



WESTERN LEGENDS

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BLOOD MONEY

To become a legend, it takes grit, cunning, and a little luck. Problem is, you ain't the only one looking to make a reputation for yourself. So you have to be willing to risk it all, every hard-earned dollar, every drop of blood, to write your name across the face of history.

Western Legends: Blood Money is the second large expansion for **Western Legends**. This expansion requires both **Western Legends** and **Western Legends: Ante Up** to play.

COMPONENTS

Adding **Western Legends: Blood Money** to **Western Legends**.

All new character cards, item cards, and Legendary item cards can be mixed into your existing cards of the same type. Legendary story cards and the associated story card overlay board are meant to replace the previous story card system. The player aids provided include new actions available in **Western Legends: Blood Money** and are meant to replace all previous versions of the player aid. All other new content is used as presented in this rule book.

- 40 goal cards
- 40 legendary story cards
- 36 item cards (6 copies of 6 item cards)
 - Boot Knife, Bullwhip, Burro, Medicine Pouch, Pocket Watch, and Repeating Shotgun.
- 26 store randomizer cards
- 20 injury cards
- 17 deed cards and deed tokens
- 12 ruin tokens
- 10 character cards
 - Al Swaengen, Ben Hodges, Buckshot Roberts, Charlie Parkhurst, Elfego Baca, James "Bloody Arm" Beckworth, "Texas" John Slaughter, Lottie Deno, Lozen, Tom Tobin
- 12 Legendary item cards
 - Cattle Brand, Portrait, Spurs, Canteen, Snakeskin Boots, Dime Western, Telegram, Fiddle, Pump Trolley, Shot Glass, Dragons, and Short Cut.
- 9 trader movement cards
- 6 alternate poker cards (2 copies of 3 poker cards)
 - Dead or Alive, Ruthless, and Stagecoach.
- 6 bullet shaped player markers (1 per player color)*
- 6 player aids
- 6 scoring cubes (1 per player color)
- 6 story discs (1 per player color)
- 5 location tokens (Who Runs Border Town game mode)
- 3 map tokens
- 1 Legendary item deck blocker card
- 1 risk die
- 1 rule book with game modes
- 1 story board overlay
- 1 Traveling Trader stand
- 1 Traveling Trader miniature

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* The bullet-shaped player markers are included for owners of **Western Legends: Wild Bunch of Extras**, where those tokens were first introduced. For players that do not own this expansion, the included scoring cubes should be used instead.

Setup for ***Western Legends: Blood Money*** is split into 3 major phases: Pre-setup, Play Area Setup, and Final Setup. These phases are presented in this way to allow for the easiest setup incorporating all of the required components to play with ***Western Legends: Blood Money***. The following setup instructions assume that the player setting up the game is already familiar with the components of both the ***Western Legends*** base game and ***Western Legends: Ante Up***. Refer to the rule books for those products for specific rules and component images.

PRE-SETUP

1. Remove all of the components from the box.
2. Place the game boards in the center of the table.
3. Place the story board overlay on top of the story card spaces on the game board.
4. If not already assembled, assemble the General Store, Trading Post, and Traveling Trader stands.
5. Shuffle all of the Legendary items together to form the Legendary item deck. Place the Legendary item deck blocker card on the bottom of the deck, then place the deck in the top left section of the Traveling Trader stand so that the back of the top card is facing out.
6. Draw 3 cards from the Legendary item deck and place 1 in each of the 3 spaces on the bottom row of the Traveling Trader stand.
7. Prepare the store randomizer cards by removing the cards for any items not being used and return those cards to the box. Separate the standard setup card for a quick reference as to how the stores should be setup and shuffle the remaining cards into a facedown deck.
8. Deal 1 randomizer cards to each space in the General Store and Trading Post. Place the first weapon and first mount to be revealed into the General Store and place the second weapon and second mount into the Trading Post. If using the standard setup, there should be at least 1 weapon and 1 mount in each stand. Randomly replace items as needed to ensure this requirement is met.
9. Place the item decks in the spaces matching the randomizer cards
10. Place all remaining items in the 2 remaining empty spaces in the Traveling Trader stand and set the associated store randomizer cards near the Traveling Trader stand so that players can reference what items are available.

NOTE: This could result in multiple items in the same space.

11. Separate the deeds by type (icon), place a deed token on each location with a deed, and place the deeds in a stack.
12. Separate the money cards by value into 2 separate decks.
13. Prepare the poker deck. It is recommended to use the alternate poker cards from ***Western Legends: Ante Up*** and ***Western Legends: Blood Money***. To do so, exchange the base game poker cards with the same suit and value of the expansion poker cards. Return the removed base game poker cards to the box.
14. Shuffle the legendary story cards together, then separate the legendary story cards into 2 decks containing 1 of each numbered card so that you have 2 decks numbered 1 through 20. Choose 1 deck to play with and return the other to the box. Shuffle the chosen legendary story card deck and place it facedown on the story board overlay and return the other story card deck to the box.
15. Shuffle the following decks and place them facedown according to the diagram to the right:
event cards, fight cards, injury cards, train encounter cards, trader movement cards.
16. Shuffle the following tokens and place them facedown according to the diagram to the right:
cattle tokens, outlaw tokens, high roller tokens, and claim jumper tokens.
17. Shuffle the legendary tokens into a facedown supply, or place them in the legendary token bag found in ***Western Legends: Fistful of Extras***.

PLAY AREA SETUP



Place the components where indicated by the diagram.

1. General Store stand
2. Traveling Trader stand
3. trader movement deck
4. Trading Post stand
5. fight deck
6. money cards
7. poker deck
8. legendary story cards
9. map tokens
10. ruin tokens
11. event deck
12. injury deck
13. train encounter card deck
14. cattle tokens
15. longhorn tokens
16. outlaw tokens, high roller tokens, and claim jumper tokens
17. legendary tokens
18. deeds
19. mountain pass markers
20. train miniature
21. mining dice and risk die
22. gold nuggets

FINAL SETUP

1. Decide the length of game you wish to play (15LP, 20LP, or 25LP) and place the end of game marker on the corresponding space on the Legendary Point track.
2. Place 1 event marker on the fifth space of the Gambler, Marshal, and Wanted tracks and Place 1 event marker on every fifth space of the Legendary Point track prior to the space with the game end marker on it. Return any unused event markers to the box.
3. If you are using the Unique Events Variant from *Wild Bunch of Extras*, shuffle those cards into the event deck, and place the Unique event tokens in a supply near the board. Draw and resolve 1 event card for every 2 players rounded up. If any of the drawn event cards call for the Sheriff to be moved, ignore the effect as the Sheriff has yet to be placed on the board.
4. Randomly assign 1 frontier token with the number faceup to each frontier space on the Buzzard Gulch board and place the unused frontier tokens in a supply near the board.
5. Reveal the top card of the trader movement deck and place the trader miniature on any empty space in the region shown on the card.
6. Each player takes a player board, all scoring cubes, bet markers, all story discs, and a ring of their chosen color as well as a wound token. For all games using *Western Legends: Blood Money*, use the side of the player board with spaces for legendary tokens.
7. Each player places 1 of their scoring cubes to the left of the 1 space on the Legendary Point track.
8. All players place 1 of their scoring cubes on the starting space of the Story track, as indicated in the diagram.
9. All players place their remaining 2 scoring cubes and all 3 of their story discs to the left of the board.
10. Each player draws 2 character cards, chooses one, and returns the other to the box.
11. Each player gains all items, money, poker cards, Gambler points, Legendary points, Marshal points, Story points, or Wanted points listed on the back of their character card. If a player chooses a character that starts with Gambler points, Legendary points, Marshal points, or Wanted points, they place one scoring cube on the corresponding track in the appropriate space.
12. The most Wanted player takes the first player token. If players are tied for most Wanted, or no player starts the game Wanted, then choose another method to determine who takes the first player token. It is highly recommended that Wanted players sit next to each other in clockwise turn order to avoid arrest in the early game.
13. Each player places their Wound token on the starting crosshair space of the wound track on their player board. Then any player with a character that begins the game with wounds moves their wound token to the appropriate space to mark those wounds.
14. Each player selects a mini that will represent them during the game and attaches their matching player color ring to the base. Each player will place their mini in the space listed under "Starting Location" on the back of their character card. If a player's starting location is a General Store, Trading Post, or Saloon space they may choose any of the 3 spaces adjacent to the listed General Store, Trading Post, or Saloon.
15. Remove any event tokens on spaces where a player places their mini. This includes claim jumper, high roller, longhorn, or outlaw tokens, as well as any unique even tokens.
16. Select one of the remaining minis to represent the Sheriff and attach the brown ring to its base. Place the Sheriff in the Sheriff's Office space located in Darkrock.
17. Select six of the remaining minis to represent the bandits and attach a grey ring to each of their bases. Place one bandit at each Bandit Hideout location that does not already contain a player mini.
18. Give each player a player aid.

Now set up any additional variants you plan to use following the setup instructions found in the rules where they are covered.



GAMBLER TRACK

10	8	6	4	2	0
1 LP	2 LP	3 LP	4 LP	5 LP	6 LP

** For each Gambling point gained after 7 gain 2 legendary tokens instead.

WANTED TRACK

10	8	6	4	2	0
1 LP	2 LP	3 LP	4 LP	5 LP	6 LP

** For each Wanted Point gained after 9 gain 1 LP instead.



WANTED TRACK

10	8	6	4	2	0
1 LP	2 LP	3 LP	4 LP	5 LP	6 LP

** For each Wanted Point gained after 9 gain 1 LP instead.

MARSHAL TRACK

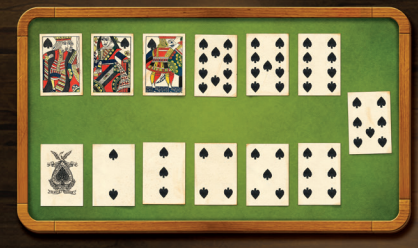
10	8	6	4	2	0
1 LP	2 LP	3 LP	4 LP	5 LP	6 LP

** For each Marshal Point gained after 8 gain 1 LP instead.

MARSHAL TRACK

10	8	6	4	2	0
1 LP	2 LP	3 LP	4 LP	5 LP	6 LP

** For each Marshal Point gained after 8 gain 1 LP instead.



AL SWEAREMY

DEEDS COST YOU \$10 LP TO PURCHASE. ONCE PER TURN MAY DISCARD A POKER CARD. USE THE ACTION ABILITY 1 OF YOUR DEEDS.

ELFEGO BACA

WHILE YOU HAVE AN UPGRADED WEAPON, DECREASE THE VALUE OF A CARD PLAYED AGAINST YOU IN A FIGHT BY 1. THE FIRST TIME YOU WOULD GAIN ANY NUMBER OF WOUNDS ON YOUR TURN, CANCEL 1 OF THOSE WOUNDS.



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\$20 REVOLVER

11

13

NEW CONCEPTS AND CONTENT

Western Legends: Blood Money introduces a number of new rules and features, which are intended to be integrated with existing **Western Legends** content as a single experience. While **Western Legends: Blood Money** provides a number of new characters and items, it also adds new concepts like the Legendary Stories, Injuries, and the Traveling Trader.

POKER CARDS:

The 3 new alternate poker cards (2 copies of each) can be added to the poker deck for further customization. As with the alternate poker cards included in **Western Legends: Ante Up**, players can tailor the poker deck to their liking.

LEGENDARY STORIES:

Western Legends: Blood Money introduces the Legendary Stories system that replaces the story cards and rules used in the base game of **Western Legends**, now referred to as the Core story card variant. The Legendary Stories consists of the Story track, legendary story cards, and the risk die.

STORY TRACK

The legendary story board overlays the story card area printed on the game board. In addition to being where the legendary story cards are kept, this board includes the Story track. The Story track is used to keep track of each player's Story points(SP). Players can earn SP a number of ways, but the most common are by completing conditions on story cards, rolling the risk die, and through some character abilities. After a player gains any number of SP, they move their scoring cube that number of spaces along the Story track. The player resolves the effect on each new Story track space their scoring cube entered. Lastly, if their scoring cube advances to the last space on the Story track, it stops regardless of how many remaining SP the player would have gained. The player then chooses to gain one of the following: 1 Gambler point (GP), 1 Legendary point (LP), 1 Marshal point (MP), or 1 Wanted point (WP). Afterward, the player returns their cube to the start space of the Story track.



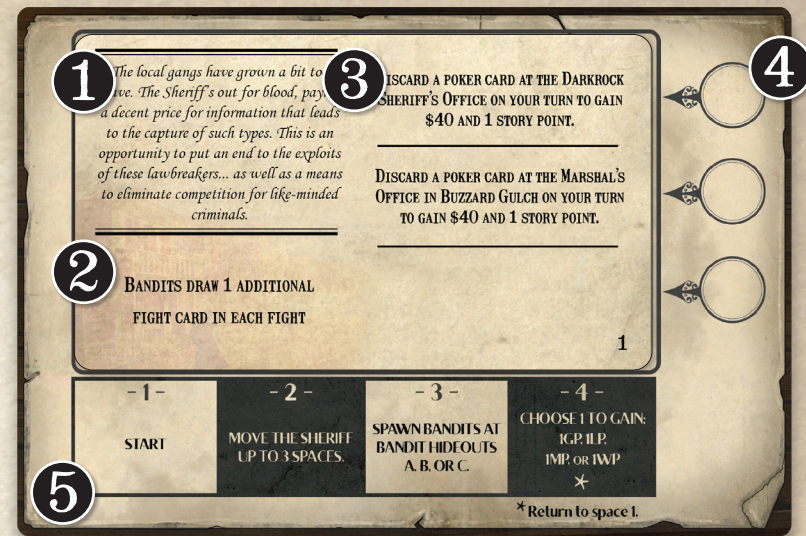
LEGENDARY STORY CARDS

Legendary story cards not only allow players to pursue more narrative experiences within the game but also have far greater rewards. One of these rewards is Story points, which allow players another avenue to advance their personal strategies on the Gambler, Marshal, and Wanted tracks as well as the Legendary Point track.

Each legendary story card is numbered and has 2 possible outcomes. Only 1 of each of these outcomes is shuffled into the legendary story deck each during setup, keeping players guessing about what rewards (and consequences) await them.

When a new legendary story card is revealed, the player whose turn it is reads the story text aloud (1). The player then reads the rules text located directly below the story text and performs any instruction. Additionally, some legendary story cards have text that creates an ongoing effect (2). The ongoing effect of a legendary story card is in effect until all conditions on the card have been met and the card is resolved.

To contribute toward the completion of a legendary story card, a player must meet one of the conditions on the card (3). Each legendary story card has 2 to 3 conditions. After a player meets 1 of the available (not yet completed) conditions, they place 1 of their story discs on the legendary story board space next to the condition to show they have contributed toward the legendary story card (4). After placing 1 of their story discs, they gain all rewards listed. Once a player has contributed toward a condition on a legendary story card, no other player may contribute toward that condition. Players may contribute more than once to a legendary story card.



NOTE: If a legendary story card only has 2 conditions, ignore the third space on the legendary story board.



Some legendary story cards use the 3 map tokens. Legendary story cards that use the map tokens will instruct the players where there are to be placed facedown. The way in which players interact with the map tokens varies somewhat based on the legendary story card in question, but always follows these rules:

- Reveal the map token when instructed.
- If the 'danger' X token is revealed, the player who revealed it gains 1 wound immediately.
- Resolve the text on the legendary story card based on the map token revealed.
- The player claims the map token placing it near their player board.



O map token



'danger' X map token



X map token

During the End of Turn Phase, if all conditions have been met on a legendary story card, the player that last contributed toward the card sets aside all story discs on the legendary story board, flips the card to its other side, and reads the story text aloud. After this, resolve the sections of text on the back of the legendary story card in the order they are presented.

After a legendary story card has been completed, return it to the box. If the map tokens were used, shuffle and place them in a supply near the board. Each player retrieves any of their story discs that were used. The player whose turn it is reads the story text on the newly revealed story card, as well as any rules.



RISK DIE:

Being a western legend is not for the faint of heart. Sometimes you need to ride faster, shoot from the hip, hide an ace up your sleeve, or earn fast cash no matter the danger. In ***Western Legends: Blood Money***, this is represented by a player rolling the risk die.

A player can choose to roll the risk die once during their Action Phase at any time except during the resolution of one of their actions. To do so, the player announces their intention to roll the risk die, chooses 1 of the 3 bonuses it provides, and then rolls it. The player resolves the result of the die roll, gaining either Story points, wounds, or a combination of both and then gains the bonus they chose.

Before rolling the risk die, the player chooses 1 of the following bonuses to gain:

- Draw 1 poker card.
- Gain \$10.
- Move 1. (*This is not considered a Move action*)

INJURY CARDS:

The Wild West becomes all the more dangerous with the addition of injury cards. After a player would gain 1 or more wounds in excess of their maximum amount of wounds, they draw 1 injury card from the injury deck. The player reveals the injury card, resolves the text as instructed, and places it near their player board unless instructed otherwise. This may result in an immediate effect, an ongoing effect, or both. Additionally, some injury cards cause an LP loss if players still have them at the end of the game.

Each player can only have a maximum of 1 injury card at a time unless instructed otherwise. If they would gain any amount of wounds while they already have an injury card, they must discard 1 poker card from hand for each wound.

A player must lose all of their wounds to discard their injury card. A player that loses an injury card shuffles it into the injury deck. Injury cards do not count as wounds during or at the end of the game. Any LP loss at the end of the game will be listed at the bottom of the injury card itself.

TRAVELING TRADER AND LEGENDARY ITEMS:

Legendary items were once hard to come by, but no more. Players may now purchase Legendary items by taking a Trader action while in the same region as the trader miniature. The Traveling Trader also carries all of the items not placed in the General Store or Trading Post during setup, which can also be purchased as part of a Trader action whether or not the player purchases a Legendary item.

NOTE: The Traveling Trader stand is where the Legendary item deck is stored. If a player is ever instructed to gain a Legendary item, it is drawn from the facedown deck in the Traveling Trader.



PLAYING WITH BLOOD MONEY

The turn and game structure when playing with **Western Legends: Blood Money** is no different than when playing with **Western Legends** and **Western Legends: Ante Up**, but some of the phases have slight differences. Defer to these rules in such cases.

Start of Turn:

Western Legends: Blood Money adds new abilities that resolve during the Start of Turn phase, however the phase is resolved the same as when playing with **Western Legends** and **Western Legends: Ante Up**.

- Move the Train.
- Check for Start of Turn abilities or effects and resolve them. If the player has more than one, they choose the order.
- Choose one: Gain \$20, draw 2 poker cards, or gain \$10 and draw 1 poker card.
- Choose a weapon and mount for the turn.

Action Phase:

Western Legends: Blood Money adds the trader action, new location actions and abilities that players resolve during the Action Phase, however the phase is resolved the same as when playing with **Western Legends** and **Western Legends: Ante Up**.

- Move.
- Use an action on a card.
- Fight another player (Arrest, Duel, or Rob).
- Take a location action.
- Take a trader action.

NOTE: A player can choose to roll the risk die once during their Action Phase at any time except during the resolution of one of their actions.



TRAVELING TRADER:

Trader Action:

To purchase items from the Traveling Trader, a player must take a Trader action in any space in the same region as the Traveling Trader. This is shown on the trader movement card and is represented on the board by the cart miniature. The player then chooses any of the available items or faceup Legendary items in the Traveling Trader to purchase. Each Legendary item costs \$40. A player may purchase more than 1 Legendary item with a single action. When a player purchases a Legendary item, immediately add another item to be purchased from the Legendary item deck. In addition to purchasing items as part of a Trader action, a player can pay to upgrade any items they wish regardless of where they were purchased.

After a player completes their trader action, the Traveling Trader moves to a new region. To move the Traveling Trader, reveal the top card of the trader movement card deck, and move the cart miniature to the corresponding region on the board. When the Traveling Trader would move but the trader movement card deck is empty, reshuffle all cards in the discard pile to form a new deck.

LOCATION ACTIONS:

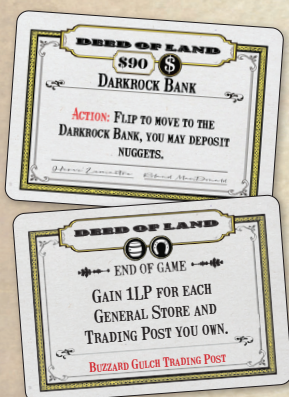
Western Legends: Blood Money adds new location actions for players to take during the Action Phase on their turn. The new location actions are as follows:



REPAIR ACTION:

Some effects, such as on story card results, will destroy locations in the game. After a location is destroyed, a ruin token is placed on that location. Players cannot take claim, location, or work actions at a location with a ruin token.

A player may remove a ruin token from a location by taking a Repair action at the location. This means being in the same space as most locations, or in an adjacent space while at a General Store, Saloon, or Trading Post. A player must discard 1 poker card from hand after taking a Repair action. After a player repairs a location, they gain 2 Story points and remove the ruin token.



CLAIM ACTION:

Players may now claim the deed to locations throughout the game. Deed cards provide a useful once per game action ability, as well as LP at the end of the game. The more deeds of a specific type such as mines, rail stations, ranches, stores, and saloons that a player has, the more LP they will score at the end of the game. Other deeds, such as the Bank, Cabaret, and Doctor's Office have their own scoring rules in addition to their ability.

To claim a deed card, a player must take a Claim action at the location for the deed they wish to claim. The player pays the cost listed on the deed and then gains the deed card with the action ability side faceup next to their player board. Once a deed card has been claimed, return the deed token on the location to the box, as that deed is no longer available for the rest of the game.

To use the once per game action ability on a deed card, a player must take an action to resolve the text on the deed card. Movement as a result of resolving the action ability of a deed does not count as a Move action. The player then flips the deed card to its other side (scoring side) to show that the action ability has been used. A player can never use the ability of a deed with its scoring side faceup.

NOTE: A player cannot use the action ability of a deed if the corresponding location has a ruin token on it.

At the end of the game, players flip any of their unused deeds from their action ability side to their scoring side and add the total LP from their deed cards to their final score after all other scoring has been calculated. A deed card corresponding to a location with a ruin token does not score at the end of the game.

For example, Dave owns the deeds to the Darkrock Saloon, Red Falls Saloon, The Red Falls Doctor's Office, and the Darkrock Bank. Each of Dave's Saloon deeds are worth 2 LP because they are worth LP equal to the number of saloons a player owns. The Red Falls Doctor's Office is worth 1 LP on its own. Lastly, Dave gains 4 LP from the Darkrock Bank, as it provides its owner with 1 LP for each deed they own, including it. This means Dave would score 9 LP from deeds during final scoring at the end of the game.

REGION ACTION:

Western Legends: Blood Money adds new importance to regions in the form of the Travelling Trader and the region action it provides for players to take during the Action Phase on their turn.

A player can take an available region action while they are in any space in the region in which a region action is available. A region action is resolved like a location action, the difference is that a player is only required to be within a particular region rather than at a specific location.

There are 9 regions in **Western Legends**, 3 inside of town and 6 outside of town. Each region can be identified by its unique name and thick border.

Shown below in yellow, Darkrock, Red Falls, and Buzzard Gulch are all inside of town regions. A player in one of these spaces is considered to be inside of town.

Shown below in red and blue, Mesito's Point, Sunny Hills, Cliff Junction, Spike's View, Dixon Creek, and the Buzzard Gulch Frontier are all outside of town regions. A player in one of these spaces is considered to be outside of town.

Locations within a region are identified by the name of the region that they are in, i.e the Mine location in the Sunny Hills region is referred to as the Sunny Hills Mine and will be referred to as such on cards and other components.



End of Turn Phase:

Western Legends: Blood Money has several abilities and effects that are tied to the end of a player's turn. To clarify when these are resolved, follow these rules when playing with **Western Legends: Blood Money**:

- Check for End of Turn abilities or effects and resolve them. If the player has more than one, they choose the order.
- Resolve all story card conditions tied to where the player ends their turn.
- Resolve the story card if all of its conditions have been met.
- Discard down to maximum hand size: 5 poker cards minus 1 poker card for each wound they have.
- If they are Wanted, gain LP based on which row they occupy on the Wanted track.
- If they have acquired LP equal to or greater than the amount set for the game length, this triggers the end of the game. Finish the current round. Each player will then take one more turn, including the player who triggered the end of the game.
- The next player in clockwise order becomes the active player and starts their turn.

End of Game

Western Legends: Blood Money follows the core **Western Legends** rules regarding how the end of the game is triggered. Final scoring is done in a very similar way to the core **Western Legends** and **Western Legends: Ante Up** rules, as there are some new ways to gain or lose LP (deeds and injuries) and others that were previously only used as part of variants.

Final Scoring:

To determine a player's final score, do the following:

- Gain LP for each upgraded mount and upgraded weapon they own. LP from upgraded mounts and upgraded weapons can be found in the top left corner of the cards.
- Gain LP from any Legendary items they have that provide them. LP from Legendary items can be found in the top left corner of the cards.
- Gain 1 LP for every \$60 they have (no rounding up or down).
- Lose 1 LP for each wound.
- Lose LP if they have an injury that causes an end of game loss. LP loss from injuries can be found at the bottom of injury cards.
- The most wanted player gains 3 LP, and each other Wanted player gains 1 LP. If there is a tie for the most Wanted player, each tied player gains 1 LP instead.
- Marshal players gain LP based on which row their scoring cube occupies on the Marshal track.
- The player whose scoring cube has advanced the furthest along the Gambler track gains 1 LP. In the event of a tie, all tied players gain 1 LP.
- Gain LP equal to the total value of all legendary tokens they have gained.
- Gain LP from deeds. Players gain LP as instructed on the scoring side of all deeds they own that do not have a ruin token on them. Destroyed locations do not count towards scoring in any way.

The player with the most LP is the winner. In the event of a tie, the tied player with the most Marshal or Wanted points wins. If there is still a tie, the tied player with the most gold nuggets wins. If there is still a tie, the tied player with the fewest wounds wins. If there is still a tie, the tied players share the victory.

Western Legends

Game Modes



Howdy partners! Welcome to the **Western Legends: Blood Money** game modes! These special game modes are a collection of Western Legends variants that are meant to cultivate specific gameplay experiences for those players who want to try something different. At its core, Western Legends is a sandbox gaming experience, with a world of possible play styles, strategies, and opportunities to explore, but if you have ever wanted to play a game more focused on shootouts between players, or focused on stories, or maybe who can strike it richest in the Old West, then these game modes are for you!

Setup

Each game mode follows the setup found in both the Western Legends: Blood Money rule book and the Complete Rules and all rules for Western Legends in general. Unless otherwise noted in the setup section for each game mode, follow the standard setup instructions. To create the Base Blood Money Poker deck, swap in all of the alternate poker cards from the Western Legends expansions and use the Jokers from *Fistful of Extras* if able.

Variants

Any variants intended for use with a game mode will be indicated. Unless otherwise noted, variants should not be used with the game modes.

Required Materials

The game modes in this book are designed with all Western Legends content in mind, and it is assumed that players own everything. At a minimum, players must own **Western Legends**, **Western Legends: Ante Up**, and **Western Legends: Blood Money**. Some game modes will have specific content listed from the small expansions for these game modes. The listed content is essential to that particular mode and cannot be played without it. Any other listed components, such as characters and items, can be skipped in the setup instructions if players do not own the content.

Serenade of the Six Guns



Recommended Player Count: 3-5

Recommended LP: 15 or 20

Required Content: *The Good, The Bad, The Handsome* (Story Cards)

The Old West suffered neither weaklings nor fools, and even the strong always had to be on their guard. They say, “God created men, and Sam Colt made them equal,” but a select few men and women were elevated to legendary status due to their deeds with firearms, regardless of whether those actions were heroic, dastardly, or simply astonishing feats of skill. Are you ready to write your own legend with blood and lead?

The Serenade of the Six Guns game mode consists of some of the characters that are best suited to fighting other players, items that are most useful in such a game, story cards with fights between players as their trigger, and injury cards to add to the danger!

SPECIAL RULES

All players start the game with 2 extra poker cards in their hand.



SETUP

Story System: Use the Core Story Card Variant, but only use the story cards with the “Initiate A Fight With Another Player” trigger printed on the back.

Characters: Elfego Baca, Bass Reeves, Annie Oakley, Kit Carson, Johnny Ringo, “Doc” Holliday, Allan Pinkerton, Dave Rudabaugh, Butch Cassidy, Joaquin Murrietta, William “Curly Bill” Brocius, and Jesse James.

Stores: The Travelling Trader is not used in this game mode. Legendary items cannot be purchased and must be obtained through game effects.

General Store

- Revolver
- Rifle
- Shotgun
- Bedroll
- Provisions
- Holster
- Derringer
- Mustang
- Peacekeeper
- Burro
- Snake Oil
- Gazette

Trading Post

- Boot Knife
- Repeating Shotgun
- Whiskey
- Quarter Horse
- Miner’s Map
- Medicine Pouch

Legendary Item Deck

- Bandolier
- Bowie Knife
- Canteen
- Dragoons
- Dynamite
- Marshal’s Badge
- Saber
- Serape
- Short Cut
- Shot Glass
- Spyglass
- Tomahawk.

Events: Remove all high roller and Unique event cards from the Event deck

Poker Deck: This game mode is focused on fights between players. As such, modify the Base Blood Money Poker deck by making the following changes:

Remove

- 7♣ Rumors
- 7♣ Rumors
- 8♣ Scout
- 8♠ Scout
- 9♥ Jackpot
- 9♦ Jackpot

Add

- 7♣ Reputation
- 7♣ Reputation
- 8♣ Wallop
- 8♠ Wallop
- 9♥ Instinct
- 9♦ Instinct

Deeds: Deed cards are not used in this game mode.

2-Player Setup: Only use the following Man in Black Cards: 1, 2, 3, 4, 5, 6, 7, 8, 9, 11, 12, 13, 14, 15, and 19.

The Golden Rule



Recommended Player Count: 3-6

Recommended LP: 20

The Old West was full of heroes and scoundrels, but few set out with that as their goal. Most folks headed west in search of opportunity, and by opportunity, I mean money! Whether it was the dream of finding gold, ranching, running a saloon, or fleecing suckers at the gambling tables, they were hoping to strike it rich! Some became famous for their great success, and others infamous for their unscrupulous methods, but the only rule that mattered was the golden rule. Whoever has the gold makes the rules! Do you have what it takes to strike it rich and become a legend?

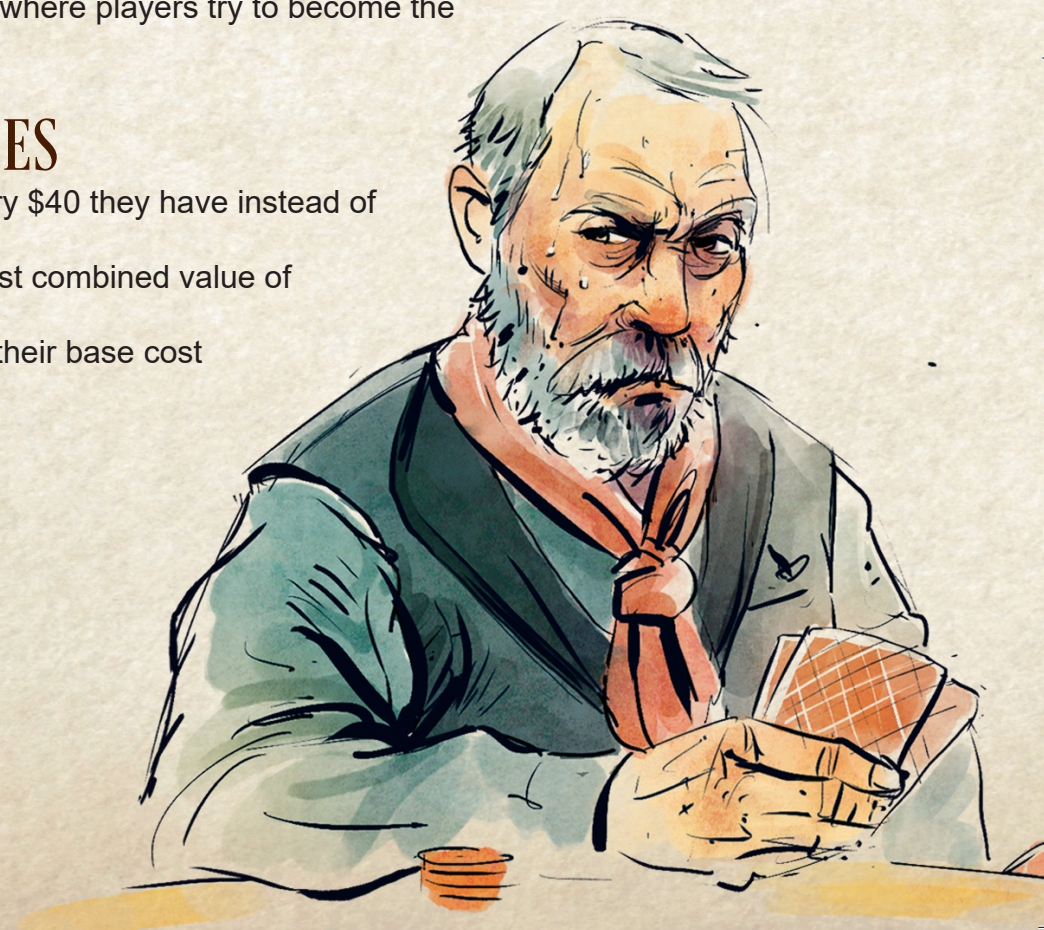
“The Golden Rule” game mode consists of some of the characters that are best suited to making their legend by mining, ranching, gambling, and buying deeds! “The Golden Rule” game mode also makes use of items, story cards, and special rules best suited for a game where players try to become the most legendary tycoon in the Old West!

SPECIAL RULES

During End of Game, players gain 1 LP for every \$40 they have instead of every \$60.

During End of Game, the player with the greatest combined value of items, money, and deeds, gains 1 LP.

- Upgraded mounts and weapons only count their base cost
- Legendary items count as \$40



SETUP

Story System: Use the Core Story Card Variant, but only use the story cards with the “Spend \$80 or more in a town with a single action.” trigger printed on the back.

Characters: Al Swearengen, Ben Hodges, Buffalo Bill Cody, “Doc” Holliday, Fee Lee Wong, Isom Dart, Maria Gertrudis Barcelo, Poker Alice, “Soapy” Smith, “Stagecoach” Mary Fields, “Texas” John Slaughter, and Wild Bill Hickok.

Stores: Setup the store stands with the items listed below.

General Store

- Bullwhip
- Derringer
- Gazette
- Mule
- Mustang
- Pocket Watch
- Revolver
- Saddle Bags
- Snake Oil
- Ten-Gallon
- Whiskey
- Workhorse

Trading Post

- Burro
- Miner’s Map
- Peacekeeper
- Provisions
- Quarter Horse
- Shotgun

Traveling Trader

- Bedroll
- Boot Knife
- Carbine
- Holster
- Medicine Pouch
- Rifle
- Repeating Shotgun

Legendary Item Deck

- Bandolier
- Black Coat
- Canteen
- Cattle Brand
- Lasso
- Lucky Coin
- Marked Cards
- Marshal’s Badge
- Mesa Deed
- Molasses
- Portrait
- Shot Glass
- Short Cut
- Silver Flask
- Snakeskin Boots
- Spurs
- Telegram
- Treasure Map

Events: Remove the following Unique event cards from the Event deck: Orphan, Grizzly Bear, Wounded Deputy, and Bathcat.

Poker Deck: The Golden Rule game mode is focused on players gaining wealth and thwarting each other in that pursuit. As such, modify the Base Blood Money Poker deck by making the following changes:

Remove

- 4♥ Dead or Alive
- 4♦ Dead or Alive
- 5♥ Vendetta
- 5♦ Vendetta
- 8♣ Scout
- 8♠ Scout
- 10♣ Outfit
- 10♠ Outfit

Add

- 4♥ Manhunt
- 4♦ Manhunt
- 5♥ Payday
- 5♦ Payday
- 8♣ Wallop
- 8♠ Wallop
- 10♣ Fool’s Gold
- 10♠ Fool’s Gold

Injuries Deck: Injury cards are not used in this game mode.

Law and Disorder

Recommended Player Count: 3-6

Recommended LP: 20

Required Content: *Wild Bunch of Extras* (Gang/Posse Variant)

Life is full of shades of gray, but our favorite stories from the Old West are those where the just marshal in a white hat faces off with the black hat wearing outlaw. It is this stark contrast between law and disorder that fascinates and allows us to overlook the flaws in the heroes and find virtues even in the most ruthless of villains. While the facts might be more complex, enough time turns facts into stories and the best stories into legends. Are you ready to pick your hat and write your legend?

The "Law and Disorder" game mode focuses on characters that begin the game Wanted or as Marshals and the struggle between law and disorder! "The Law and Disorder" game mode also makes use of item setup, story cards, and special rules best suited for a game that highlights the stark conflict between those who uphold the law and those determined to break it!

SPECIAL RULES

Infamous: A Wanted player who is arrested by a player or the Sheriff may choose to discard their entire hand of poker cards to keep from losing all of their Wanted points and may instead move their cube to the first space of the Wanted track. This discard happens after the player would receive a poker card for losing the fight, and both the Sheriff and the player's miniature have been placed in the Sheriff's or Marshal's Office. The Sheriff does not attempt to arrest the player again this turn. All other rules for Arrests remain in effect.



SETUP

Story System: Use the Core Story Card Variant, but only use the story cards with the “Initiate a fight with another player” and “Gain any number of Marshal or Wanted Points” trigger printed on the back.

Characters: Ada Curnutt, Bass Reeves, Ben Hodges, Billy the Kid, Butch Cassidy, Dave Rudabaugh, Elfego Baca, Jesse James, Judge Roy Bean, Lozen, Pat Garrett, Seth Bullock, Sundance Kid, “Texas” John Slaughter, Tiburcio Vasquez, William “Curly Bill” Brocius, and Wyatt Earp.

Stores: Setup the store stands with the items listed below.

General Store

- Boot Knife
- Holster
- Medicine Pouch
- Peacekeeper
- Pocket Watch
- Provisions
- Quarter Horse
- Revolver
- Saddle Bags
- Shotgun
- Snake Oil
- Whiskey

Trading Post

- Bedroll
- Bullwhip
- Burro
- Gazette
- Mustang
- Repeating Shotgun

Traveling Trader

- Carbine
- Derringer
- Miner’s Map
- Mule
- Rifle
- Ten-Gallon
- Workhorse

Legendary Item Deck

- Bandolier
- Black Coat
- Bowie Knife
- Canteen
- Dragoons
- Dynamite
- Lightning
- Marshal’s Badge
- Outlaw’s Mask
- Portrait
- Saber
- Serape
- Short Cut
- Shot Glass
- Silver Flask
- Snakeskin Boots
- Spurs
- Telegram
- Thunder
- Tomahawk

Events: Remove all high roller and Unique event cards from the Event deck

Poker Deck: The Law and Disorder game mode is focused on players aggressively pursuing Marshal and Wanted strategies. As such, modify the Base Blood Money Poker deck by making the following changes:

Remove

- 7♣ Rumors
- 7♠ Rumors
- 9♥ Jackpot
- 9♦ Jackpot

Add

- 7♣ Reputation
- 7♠ Reputation
- 9♥ Instinct
- 9♦ Instinct

Gang/Posse Variant: Include the Gang/Posse variant found in the *Wild Bunch of Extras* expansion in the setup for this mode.

Deeds: Deed cards are not used in this game mode.

Risky Business

Recommended Player Count: 3-5

Recommended LP: 20-25

Being a legend is a risky business, and if you want to become one, there is no way around it. Whether it is digging gold from the earth, driving cattle, slinging lead in shootouts, or chips at the gambling tables, all legends take risks. It is because of these risks that we tell their stories and revere their names as the heroes and villains of our modern myths. However, there are a select few that thrived on risk, and the stories told about them, made them legends in their own time! Are you ready to risk it all and see the stories about you turn into legends?

The Risky Business game mode consists of some of the characters that are best suited to interacting with story cards and the risk die. They come from all walks of life, but from both a strategic and gameplay experience standpoint, these characters, and this mode are meant to take full advantage of these new additions to the **Western Legends** world!

SPECIAL RULES

Each time a player reaches space 4 of the Story Track they gain 1 LP in addition to the space reward of their choice.



SETUP

Characters: Allan Pinkerton, Bat Masterson, Ben Hodges, Bloody Knife, Buckshot Roberts, Calamity Jane, Charley Parkhurst, "Doc" Holliday, Elfege Baca, James "Bloody Arm" Beckwourth, Johnny Ringo, Lottie Deno, Maria Gertrudis Barcelo, "Stagecoach Mary" Fields, "Texas" John Slaughter, and Wild Bill Hickok.

Stores: Setup the store stands with the items listed below.

General Store

- Boot Knife
- Bullwhip
- Pocket Watch
- Provisions
- Quarter Horse
- Revolver
- Repeating Shotgun
- Rifle
- Saddle Bags
- Shotgun
- Ten-Gallon
- Whiskey

Trading Post

- Bedroll
- Burro
- Gazette
- Medicine Pouch
- Mustang
- Peacekeeper

Traveling Trader

- Carbine
- Derringer
- Holster
- Miner's Map
- Mule
- Snake Oil
- Workhorse

Legendary Item Deck

Use all Legendary Item cards except for the following:

- Cattle Brand
- Companion
- Lasso
- Lightning

Events: Use all event cards.

Goals: Use the Goal Cards Variant.



Who Runs Border Town?

Recommended Player Count: 2-4

Recommended LP: 15-20

Required Content: *Wild Bunch of Extras* (Story Cards)

As “civilization” pushed ever westward, and the frontier receded, those seeking the opportunities that come from living on the fringe of society moved from one border town to the next. The town of Buzzard Gulch and the surrounding territory are a perfect example of such a place, where both the land and the people are untamed! In such a place, one can carve a homestead out of the rugged land, profit handsomely from honest mining and ranching, or off of those who do. Border towns like Buzzard Gulch are where *Western Legends* are made, and it is time to make yours!

This game mode is meant to be a highly interactive experience, as it is played entirely on the Buzzard Gulch board from *Western Legends: Ante Up*. This game mode allows players to establish a homestead on the board, giving them a place of their own to improve and rest. Additionally, players can use gold nuggets like money for the first time, which includes wagering them in games of faro and purchasing items. While there is no Bank to deposit gold nuggets at, they are worth points at the end of the game, if you can hang on to them! Additionally, the “Who Runs Border Town” game mode is the first official *Western Legends* variant that allows 2 players to play without using the Man in Black deck.

SPECIAL RULES

New Locations

This game mode brings Bandit Hideout and Mine locations in from the main board. During setup players can place either the location tokens provided in *Western Legends: Blood Money* or the buildings from the *Western Legends: 3D Building Upgrade* onto the board.

Settler Action

A player in a frontier space may spend an action and \$40 to place their homestead marker in that space. A player can only place their homestead marker once, and it can only be placed in a frontier space that does not contain a frontier token or another player’s homestead marker.

Homestead

A Homestead is a location unique to this game mode. Once a player has placed their homestead marker in a space, they may take the following location actions at their Homestead:

- **Improvement Action:** Gain 1 LP for every \$30 spent. Gold nuggets can be spent as though they are \$20 each.
- **Recuperate Action:** Lose all wounds. Draw 1 card for each wound lost in this way.



SETUP

1. Place the Buzzard Gulch board on top of the board sideways so that its edge with the Rail Station is just above the LP Track on the **Western Legends** board and the leftmost edge is just to the right of the spaces for the story deck.
2. Fold under the rightmost section of the Gambler/Train board and place it just above the Buzzard Gulch board with its left edge just right of the Wanted track
3. Place the Train mini at the Buzzard Gulch Rail Station.
4. Place the Bandit Hideout tokens/buildings in the spaces indicated with a red Bandit Hideout icon.
5. Place the Mine tokens/buildings in the spaces indicated with a yellow Mine icon.
6. Players set aside 1 of their cubes near their player board. It will be used as a Homestead marker in this game mode.
7. Players ignore the Starting Location on their character setup. After determining turn order in the normal way, players then choose any unoccupied space on the board to start the game.

Story System: Use the Core Story Card Variant, but only use the story cards with the “Initiate A Fight With Another Player” and “End Your Move In a space With An Event token or Frontier Token” triggers.

Characters: All characters can be used except: Al Swaengen, Bloody Knife, Buffalo Bill Cody, Charley Parkhurst, James “Bloody Arm” Beckwourth, Kit Carson, Lottie Deno, and Tom Tobin.

Stores: Both the General Store and Trading Post are used, both are considered to be the same store for the purposes of the Purchase/Upgrade action. The Traveling Trader is not used in this game mode.

General Store/Trading Post

- Bedroll
- Boot Knife
- Bullwhip
- Burro
- Derringer
- Gazette
- Holster
- Medicine Pouch
- Mustang
- Provisions
- Repeating Shotgun
- Revolver
- Shotgun
- Rifle
- Snake Oil
- Ten-Gallon
- Whiskey
- Workhorse

Legendary Item Deck

Use all Legendary Item cards except for the following:

- Fiddle
- Short Cut
- Dime Western
- Pump Trolley

Deeds: Deed cards are not used in this game mode.

Events: Remove all Unique event cards and all events that spawn at the Darkrock Bank and Red Falls Cabaret from the Event deck.

Game Text

All game text is resolved as normal with one exception, specific location text that references spaces or regions on the **Western Legends** board is ignored, and the Buzzard Gulch equivalent is used instead. If there are multiple eligible locations, the active player decides. For example, if a card references the Sunny Hills Mine, the active player would choose either of the mine locations added to the Buzzard Gulch board.

Town of Buzzard Gulch

The small frontier town of Buzzard Gulch does not have all the amenities that the larger towns of Darkrock and Red Falls have, as such the following locations are not used in this mode: Bank, Cabaret, and Doctor's Office.

- Buzzard Gulch Marshal's Office: This space is also considered the Sheriff's Office for resolving cards, arrests, and the Sheriff. Follow all normal rules for the Sheriff's Office.

Buzzard Gulch Frontier

The area surrounding the town Buzzard Gulch has some additional locations in this mode. Players can either place the tokens provided in **Western Legends: Blood Money** or the **Western Legends: 3D Building Upgrade** to help remember where these new locations are.

Gold Nuggets

As there is no Bank location, gold nuggets cannot be deposited. Instead, gold nuggets can be spent as \$20 each, and do not count towards a player's \$120 max. Each gold nugget a player has at the end of the game is worth 1 LP.

Train

The Train begins the game at the Buzzard Gulch Rail Station. The Train mini moves the same as normal, with the only difference being that there are only 3 train checkpoints. Follow all other rules for the Train.

The full circuit in this mode is Buzzard Gulch Rail Station > Mountain Pass A > Mountain Pass C > Buzzard Gulch Rail Station

2-Player Setup: This game mode does not use the Man in Black. The 2 player game plays exactly the same as all other player counts.