

BLACKWATER GULCH



SAVAGE BEASTS

GANGFIGHT!
GAME STUDIO.

Well, howdy!

Now ain't you a sight for these sore eyes. Welcome back to the Gulch, friend. I see she captured your heart like I said she would, right? Guess I ain't gonna be calling you stranger much longer the way you keep coming on back here. And that ain't no bad thing, let me tell you. Not a bad thing at all.

Why don't you take a load off and recover from your journey a while. Sure, sit with me here on the porch, grab a cold one from that bucket of ice over yonder there and let's catch up you and I, 'cos between you, me and that dang ornery mule Phido Whelps sold me last week, things are a-foot here in the Gulch. Weird things. Bad things.

It ain't just the bandits we have to be worrying about nowadays. Getting robbed on the road or coldcocked in an alley over some two-bit argument that don't mean a danged thing to anyone in the big scheme of things is a passing worry hereabouts. There's strange things walking the land, always has been but up till now they contented themselves to linger in the shadows or remain simple as a campfire story.

That ain't the case now. No sir, these creatures are all antsy. Something's stirred them up and they're coming down out the hills or from under the ground where they've been keeping themselves all hid like, and they're walking amongst us. Not exactly open and free, mind. They're antsy and they're bold but they ain't stupid. Biding their time, see. Gauging our strength. Checking for the weak points and when they're done...

BLAM!

That's right. They're all over us in a heartbeat and we'll be gonners, the damn sorry lot of us. Won't be sad to see that bastard Whelps go though. Look at that damn mule he sold me. All it does is stand there with its head down munching on the dust. Creature ain't got but two bits of brains between its ears but he's loyal.

So let me tell you a bit more about the beasts up there in the hills, but before I do I guess I'm gonna have to tell you a bit about where they come from. You think you know your history? Well you don't. At least not the true history – you may know the one they made up, the one that lets us sleep a little sounder in our beds every night, cos the true history of what happened and the why-for will chill your bones faster than if you'd bathed in the Chantry river and slept out under the stars.

Like most wars, the Crusades were all about religion. Yes, the Crusades, the Holy War started by that Pope to bring Christianity back to Jerusalem. But it weren't all about that. Never is. What the people get told is what they need to justify what is done, but it ain't always the truth. Not the never of it and that IS the grating truth of the matter. What they says and what they means don't always marry and you have to accept that and move on.

So the real reason for all the fighting and the bloodshed was that the Church had discovered a taint on human kind. Started out as a taint of the soul: depression, anxiety that sort of malarky but it quickly swung into being a corruption of the body and mind. Evil. Pure and simple. Where it comes from, it ain't ever been recorded – not so that its been found anyways but I'm sure a book or somesuch is out there that tells the sorry tale. Anyway I'm meandering all over the place like a drunk snake so stop your questions and let me yap.

This evil found its way into the hearts and souls of a bunch of folks and they became what is now known as possessed. Talkin' in tongues, knowing things they shouldn't have been a-knowing. Supernatural abilities that had people talking with beasts, even becoming like them, changing their shape and stuff. All manner of weirdness – folks were coming back from the dead, plagues ran roughshod over entire populations – that black death over in Europe, well there's a whole weeks worth of tales I can tell you about that but that's for another time.

Now we have a whole bunch of possessed folk over there and the Church sends in the troops to cleanse the stain. But as always is the case, things got overlooked and while the majority were killed, some of the tainted ones escaped, fleeing to hidden lairs the world over.

The Church wasn't too happy with that and so trained a bunch of folk who'd travel the world and track down those few that remained. That was when the 'new' history was written. The Church and its rulers didn't want folks looking into the tainted ones and messing around with it. Too great a risk of another Demon war breaking out and if that were to happen, what do you think the reaction of everyday Joe would be? That's damn tooting - outright panic.

So these special folks, these hunters were trained and given authority to track down and eliminate any who were found to be tainted, or if the threat of corruption was too great, they were permitted to cleanse whole towns. You ever heard of Marble Falls? No? Exactly. Town was about ninety miles south as the crow flies from here and got hit with an outbreak. New sheriff arrived, one of those with the special tin badge with a cross in the high spoke and nine days later Marble Falls was gone. Burned to the ground along with all three-hundred and seven souls that once lived there.

They call it a Convergence, a spot that either draws the corrupted to it or taints those who already dwell there. Marble Falls was one. Turns out Blackwater Gulch is another. That mine that ole Cooter dug up? The one that caused all the trouble with bandits and gangs killing each other for the shinies...well, the gold part was just the top layer of trouble. A whole new batch of hassle lies below that, deep below and it's woken up and wants to play.

You've heard the tales around the campfire of people who can change their shape, become like an animal like a wolf or a bear? Don't laugh boy, not all ghost stories are true but some are and this is one of them. I seen it myself and it ain't pretty. Now don't you go believing all of the whispers – it don't take a full moon to change someone. Just a strong will, and these bastards are strong. They'll tear you apart quick as eyeblink and leave your guts on the ground for the coyotes.

Sure you can kill 'em. Takes nothing but a bullet and good aim, but you have to be quick on the draw cos they're fast no matter what shape they take. These are the leaders, so if you can take one out you're halfway to clearing the mess, but remember: they're faster than you so think smart.

These skinwalkers have a whole bunch of beasts that follow them around and do their bidding, so you gotta be on the lookout for signs of them. They got Chupacabra, those goat-suckers will stalk a herd and drain them dry so if you come across a farmstead what has been having some issues with dead livestock – chances are you've stumbled across an infestation of Beasts.

Next up are the Jackalope. I seen a man gored by one of these and it ain't pretty. Their antlers dig in and the critter just starts a shaking and a butting and the flesh tears right open and belly suasages are over the ground in a puddle of gore. Takes a long time to die from a 'Lope attack but good chance you've got more of the buggers mates nearby that'll come down and finish you off.

Stalking the hills and canyons outside of town, Cactus Cats have the uncanny ability to throw or shoot the quills on their backs to subdue their victims. These quills are coated with a toxin that can paralyze smaller animals, but could only affects men in large doses. Good thing you can smell 'em coming a mile away.

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And be careful going in any caves 'round here, those Montock creatures make em their dens, preying upon anything or anyone unfortunate enough to seek shelter inside. He's an ugly, angry varmint best left alone.

And then you got your Sasquatch. Now there's a big bastard. And there's not just one – there's a whole tribe of them living in the foothills around town. Yep, around this town. I seen one myself and it froze me to the bottom of my britches. They can rip a tree from the ground and use it as a backscratcher, no problem. If you get a Skinwalker with a Sasquatch as back-up, ain't long before you're in a world of hurt my friend. You'll be crying for a Hunter then to help you out.

Worst of the lot though – we call them Jersey Devils. They come from back east, now they're all over this place.

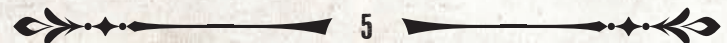
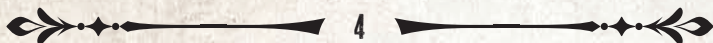
Huge beasts with huge wings and huge horns, but its worse than any other beast in these parts. He's a true demon, a tainted soul so dark and twisted it makes your nightmares seem like cotton candy. You'd figure these'd be more up for leading the packs of beasts, but that's left for the Skinwalkers. These bastards like to stay in the shadows, to take a back seat as it were and let others take the spotlight. Deviant, sly, the Devils are cannibals that will feast on your soul as readily as your flesh.

Chances are where there's a Skinwalker leading his beasts in a world of trouble, there's a Monster Hunter nearby. Hunters are attracted to convergence towns like flies to crap, so it won't be long till one of em helps with you. Some take the form of a sheriff, most are just strangers like yourself that blow into town like tumbleweed, do what needs to be done, and then they're gone, moving on to the next town and the next threat.

If you get a Preacher, things have gone bad real fast. Theyre like a Hunter but with all that religious malarky with them: crosses, holy water and the such. They'll tackle any form of Corruption, able to handle most of the weird, but unlike a hunter they'll also try to convert those survivors into the cause. A Preacher is both the worst and the best when you need help: best in that they can tackle most things, worst in that they're still nothing but glorified zealots, always as quick with a holy word as they are with a holy cross to the chest.

So if you're takin' to wanderin' around these parts, best keep your eyes peeled and your gun ready. If the gangs don't come for ya, something worse probably might. I guess it won't be long now before either a hunter or Preacher arrives to cleanse the town.

Wait a minute... that wouldn't be you, would it?



Gangfights in the Old West

Welcome to Blackwater Gulch, a western horror skirmish game of Outlaws, Lawmen, Savage Beasts and Ravenous Dead. In Blackwater Gulch, you and your friends will collect gangs of miniature men or supernatural creatures and battle for survival in the town streets and outskirts.

In order to introduce you to the game, first let's go over what it is and what you need to play.

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

In the chapters that follow, you will learn how to build your gang, set up your game board and fight a battle.

What You Need

The Rules: What you are reading now! You will need these rules to learn how to play.

Enemies: You will need an opponent to play against. Games are commonly played with 2 players, one fighting against the other, however it is quite easy to adapt your games for multiple players. Just make your board a little bigger and have at it!

A Gang: You and your opponents should have at least 3 models each to start a gang. You may decide to play with larger gangs if you wish, but 5 is the minimum size.

Measuring Device: Distances such as how far a model can move or shoot are measured in inches (""). You should have some sort of measuring device like a small tape measure.

Dice: The game uses six-sided dice, commonly referred to as a "D6", and you will only need a handful of them. Your gang members' Attributes will tell you how many dice you need to roll, referring to your roll as #D6, where # is the amount of dice you need to roll. For example, 2D6 means you need to roll 2 dice. There may be some occasions where you will be asked to roll a "D3", in this case, roll a D6, but a roll of 1 or 2 = 1, 3 or 4 = 2, and 5 or 6 = 3.

Game Board: The game board can be any surface you wish to play on. Any table will do for small games. The board represents a section of forest, desert, small village, town square, or anything else you can imagine. You will add scenery to the board to make it appear more lifelike and give your models obstacles and cover to hide behind. The average board size for most games is 4 feet by 4 feet, but that is merely a suggested size. You may use any size you feel comfortable with, whether it's a dedicated game board you built yourself, a kitchen or dining room table or even a folding playing card table.

How it Works

Blackwater Gulch was designed specifically for fast and fun games. Here is a quick summary of how it to play:

Start a Gang

You can find Blackwater Gulch miniatures at fine game shops worldwide on our website at BlackwaterGulch.com. You only need 3 models from the Human or Beast faction to start your gang.

If you would like to start a gang of men, turn to the Infamous Gangs chapter on page ###. Here you will find all of the rules you need to build your own gang, and also rules for creating new characters from scratch.

Skinwalkers and their vicious minions make up the Beast faction. If you would like to form a Beast Pack, turn to the Savage Beasts chapter on page ### to learn more about the faction and rules for building custom beasts.

If you don't want to build your own gangs from scratch, visit our website at BlackwaterGulch.com where you can download printable Character Cards or purchase nice physical ones separately. We don't include these cards with our models to keep our prices lower and also to give you the most flexibility for building your gangs and beast packs.

Choose a Scenario

Next, you and your opponent must decide on a scenario to play, sometimes called a mission or story. Each scenario will have different conditions or objectives that need to be met in order to win the game. It could be as simple as defeating the other gang, or more complex such as finding gold and getting away with it fast. Scenarios are listed starting on page ###.

Set up the Board

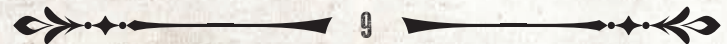
After a scenario is chosen, it's time to set up an area for your gangs to fight. You should include any special terrain features the scenario requires. After that, it's up to each player to select a few terrain pieces and decorate your board in a mutually agreeable fashion. Keep in mind that in general, the more terrain or obstacles you have, the more fun the game will be. A gangfight in a wide open field may be quite boring. Turn to the Terrain chapter on page ### for ideas and special rules on how different pieces of scenery will affect your game.

Set up Your Models

Both players roll 1D6, rerolling ties, and whoever rolls the highest may choose to be the Attacker or Defender. The board layout you choose for your scenario will define where both gangs' starting positions will be. After starting areas are chosen, the Defender will set up a model first, and then the Attacker does the same. Both players take turns placing 1 model at a time until all models that need to be on the board are present and accounted for.

Start the Game

Turn 1 begins! Both players roll 1D6 again (what's known as the Initiative roll), to see who goes first. The winner may choose who goes first and that person will activate his first model. After that model moves and performs an action or attacks, the other player does the same. Players will alternate back and forth activating one model at a time until all models on the board have been activated, and then the next turn begins. Make another Initiative roll and play out Turn 2. The game will progress like this until one gang is wiped out, or all of the scenario's objectives have been met.



Game Terms & Common Rules

Attribute Rolls

The characters in your gang have different Attributes such as Strength or Stamina, and you will be required to roll an amount of dice equal to a given Attribute to perform an action. The most common Attribute rolls will be made in combat. For example, if your model's Ranged Combat Attribute is 3, you will roll 3D6 when you try to shoot an enemy character. Another example would be if you want your model to run instead of shoot, you will need to make a Quickness roll to see how far he can run. Roll an amount of dice equal to your model's Quickness Attribute and the highest D6 will be the amount of inches the model can move when it runs, in addition to its normal movement. Attributes are defined on page ###.

Target Numbers

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

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

Facing

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

Personal Space

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

Measuring

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

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



Model Attributes

Every model has special Attribute numbers that are used to define different parts of their physique or how experienced they are. These attributes are:



Health (HP) - Health determines how much damage a model can sustain before being taken out of action. When a model is injured, its Health will go down by 1 for each attack against him that he wasn't able to defend.



Defense (DP) - Defense is a special number used to see if a model can avoid being hurt by an attack. It represents their skill at dodging blows or bullets, or just knowing how to keep their head down. Defense can also be increased temporarily by keeping your models in cover during the game.



Experience (XP) - Experience is a number used to determine the overall power of a Model. Heroes have a base level of 100 XP, Elites start with 75 XP and Minions start with 50 XP.



Strength (Str) - How strong a model is. Mostly used to determine how much damage it can do when fighting in melee combat and how much it can carry.



Quickness (Qui) - How fast a model can react to things happening around it. Commonly used for actions that will require coordination or to figure out how fast you can run.



Stamina (Sta) - How hearty and healthy a model is. Mostly used to resist certain types of damage or make you live longer, a model with high Stamina could earn extra Health Points..



Intellect (Int) - How smart a model is. This is used for things that your model may need to think about or concentrate on, or to determine how many skills or abilities they can learn.



Ranged Combat (RC) - Determines how well a model can shoot or throw something. This number represents how many dice you get to roll when you shoot something.



Melee Combat (MC) - Determines how well a model is able to fight with fists, knives, axes and any other kind of handheld weapon that you don't shoot or throw. This number will be how many dice you roll for close combat attacks.

Playing the Game

Gangfights play out in a series of turns. Over the course of a turn, all players will activate (move and attack) every model they are able to, only once per turn. After every model has been activated, the next turn begins and everyone can go again. There is no limit to the amount of turns in the game, however some players may wish to place an optional time or turn limit on their games. Once this limit is reached, calculate who wins based on your scenario's objectives.

Initiative

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

Activation

Similar to games like chess or checkers, each player moves one model at a time, and each model may only move once and perform one action, usually attacking, each turn. This is commonly referred to as "activation". After your model is finished, your opponent does the same with one of his models. Alternate back and forth activating one model at a time until all models have been activated. It is a good idea to keep track of which models have been activated. You can just flip their Character Card over, or place a small counter next to a model such as a coin or glass bead.

There are 3 parts, or phases, to activating a model: upkeep, movement and attack or actions.

Upkeep

If a model needs to roll for morale, is poisoned or had any other sort of ongoing effect placed on it previously, now is the time when you make whatever rolls are required to resolve the effects.

Movement

Every model may make a normal movement of up to 6 inches. When you move your model, you can end your movement facing any direction you choose, but this is the direction it will face until its next activation.

Running - If you have a great distance to cover, you may wish to have your model run. In order to run, activate your model and make a Quickness roll. Add the number from the highest D6 to the amount of inches your model may move that turn. If a model runs, it may not attack or perform any other action until its next activation unless it has a special skill to allow it.

Example: Your model has a Quickness of 2. You roll 2D6 and get a 2 and 4. Your model can add 4" to his movement, allowing him to move up to 10" for this turn.

Jumping - A model may jump across an open gap, such as from one rooftop to another. In order to jump across a gap, first make a normal movement up to the edge, and then make a Quickness roll. The number on the highest D6 is the amount of inches it moves through the air, and it is the amount of inches it **MUST** move. If you roll too low and miss your mark, you will fall and take damage as noted on the next page. You may also choose to just jump straight down, and not roll for distance.

Falling - There are times when a model can fall, or voluntarily jump down from a higher level of a building or cliff or any object they climbed onto. Any distance over 3" can hurt the model. If jumping or falling more than 3", measure the distance. The distance in inches is the target number you need to beat to avoid damage, using a Quickness roll. You only need one successful D6.

If you fail the roll, your model may be hurt. You must make a defense roll as defined on page ### to resist being hurt, using the inches fallen as your target number. You also only need one successful D6 to survive. If the roll is failed, the model will lose 1 HP. Any distance over 6" will automatically fail and the model will lose 1HP for each inch over 6. For example, if the model fell off a huge building that is 11 inches tall, it would lose 5 Health, and instantly be placed out of action where he fell.

Tackling - If you jump and/or fall on top of another model (friend or foe) this target model will be hit once with a strength equal to the amount of inches you fell, up to 6. Resolve the damage like any other attack. If both models survive the fall and they are enemies, they will be considered fighting in melee combat from that point on.

Stairs and Ladders - Models may climb up or down stairs or ladders anytime during their movement. If a model can reach the top or bottom in less than 6", it may finish its movement and attack as normal. If the model would end its movement still on the ladder or stairs, it will be placed at the top or bottom and can perform no other actions. A model may run up or down stairs, but not ladders.

Attacking

Blackwater Gulch is a lawless place, where gangs battle each other on a near daily basis. Fighting is the heart and soul of the game, and if you want to win, you have to get your hands dirty.

Choosing Weapons or Abilities

Character Cards will list all of the weapons a gang member is equipped with, or special combat abilities a Beast may have. Many will have more than one type of weapon or ability, such as a pistol and a rifle. If this is the case, you must declare which weapon or ability you are using before you roll your dice to attack.

Using Both Hands

A model may attack with either one 2-handed weapon or ability (such as a rifle or a miner's pick), or two 1-handed weapons or abilities (such as a pistol or bowie knife). Using two 1-handed weapons or abilities will allow your model to attack twice in the same turn, however if you attack a second time it will add +1 to your to hit target number for the second attack. Roll for each attack separately.

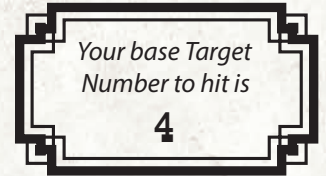
Your 2 attacks must be made against the same enemy model. If you are able to take the target model out of action with your first attack, you may switch to a second target if an enemy is within range. Switching targets will add an additional +1 to your to hit target number and this second attack must be the same kind of attack. For example, if you defeated an enemy in melee combat, and there are no other models in your Personal Space, you may not pull out a pistol and shoot someone in the same activation.

Ranged Combat

In order for your model to make a ranged attack (shooting a gun, throwing a stick of dynamite, etc), you will roll an amount of dice equal to your model's Ranged Combat (RC) attribute, taking into account any modifiers you may have from professions, abilities, skills, cover, and more.

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

Under normal conditions, the number you need to reach is 4. Add or subtract any modifiers that come into play and this will be your target number. Roll an amount of dice equal to your Ranged Combat Attribute and keep track of every D6 that met or exceeded the target number. Your opponent will need to know how many successful rolls you made when he attempts to defend himself.



Common Ranged Combat Modifiers:

- If your target is at long range, add +1 to target number.
- If your target moved more than 6" in its last activation, add +1 to target number.
- If you are shooting a weapon with a skill level that is higher than your Ranged Combat Attribute, add +1 to hit target number for each level above your Attribute, to a maximum of 6. For example, if your RC is 3, but your gun's level is 5, you will add +2 to your target number.
- If your target has any other models (friend or foe) within its personal space, add +1 to your to hit target number as it will be a little more difficult to hit your intended target.

Ranged Combat

Line of Sight

If you want to make a ranged attack, your model has to see it. A model should be able to form an imaginary line from its head to the target, with nothing blocking it completely. If your target only has the tip of a gun or top of his hat sticking out, that isn't good enough. Your attacking model should be able to see roughly 75% of the target model. Sometimes you will need to bend down, eye level to the board, and get a "model's eye view" of the game to see if they can hit their target.

Cover

All terrain features will provide cover for models behind them and provide modifiers for ranged attacks.

Soft Cover: If your target is behind soft cover (hedges, fences, overturned table, dead bodies), or about half of the target model is covered by terrain, add +1 to hit target number and your target gains +1 Defense.

Hard Cover: If your target is behind hard cover (stone wall or large rock, in a building looking out the window), or about 75% of the target model covered by terrain, add +2 to hit target number and your target gains +2 Defense.

Needless to say, it is a good idea to take cover and not be caught out in the open. More rules for other special types of cover is detailed in the Terrain chapter on page ###.

Crowded Targets

If your target has another model (friend or foe) within its Personal Space, there is a chance you may hit the other model(s) if you miss. If you completely missed your roll to hit your intended target, count up the amount of other models within its personal space and within range of your gun and assign them a number from 1 to 6. Roll 1D6 and if it lands on an assigned model's number, that is the model that got hit. This model will have to make a Defense roll as if it was hit with one successful D6, as defined in the Defense section on page ###.

Example: There are 2 models within your target's Personal Space. The first model would be a 1, the second model would be a 2. You roll 1D6 and it lands on 2, the 2nd model has been hit by your shot.

Melee Combat

A model's Melee Combat Attribute determines how well it can hit and hurt an enemy in melee combat (also referred to as close combat or hand to hand). In order to engage an enemy model in melee, your model must move within 1" of your opponent's model, entering their Personal Space.

In order to hit an enemy model, you will roll an amount of dice equal to your model's Melee Combat Attribute in addition to any weapon or skill modifiers you may have. Like shooting, your target number to hit will be 4. Also like shooting, you must take note of every successful roll as your opponent will need this number when he attempts to defend himself.

Once you enter an enemy model's Personal Space, you and your enemy must fight in melee until one of you is defeated, or successfully moves away. You are both effectively "locked" in combat, and you may not decide to shoot at a different target instead.

In the case of multiple models in melee together, you may only target models within your own Personal Space.

Common Melee Combat Modifiers:

- If your target moved more than 6" in its last activation, add +1 to target number.
- If you are outnumbered, add +1 to target number.
- If you outnumber your opponent, add +1D6 when rolling to hit.
- If you are using a melee weapon with a skill level that is higher than your MC, add +1 to hit target number for each level above your Attribute, to a maximum of 6.

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

Fist Fights

Melee weapons often add a strength bonus to your attack, or may allow you to parry blows from your enemies. However, models do not need melee weapons to attack. Any model may make a basic attack using their natural Strength, fighting with just their fists in melee combat.

Leaving Melee Combat

You may move a model away from melee combat, but if you do, all enemy models in your Personal Space will get a free attack against you, unless your model has a special skill to avoid it.

Your opponent will roll each attack he is able to make. If your model survives when all attacks are finished, you will then be allowed to move away as normal, and run or perform a ranged attack.

Outnumbered

Not everyone fights fair in the Wild West. If you have more than one enemy model within your personal space, you are outnumbered, unless you have other friendly models attacking the same enemies in melee as well. If you are outnumbered, your attacks will have a +1 to hit your target number. But, if you outnumber your opponent, your target number will not change and you may add +1D6 to your roll.

Example: Last turn, you and your enemy fought a melee with no outcome and the 2 models are continuing the fight this turn. Your opponent moves one of his models into your personal space, so the fight is now 2 on 1 and now his models will get an extra +1D6 when they attack you. You survive the attack from the new model, and move a friendly model in to join the fray. The fight is now even, and neither side is outnumbered.

Defense

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

The target number you will need to reach will be the Strength of your attacker's weapon, or the attacking model's Strength Attribute in the case of melee attacks. Take into account any modifiers that weapons may add more Strength to the attack.

In addition to beating the Strength of the attack, the defender must also roll enough successful saves to meet or exceed the amount of successful dice in the attacking to hit roll. If the defender does not or cannot roll enough saves, it will lose 1 HP for the remainder of the game.

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

Terrain

Terrain is an all encompassing word used to define trees or buildings or any other objects you will use to decorate your game board to make it look more realistic. Gangfights should have a lot of terrain, so your gang members have things to hide behind or climb onto. Terrain is split into two types: Area Terrain and Obstacles.

Area Terrain

Area terrain is something like a wooded area, small pond or stream, the inside of a house or perhaps an area of rocky ground, or any other kind of terrain that would normally be difficult to move through, especially in the middle of a fight.

To define a section of the board as Area Terrain, simply place terrain pieces inside a small area. A good way to show the area is to use a shaped base to show its borders, which can be made from colored cloth, cardboard, or thin sheets of wood that you can cut into any shape you wish and decorate. Place your trees or other items on top of the base. Any model within Area Terrain will be harder to hit if you'd like to shoot at them. All models within Area Terrain are considered as being in Soft Cover for ranged attacks.

Buildings

Building interiors are a special kind of Area Terrain. All models within buildings are considered as being in Hard Cover for ranged attacks coming from the outside of the building, even if an attacker has a clear view to the model (for example, the model is inside but fully visible through an open doorway). Area Terrain movement penalties still apply while inside buildings, to represent your model having to move around furniture and other clutter that could be inside. When both the attacker and the target are inside a building, assume the target is in Soft Cover, even for melee attacks, again, to represent furniture and clutter.

Terrain

Moving through or Into Area Terrain

Models may travel through area terrain but it may slow them down, and they cannot run. When traveling through area terrain, make a Quickness roll. The score on the highest D6 is the distance you may travel in inches.

Example: Your model has a quickness of 2. You roll 2D6 and get a 3 and 5, so you may only move 5 inches through the Area Terrain.

If you are starting a movement in an open area and finishing in Area Terrain, the distance into it will be halved. If you start your movement in Area Terrain and end it in an open area, the distance you rolled for your movement still stands.

Example: You moved 2 inches in open ground, and had 4 inches left in your movement when you reached the area terrain. The rest of your movement will be cut in half, so you may only move 2 more inches.

Tall or Flat Area Terrain

Tall Area Terrain would be something like woods or a building. Something that, in the real world, would logically prevent you from seeing through it. Tall Area Terrain will effectively block line of sight, meaning you cannot see a model behind it.

Flat Area Terrain would be something like a pond or patch of bushes and shrubs, or other things that logically wouldn't obscure a target completely. Models behind Flat Area Terrain may be targeted.

Obstacles

There are many small obstacles that your models may have to hop over as they move. These could be items such as big rocks, hedges, fences or large pieces of furniture. When traveling over an obstacle, your movement distance will be lowered by 1" for each obstacle you cross as you hop over it. A model may not hop over an obstacle over 1" high, anything higher than that is considered impassable and you must take the long way around.

Effects of Cover

As mentioned in the Ranged Combat section, remember that being in Soft Cover grants your model +1 Defense and attackers shooting at your model will have +1 added to their Target Number to hit. Heavy cover grants +2 Defense and +2 to hit.

Morale

Sometimes you could be so outnumbered or the casualties could be so vast that your members know it's time to retreat. At the beginning of a game turn, if a gang is outnumbered AND has lost half of their models or more, they may run away.

When this happens, during the Upkeep phase of each of your models' activations, make an Intellect roll to see if it can stay in the fight. Your model needs just one successful D6 to pass its morale test and fight on.

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

If the roll fails, the model will retreat and make a normal move toward the closest board edge. The model must move in the most direct route possible, though it may go around Area Terrain or Obstacles, and climb up or down stairs and ladders (instead of jumping) if necessary. After moving, you may face the model in any direction and perform a ranged attack as you normally would, or it may run toward the edge instead of attacking if you wish. The model may shoot at any target that is visible, but it will not voluntarily enter melee combat and must end its movement more than 1 inch away from enemy models. Models locked in melee must first try to leave the fight as defined on page ###.

You will have to make a Morale roll for each of your models for the remainder of the turn. At the beginning of the next turn, check and see if your gang is still outnumbered. As you were making a "fighting retreat" you may have been able to inflict enough casualties on the other gang that you've turned the tide, and they could be the ones retreating this time.

Keep in mind that even if every model runs away, you could still win the game. For example, scenarios such as Gold Rush have objectives that can still be fulfilled even if you retreated. If your model was carrying more gold than the other, and managed to flee off the table, you win!

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

What's the Story

Usually, gangs have a reason for fighting each other. You and your opponent may come up with a fun storyline for your game, or use one of the scenarios starting on the next page. Before you begin, first you must determine who will be the attacker, and who will be the defender. Both players roll 1D6, rerolling ties, and the player who rolls the highest may choose to be the attacker or defender. When it is time to place your models, the defender always sets the first model.

The Game Board

You may play on a game board of any size that you and your opponent are comfortable with, but we have several recommended board sizes based upon the size of your gangs.

A Dustup is a game featuring 3 or 4 miniatures per gang. A Dustup can be played on a 2 foot by 2 foot board

A Throwdown is a larger game, usually featuring about 5 to 9 models per gang. Throwdowns are usually played on a 3 foot by 3 foot board.

Gangfights are when all bets are off, and gang members really pull out the big guns. These games feature 10 or more models per side, and are usually played on a 4 foot by 4 foot board.

Adding Terrain

Both players may add terrain in a mutually agreeable fashion to make the board look good and give your gang members things to hide behind. Don't forget to include any special terrain pieces your scenario may require. We find that games are most fun when about half of your board is covered with terrain.

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

Starting Positions

Turn the page and you will see some setup diagrams. Percentages are given instead of exact dimensions, but based on a 4 foot board, 25% would equal 12 inches. When measuring your starting areas, it is usually a good idea to mark the edge of it with some spare dice or other counter, just so you know your models are all "behind the starting line."

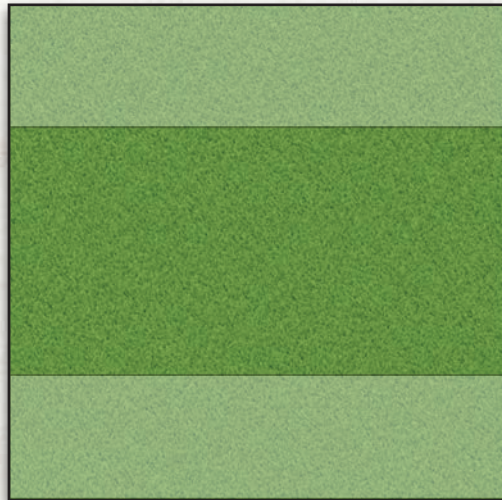
High Noon is usually the most common, where each gang's starting area goes across the whole side of the board, and is 25% deep. All models must be placed in this zone before the game starts. Both players roll 1D6, rerolling ties, and the winner may choose which side of the board to start on.

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

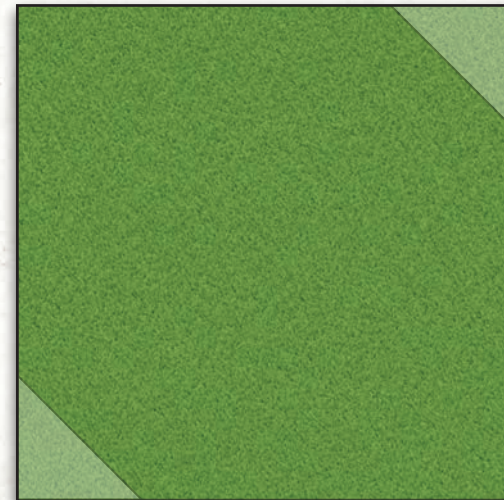
Surrounded has a circle that is 25% across in the center of the board, and this is the starting zone for the defenders. The attackers will have a whole board edge for a starting zone, based on High Noon above.

Surrounded & Cornered combines the previous two, with the defenders in the center circle, and the attackers in one corner of the board.

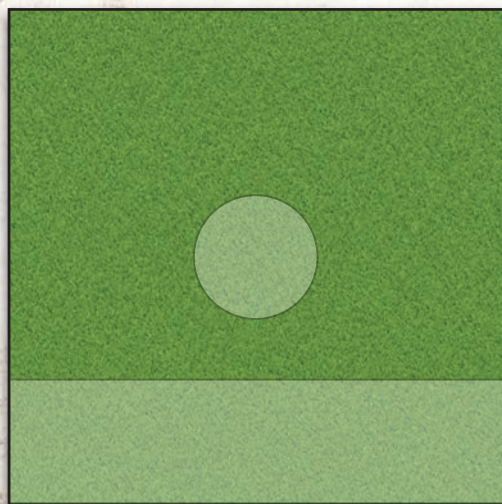
Game Board Setups



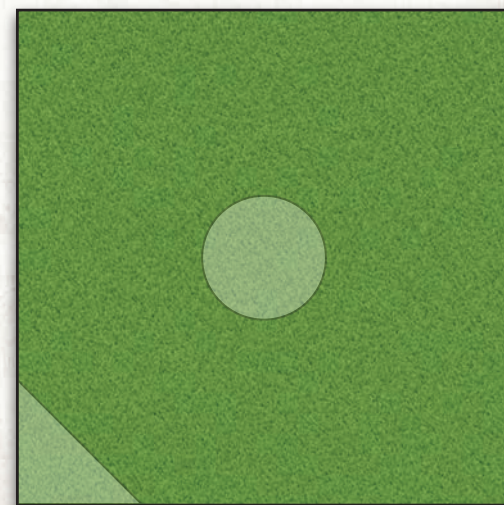
High Noon



Cornered



Surrounded



Surrounded & Cornered

Scenarios

This Town Ain't Big Enough

Both gangs have run into each other, and this town ain't big enough for the both of you. This is what is considered a "normal gangfight" where the object is, quite simply, to kill the other gang.

Objective

Wipe out the other gang or send 'em packing.

The winner will be whichever player has taken the entire enemy gang out of action, and/or forced them to run away. If your game is cut short, or you are playing with a fixed turn or time limit, when the game ends simply add up the XP for every enemy member that you took out of action or forced to flee completely off the board. This will be your score for the game, and whoever scores the highest is the winner.

Bounty Hunting

Word has it, there's a price on someone's head. Always looking for a quick buck, many gangs are out on the hunt. He's wanted, dead or alive!

Set Up

The attacker should have at least 1 Bounty Hunter or Monster Hunter (depending upon the defender's faction) in the gang. If there are more than 1, nominate which Hunter will be going after the bounty. If there are none, the gang's leader will be after the bounty instead.

The attacker then selects 1 enemy model to be the one with a price on his head. Simply choose one, or use a random way to determine. The wanted model can (and should!) be placed in cover or inside a building.

Objective

Attackers must take out the wanted model, defenders must take out the nominated Hunter.

If the wanted model is taken out of action or flees off the board, the attacker wins at the end of that turn, unless he can be healed before the turn ends, or the Hunter is taken out as well.

If the Hunter is taken out of action or flees off the board, the defenders will win at the end of that turn, unless he can be healed before the turn ends, or the wanted model is also taken out.

If both the wanted model and the Bounty Hunter are taken out of action in the same turn, and not healed before the turn ends, the game will end as a draw.

Scenarios

Stay of Execution

A member of your gang has been captured by a rival and is about to be executed for his "crimes." Now is the time to stop them!

Set Up

Add a suitable terrain feature for a hanging or other sort of execution in the center of the board. This could be a model representing gallows, or simply a tree that could have a branch with a noose tied to it. If you do not have a suitable piece of terrain, you may use a building and consider it a jailhouse or rival gang's hideout.

The defender selects any one of his models to be the executioner, and any one of the attacker's Elite or Minion models as the captive.

Place the executioner and captive within 1" of the special terrain piece. The captive should be in the executioner's Personal Space, but they cannot fight each other. After these 2 models are placed, set up the rest of your models based on the layout you chose.

Objective

The objective is to free the captured model or take all of your enemies out of action. To free the captive, one of the attacker's models needs to be within the captive's Personal Space and spend a turn freeing him instead of attacking or performing any other action. The model attempting to free him must make a Strength roll of 5+, and may roll +1D6 for every other friendly model in the captive's Personal Space.

If freed, the captured model will only be permitted to defend himself in melee combat with just his fists, unless a friendly model within his Personal Space spends his activation to lend the captive one of his weapons instead of shooting or fighting, or any other action. The defending player will not be allowed to attack the captive unless he is freed first. Then all bets are off! If the executioner is killed, the captive will remain where he is until freed as described above. He is tied up and can't move on his own. The defenders still may not attack him unless he is freed first. If the captive is freed, he must attempt to flee off of any board edge.

The Attackers will win at the end of the current turn if they can free the captive model and it can escape off the board. The defenders will win if they can take the captive out of action while it's escaping.

Gold Rush

You've heard prospectors saying there's some gold running through this place. Your gang is out to claim their share, but so is everyone else.

Set Up

Each player rolls 1D6. This total is how many chunks of gold they may place on the board. First, the defender will place one of his gold chunks in the center of the board. You may use any kind of suitable token, such as a glass bead or small coin. Next, the attacker will place 1 chunk 8" away from it in any direction. Then both players will take turns placing 1 chunk at a time in any direction, 8" away from any other chunk. All chunks must be at least 2" away from each other.

Objective

Get all the gold! To collect a chunk of gold, a model simply walks up to it and picks it up instead of attacking or performing any other action. The counter is kept with the model at all times. A model may carry up to 1 chunk of gold for each point of Strength it has, no more. If a model with gold is taken out of action, all of it will drop at his feet and any other model may pick them up, but may only pick up 1 piece per turn.

One gang must eliminate the other, but if a model has at least one piece of gold, it may voluntarily flee off the board via the gang's starting board edge. If all gold chunks are taken off the board, the game will end at the end of that turn, and the player with the most gold will win. If both players have the same amount, the game is a draw. If one entire gang is wiped out, the game will end and the remaining player may claim all pieces left on the board.

Each piece of gold that a player can remove from the board is worth 1 point. At the end of the game, when one gang is either wiped out or fled, the gang with the most chunks of gold will win, even if they were the gang that was wiped out.

Weapon Types & Special Rules

What follows below are special rules pertaining to the different types of weapons in Blackwater Gulch, in addition rules pertaining to certain kinds of damage and effects.

How Many Hands

Usually listed for melee weapons, this simply defines how many hands you need to wield this weapon.

Model's Strength

Mostly just for melee weapons, a Strength value listed as "M" on the equipment listing means you will use the attacking model's Strength to determine the Strength of the attack. Some weapons may also add extra Strength to your attack, and if so this will be listed in the Strength values of the weapon as "M+1" or M+2 and so on.

Pistol

Most common in Blackwater Gulch, pistols or revolvers are guns with a short to medium range. As they are 1-handed weapons, if a model has a pistol in each hand, it may shoot twice.

Longarm

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

Shotgun

A rifle that is a short ranged, 2-handed, double-barreled gun meant to blast whoever gets too close. They fire shells full of buck shot, granting +1 Strength when fired at targets in Close Range.

Repeater

A common 2-handed, medium to long range gun. Repeating rifles have a magazine or other sort of mechanism that can hold several rounds, allowing a talented shooter to fire several bullets in quick succession, granting +1D6 when rolling to hit.

Parry

Some melee weapons have long blades or shafts that can be used to parry or block incoming blows. A weapon that can parry will give the wielder +1 Defense against melee attacks. If a model is equipped with two 1-handed weapons that can parry, he will earn +1 Defense and also be permitted to reroll 1 failed D6 in a saving throws from melee attacks.

Throwing

Thrown weapons are 1-Handed ranged weapons, however a model may not equip one in each hand like other 1-Handed weapons. Unless otherwise specified, the range of any Thrown weapon is the model's Strength +1D6. Determine your throwing distance with each attack, before choosing a target.

Thrown weapons (not Abilities!) that completely miss their to hit roll may be thrown back! To make a throwback, the target must make a Quickness roll with a Target Number being the amount of inches thrown, to a maximum of 6. If the Quickness roll is missed, nothing happens, but if successful he may make an immediate throwing attack with the same weapon.

Roll for distance, and select a new target as normal. If this new throwing attack also misses, or if your distance roll isn't high enough to hit a new target, the original target will end up being hit after all and will take just 1 normal hit from the weapon. If it was a flaming or explosive weapon, it will go off in his hands! Thus, throwbacks are risky, but sometimes worth the risk.

Note: Some ranged abilities use throwing distance to determine range. These abilities are not something that can be caught, let alone thrown back. Throwbacks only work with actual weapons or equipment.

Weapon Types & Special Rules

Complex

Engineers tend to design overly complicated weapons and devices that only they know how to use properly. If a weapon is listed as Complex, it may only be fired normally by Engineers. Other humans may use Complex weapons, but they will have a -1 RC or MC modifier, to a minimum of 1, and the target number to hit will be a 6.

Explosives

Exploding weapons are very dangerous. Not only is it bad to be caught in the middle, all explosions have a blast radius of 1D6" and anything caught in the radius is in for some pain.

Roll to hit as normal, you just need 1 successful hit for the explosion to go off. Roll 1D6 for the blast radius and measure out from the edge of the target's base the amount of inches rolled, and any model within this distance is caught in the blast and will be hit as well, friend or foe. The target model will take 1D6 hits from the explosion that must be saved with a Defense roll. If a model's entire base falls within the blast radius, it will take 1D3 hits. If a model's base is just partially in the blast radius and not fully inside, it will take 1 hit.

Example: 3 models are caught in a dynamite blast and must make a saving throw to avoid being hurt. The stick of dynamite has a strength of 5. The target model rolls a D6 and scores a 4, the second is fully within the blast radius, so he rolls a D3 and comes up with a 2. The 3rd model only had half of his base touched by the blast radius, so he just takes 1 hit. The target model will need to make 4 saves with a target number of 5 to avoid being hurt, while the second will only need to make 2 saves, and the third just makes 1 save.

Unless otherwise specified, an explosive weapon must be used against a model, not just targeted at the ground.

Flaming

Some weapons are meant to set your enemies on fire. When attacking with a flaming weapon, if your target fails his Defense roll and loses 1 or more points of Health, but isn't taken out of action, he will be set on fire.

On its next activation, the target may move and run as normal, but may not attack or perform any action other than trying to put the fire out. If the model enters a water terrain feature, the fire goes out immediately, but he still may not attack that turn. If no water is nearby, he may "Stop, Drop & Roll" and attempt to put out the fire. Make a Defense roll with a target number of 6. If just 1D6 is successful, the fire goes out. If unsuccessful, the fire still burns and the model will lose 1HP. This will continue until either the fire is put out, or the model is eventually reduced to a charred husk and taken out of action.

Fire has a good chance to spread to other models within the primary target's personal space. On the turn that a model is set on fire, but not taken out of action, any model that happens to be in his personal space may catch on fire as well. The other model must make a Defense roll with a target number of 4. If the roll is successful, the model is fine. If not, the new model will also catch on fire. It will not be injured, but must put the fire out in its next activation or risk being injured as described above.

Super Strength

There could be occasions where the Strength of an attack gets modified to be higher than 6. For example, a model with a Long Barreled Shotgun firing at a target in close range would be attacking with a total of 7 Strength, but dice only go up to 6.

To address this, an attack with a Strength over 6 will force the target to reroll 1 successful D6 for his saving throw. In the above example, the unfortunate target getting hit with a Strength 7 attack would have to make a Defense roll with a Target Number of 6, and then he will have to reroll one successful D6.

Weapon Types & Special Rules

Inaccurate

This weapon is difficult to fire accurately. All shots suffer a +1 penalty to your target number to hit.

Jamming

There is a chance this weapon can jam, especially in the hands of someone inexperienced. When rolling to hit, if ALL dice rolled show a 1 or a 2, the weapon has jammed. The weapon cannot hit any other targets this turn, and it cannot be fired again until the jam is fixed. The firer may attempt to fix it on his next activation by making an Intellect roll with a target number of 5.

Rapid Fire

Similar to Explosives, these weapons can hit every model (friend or foe!) in a 1D6" radius. Roll to hit as normal, you just need 1 successful hit for the weapon to fire. Roll 1D6 for the blast radius and measure out from the edge of the target's base for the amount of inches rolled, and any model within this distance is may also be hit. Roll for each additional model as a separate ranged attack.

Bows

A bow's range is determined by the users Strength, multiplied by 2 for short range and 4 for long range. For example, if your Strength is 3, your short range will be 6" and long range will be 12"

Binding

These weapons are designed to tie down your enemies and prevent them from getting away. Roll to hit as normal, and if the target fails his save he will be unable to move or in his next activation. The target may attempt to free itself by making a Strength roll against the Strength of the binding weapon.

Artillery

Artillery is an all encompassing word to define an extra-large weapon in the game. Often a large machine of some sort, this weapon will be too large and heavy for a normal man to effectively move and fire in the heat of battle, thus an artillery piece cannot be moved during a game. Gangs of men may have 1 Artillery weapon for every 10 models in the gang.

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

Artillery weapons are fired by choosing a member of your gang to fire it on his activation instead of using his normal weapon. To fire the artillery piece, a member of your gang must stand in the Artillery model's rear arc, and the firer's base must be touching the weapons base.

Special skills and abilities, such as a Gunslinger aiming, may not be used, since the weapon is too large and unwieldy. Refer to the Weapon Card for weapon's range, strength or additional rules. An Artillery weapon may only be fired once per game turn, but ANY human may fire it. Be careful you don't let your enemies steal your artillery!

Infamous Gangs

Men flock to Blackwater Gulch seeking fame and fortune, and these gangs of men rule the streets.

In Blackwater Gulch, men form Gangs and turn the town streets into warzones on a daily basis. Some Gangs stick together for protection, others work together to kill and steal their way to glory.

The three primary character types for human gangs are Heroes, Professionals and Henchmen. Heroes are often Gang Leaders, some of the toughest hombres around. Professionals are elite members of the gang who have all been working together for a long time, forming a close-knit group. Henchmen, on the other hand, are generally common townfolk out to try and make a name for themselves. Henchmen are the most plentiful and often hired by gangs to bulk up their numbers when jobs require lots of men.

When forming a gang, you must choose one Hero as your Gang Leader. Apart from that, you may recruit as many professionals or henchmen as you wish. Remember, you must have at least 3 models to form a gang.

You may want to add some Hired Guns to your gang as well, but many of them are Hero level characters. You may add more Heroes to your gang, at the rate of 1 new Hero for every 5 models in your gang, but if you do you must let your oppoent know which Hero is leading your gang. Since Hired Guns are also Heroes, you may also use them to lead your gang if you wish.

Lastly, some large gangs may employ Artillery weapons in large gangfights. You must have a minimum of 10 models in your gang for each Artillery model you wish to use.

Human Traits

Ingenuity - Members of human gangs may wield any weapon, including Artillery. One Artillery piece may be added to your gang for every 10 members.

Leader's Luck - The Hero leading your gang starts the game with a pool of 3 Lucky Dice. Any amount of these dice may be added to any roll he is required to make at any time, however once these dice are used, they are gone for the remainder of the game.

Human Skills

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

Brute Strength - Your opponent must reroll one successful D6 from his saving throw in melee combat.

Charge! - This model will receive a +1 Strength bonus if it runs and enters melee combat.

Deadeye - The model may ignore the to hit penalty for long ranged attacks.

Duck & Cover - The model gains +1 Defense.

Duelist - The model may ignore the to hit penalty for fighting with 2 one-handed melee weapons in the same turn, but not for attacking 2 different targets.

Hearty - The model may reroll 1D6 from a failed saving throw.

Know-how - The model may use weapons 1 level higher than its RC or MC Attribute without a penalty.

Quickdraw - The model may ignore the to hit penalty for firing with 2 pistols in the same turn, but not for attacking 2 different targets.

Really Tough - The model gains +1 Health.

Run & Gun - The model may attack (Ranged or Melee) if it ran, but with a +1 to its target number to hit. The model may only attack, no other actions may be performed.

Strong Arms - In melee combat, you will pulverize your opponents and they will not be able to be healed or revived in any way if taken out of action.

Custom Characters

We make it easy for you to jump right into the game with our premade gangs and characters. We also know many players prefer to create their own characters and entire gangs from scratch. To help you keep track of your skills and abilities, you can download printable character and roster sheets from our at BlackwaterGulch.com.

Choose Level

When creating your own characters from scratch, the first thing you will need to do is choose your level, and this will determine how high their starting Health, Defense and Experience will be. A Hero or Gang Leader begins with 100 XP, 3 HP and 3 DP. A Professional begins with 75 XP, 2 HP and 2 DP. Lastly, a Henchman begins with 50 XP, 1 HP and 1 DP.

Raise Attributes

All attributes begin at 1. A Hero will have 20 points to spend raising his attributes further, while a Professional will have 15 points, and a Henchman can spend 10 points. You can use these points to raise Strength, Quickness, Stamina, Intellect, Ranged Combat and Melee Combat, however no attribute may be higher than 6.

Learn Some Skills

Each character may learn a number of skills equal to their Intellect. In previous versions of the game, skills required specific attributes to be at specific levels, but now you are allowed to learn any skills you wish. Mark these down on your Character Sheet and don't forget to raise any attributes further if your skills allow it. You will find a list of Human skills starting on page ###.

Get a Job

Heroes and Professionals are able to learn one Profession. These are listed starting on page ###. Each profession will grant one bonus attribute point, so don't forget to add that to your attributes now. Remember, no attribute may be higher than 6.

Choose Equipment

Men rely on weapons and special equipment to crush their enemies. You will find a list of available equipment starting on page ###.

Your character may carry a number of weapons up to your Strength level. You don't *have* to use every point of strength, but you will need to select at least one weapon.

All weapons have a specific item level assigned to them which corresponds to how high your Ranged or Melee Combat attributes must be in order to wield it properly. If you use a weapon higher than you attribute, there will be a to hit penalty as detailed in the Ranged Combat chapter on page ###.

Your weapon's item levels will also increase your character's XP. For example, if you equip a pair of Colt 45 Peacemakers, you will have to add 12 points to your XP.

What's Your Name?

After you have selected a level, raised attributes, added skills, a profession and equipment, you're all done! Give your new character a name and send him out to fight for fame, fortune, revenge, glory or all of the above!

Professions

Bounty Hunter

Some would call them a Jack or Jill of all trades. Bounty Hunters excel at catching a man dead or alive... usually dead. To get the job done, they master a variety of weapons and tend to be stronger than most. Some bring only criminals to justice, but most will go after any bounty that pays well enough.

Bounty Hunters receive a bonus of +1D6 to hit when attacking mortal men, and a +1 Strength bonus.

If your Gang Leader is a Bounty Hunter, any friendly model within 6" of him will also receive a +1D6 to hit bonus when attacking men.

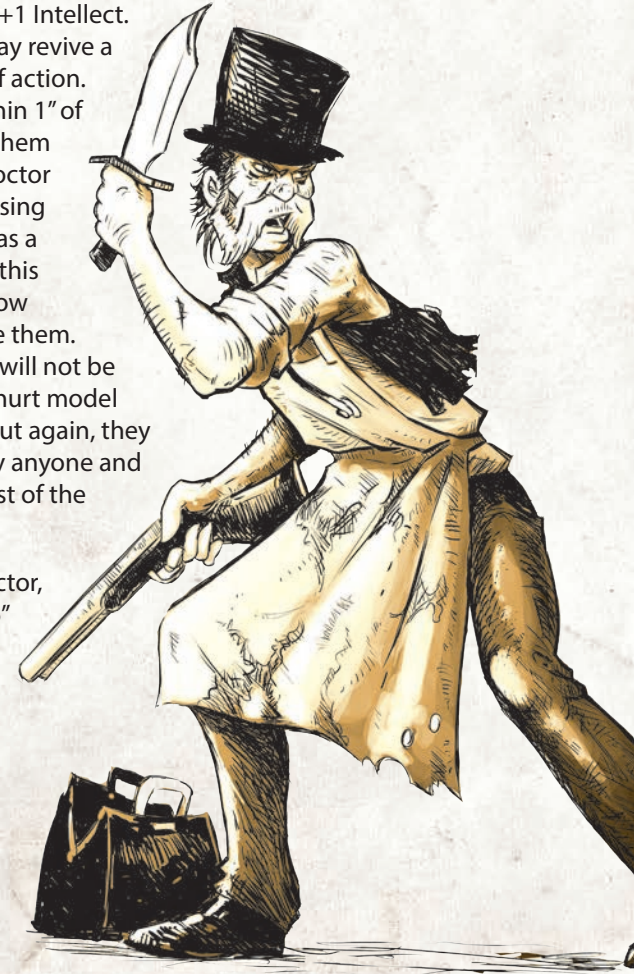


Doctor

Usually more of a tonic salesman than a surgeon, Doctors do what they can to patch up your gang's hurt. Very few are formally trained, but they know enough to bandage a bad wound, splint a broken limb, or hack off a bad appendage. Most gangs employ Doctors to keep them fighting, or just to have access to different "medicines."

Doctors receive a bonus of +1 Intellect. During a game, a Doctor may revive a friendly model that is out of action. The Doctor must move within 1" of the fallen model, and heal them instead of attacking. The Doctor will make an Intellect roll, using the fallen model's Stamina as a target number, however in this case you must roll at or below their Stamina level to revive them. Also in this case, rolling a 1 will not be an automatic failure. If the hurt model gets back up, but is taken out again, they may not be healed again by anyone and will remain down for the rest of the game.

If your Gang Leader is a Doctor, any friendly model within 6" of him will also be able to heal fallen models.



Professions

Engineer

Inventors and creators of fantastical contraptions, Engineers are always ready to put their latest gizmo to the test. With the industrial age in full swing, many Engineers are employed by corporations to develop better machines, while others travel the world hoping to make a name for themselves on their own. Many have flocked to Blackwater Gulch, hoping to strike it rich and fund their latest, greatest invention.

Engineers gain +1 Intellect, already added to their Character Cards. Engineers will lower their base Target Number to hit to 3 when firing Artillery weapons, and may have no penalty for using Complex weapons.

If your Gang Leader is an Engineer, any friendly model within 6" will receive the same bonus when firing artillery.



Gambler

Relying on cunning and a little bit of luck, a Gambler always has a few tricks up his sleeve. He knows the odds and he counts the cards, and his nimble fingertips will help lighten your pockets whether it's at the card table or in a dark alley.

Gamblers receive a +1 Quickness bonus. Always a bit luckier than most, a Gambler starts every game with a pool of Lucky Dice equal to his Quickness. Any amount of these dice may be added to any roll he is required to make at any time, however once these dice are used, they are gone for the remainder of the game.

If your Gang Leader is a Gambler, any friendly model within 6" may use Lucky Dice from his pool.



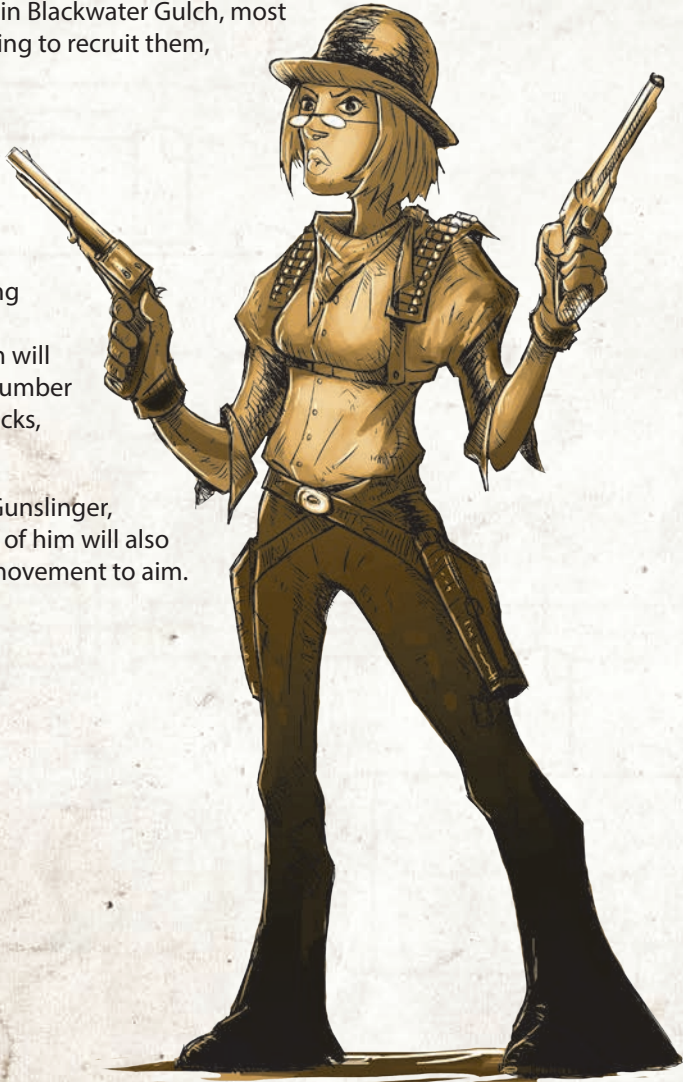
Professions

Gunslinger

Never one to miss a good shoot-out, a Gunslinger is a true marksman. With her sixguns by her side or a rifle in her arms, she can hit almost any target at any distance. Quite common in Blackwater Gulch, most gangs are more than willing to recruit them, and pay them well.

Gunslingers gain +1 Ranged Combat bonus. Gunslingers may give up their movement (though turning on the spot to change your facing is allowed) and take aim. Gunslingers that take aim will lower their base Target Number to hit to 3 for ranged attacks, rather than 4.

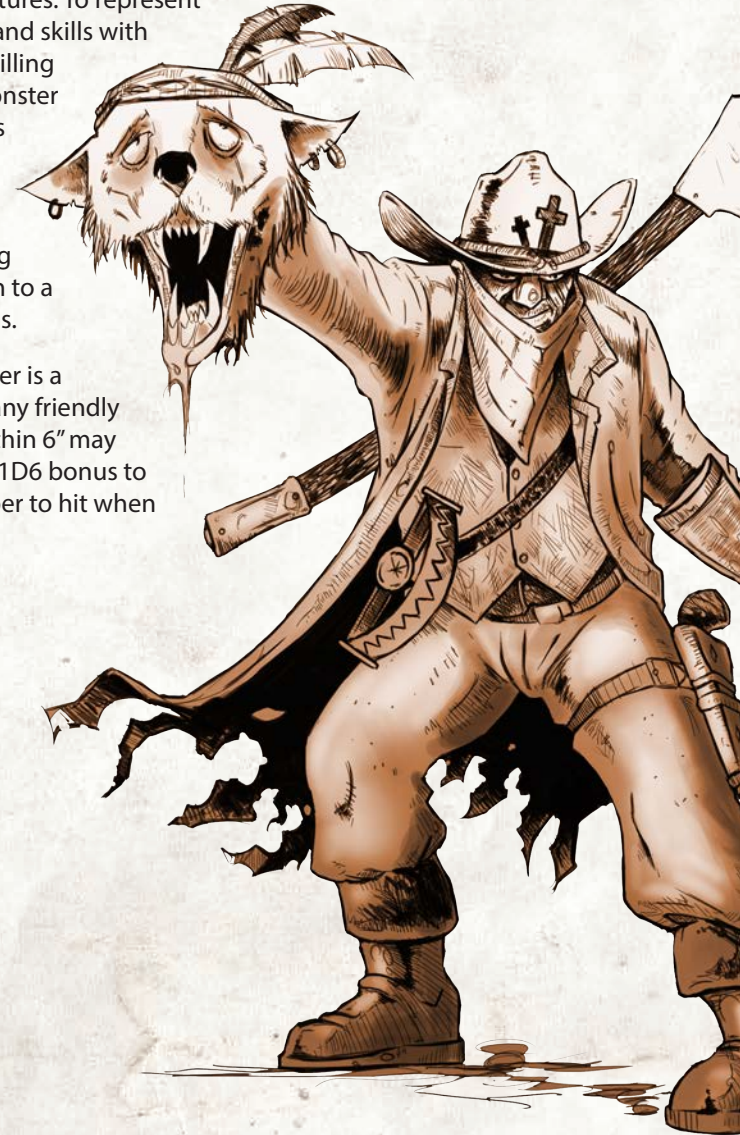
If your Gang Leader is a Gunslinger, friendly models within 6" of him will also be able to give up their movement to aim.



Monster Hunter

A monster hunter devotes his life training and studying the lore of wild supernatural creatures. To represent their knowledge and skills with special creature-killing implements, a Monster Hunter will always have a bonus of +1D6 to your target number to hit when attacking Beasts, in addition to a +1 Strength bonus.

If your Gang Leader is a Monster Hunter, any friendly human model within 6" may also receive the +1D6 bonus to their target number to hit when attacking Beasts.



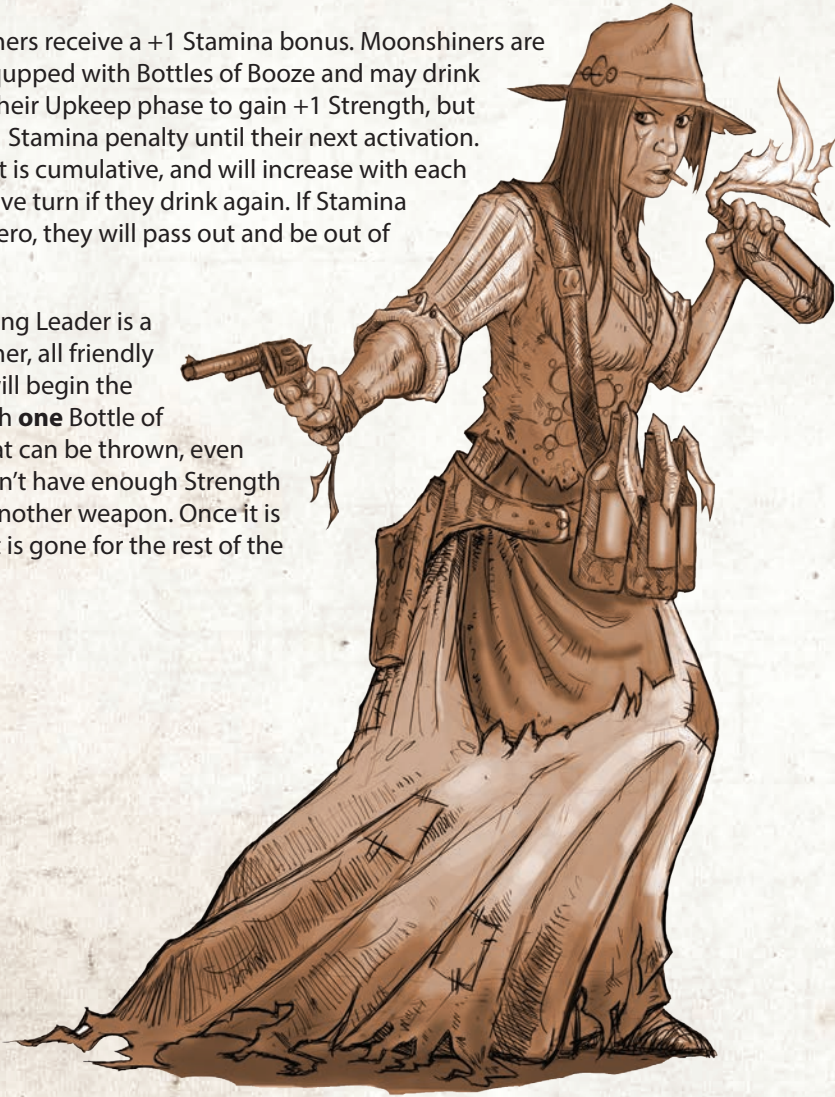
Professions

Moonshiner

Never trust a sober moonshiner. These folks are famous around town for keeping the party going and the whiskey flowing, and as one might expect, they're always eady for a fight.

Moonshiners receive a +1 Stamina bonus. Moonshiners are always equipped with Bottles of Booze and may drink some in their Upkeep phase to gain +1 Strength, but suffer a -1 Stamina penalty until their next activation. This effect is cumulative, and will increase with each consecutive turn if they drink again. If Stamina reaches zero, they will pass out and be out of action.

If your Gang Leader is a Moonshiner, all friendly models will begin the game with **one** Bottle of Booze that can be thrown, even if they don't have enough Strength to carry another weapon. Once it is thrown, it is gone for the rest of the game.



Preacher

A Preacher inspires your gang to fight on against terrible odds. Thus, all friendly models within 6" of the Preacher will receive a +1D6 bonus for Morale rolls as long as the Preacher is not out of action. Preachers also earn a +1 Stamina bonus.

If your Gang Leader is a Preacher, your entire gang will receive a +1D6 bonus for Morale rolls as long as the Preacher is not out of action.



Professions

Prospector

Explorers and wanderers by nature, Prospectors spend most of their careers panning, digging and mining for gold and other precious minerals. Their shovels and picks are always at the ready, for working or fighting. They often will hire a gang for protection, or get recruited by one for their money-making skills.

Prospectors receive a +1 Stamina bonus. More at home in the wilderness than most, a Prospector knows how to conceal his whereabouts and blend in with his surroundings, so no one can follow the trail back to his claim. To represent this, a Prospector treats outdoor Area Terrain as Heavy Cover. In addition, Prospectors do not need to make a Quickness roll for moving in area terrain, and instead can move their full 6" every time, but still may not run.

If your Gang Leader is a Prospector, his Area Terrain cover bonus will apply to every friendly model within 6".



Wrassler

Most often found causing trouble in local saloons, a Wrassler has a bad attitude and a score to settle with anyone that gets in their way. They are first to start a brawl and the last to finish one. Try to stay on their good side, if they have one.

A Wrassler receives one bonus attack in melee combat when using melee weapons. For example, if he is wielding a 2-handed weapon, he may make 2 separate attacks, but if he is wielding two 1-handed weapons, he may make 3 separate attacks. Wrasslers also receive a +1 Melee Combat bonus.

If your Gang Leader is a wrassler, any friendly model within 6" may also make 1 bonus melee attack.



The General Store

Standard Level 1 Weapons

DERRINGER POCKET REVOLVER

Str	Short Range	Long Range	Type/Notes
3	0-6"	6-12"	Pistol

KNUCKLEDUSTER OR SMALL KNIFE

Str	Type/Notes
M	1-Handed Melee

VOLCANIC CARBINE

Str	Short Range	Long Range	Type/Notes
3	0-14"	14-20"	Repeater

THROWING KNIVES

Str	Type/Notes
M	Thrown

Standard Level 2 Weapons

VOLCANIC PISTOL

Str	Short Range	Long Range	Type/Notes
3	0-8"	8-14"	Pistol

TOMAHAWK OR HATCHET

Str	Type/Notes
M+1	1-Handed Melee

SPENCER LIGHT SPORTING RIFLE

Str	Short Range	Long Range	Type/Notes
3	0-18"	18-28"	Longarm

SHARPS COACH GUN

Str	Short Range	Long Range	Type/Notes
4	0-4"	4-8"	Shotgun

Standard Level 3 Weapons

REMINGTON ARMY REVOLVER

Str	Short Range	Long Range	Type/Notes
4	0-9"	9-15"	Pistol

BOWIE KNIFE OR MACHETE

Str	Type/Notes
M+1	1-Handed Melee, Parry

HENRY REPEATER

Str	Short Range	Long Range	Type/Notes
4	0-16"	16-22"	Repeater

BURNING BOTTLE OF BOOZE

Str	Type/Notes
4	Thrown, Flaming

Standard Level 4 Weapons

COOPER NAVY REVOLVER

Str	Short Range	Long Range	Type/Notes
4	0-10"	10-16"	Pistol

MINER'S PICK, SPEAR OR CLUB

Str	Type/Notes
M+2	2-Handed Melee

SHARPS STANDARD LONG RANGE RIFLE

Str	Short Range	Long Range	Type/Notes
4	0-20"	20-30"	Longarm

PARKER SHORT BARREL SHOTGUN

Str	Short Range	Long Range	Type/Notes
5	0-5"	5-10"	Shotgun

The General Store

Standard Level 5 Weapons

SMITH & WESSON FRONTIER REVOLVER

Str	Short Range	Long Range	Type/Notes
5	0-11"	11-17"	Pistol

SLEDGE HAMMER OR LARGE AXE

Str	Type/Notes
M+2	2-Handed Melee, Parry

WINCHESTER REPEATER

Str	Short Range	Long Range	Type/Notes
5	0-18"	18-24"	Repeater

DYNAMITE

Str	Type/Notes
5	Thrown, Explosive

Standard Level 6 Weapons

COLT 45 PEACEMAKER

Str	Short Range	Long Range	Type/Notes
6	0-12"	12-18"	Pistol

REMINGTON ROLLING BLOCK RIFLE

Str	Short Range	Long Range	Type/Notes
5	0-24"	24-32"	Longarm

REMINGTON LONG BARREL SHOTGUN

Str	Short Range	Long Range	Type/Notes
6	0-6"	6-12"	Shotgun

CAVALRY OR DUELING SABER

Str	Type/Notes
M+2	1-Handed Melee, Parry, also requires Quickness of 3

Special Weapons

BOLA, LASSO OR NET

Str	Type/Notes	Level
4	2-Handed Melee, Parry	3

BOWS

Str	Short Range	Long Range	Type/Notes	Level
M	M x 2"	M x 4"	Bow	4

LLOYD ARMS REPEATING LONG RANGE RIFLE

Str	Short Range	Long Range	Type/Notes	Level
4	0-18"	18-30"	Longarm, Repeater, Complex	5

HAND CANNON

Str	Short Range	Long Range	Type/Notes	Level
4	0-8"	8 - 15"	Shotgun, Explosive, Complex, Innaccurate	6

Artillery

GATLING GUN

Str	Short Range	Long Range	Type/Notes	Level
4	0-10"	10-20"	Rapid Fire, Jamming, Inaccurate	4

WERECATCHER

Str	Short Range	Long Range	Type/Notes	Level
5	0-8"	8-16"	Binding, Innaccurate	4

Savage Beasts

Savage Beasts are stirring in the dark forests surrounding Blackwater Gulch as packs of savage Skinwalkers go on the warpath.

These were-creatures were once human, now corrupted and turned into a cruel mockery of man and animal. Though the Werewolf is the most common, Skinwalkers may take the form of almost any animal, possessing brute strength and animal instincts along with man's intellect and desires.

The corruption that causes the Skinwalker curse is usually passed on to other humans by bite. Like a virus, venom courses through their veins until the curse takes hold. Some say whoever is bitten by a Skinwalker and lives, becomes a Skinwalker himself. In truth, Skinwalkers choose their new recruits carefully, and pass on their lycanthropic "gift" by performing a sacred ritual under the light of a full moon.

Even still, their bite is venomous, and surviving an attack can turn a mortal into a beast. There are many native and religious rituals or talismans said to hold back this curse, for a time at least. If left untreated, the victim will be consumed by a hunger that only warm, living flesh can satisfy. The more he feeds on human flesh, the stronger he becomes, and the stronger the curse controls him. Soon he will leave all traces of his former human life behind as the beast takes over, transforming him into this hybrid mockery of a man and animal. Newly turned Beasts seek out others of their kind, and it often takes the will of an Alpha Skinwalker to teach these new cubs and pups to control what rages inside.

Beasts attack with razor-sharp claws and rending bites. While some may wield crude melee weapons. Instead of favoring weapons and other equipment, Beasts often possess special abilities and unique attacks such as a Vicious Bite, or the ability to fly instead of walk.

Forming a Beast Pack

To make it easy for you to build your Packs you may download printable cards or purchase them from our website at BlackwaterGulch.com. You may also create your own custom Beast characters using the rules on the next page.

You may form a Beast Pack the same way you would form a gang of men. The three primary character types for Beast Packs are Alphas, Fiends and Minions, plus rare and deadly Monsters. Similar to Human Heroes, Alphas are often Pack leaders - brutal, tough and ancient werebeasts. Fiends are like to human Professionals, often younger Skinwalkers making up the bulk of the pack. Minions are weaker creatures hanging around Beast Packs for protection or extra scraps of meat, often drawn to the strong willed Alphas that lead them.

When forming a Beast Pack, you must choose one Alpha as your Pack Leader. Apart from that, you may recruit as many Fiends or Minions as you wish. Remember, you must have at least 3 models to form a Pack.

Just like Hired Guns for gang of men, you may add more Alphas to your Pack, at the rate of 1 new Alpha for every 5 models in the Pack, but if you do you must let your opponent know which one will be the leader.

Unlike men, Beasts rarely use weapons, unless they have a special skill or ability to allow it. Instead of weapons, many Beasts have a variety of savage Melee and Ranged Combat Abilities. You will find a list of all Bestial Abilities starting on page ###.

Lastly, some large packs have rare and terrible Monsters assisting them. These huge creatures do not have a Calling, they possess special and unique abilities not available more common Beasts. Your Pack may contain 1 Monster for every 10 models.

Bestial Traits

Running Wild - Beasts may always attack after running, with a penalty of +1 to their Target Number to Hit.

Pack Hunters - Similar to Human Gang Leaders, an Alpha Skinwalker leading a Pack will be able to share his Calling's ability with any friendly model within 6 inches.

Custom Beasts

Just as you form a Beast Pack the same way you form a Human Gang, custom Beasts are built much the same way. Here's how:

Choose Level

All Beasts are broken down into three primary levels, and these levels determine how high their starting Health, Defense and Experience will be. Alphas starts with 100 XP, 3 HP and 3 DP. A Fiend has with 75 XP, 2 HP and 2 DP. And, a Minion will begin with 50 XP, 1 HP and 1 DP.

Raise Attributes

All attributes begin at 1. An Alpha will have 20 points to spend raising his attributes further, while a Fiend will have 15 points, and a Minion can spend 10 points. You can use these points to raise Strength, Quickness, Stamina, Intellect, Ranged Combat and Melee Combat, however no attribute may be higher than 6.

Heed the Call

While men learn Professions, Skinwalkers possess the will of an animal spirit within them and will take up a Calling after they turn. A Calling is essentially a Bestial version of the Human Professions, in fact many will grant the same exact bonuses. You will find these Callings starting on page ###. Like professions, each Calling will grant one bonus attribute point, so don't forget to add that to your attributes now. Remember, no attribute may be higher than 6.

Learn Some Skills

Each character may learn a number of skills equal to their Intellect, and you may learn any skills you wish. Mark these down on your Character Sheet and don't forget to raise any attributes further if your skills allow it. You will find a list of Bestial Skills on page ###.

Choose Abilities

Men rely on weapons, but many Beasts rely on special Abilities instead. You will find these abilities on page ###.

Alphas may have up to three abilities of any level. Fiends may have two abilities, up to level 5. Minions may have one ability, up to level 4.

Like weapons, abilities have a level assigned to them which corresponds to how high your Ranged or Melee Combat attributes must be in order to use properly. However, unlike weapons, you may NOT choose an Ability that is higher than your corresponding Attribute.

All Abilities are considered to be 1-handed attacks (even if it's a bite), unless otherwise noted.

What's Your Name?

After you have selected a level, raised attributes, chosen a Calling, added skills and Abilities, you're all done! Give your new Beast a name and send him out to to hunt!

Bestial Callings

Healer

Beast Packs often contain several members who are adept at using herbal remedies and potions to keep their Packmates fighting on under the direst of circumstances. These Healers were likely empathetic individuals prior to being turned, and have taken a support role among the pack.

Beast Healers receive a bonus of +1 Intellect. During a game, a Healer may revive a friendly model that is out of action. The Healer must move within 1" of the fallen model, and heal them instead of attacking. The Healer will make an Intellect roll, using the fallen model's Stamina as a target number, however in this case you must roll at or below their Stamina level to revive them. Also in this case, rolling a 1 will not be an automatic failure. If the hurt model gets back up, but is taken out again, they may not be healed again by anyone and will remain down for the rest of the game.



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If your Beast Pack is lead by a Healer, any friendly model within 6" of him will also be able to heal fallen models.

Maneater

Some of the most vile of Beasts have honed their hunting skills to such a degree that they have grown into exceptional killers, taking pride in their work and bringing victory to their packs. A Maneater is truly a Beast to be feared, and put down with extreme prejudice.

Maneaters receive a bonus of +1D6 to hit when fighting against Infamous Gangs, and a +1 Strength bonus.

If your Beast Pack is lead by a Maneater, any friendly model within 6" will also receive his Attack bonus.



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Bestial Callings

Savage

Some Beasts just have a bad attitude. Savages are the first to snap when disturbed and relentlessly attack with brutal ferocity, favoring up close and personal assaults.

Savages receive one bonus attack in melee combat. Thus, a Savage would be able to make 3 1-handed melee attacks, or two attacks if they are wielding a 2-handed weapon.

If your Beast Pack is lead by a Savage, any friendly model within 6" may also make 1 bonus melee attack.



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Scout

Scouts often work closely with Wardens, keeping the Pack's Den safe from trespassers. They know their way around their region like the backs of their paws, can always find the quickest way through the thickest brush, and how to use it to conceal themselves from enemies.

Scouts receive a +1 Stamina bonus. A Scout moves easily through dense areas, and this treats outdoor Area Terrain as Heavy Cover.

If your Beast Pack is lead by a Scout, his Area Terrain cover bonus will apply to every friendly model within 6".



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Bestial Callings

Shaman

The spiritual guides of the Pack, a Shaman is an old, wise and respected Beast that inspires his Packmates to fight with brutal savagery. Many Shamans are centuries old, and have witnessed civilizations of men rise and fall in their lifetimes.

Shamans gain a +1 Stamina bonus. All friendly models within 6" of the Shaman will receive a +1D6 bonus for Morale rolls as long as the Shaman is not out of action.

If your Beast Pack is lead by a Shaman, your entire Pack will receive a +1D6 bonus for Morale rolls, no matter how far away they may be, as long as the Shaman is not out of action.



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Stalker

Using overgrown brush, large terrain features and dark shadows, these ambush predators will creep up upon unsuspecting victims and strike when least expected, and leaving nothing behind but bloody remains.

Stalkers receive a +1 Quickness bonus. A Stalking Beast will lower their base Target Number to hit to 3 when attacking an enemy from behind.

If your Beast Pack is lead by a Stalker, any friendly model within 6" of him will also lower their to hit Target Numbers to 3.



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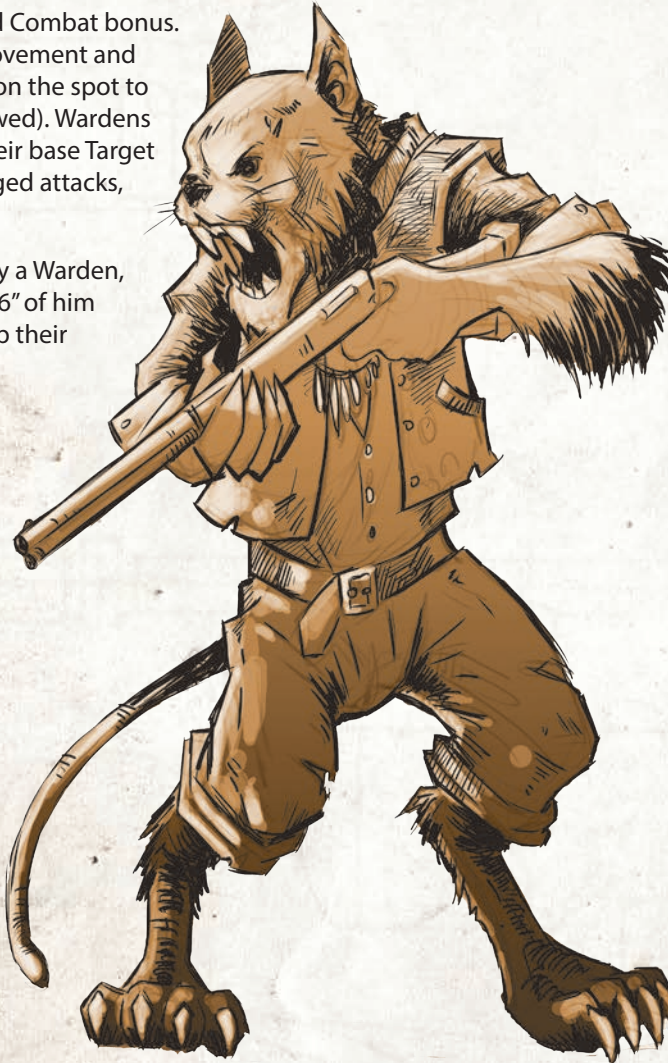
Bestial Callings

Warden

These Beasts are protectors of their domain and tasked with keeping greedy men away from Skinwalkers' ancestral homes. Wardens are adept with ranged weapons, favoring bows, but some younger Wardens have been known to carry firearms as well, looted from their victims.

Wardens gain a +1 Ranged Combat bonus. They may give up their movement and take aim (though turning on the spot to change your facing is allowed). Wardens that take aim will lower their base Target Number to hit to 3 for ranged attacks, rather than 4.

If your Beast Pack is lead by a Warden, any friendly model within 6" of him may also be able to give up their movement to aim.



Beast Skills

The following skills are available to all Beasts.

Blood Sucker - If this Beast takes another model out of action, it will gain +1 HP.

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

Brute Strength - Your opponent must reroll one successful D6 from his saving throw in melee combat.

Charge! - This model will receive a +1 Strength bonus if it runs and enters melee combat.

Duck & Cover - The model gains +1 Defense

Flying - If the model has wings, it may choose to fly up to 9 inches and ignore all obstacles in it's path. It may fly while inside a building, but cannot fly through doors or windows. If the creature walks, it may only move up to 6 inches like any other model on foot, and may also run normally. Flying is like a normal movement, so the model may still attack if it flies.

Hearty - The model may reroll 1D6 from a failed saving throw.

Hypnotic Gaze - The beast looks his enemy's eyes, freezing them in their tracks. Roll to hit like a thrown attack, using the beast's Intellect in place of Strength. The target must use his Intellect for the saving throw, instead of DP. If failed the target will lose his next activation. This attack cannot be made from behind.

Jumpy - This Beast can easily bound over small objects, and is not slowed when moving over obstacles or through windows.

Primitive Weapons - This beast may equip Bows or Thrown weapons, in addition to any Melee weapon.

Really Tough - The model gains +1 Health.

Sprinter - This model may always run a full 6 inches, it does not need to make a Quickness roll.

Strong Arms - In melee combat, this Beast will pulverize their opponents and his enemy will not be able to be healed by doctors if taken out of action.

Beast Abilities

These special abilities are used by many beasts instead of weapons. Alphas may have up to 3 abilities of any level, Fiends have 2 abilities up to level 5, and Minions have 1 ability up to level 4.

A Beast will not have more than one of the same ability, and abilities that give bonuses when attacking may only be used once per activation, just like how a weapon can be used once per turn.

Level 1

Stanky Musk: The beast sprays a musky stench that may cause a target to run away. If target fails his save he will be unharmed, but must immediately move 1D6" directly away from the Beast as if he failed a morale roll. This is considered as a Thrown attack.

Slam: If the target fails his save in melee combat, but isn't taken out of action, it will be knocked back a number of inches equal to half the Beast's Strength.

Level 2

Powerful Strike: +1 str melee attack, like a 1-handed melee weapon.

Ferocious Swipes: Add +1D6 to your melee attack to hit roll

Level 3

Vicious Bite: +2 str melee attack, like a 2-handed melee weapon.

Venom Spit: The beast spits a poisonous venom at its targets, doing +1 str, ranged only. This is considered as a Thrown attack.

Level 4

Hamstring Slash: If the target of this attack is wounded, but not taken out of action, their movement speed will be lowered to 3" for the remainder of the game.

Shooty Spines: This beast has sharp, needle-like quills that it can launch at unsuspecting enemies. Strength M - Thrown attack.

Level 5

Lunging Strike: A melee attack that can reach models 2 inches away. Your Personal Space is still 1".

Modern Weapons: This beast kept more of his human side intact than his Packmates, and is able to use any gun or melee weapon, except for Complex weapons or Artillery.

Note: don't forget to add the cost of your weapon(s) to your XP, in addition to the cost of learning this ability as well!

Level 6

Pick of the Litter: many beast packs actively recruit new members, usually by seeking out men who are wild at heart, and Blackwater Gulch is full of men just like that. If your Pack's leader possesses this ability, you may add human Henchmen to your pack, in addition to the usual Fiends and Minions. These are men who have recently been cursed, but have yet to transform into the beast they will soon become.