire

Cost: 5

A Grimoire is filled with forbidden lore, strange diagrams, and rites best kept out of respectable hands. A Hexer carrying one gains +1 WP when using Corruption Powers.

Holy Relic

Cost: 5

A Holy Relic carries the comfort of faith and a measure of protection against dark forces. The bearer gains +1 DEF when attacked by Corruption Powers.

Liquid Courage

Cost: 5

Liquid Courage is strong enough to make danger seem like somebody else's problem. Spend 1 AP to drink it and gain the Fearless Trait until your next activation. Liquid Courage may only be used once.

Native Remedy

Cost: 5

A Native Remedy is a carefully prepared mixture of frontier herbs and traditional medicine. Spend 1 AP to use it and gain +1 DEF until your next activation. A Native Remedy may only be used once.

Smellin' Salts

Cost: 5

Smellin' Salts can shock a fallen companion back to their senses when there is no time for proper treatment. Spend 1 AP to use them on a friendly Incapacitated model as though the user had the Healer Trait. Smellin' Salts may only be used once.

Snake Oil

Cost: 5

Snake Oil may be dubious medicine, but sometimes a desperate fighter will take whatever help they can get. Spend 1 AP to drink it and regain 1 lost EN. Snake Oil may only be used once.

Spyglass

Cost: 5

A Spyglass helps a lookout pick movement out of distant shadows and hiding places. When spotting a target, remove all of that target's Stealth Tokens.

Totem

Cost: 5

A Totem is a sacred focus tied to the land, its spirits, or the traditions of the Shaman who carries it. A Shaman with a Totem gains +1 WP when using Wildcraft.

Holy Ammo

Cost: 10

Blessed ammunition made to fight infernal foes. Gain +1 DAM against Demons. Heroes only.

Silver Ammo

Cost: 10

Silver ammunition made to bring down Werebeasts. Gain +1 DAM against Werebeasts. Heroes only.

Vorpal Ammo

Cost: 10

Specialized ammunition made to hunt the living. Gain +1 DAM against Mortals. Heroes only.

Wormwood Ammo

Cost: 10

Occult-treated ammunition made to put the dead back in the ground. Gain +1 DAM against Undead. Heroes only.

Equipment Rules

Accurate

Accurate weapons reward a steady firing position. If the model has not moved before firing this weapon during its activation, it gains +1 MRK for that attack.

Area of Effect

Area of Effect attacks can catch several fighters in a single blast. When the attack hits, every model within 3" of the target is also hit by the attack.

Armor Piercing

Armor Piercing weapons punch through even the toughest protection. Models struck by this weapon cannot drop dice from their Armour Pool after a successful attack.

Artillery

Artillery weapons are heavy battlefield pieces mounted on stationary carriages. They cannot move and may be fired by a model in base contact, measuring range from the Artillery model itself. Artillery deploys with your gang and follows any special deployment rules of its crew. Only Veterans or Heroes may wield Artillery.

Burning

Burning attacks can turn a single wound into a spreading blaze. If at least one wound from a Burning attack is not soaked by Armour, the attacker may spend additional Action Points to inflict 1 automatic wound for each AP spent.

Explosive

Explosive attacks strike with enough force to throw their victims off balance even when the blast does not finish them. Models hit by an Explosive attack suffer a Power Attack in addition to any damage inflicted.

Hindering

Hindering effects make movement difficult and dangerous. While affected, all Actions that use the Movement Pool have their TN increased by 2.

Inaccurate

Inaccurate weapons are difficult to aim or control. Attacks made with an Inaccurate weapon have their TN increased by 1.

Scattershot

Scattershot weapons unleash a spread of shot that becomes especially devastating at short distances. A weapon with Scattershot gains +1 DAM when fired at close range.

Silent

Silent weapons can be used without immediately revealing a hidden attacker. Firing a weapon with Silent does not cause the character to lose a Stealth Token.

Suppressive Fire

Suppressive Fire sends enough lead downrange to force an enemy to keep their head down. After an attack with this weapon, the target gains a Suppression Marker. A model with Suppression Markers cannot act until it spends 1 Action Point per marker to clear them during its activation.

Mystical Arts

The strange abilities found throughout Blackwater Gulch take many forms, from Hexers weaving curses and dark magic to Shamans calling upon ancient spirits and Preachers placing their faith in a higher power. Each Power provides its own effects on the battlefield, from deadly attacks and supernatural protection to healing allies, weakening enemies, and bending the forces of the unknown to the character's will.

All Powers cost 10 points to add to your character, and you may only choose those belonging to your Profession.

Holy Prayers

Cleansing Wave

Range: 12" **TN:** 4 **Cost:** 10

Cleansing Wave calls down a merciful blessing to close wounds and steady a wounded companion. A friendly wounded model within range heals 1 EN for each success rolled.

Dispel

Range: 24" **TN:** 4 **Cost:** 10

Dispel calls on divine authority to cast down hostile sorcery before it can take hold. Used as an Interrupt, both Mages make an Opposed Test; if you win, the enemy spell is nullified.

Godspeed

Range: 12" **TN:** 5 **Cost:** 10

Godspeed sends your companions forward with the feeling that Providence itself is at their backs. All friendly models within 12" gain +1 MOV during their next activation.

Inspiring Sermon

Range: 12" **TN:** 5 **Cost:** 10

Inspiring Sermon rings out above the gunfire, putting fresh courage into everyone who can hear it. All friendly models within 12" gain +1 WP during their next activation.

Resurrection

Range: 12" **TN:** 6 **Cost:** 10

Resurrection is a desperate prayer for a fallen companion to be given one more chance. A friendly Incapacitated model within range heals 1 EN for each success rolled and may act during the current round.

Second Sight

Range: 16" **TN:** 5 **Cost:** 10

Second Sight asks for divine guidance to expose those hiding from righteous eyes. Remove one Stealth Token from an enemy within 16" for each success rolled.

Shield of Faith

Range: Self **TN:** 6 **Cost:** 10

Shield of Faith surrounds you with the certainty that no bullet, blade, or claw can strike without Providence allowing it. Enemies targeting you lose 1 die for each success rolled.

Sword of Faith

Range: 12" **TN:** 6 **Cost:** 10

Sword of Faith places a fighting blessing upon an ally, filling them with righteous strength when the battle turns bloody. A friendly model within 12" gains +1 ATT during its next activation.

Wildcraft Rituals

Blast

Range: 12” **DAM:** 5 **TN:** 5 **Cost:** 10

Blast calls on the raw fury of the frontier, scorching nearby foes with a sudden burst of unnatural heat. Each success inflicts one DAM 5 hit on one enemy within range.

Fireball

Range: 16” **DAM:** 4 **TN:** 4 **Cost:** 10

Fireball gathers the heat of the badlands into a blazing shot hurled at a single foe. The target suffers one DAM 4 hit for each success rolled.

Dispel

Range: 24” **TN:** 4 **Cost:** 10

Dispel tears apart hostile sorcery before it can take hold. Used as an Interrupt, both Mages make an Opposed Test; if you win, the enemy spell is nullified.

Flight

Range: Self **TN:** 4 **Cost:** 10

Flight calls the restless wind to lift you clear off the ground. You may fly 12”, plus an additional 1” for each success rolled.

Gale Force

Range: 16” **TN:** 4 **Cost:** 10

Gale Force whips the frontier wind into a sudden blast strong enough to throw a foe backward. The target is knocked directly away from you 1” for each success rolled.

Grasping Roots

Range: 12” **TN:** 6 **Cost:** 10

Grasping Roots calls on the wild earth to snare a foe in twisting roots and thorny growth. The target loses 1 AP for each success rolled.

Nearsight

Range: Self **TN:** 5 **Cost:** 10

Nearsight wraps you in swirling dust, wind, and shimmering air that spoils an enemy’s aim. You become immune to Ranged Attacks until your next activation.

Quake

Range: 16” **DAM:** 3 **TN:** 4 **Cost:** 10

Quake calls on the land itself to buck beneath an enemy’s boots. The target suffers one DAM 3 hit and is knocked down.

Second Sight

Range: 16” **TN:** 5 **Cost:** 10

Second Sight lets you read the signs others miss, revealing movement through dust, darkness, and concealment. Remove one Stealth Token from an enemy within range for each success rolled.

Stoneskin

Range: Self **TN:** 6 **Cost:** 10

Stoneskin draws strength from the earth, hardening your flesh like sun-baked rock. You gain +1 ARM until your next activation.

Corruption Powers

Dispel

Range: 24” **TN:** 4 **Cost:** 10

Dispel Magic allows the caster to unravel an enemy’s spell at the moment it is cast. Used as an Interrupt, both Mages make an Opposed Test; if the caster wins, the enemy spell is nullified.

Elegy

Range: 16” **TN:** 4 **Cost:** 10

Elegy seals the fate of a fallen warrior, preventing any hope of returning to the battle. Target one Incapacitated model within range and remove it from the game.

Fester

Range: 16” **TN:** 6 **Cost:** 10

Fester causes existing corruption to erupt within an already afflicted enemy. If the target has suffered Corruption damage this round, it loses 1 EN for each success rolled with no Saving Throw.

Hellblade

Range: Self **TN:** 5 **Cost:** 10

Hellblade conjures a weapon of corrupting magical energy into the caster’s grasp. The Mage gains +1 ATT until their next activation.

Lifedrain

Range: 12” **DAM:** 3 **TN:** 4 **Cost:** 10

Lifedrain tears vitality from an enemy and redirects that stolen life force to an ally. The target suffers one DAM 3 hit per success, and every wound it takes may be transferred to any friendly model within 6” of the caster.

Pestilence

Range: 12” **DAM:** 5 **TN:** 5 **Cost:** 10

Pestilence unleashes a wave of foul energy that can torment several enemies at once. Each success inflicts one DAM 5 hit on one enemy within range.

Raise Dead

Range: 12” **TN:** 6 **Cost:** 10

Raise Dead forces a fallen body back into service through forbidden magic. An Incapacitated model within range becomes a basic Undead Recruit with 1 EN for each success rolled and may act immediately.

Second Sight

Range: 16” **TN:** 5 **Cost:** 10

Second Sight reveals enemies concealed by mundane or magical means. Remove one Stealth Token from an enemy within range for each success rolled.

Spectral Grasp

Range: 16” **TN:** 6 **Cost:** 10

Spectral Grasp calls forth unseen hands that clutch at an enemy and hinder their every movement. The target loses 1 AP for each success rolled.

Touch of Death

Range: 16” **DAM:** 4 **TN:** 4 **Cost:** 10

Touch of Death channels corrupting power into a distant enemy, wracking them with supernatural torment. The target suffers one DAM 4 hit for each success rolled.

Your Legend Begins

You have chosen your Gang. You have gathered your posse. Guns are loaded, blades are sharpened, and somewhere in Blackwater Gulch, someone is almost certainly making a terrible decision. Now it is time to play.

Blackwater Gulch is yours to explore. Your first battle might be a shootout over a disputed gold claim, a desperate hunt for something stalking the Wormwood Forest, a stagecoach robbery gone wrong, or a race to recover something valuable before it falls into the wrong hands. What happens afterward is entirely up to you.

The characters in your posse do not have to remain a collection of statistics and abilities. Give them names. Remember their victories. Hold grudges over spectacular defeats. Perhaps the lowly Recruit who somehow survives against impossible odds becomes a Veteran, then eventually the Hero who leads your posse into battle. Before long, the games you play will begin creating stories of their own.

And Blackwater Gulch is much larger than the places described in these pages. Beyond town are forgotten mines, isolated settlements, lonely trails, ancient ruins, and vast stretches of wilderness where few sensible folks dare travel. There are outlaws to hunt, fortunes to steal, mysteries to uncover, monsters to face, and countless stories still waiting to be told. Make some of them your own.

There is no correct way to build your posse and no story you are required to follow. Use the miniatures you love, create the characters you want, and fight the battles that sound fun to you.

Gather your posse, load your guns and get in the gulch!