

BW



STANDARD

# FIELD MANUAL

CONSISTING PRINCIPALLY OF CHAPTERS COVERING GAME OVERVIEW,  
MECHANICS, AND ECONOMY; WITH GLOSSARY AND CATALOGUE ON BACK.

SFM NO. 01  
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# COMPONENTS



4 Terrain Tiles (double sided)



4 Player Boards



5 Miniatures (32mm scale)



52 Skill Cubes

6 Dice



14 Cabin Pieces (12 x ROGB, 2 x Black)



12 Varied To-Do List Cards (L/R)



4 Character Cards



7 Mount Cards



16 Endeavor Cards (4 of each type)



1 Town Tile (double sided)



1 Hunting Lodge



16 NPC Tokens

4 Legendary Beasts



9 Pursuit Cards



36 Character Pursuit Tokens



12 Cabin Cards (3 of each Character)



2 Abandoned Cabin Cards

(Standard x111) (Gunman x9) (Wolfsbane x9) (Predator x9) (Legendary Beast x9)

147 Combat Cards



1 Most Wanted Tile



4 Lodge Upgrade Tiles



80 Resource Tokens



12 Cabin Door Tiles (3 of each Character)



1 Intro To-Do List Card



4 Small Store Tiles



8 Coffin Tokens



4 Corpse Tokens



6 Blue Gems



40 Coin Tokens



4 Bank Notes



54 Event Cards



1 First Player Token



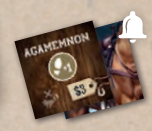
3 Honors Tokens



17 Knowledge Tokens



5 Chest Tokens



7 Saddle Tokens



15 Item Tokens



2 Large Store Tiles



12 Rider Tokens



16 Grit Tokens



15 Wound/Fire Tokens



40 Checkmark Tokens



4 Betrayal Tokens



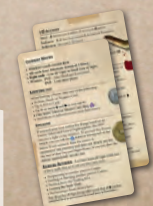
5 Game Mode Cards



4 Cargo Catalogues



4 Calendar Tokens



4 Reference Cards



2 Rulebooks (Standard & Advanced)

The FAQ, Glossary, and Index are listed in the Advanced Technical Manual.  
 ~ Optional Roles - can be assigned to any player ~  
 The Banker regulates all components marked with \$  
 The Judge regulates all components marked with 🛔

# DECIDING CHARACTERS

You can either shuffle Player Boards face down and hand one out to each player or decide amongst yourselves which of your personality types best fit the following descriptions...

A natural leader who views obstacles as opportunities and has a strong inner monologue that is part blessing and part curse... take **Levi Mercer's** Character Card and the Gunslinger Player Board.



The type who leaps before they look, relishes social interaction and is rife with emotions; takes control of a room with rhetoric alone... take **Hannah Wilde's** Character Card and the Arsonist Player Board.



A true introvert who excels at developing plans and strategies for every eventuality; always looks to logic before emotion... take **Jericho Jones's** Character Card and the Merchant Player Board.



A person who has a love for patterns, a keen eye at picking up discrepancies, and has a good read on people; the silent and observant type... take **Mika Mankiller's** Character Card and the Thief Player Board.



## PLAYER BOARD SETUP FOR ALL GAME MODES

Once a character has been chosen, take your **A** Character Mini with Snap Base of matching character color, **B** Character Card, 9 Combat Cards, and 1 Cargo Catalogue, **C** 10 Checkmark Tokens, **D** 1 Die of matching character color, **E** 3 Cabin Pieces, **F** 3 Cabin Cards and 3 Cabin Door Tiles, **G** 1 of each type of Endeavor Card with the artwork side facing down, **H** 4 Grit Tokens (choosing to have the tobacco or coffee side facing up based on personal preference), **J** 11 Skill Cubes of matching character color **K** 2 black Limiter Cubes. The Player Board is then set up as depicted, using the backside of the Character Card as a reference for Skill Cube placement.

**Note:** Levi comes with 3 Ammo Box Tokens and Hannah comes with 3 Lighter Tokens that must be crafted in their Cabins.





**TABLE SETUP FOR “WARM WELCOME”**

For the introductory game mode—“Warm Welcome”— **A** follow the steps listed below for table setup. Refer to Side B of the matching Game Mode Card for a visual diagram of the table layout. The Judge should regulate game setup.

- 1** Place the Mountains and Wetlands Terrain Tiles on the table as shown above. To the right of the Terrain Tiles, place the following Tiles in the layout shown: Town Tile, Saloon Tile, Gunsmith Tile, Trading Post Tile, and the Stables Tile. Ensure all Terrain and Store Tiles have Side A facing up.
- 2** Shuffle all Bandit, Puma, Wolf, and Gator NPC Tokens separately, making sure to keep the loot side facing down. Place a Bandit Token, Puma Token, Wolf Token, and Gator Token on the spaces displaying each Enemy’s Icon. Ensure all NPC Tokens have their stats facing up.
- 3** Shuffle and randomly place one Chest Token on each space displaying the in the Mountains and Bank Vault, making sure to keep the loot side facing down. If using Abandoned Cabins (ADV), place one token on each card as well.
- 4** Organize the Lumber, Herb, Hide, and Silver Resource Tokens, Coins, Gems, and Wound/Fire Tokens in separate piles, then place them to the side. These

tokens make up the Supply. To save table space, the Supply may be placed on a separate surface, if available. The Banker should regulate the Supply.

- 5** Shuffle the Predator and Gunman Decks separately and place them to the side.
- 6** Shuffle all Mount Cards and place them facedown in the Mount Slot on the Stables Tile.
- 7** Now create the Weapon Rack at the Gunsmith. Take all 30 Weapon Cards (gray, blue, and purple backgrounds). First, remove all 8 Legendary (purple) Weapon Cards from the Weapon Deck, shuffle them, and place 4 of them back into the deck, returning the remaining 4 to the box. Shuffle the deck and place it facedown in the Weapon Rack slot at the Gunsmith. Place the top six cards to the side of the Gunsmith Tile faceup in the area labeled “In Stock”. This is how you will create the Weapon Rack for all game modes.
- 8** Place the Intro To-Do List where it is reachable by all players and set four Checkmark Tokens of each player’s color next to it. You will only need four Checkmarks per player for this Game Mode.
- 9** The setup for the “Warm Welcome” is now complete.

# #1 WARM WELCOME INTRO MODE

- **Challenge:** INTRODUCTORY
- **Winning Score:** 4 ☆
- **Total Time:** 45 - 60 Minutes
- **Player Count:** 2 - 4

**Standard Ruleset:** Notoriety, Day & Night Phase, Moving, Endeavors, Hazards, Skills, Skill Checks, Will Power, Using and Exhausting Items & Combat Cards, Buying, Selling, Store Interactions, Building Cabins, Fighting, Ambush, PvE, PvP, Shelter, Hidden Acres, Stealth, Arson, Breaching, and Tiebreaker.

**Additional Rules:** Intro To-Do List

## GAME MODE CARDS

There are 5 Game Modes that come with the Bantam West base game. This Standard Field Manual (SFM) details the setup of the introductory Game Mode – “Warm Welcome” – and the core rule set for the game. The Advanced Technical Manual (ATM) details the rule sets for the remaining Game Modes. Each Game Mode has its own tarot-sized card that gives a rough summary of the Game Mode and any new rules it introduces on Side A and its table layout on Side B. When playing each Game Mode for the first time, it is best to only use Side B to assist table setup. Once the Game Mode becomes familiar, Side A is to be used as a refresher to returning players and allows them to set up and play without referring to the rulebook again.

Once setup is complete, if you’d rather watch a How To Play video, then scan the QR code on page 1 of the ATM for links to official videos and supplemental documents.

## NOTORIETY - THE PATH TO VICTORY

The game is won by collecting **Notoriety** ☆ (aka **Notoriety Points** or NP). As your Notoriety increases, the townsfolk begin to speak of your guts and cunning. You can earn Notoriety in a variety of ways, but for the introductory Game Mode “Warm Welcome”, you will only use the **Intro To-Do List** (Side A). Anything labeled “ADV” or any game mechanics that are not listed in this Standard Field Manual do not apply to this intro game mode (i.e. Mounting Heads and Legendary Weapon Notoriety). Also, all Advanced Notoriety ☆ that you may see while playing the intro do not apply.

For the “Warm Welcome” game mode, players will only use the **Intro To-Do List**. The first player to complete all four tasks wins. If more than one player reaches 4 Notoriety in the same Day Phase, they must break the tie (see *Tiebreaker*, pg 19).



When you complete any task that shows a “Notoriety Symbol ☆”, move the Notoriety Cube along the **Notoriety Track** on your Player Board equal to the number of stars that have been earned. If a Notoriety Point that has already been earned is lost for any reason, you lose that Notoriety and move your Notoriety Cube back an amount equal to the number of points that have been lost.

If a game is ever played beyond 10 Notoriety, use the **Milestones Track** to mark how many times you’ve passed 10 Notoriety. For example, a 2 on the Milestones Track with a 3 on the Notoriety Track would equal 23 points.



“Warm Welcome” is explained in this Standard Field Manual and acts as a tutorial. It takes about 45 to 60 minutes to complete. After the initial playthrough using Side A of the Intro To-Do List, flip the card over and start a new game using Side B. These tasks will help you learn the game and prepare you for the rest of the game modes. Each game mode increases the game’s difficulty, intrigue, and game length. After the intro, you should advance to the standard game mode – “Shadow Governors”.

# TURN DETAILS & ACTIONS

## TURN ORDER

In Bantam West, each player's turn is referred to as the **Day Phase**. The player who most recently watched a western movie, or the oldest player, takes the **First Player Token** and begins their Day Phase. Once that player has completed all possible actions or chooses to pass, then turn order continues in a clockwise fashion. Each player takes turns completing their entire Day Phase. Once all players have completed a turn, they collectively execute the **Night Phase**.

## DAY PHASE ☀

Each character's daily energy is known as **Grit** Ⓞ. Players start each Day Phase with 4 **Grit Tokens** on the "Grit Ticket" section of their Player Board. When you perform an action that costs Grit, move a token from the Grit Ticket to the Fatigue Ticket. Some actions do not cost Grit and may be taken freely during your turn or during combat. You may take as many actions as your Grit allows or until you choose to end your turn early. All actions can be done in any order. For example, you can move, buy, move again, then build. Once all players have completed their turns, the Night Phase begins.



## 1 Ⓞ ACTION

**MOVE** - Move up to as many Acres as is equal to your SPD 🎲, per 1 Ⓞ spent.

**ENDEAVOR** - Use a skill from an Endeavor Card to produce a Resource. Roll 2 Endeavor Dice per 1 Ⓞ spent.

**REFLECTION** - Take time to meditate and restore 1 WIL 🎲 per 1 Ⓞ spent.

**BUILD A CABIN** - Spend 1 Ⓞ and discard 3 🍷 to build a Cabin. Cabins can only be built on Acres with Resource Icons.

**START A FIGHT** - Must be within the same Acre as another player or enemy and then spend 1 Ⓞ to start a fight.

**START A FIGHT (AMBUSH)** - While within Line of Sight and the Range listed on a Ranged Weapon, spend 1 Ⓞ and Exhaust 🗡 the Ranged Weapon to Ambush.

**ANY WHITE ACTION TAB** - If an action is displayed with a white background, then it costs 1 Ⓞ to perform.

## NO Ⓞ ACTIONS



**DISCARD/PICK UP** - Place down, discard, or pick up Items and/or Resources in your current Acre or Cabin.

**STORE & CABIN ACTIONS** - While inside, no Ⓞ to take actions related to the location - unless otherwise specified.

**USE AN ITEM** - Spend no Ⓞ to use then discard if 🗡 shown, otherwise 🗡 Exhaust.

**USE A COMBAT CARD "SPC"** - Spend no Ⓞ to use (unless the action specifies) then 🗡 Exhaust.

**LEVEL ENDEAVORS** - Spend no Ⓞ to dedicate any amount of 🗡 at any time.

**WILL POWER** - Spend 1 WIL 🎲 to re-roll one die. (Only Max WIL 🎲 can be used in combat 🗡)

**ANY TRANSPARENT ACTION TAB** - If an action is displayed with a transparent background, then it costs no Ⓞ to perform.

**FIRE INTERACTIONS** - Spend no Ⓞ to interact (See *Fire Intensity*).  
Douse (MAL 🐉) / Navigate (AGL 🌿) / Befriend (PER 🐾).

## NIGHT PHASE 🌙 - regulated by the Judge 🔔

Once all players have completed their turn, they simultaneously execute the Night Phase checklist before moving on to the next Day Phase. If any steps do not apply, they are skipped. The checklist consists of:

**1. FIRES SPREAD** - First, remove all fires with no Acres to which they can spread, then Fire-Raisers add only 1 Fire Token each.

**2. WEATHER** - Players not in Shelter are affected or roll a die.

**3. EARNINGS** - Add 1 matching 🗡 to an empty slot in all Cabins - and advance "Change" by 1 space (ADV).

**4. NIGHT ACTIONS** - Only when an Event or Pursuit Card specifies.

**5. SLEEP** - All Players reset Ⓞ and refit "Exhausted 🗡" Items.

**6. RESTORE** - Acres that restore VIG 🍷 or WIL 🎲 take effect and wounded NPCs Heal 1 each. (Restore is canceled in locations that are on fire).

**7. ADVANCE CALENDAR** - Execute Calendar Icon effects.

# MOVING

All circular spaces and building interiors are referred to as **Acres**. The dotted lines connecting each Acre are called **trails**. You must move from Acre to Acre along their connecting **Trails**. White dotted lines are normal Trails and black dotted lines are Hidden Trails, which are explained in the next section.

Each movement action costs 1 Ⓢ and allows you to move up to as many Acres as is equal to your Speed Ⓢ. Speed is marked on the Player Board by the SPD Track. The black Limiter Cube does not move unless equipment is purchased or sold which can adjust your Speed.

Multiple Ⓢ may be spent to take multiple movement actions in a single turn, but a movement action is interrupted and stopped if you choose to take another action mid-movement. Once that action is complete, you may continue to spend Grit Ⓢ to move again if needed.



The above shows Mika Mankiller moving 4 Acres along the connecting trails. At her current SPD Ⓢ of 3, this Move Action would require you to spend 2 Ⓢ. Since she is deciding to stop in the final Acre and spend a 3rd Ⓢ Token to Forage the Herbs there, it cancels the previous Move Action—even though she had 2 additional Acres she could have moved. However, to jump the river and reach the Herbs, she would need to attempt the Agility Check after spending the 1 Ⓢ needed to take that Move Action (see Skill Checks, pg 9).

# HIDDEN TRAILS

**Hidden Trails** may only be traveled if you have an item with an icon matching the one displayed on the trail. For example, the cave system in the Mountains requires the Yellow Key icon that is displayed on the Torch Weapon Card. The item with that icon must be Exhausted Ⓢ before moving along the Hidden Trail (see *Using and Exhausting Items & Combat Cards*, page 10).



# TRAVELING BETWEEN TILES

Some Acres display a “Location Icon” that is surrounded by a small box. These Acres act as entrances to other tiles. While in one of these Acres, you can move to the tile with a matching icon in the top right corner. When you move to a new tile, you move to the Acre that depicts your previous tile’s icon. Both Acres count as separate Acres for movement.



The edges of each Terrain Tile display one Sign Post icon Ⓢ with a pointing arrow. Regardless of how you arrange the tiles, all Sign Post Icons connect to the Sign Post Icon on the immediately adjacent edge of its neighboring tile. The small arrow next to the icon points in the direction of its adjacent edge. While in an Acre immediately connected to a Sign Post Icon, you can move along any of the trails connected to either of the icons. If a Sign Post Icon points to nothing, then it does not lead anywhere. Unlike Acres with Location Icons, Sign Posts do not count as separate Acres for movement but instead a connection between two trails.








# ENDEAVORS & RESOURCES


Endeavors are your money-making skills. In the Bantam West base game, all players have the same 4 Endeavors at their disposal: Logging, Foraging, Hunting, and Mining. You begin the game with a Novice Skill Level in all Endeavors and may work towards Mastery of each one.

The 4 Endeavors and their associated Resources are:

 **Logging** in the Dethelm Wilderness produces Lumber 🪵. Lumber can be used to build Cabins. Masters of Logging become Carpenters.

 **Hunting** in the Midland Plains produces Hides 🐖. Hides can be used to recruit Riders or acquire Hunter Skills in advanced Game Modes. Masters of Hunting become Slayers.

 **Foraging** in the Krowko Wetlands produces Herbs 🌿. Herbs can be used by Master Herbalists to heal. Masters of Foraging become Herbalists.

 **Mining** in the Southern Loren Range produces Silver ⚒️. Silver is the most expensive material. Masters of Mining become Excavators.

The 📦 represents any of the four basic resources above. It does not include Gems 💎 which are considered Special Resources (hence the special icon) and can only be earned by Excavators who have mastered Mining. While Gems are not considered Resources, they are handled in the same way when it comes to storing on your Cargo Catalogue, buying, selling, or looting.

When Resources are sold or discarded for any reason, they are returned to the Supply. If there are no Resources in the Supply at any point, then that Resource cannot be earned until some are returned to the Supply.

To Endeavor, you must be on an Acre that displays a **Resource Icon**, spend 1 Ⓞ, and roll 2 dice. Each die acts as its own attempt. If one is successful, you get one matching Resource. If two are successful you get two. If none are successful, you get zero. As you are leveling the Endeavor, you can unlock abilities to earn more than one Resource per successful dice roll (see *Leveling Endeavors*, below). The number on each die must match or exceed the Endeavor Difficulty in order to be successful. Example: Jericho is mining in the mountains. He spends a 1 Ⓞ to Endeavor on the Silver Resource icon. He then rolls two black Endeavor Dice and gets the result of 5 and 6. Since both dice were successful attempts, Jericho takes 2.


## Cargo Catalogue & Resource Storage

The Cargo Catalogue is placed to the side of your Player Board and holds all of your Resources, Cash, Items, and Heads. The four Resource Slots can only hold one Resource or Gem at any time. The Cash Slot can hold any amount of money, while the Head Slot is limited to 3 Enemy Tokens and the Item Slot is limited to 1 Item Token at any time.

To Increase your Resource Storage, you can purchase anything that displays a Resource Slot and use it accordingly. Some Mounts and Riders (see *more about Riders in the Advanced Technical Manual*) offer more Resource Storage. For no Ⓞ cost, you can transfer Resources from one slot to any other slot (including to and from your Cabin Storage if your are in the same Acre) at any time during your turn.

## Leveling Endeavors

If successful, collect the reward listed for your current Skill Level and place it in any open Resource Slot on your Cargo Catalogue. If your Cargo Catalogue becomes full, you must sell or discard Resources before earning more. You are always able to discard Resources at any time during your turn and place them on the Endeavor card to increase that skill. To improve your Skill Level in a particular Endeavor, you must discard the number of that resource listed on the right side of the Endeavor Card. You do not have to discard the entire amount listed at once. You can dedicate any amount of that Resource at any time during your turn.

*Location Icon* →  **MINING** ← *Endeavor Type*

*Novice Endeavor Difficulty* → Novice: \$5 Limit on Bank Note, 5/📦, 2Ⓞ

*Journeyman Endeavor Difficulty* → Journeyman: \$10 Limit on Bank Note, 4/📦, 3Ⓞ

*Level up Requirements* → MASTER

**LOGGING** (Novice): Have only 1 Cabin at a time, 3/📦, 3Ⓞ

**LOGGING** (Journeyman): Have up to 2 Cabins at a time, 5/📦, 5Ⓞ

Resources that are discarded for leveling up should be placed on the Endeavor Card to track progress. Once you have discarded the number of Resources listed, slide the card up until the next Skill Level is visible. The details listed in the new Skill Level now apply to all dice rolls for that skill, and all previous levels are ignored. When you progress beyond Journeyman, flip the card over to expose the final level: Master.

Once you achieve the Master Skill Level in any perk, remove the card from underneath the Player Board, flip it, increase the Skill shown, and gain an NP as indicated by the star. You now gain the listed ongoing perks as well.

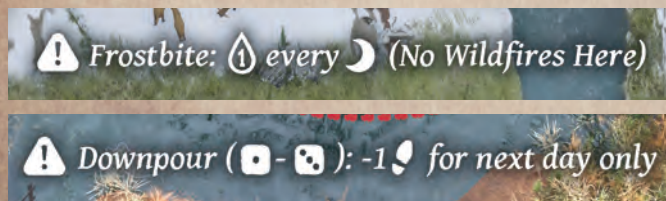


## HAZARDS OF THE FRONTIER

The Frontier is rife with perils and pitfalls. Other than themselves, the three main threats to all players are Enemy NPCs (see *PvE Engagements & Enemy NPCs*, pg 16), hazardous and restrictive terrain (see *Skill Checks*, pg 9), and weather.

If a player wants to Endeavor in an Acre with an Enemy NPC or sleep in a Campsite or Cabin containing an Enemy NPC, they must either defeat it or pass its Sneak Check to do so (see *Stealth*, pg 17).

If a Terrain Tile poses a threat due to extreme weather, it will be listed in the bottom center of that tile and will affect players each night they are not in Shelter on that tile.



## SKILLS AND STATS

A character's aptitude for various challenges is determined by the following six skills:



**Agility (AGL)** is used for navigating obstacles and using firearms and is signified by a green triangle.



**Strength (STR)** is used for moving heavy objects, using melee weapons, and swimming and is signified by a yellow triangle.



**Malice (MAL)** is used for intimidation, starting fires, and dousing fires and is signified by a red triangle.



**Sneak (SNK)** is used for stealth and breaching buildings and is signified by a blue triangle.



**Persuasion (PER)** is used to talk your way out of situations and to acquire discounts in town and is signified by a purple triangle.



**Wisdom (WIS)** is gained only by understanding more of the world and its history and is signified by a white triangle. The reason it is used is not yet known to the four deadly strangers.

A character's stats are shown below and beside the Character Slot on their Player Board and consist of:



**Speed (SPD)** determines how many Acres may be traveled per movement action and is signified by a brown circle.



**Vigor (VIG)** determines a character's health and is signified by a pink circle.



**Will Power (WIL)** is used for re-rolling failed dice rolls and is signified by a gray circle (see *Will Power*, pg 10).

Starting levels for all skills and stats for each character are listed on the backside of each Character Card and are marked by cubes. When a skill is adjusted for any reason or effect, the cube is moved accordingly. Skills can be improved by gaining Notoriety. When you reach a space displaying the on the Notoriety Track, you may increase the level of a single skill of your choice permanently. The skill increase only happens the first time you reach the space displaying the icon and is not lost if your Notoriety drops below that space. Stats (circles) are different from Skills (triangles) in that they cannot be leveled up by gaining Notoriety.



The additional Black Cubes are used to mark the upper limits of Vigor ♡ and Speed ⚙. The Black Cube cannot be moved unless explicitly stated otherwise by card upgrades—such as Mount Cards or Saddle Tokens. When the Black Cube is moved, the slot that is 1 less in value is now the maximum level for that Stat.

Occasionally, certain effects will temporarily raise or reduce a Skill or Stat. When this happens, use a Wound Token or any feasible alternative to track it. In the case of your Speed Stat, the Limiter Cube is a reminder of your max level, so there is no need to use a Wound Token to track these effects.

## SKILL CHECKS





When attempting any challenging action during gameplay, you must perform a Skill Check to determine the action's success. Skill Checks are identified by the various colored triangles with numbers inside the triangle. The color indicates which Skill is to be used, and the number within the triangle is the difficulty. If a Skill Check is black in color then it is not tied to any skill and signifies a standard dice roll with no modifier.

For all Skill Checks, roll your character's die and add their level in the matching Skill to the result of the die roll. The sum of the die roll and the character's Skill must be equal to or greater than the difficulty listed to be successful. While Skill Checks determine the outcome for certain actions (see *Actions vs Skill Checks*, pg 10), they are not actions themselves and require no additional Ⓞ to attempt. If at any point your level is high enough that there is no possibility for failure, then you do not need to roll a die (i.e. difficulty of 5 when your Skill Level is 4).

Failing any Skill Check always cancels the action tied to that check. Sometimes there will be penalties listed on the Skill Check that occur in addition to the action being canceled (see *Penalties*).

## PENALTIES

Any additional penalties applied will be indicated by a red tab located on the left edge of the Skill Check, and each Penalty will immediately occur if the Skill Check is failed:

-  The Wound Icon indicates that you lose 1 Vigor.
-  The Jail Icon indicates that you immediately move to Jail and end your turn.
-  The Skull and Crossbones Icon indicates that you lose all Vigor and immediately move to Doc Barber.
-  The Speed Icon indicates that you move 1 Acre away in a direction of your choosing.

A dashed red trail leading away from a Skill Check that ends in an arrow indicates that upon failure, you move to where the arrow is pointing. Dashed red trails are NOT used during normal movement. They can only be followed as a penalty.



**For example:** Levi is trying to jump the falls in the Southern Loren Range. His agility is a 4, and unfortunately, he rolls a 2. He needed to roll a total of 7 or higher to clear the falls, and as a result, he receives 1 wound, goes over the falls, and washes up down shore.

## ACTIONS VS. SKILL CHECKS

In some game locations, you can interact with the world through unique actions - for example, setting a cabin on fire or breaking into a bank vault. Where these actions are possible, a white or transparent Action Tab will appear describing the interaction and/or any equipment or Skill Checks required to perform it. If the tab has a white background, it requires 1 Ⓞ to attempt. If the tab has a transparent background, it requires no Ⓞ to attempt. If there is a Day Icon ☀ on the right side of the tab, that means the action can only be attempted once per Day Phase (pass or fail).



1 Ⓞ Action w/ limit



No Ⓞ Action w/ Item Req.

## WILL POWER

If you attempt any dice roll outside of combat and fail, you may immediately choose to spend 1 WIL ⓧ in order to re-roll a single die. Make sure to move your Will Power Cube on your Player Board whenever you use WIL ⓧ equal to the amount you have used. There is no limit on how much WIL ⓧ you can spend to re-roll dice on a single action. However, when your Will Power Cube reaches the far bottom slot on the Will Power Track, you cannot spend any more WIL ⓧ, and you immediately lose 1 VIG ❤.



You can keep track of your current Will Power level by using the Will Power Track on your player board. The bottom two slots of the Will Power track are red in color and signify “Low WIL ⓧ”. The middle slot is gray in color and signifies “Neutral WIL N”. The top slot is black in color and signifies the “Max WIL ⓧ”.

⚔ Only the Max WIL ⓧ can be spent to re-roll a die during combat.

Additionally, if there is an action that displays ⚔ and your WIL ⓧ is in the red, there is a -1 penalty to the dice roll equal to the number displayed next to the icon.

There are 2 ways to restore WIL ⓧ:

- 1. Reflection** – Players can spend 1 Ⓞ to execute the Reflection Action and increase their WIL ⓧ immediately by 1 (up to Max WIL ⓧ).
- 2. Sleep** – Sleeping in a Campsite or a Cabin will restore the amount of WIL ⓧ listed on that specific Campsite or Cabin.

## ITEMS & STORES

### USING AND EXHAUSTING ITEMS & COMBAT CARDS

At any time during your turn, you may use items such as Item Tokens, Herbs, and Combat Card’s Special Ability (“SPC”) at no Ⓞ cost. If the token or card displays a “Discard Icon ⓧ”, then it is discarded immediately after use. If it does not display that icon, then it is “Exhausted ⓧ” instead. These same rules apply while in combat, but only one item can be used per fight. When an Item Token or Combat Card is Exhausted, it is turned 90 degrees, set aside faceup, and cannot be used again until it is refitted during the “Sleep” Step of Night Phase.



Character Combat Card



Common Weapon - Gray



Rare Weapon - Blue



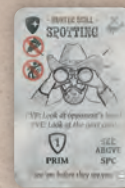
Legendary Weapon - Purple



Keepsake (ADV)



Mount Skill (ADV)



Hunter Skill (ADV)



Pursuit Combat Card (ADV)

All newly acquired Combat Cards from any source are added to your Combat Deck. You may look through your Combat Deck any time you are not in active combat, including when planning an Ambush (see *Ambush*, pg. 14), or when demonstrating to other players that you can satisfy an action’s requirements.

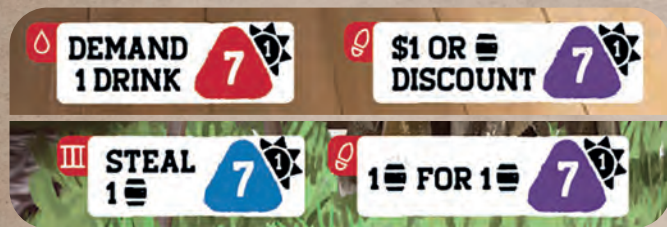
### BUYING, SELLING, AND INTERACTING WITH STORES

To interact with a store in town, all that is required is for your Character Mini to be inside the store. There is no Ⓞ requirement for making a purchase or sale. Although it has no Ⓞ cost, it is still considered an action so it cancels any previous actions that may have been in progress such as moving. Sometimes discounts may apply, but the purchase price can never drop below \$1. Once purchased or acquired, an item can always be sold to a vendor that stocks that type of item for half of its price, rounded down, unless a sale price is specified—like in the Trading Post.

When purchasing, if a stack of cards or tokens is facedown, you may draw 2 cards and choose which one to buy, and

return the other to the bottom of the deck (also known as “Sweeping”). If a stack of cards or tokens is faceup, you may only choose what is visible on top even if it is in a faceup stack—such as the Rider Tokens in the Saloon or the In-Stock Weapon Cards at the Gunsmith. However, Master Hunters have the Search Perk which allows them to look through faceup stacks before purchasing. In the case of stores like the Gunsmith, immediately replace any empty slots with a card or token from the top of the applicable deck after making a purchase.

All Store Tiles also have Interactions listed at the bottom center of the tile. Some of these interactions allow you to strike a bargain and get a discount, steal an item, or even make a demand. If they have the Day Icon on their right side, you can only attempt the action listed once per Day Phase (pass or fail).



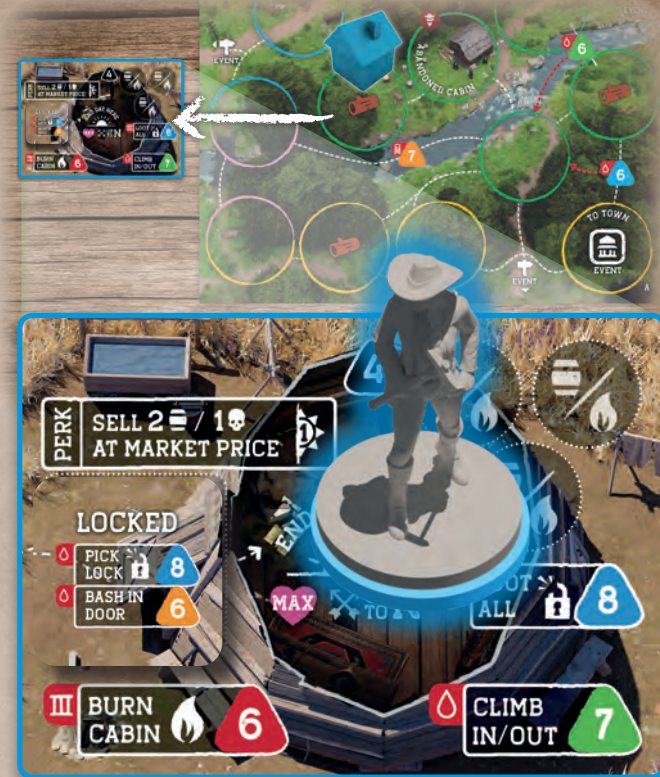
## BUILDING CABINS

Cabins can be built on the Frontier, and they act as hubs for their owners. Novice Loggers can only have one Cabin built at any time, while Journeymen may have 2, and Masters may have 3. They are hugely beneficial. Cabins offer 1 Notoriety for building, land dominance, automatic Resource generation, Vigor and Will Power restoration, and Shelter from Weather and Ranged Attacks. They also act as a new spawn point for the Cabin’s owner.

You can only construct a Cabin on an Acre that displays a Resource Icon—NOT a boxed Location Icon (see *Traveling Between Tiles*, pg 6)—and must spend 1 and 3 to build it. When the cost is spent, remove the Cabin Piece from your Player Board and place it in your current Acre. Next, place the Cabin Card to the side of the Terrain Tile in line with the Cabin Piece. Place your Character’s corresponding Door Tile on the card with the locked side facing up.

If the Cabin is destroyed at any point, the Cabin Piece and Cabin Card are returned to the owner’s Player Board.

While in the same Acre as your own Cabin and only during your turn, you may freely move between the Cabin Card and the Acre where it is located without using a movement action to do so. While a Cabin is locked, no other players besides the owner may enter. Other players cannot enter a Cabin until its door has been breached, unless they use the “Climb In/Out” action. If the door is breached at any point, any player may enter and exit the Cabin freely until the Door Tile is repaired. The “Climb In/Out” action requires



an Agility Check and allows you to bypass a locked Door Tile and enter another player’s Cabin while keeping the Door Tile intact (see *Breaching Cabins*, pg 19).

**Side Note:** During Combat, movement into and out of a Cabin is not free for any player, including the owner. A Combat Card must still be used for that movement.

While a Cabin exists, it allows the owner to dominate the Acre in which it is built. Other players cannot Endeavor there, and the Cabin will generate 1 of that Resource every Night Phase. The Cabin’s owner may still Endeavor in that Acre and choose to place their earnings in their own Cargo Catalogue or the Cabin’s Storage Spaces. When a Cabin’s Storage Spaces are full, no more Resources may be stored there until the owner returns and transfers the Resources into their Cargo Catalogue. Only the Cabin owner may ever ignore the “Loot All” action when taking resource from their Cabin’s Storage Spaces.

If any player ends their turn on a Cabin Card, then during that Night Phase, they receive the Vigor and Will Power restoration effects listed. It also allows them to ignore all Weather Effects (unless the Weather Effect specifies otherwise), and it offers Shelter from Ranged Attacks (see *Shelter*, pg 11). All cabin benefits (i.e. Vigor/Will Power restoration, Cabin Perk, Looting) can only be accessed from inside the Cabin. Lastly, when a Cabin owner loses all Vigor, they may choose to Release from either Jail or Doc Barber into the specified Acre in Town or to one of their Locked Cabins (see *Losing All Vigor*, pg 15).

# FIGHTING

There are two forms of fighting: Player vs Player (PvP), and Player vs Environment (PvE). PvP involves two players. PvE involves a player and Non-Player Characters (NPC) such as bandits, wolves, or bears to name a few. All fights are conducted using the fighters' Combat Decks.



Standard Gunman Wolfsbane Predator **Legendary Beast**

The fighter who initiates combat is called the Attacker, and their target is the Defender. These roles apply for the entirety of the fight. Starting a fight will be explained on pg 14, but there are a few things you must know first.

**Side Note:** if all players agree that they'd rather not fight, PvP fighting can be removed as an option and the game will still feel like a full experience.



## RANGE & LINE OF SIGHT

Acres are color-coded to determine what is visible from that space. Multiple Acres that share colors indicate a clear Line of Sight between those Acres. Acres that display multiple colors can see into and be seen by Acres of those same colors. If an Acre is white in color, then its Line of Sight is limited to all immediately adjacent and unobstructed Acres regardless of color. A trail between two Acres is obstructed if it displays an item requirement (see the Cave and the Yellow key Symbol on the Mountain Tile, for example). If an Acre is black in color, then it does not share Line of Sight with any adjacent Acres and is considered a Hidden Acre. Line of Sight does not carry over between separate Tiles.



To determine Range, begin in the Acre you currently occupy and count the number of Acres from where you are to your target. Acres can only be counted if they have connecting pathways and are within Line of Sight. Targeting a Cabin Piece is the same as targeting another player. If you are within the same Acre as a Cabin Piece, the Range equals 0, but targeting a player inside the structure while the Attacker is immediately outside the structure counts as a Range of 1.



## SHELTER & HIDDEN ACRES

Some Hidden Acres require a Sneak Check to enter, like the one on the right side of the diagram below. You may enter a Hidden Acre with a Sneak Check but must attempt the check upon entering. If you succeed, you may stay in the Acre or continue a previous movement action. If you fail, you may stay in the Acre but receive 1 wound and your movement is stopped.



Both Hidden Acres (dotted black) and Shelter (Acres with a Skill Check on the outline) allow you to ignore the effects of weather. Hidden acres prevent other players from using Long-Range Weapons against you, but Shelter requires you to make a Shelter Roll in order to potentially block damage from a Long-Range Weapon. If another player uses a Long-Range Weapon to attack into an Acre that provides Shelter, the player inside rolls the # listed to prevent the damage from occurring.



## COMBAT CARD BREAKDOWN

- A CARD ICON:** Displays the type of Action associated with the card.
- B CANCELLATION ICON:** Displays which other cards are canceled when the card is played. If the card icon of an opponent's card matches your own cancellation icon, then the opponent's card is canceled and has no effect during that engagement. Cancellation applies regardless of the card's Range.
- C CHARACTER AND ACTION TITLE:** The name at the top details which player or NPC the card belongs to. The action title further specifies the action associated with the card. Weapon Cards do not display a name at the top as they can be purchased or acquired by anyone.
- D NO LOOT SYMBOL:** If this symbol is displayed, then the item or card displaying it cannot be looted by other players at any point.
- E RANGE (RNG):** The number inside the crosshairs defines the Range of the action to which it is tied. If the number of Acres to the target does not fall within the Range listed on the card, then you cannot use that action. If there is no Range listed, then the Primary Action(s) apply at all Ranges.
- F PRIMARY ACTION (PRIM):** The PRIM is a card's Primary Action. There can be multiple Primary Actions: PRIM1, PRIM2, etc. Some advanced actions and weapons require that you attempt a Skill Check to determine if that action succeeds. If this Skill Check is failed, it just cancels the action it is tied to. It does not damage you or cancel any other actions on the card.
- G AND /OR SYMBOLS:** If the Actions on a card are separated by a slash, then you must choose which action to use, never both. If the actions are separated by a plus symbol, then you may choose to use either



of the actions or both. These actions can be done in any order or even simultaneously.

- H SPECIAL (SPC):** The Special Action, or SPC, is displayed if the card has a special ability. When this space is blank, then the card has no special ability (see *Special Actions*, pg 14). The SPC may only be executed if you are within any of the Ranges listed on the card. If there is no Range listed, then the Special Action applies at all Ranges. Using a card's SPC will Exhaust that card.
- I ADDITIONAL TEXT:** Some cards have additional text listed above the Action Icons at the bottom. The additional text will occasionally start with the word **Immediate** or **Interrupt**. Immediate means the card is always executed first regardless of Attacker or Defender roles. Interrupt means the card is played after both cards have been flipped. If the SPC states "See Above" then the Additional Text is the card's Special Action and will Exhaust the card if used.

**Not Shown:** All Combat Cards (including Weapons and Skill Cards) have an Alternate Action or "ALT" of Move 1. You may always choose to take either the Primary Action(s) listed or the Alternate Action but never both.

## COMBAT CARD ICON LIST

- Brawl:** This Action cancels Tackle.
- Block:** This Action cancels Brawl.
- Tackle:** This Action cancels Block.
- Melee:** This Action cancels a variety of other Actions.
- Gun:** This Action cancels a variety of other Actions.
- Companion:** This action cancels Evade.
- Throwable:** This action cancels Evade.
- Evade:** This action cancels Gun.
- Damage:** This Action inflicts damage to the target equal to the number listed inside the icon. This icon is often paired with a Skill Check.
- Block:** This Action prevents damage to the card user equal to the number listed inside the icon. Block prevents damage regardless of which order the actions were executed.
- Move:** This Action allows the player to move Acres equal to the number listed inside the icon.
- Heal:** This Action allows the player to restore Vigor equal to the number listed inside the icon.
- Key:** This action allows you to use certain Trails that are otherwise off limits. The color of the Key on the card and on the Trail must match.
- Fire Starter:** This action allows you to set Cabins on fire and start Wildfires.
- Entry Tool:** This action allows you to break open locks.
- Douse:** This icon is not required to douse fires but will show if an item can buff dousing rolls.

## ENGAGEMENTS: HOW TO FIGHT

To start the fight, the Attacker must be within the same Acre as their target and spend 1 Ⓢ to start the fight. Attackers may only start a fight from one or more spaces away if they have a Ranged Weapon which will be explained later (see *Ambush to the right*).

**Note:** Once the fight begins, no Ⓢ can be used during the fight. Only Combat Cards and Items may be used for all actions during combat.

At the beginning of the fight, the Attacker and Defender shuffle their Combat Cards, place their decks facedown in front of them, and then draw 4 cards into their hand. The fight then proceeds as a series of Engagements, each one consisting of the following 4 steps:

- 1 Both players play one card from their hand facedown on the table and then reveal them simultaneously.**

All card flips following the first Engagement should be placed directly on top of that player's previously played cards, creating two separate piles on the table, one for the Attacker and one for the Defender.

- 2 Combat Cards are read from top to bottom then left to right.**

Both combatants first compare their own card's Cancellation Icons to the Action Icons of their target's card. If one card is canceled by the other, it remains on the table but has no effect. Cards can cancel each other regardless of Range.

- 3 The effects of cards that have not been canceled are then executed.**

The Attacker's effects are always executed first, followed by the Defender's—unless the card states otherwise (see *Additional Text*, pg 13).

When deciding how you would like to use your selected card for that Engagement, your choices are the card's PRIM(s), ALT, and SPC. You may never use a PRIM and an ALT together. The SPC may always be used on its own or in combination with the PRIM.

If the opponent is not within Range, only the Alternate Action of Move 1 can be used. If conditions change for any reason and a player or their opponent moves within Range after the card is played but the effects have not yet been executed, they may then use the Primary Action or the SPC. Doing nothing is always an option as well.

If a player loses all their Vigor before their card's effects are executed, then the fight ends and their card does not go into effect.

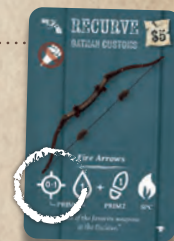
- 4 After the card effects are executed, both players draw back up to 4 cards. If at any point a player cannot draw up to 4, they must Refresh their deck (see *Refresh*, pg 15).**

## ENDING A FIGHT

Fights will continue until one combatant's Vigor reaches zero, one combatant breaks Line of Sight, or all combatants agree to end the fight. Line of Sight can be broken by traveling from one Tile to another. See *Losing All Vigor* on pg 14 for more information on the aftermath of a fight.

## AMBUSH

To Ambush your target and start a fight from a distance, you must have a Combat Card with a Range greater than 0. Once within the Range listed on the card, place the card faceup on the table, spend 1 Ⓢ and Exhaust ♣ the Ranged Weapon to initiate the Ambush. The Defender does not get to play a card until the Ambush card is resolved. Combat will continue normally from the second card onward.



## SPECIAL ACTIONS

Special Actions, or SPC, can be used in or out of combat at no Ⓢ cost. To use a Combat Card's SPC in combat, the card must be played normally, then you may choose to use the SPC either in combination with the PRIM or on its own. The SPC may only be executed if you are within any of the Ranges listed on the card. If there is a Range listed on the card, it applies to the SPC as well. Whenever an SPC is used, the card is Exhausted ♣ until that Night Phase. If the SPC states "See Above", then the Additional Text is the card's Special Action and the card is Exhausted when the Additional Text is used. When an item is Exhausted, it is turned 90 degrees, set aside faceup, and cannot be used again until it is refitted during Step 5 of the Night Phase — Sleep. Some SPCs are tied to the success of the PRIM (see *Hannah's Push Kick card on pg 12*), but that does not mean you have to use it if the PRIM is successful. It is always an option.

If an Icon in the SPC Slot contains a positive or negative number, that number acts as a modifier for any dice rolls relating to that activity. For example, an Entry Tool Icon with a +1 would increase all Breach rolls using that item by 1. The modifier only applies to the Special Action, not any other actions on the card.



## REFRESH

As mentioned in Step 4 of Engagements, and as seen on Block cards, the Refresh SPC allows you to reset your deck during a fight. First, you choose to keep any number of cards currently in your hand and set them aside. Then, whichever cards you did not keep are shuffled back in with all other Combat Cards (Combat Deck and Discard Pile). Lastly, you draw back up to 4 cards from your now reset deck and continue fighting. If a Block card's Refresh SPC is used, then that Block card is Exhausted.

## LOSING ALL VIGOR

Death is so final for the other Citizens of Bantam, but not for you. For some reason, the Deadly Strangers just keep coming back...

When you lose all Vigor, you faint and your Vigor Cube is removed from your Player Board. You cannot take any actions other than the Release Action (*see below*) until your Vigor is restored. When you faint, you immediately resolve either Loss (PvE) or Looting (PvP), then move to Doc Barber or Jail depending on the actions you were taking when you fainted.

### LOSS (PVE)

If you faint for any reason other than a PvP fight, you immediately drop all Resources and Heads (also known as "Loss") and place them in your current Acre. After experiencing Loss, move to Jail if you fainted while committing a crime - otherwise, move to Doc Barber for any other reason.

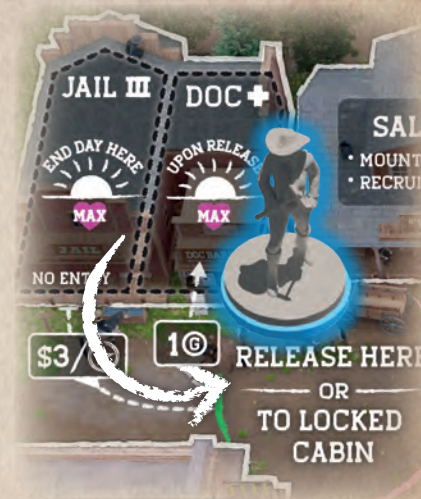
Doc Barber allows you to spend 1 Ⓞ to heal to Max Vigor and Release. You may take the Doc Barber Release action in the same turn you lost all Vigor if you have enough Ⓞ remaining.

If you faint while committing a crime, you experience Loss then move to Jail. Crimes consist of:

- Trespassing in another player's Cabin
- Looting another player's Cabin (upon failure)
- Burning another player's Cabin (upon failure)
- Being an active Fire-Raiser
- Stealing from the Trading Post
- Looting the Bank Vault
- Performing a Bank Heist (only in Masters of Chaos)

Unlike how Doc Barber restores Vigor upon release, Jail does not restore Vigor until that Night Phase. At the start of the turn following your arrest, you must pay the \$3 Bail to Release. Any form of payment is accepted, (i.e. Resources, Common Weapons, Heads, etc), and the Jail does not give you change if you pay with something more valuable than \$3. In the Advanced Game Modes, you may pull from the cash on your Bank Note to pay Bail as well. If you cannot pay the \$3 Bail, then you must lose 1 Notoriety to accept a loan from the Bank, use \$3 from the Supply, then Release.

Whether you are Releasing from Doc or Jail, you may Release into the connected Acre marked "Release Here" or you may Release directly to one of your Cabins but only if the Door Token is locked. If the Door Tile is unlocked, Release to Cabin is not permitted until the Door Tile is fixed.



### LOOTING (PVP)

When you defeat another player during a PvP fight, the defeated player does not drop their Resources and Heads before moving to Doc Barber or Jail. Instead, the winner may choose from one of the following options:

- Take up to as many of their Resources Ⓜ and Gems Ⓢ as you can fit
- Take up to \$10 of their cash
- Take a single Item or Head that does not display the "No Loot Symbol" ✖
- Look through their Combat Deck and take one card that does not display the "No Loot Symbol" ✖
- Take 1 Rider Token (must pass the Persuasion Check)
- Take 1 Mount Card (must pass the Persuasion Check)
- Send them to Jail and receive their Bail money... or 1 Notoriety Point if they can't pay their Bail.

If a Persuasion Check is failed or you choose to look at their Combat Deck and do not find anything to loot, you may not go back and choose another option from the list.

# ENEMY NPCs & PVE ENGAGEMENTS

## ENEMY TOKENS (ENEMY NPCs)

Enemy Tokens, or NPCs (Non-Player Characters), create more opportunities but also pose a threat to those who are willing to face them. The front side of the token displays the enemy's stats. The backside of the token displays the loot earned immediately upon defeating it and the dollar value of the Head when sold at the Trading Post or mounted at the Saloon. The backside of the token is only revealed when the enemy is defeated and should be kept facedown when shuffling and placing the tokens during setup.

Side note: Since the miniatures do not have stats on them, if you use any miniatures in place of the tokens, keep a faceup token for each enemy mini near the board to reference their stats. When the enemy is defeated, discard the mini and take the top token from the stack (if there are multiple of the same type).

The stats displayed on the tokens are:

- A Range:** Determines enemy aggression and behavior (see *Enemy Attacks*, pg 17).
- B Vigor:** The NPC's health. When a player deals damage equal to the Vigor amount listed, the NPC is defeated.
- C Skill Levels:** NPCs can have varying skill levels. The skill level is displayed by the number inside the skill's icon.
- D Sneak Check:** Every NPC has a Sneak Check displayed on their token. You can roll this at the end of your turn to prevent them from attacking you (see *Stealth*, below).
- E Loot Amount (on reverse side):** Displays the Resources, Weapons, or Cash that is received immediately when the enemy is defeated.
- F Dollar Value (on reverse side):** Displays the dollar value when selling at the Trading Post or mounting at the Saloon.



## FIGHTING ENEMY NPCs (PVE ENGAGEMENTS)

The only difference between PvP and PvE engagements is that the player is fighting against an NPC's Combat Deck rather than another player. The background of the Enemy Tokens for each NPC displays a color that matches the back of its corresponding Combat Deck. Designate another person at the table to control the NPC Combat Deck (in a single-player game, the player controls both decks).

The NPC's Combat Deck is shuffled and laid facedown on the table. The player lays one of their own cards faceup, and the top card from the NPC's Combat Deck is placed faceup alongside it so they are side by side. The remainder of each Engagement is executed in the same manner as a PvP Engagement.

When acting on behalf of the NPC, there are a few rules that you need to remember:

- If the Enemy NPC is not within the Range of their Primary Action, they will use the card's Alternate Action of Move 1.
- If the NPC is using their Alternate Action of Move 1, then they will always pursue and move closer to their target along the path of least resistance while maintaining Line of Sight.
- Every time an NPC receives damage, a Wound Token (see right) is placed in the Acre near where the Enemy Token is currently. When the number of Wound Tokens for that specific NPC equals their Vigor, they are defeated. When an Enemy NPC is defeated, the winning player takes the NPC Token, flips it, and receives the loot listed on the left side. They then place the head in the Head Slot on their Cargo Catalogue.
- If an NPC defeats a player and survives, any wounds sustained by the NPC during the fight stay on the board and apply to future fights. However, during the "Restore" step of the Night Phase, one Wound Token from each NPC is removed from the board.
- Whenever an Enemy Combat Card is played that involves a Skill Check or the NPC must attempt a Skill Check to pursue a player, the designated person handling the NPC Combat Deck will roll on behalf of the NPC, referencing the Skill Level listed on the Enemy Token. If the NPC encounters a Skill Check while pursuing a player (i.e. Agility Check over a hazard), then the NPC will attempt that check only if the Skill required for the check is shown on their token. If a Skill is not shown, then that Enemy does not have that skill, they cannot pursue the player, and the fight ends.



## ENEMY ATTACKS

During the Day, Enemy NPCs keep to themselves. However, if you end your turn within the Range listed on an Enemy Token and Line of Sight applies, the NPC initiates a fight with you immediately and the NPC takes the role of Attacker - unless you can pass the enemy's Sneak Check (see Stealth, below). Enemies will only attack you at the end of your turn. If you end up within range of an Enemy Attack for any reason while it is not your turn (i.e. Event Card effects, fight with another player, etc.), they do not attack you.



If an Enemy Token displays a “Standard Range Symbol”, that NPC will attack you if you end your turn within the the Range listed (and while Line of Sight applies).



If an Enemy Token displays a red “Aggressive Range Symbol”, that NPC will attack you immediately upon entering the Range listed (and while Line of Sight applies.)



If an Enemy Token displays a “Neutral Range Symbol”, that NPC will not fight unless attacked or triggered by a specific event.

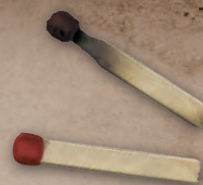
If you end your turn within the Range listed on multiple Enemy Tokens and within their Line of Sight, only the closest Enemy will attack you. In the rare case that multiple enemies are of equal distance and within Line of Sight, then roll a die for each enemy and only the highest roll will attack. If enemies roll the same value, continue to roll until one die roll is highest in value.

## STEALTH

At any point while you are within Range and Line of Sight of an Enemy Token, you may choose to roll the Sneak Check listed in the top left of the Enemy Token to prevent the Enemy Attack. Some Enemy Tokens display a Sneak Check (different from a Sneak Skill Level) in the top left of the token. If you succeed, then the enemy is unaware of your presence until the beginning of your next turn, and you could even sleep in the same Acre as them. If you fail or choose not to attempt the Sneak Check, then the enemy immediately attacks you. Neutral Enemy Tokens that do not display a Sneak Check will not fight unless attacked or triggered by a specific event. Aggressive or Standard Enemy Tokens that do not display a Sneak Check cannot be sneaked past.

# ARSON

## STARTING FIRES



To start a fire, you must have a Weapon or an Item that displays a **Fire Starting Icon** in its SPC Slot — aka a “Fire Starter”. You may spend no **☉** to **Exhaust** that card to place one Fire Token anywhere within the Range listed on the card and within your Line of Sight. The person who started the fire is referred to as a “**Fire-Raiser**” and is responsible for that particular fire. If a Fire-Raiser loses all Vigor while they have one or more active fires, the fires remain, but they are sent to jail for having committed a crime (see *Loss*, pg 15). If any players or NPCs are in an Acre or Cabin where a Fire Token is placed, they immediately suffer 1 Wound. **Only during your turn may you Interact with a fire when it is initially lit, and have a chance to avoid taking the initial Wound** (see *Interacting With Fires*, below). **Note:** While Fire Tokens are in place, they cancel any restoration effects or Endeavor opportunities listed in their location.

Setting Cabins on fire and starting Town Fires require their listed Malice Checks to be passed in addition to Exhausting a Fire Starter. Wildfires do not require a Malice Check unless the Terrain Tile specifies. Remember, when targeting a Cabin Piece (and not a player inside the Cabin), the Range between you and the Cabin Piece is measured like normal. You may use multiple Fire Starters to add additional Fire Tokens to an already existing fire, but each Fire Starter must be exhausted and if a Malice Check is required, it must be attempted each time.

**Note:** If there are designated slots for Fire Tokens (i.e. Cabins), then tokens may only be placed in those slots, not in the Acre itself. Anytime a Fire Token is placed in an Acre or slot containing Tokens, Cash, or Items, the contents of that location are destroyed and returned to the Supply.

**STARTING A CABIN FIRE:** after meeting or exceeding the Malice Check listed on a targeted Cabin Card, the Cabin Card is set on fire. While a Cabin is on fire, all players may still interact with it and all Cabin Door rules still apply—however, fires do cancel any restoration effects and Endeavor opportunities.

**STARTING A WILDFIRE:** while on any Terrain Tile (other than the Mountains), you can Exhaust a Fire Starter to place a Fire Token directly into the Acre you are targeting. While an Acre is on fire, any restoration effects and Endeavor opportunities listed are canceled.

**STARTING A TOWN FIRE:** after meeting or exceeding the Malice Check of 8 listed on the Town Tile, a Town Fire is started. If a Fire Token is ever placed in a Store, the Store is closed and no players may interact with it in any way besides entering and exiting until the fire burns out or is doused.



## FIRES SPREADING

During the “Fires Spread” step of the Night Phase, first, all fires with no Acres to which they can spread are considered “Burned Out” or “Burned Down” and removed. Then, each of the Fire-Raisers at the table with active fires choose only one of their Fires (even if they have more than one) to spread by a single Fire Token. Each Acre can only ever have 1 Fire Token in it unless there are designated slots for Fire Tokens (i.e. Cabin Cards).

Each individual fire can only exist in a single Line of Sight—they can never spread from one colored Acre to a different color. If a fire is started in a multi-colored or white-colored Acre (i.e. a Cabin Card), then the Fire-Raiser must choose the color to which it will spread. Fires can spread into a white-colored Acre as long as it is adjacent to the fire’s current color. Fires cannot exist in black-colored Acres—aka Hidden Acres.

Here are two special cases of fire-spreading...

**WILDFIRE SPREADING INTO A CABIN:** A Wildfire can start a Cabin Fire once it has a Fire Token in the same Acre as the Cabin AND the Wildfire’s Intensity meets or exceeds the “Burn Cabin” Malice Check on the Cabin Card (see *Fire Intensity*, below). During the next ‘Fires Spread’ step of the Night Phase AFTER those conditions are met, the Fire-Raiser can now choose each Night Phase to add a single Fire Token to either the Wildfire portion or the Cabin Fire portion of the fire, but never more than one token per Night Phase. The Cabin Fire counts as a continuation of the Wildfire.

**CABIN BURNING DOWN AND SPREADING TO WILDFIRE:** Once all slots on Cabin Cards are filled with Fire Tokens, during the ‘Fires Spread’ step of the next Night Phase, the Cabin is burned down, and the Fire-Raiser receives 1 **Notoriety** (☆). *Note:* no Notoriety is received if the Fire Raiser burns down their own Cabin. When a Cabin is burned down, the Cabin’s owner returns the Cabin Card and Cabin Piece to their Player Board, thus losing 1 **Notoriety** (☆) AND starts a Wildfire in the Acre where the Cabin once existed. The returned Cabin may be built again. If any players or NPCs are in a Cabin when it is burned down, they lose all Vigor ☠.

## FIRE INTENSITY

As a fire grows in size, so too does its “**Fire Intensity**”. Fire Intensity is a rating given to every fire—whether it be a Cabin Fire or Wildfire—that is equal to its current size. Fire Intensity determines the Skill Check difficulty of any player interacting with it and whether a fire has enough power to spread into a Cabin.

## CALCULATING FIRE INTENSITY

To calculate the Fire Intensity of any fire at any time, locate which of its Fire Tokens were first placed on the board and observe the difficulty of its Skill Check. Increase the Skill Check listed by +1 for every other Fire Token that is connected to the original token and within Line of Sight. The resulting number is the Fire Intensity for that specific fire. **Keep in mind: a single fire can never have more than one Line of Sight.**



## INTERACTING WITH FIRES

When you enter an Acre—or start your turn in an Acre—containing a Fire Token, you must interact with the fire (see *No © Actions*, pg 5). If you choose not to interact, suffer 1 Wound due to smoke inhalation. The difficulty of ANY Skill Check related to that fire is equal to its Fire Intensity. As indicated by the colors on the Skill Check, you can interact with the fire using 1) Malice to Douse it, 2) Agility to Navigate through it, or 3) Persuasion to befriend it. You may not interact with a fire unless you are on an Acre containing one of its Fire Tokens.

**1. TO “DOUSE THE FIRE 🔥☠”** and remove all of that fire’s tokens from the board (including all Wildfire and Cabin Fire Tokens if they are combined), you must meet or exceed a Malice Check equal to its Fire Intensity.

**2. TO “NAVIGATE THE FIRE 🌿”** and move your character from one side of the fire to the other—or anywhere between—you must meet or exceed an Agility Check equal to its Fire Intensity.

**3. TO “BEFRIEND THE FIRE 🍷”**, calm its spirits, and receive no Wounds from the fire until the beginning of your next turn, you must meet or exceed the Fire Intensity with a Persuasion Check.

# BREACHING CABINS

As long as a Cabin owned by another player is locked, it is only accessible to its owner. All the benefits held inside are unavailable to other players unless they can Climb In or Breach the Door Tile. The least intrusive way to enter the Cabin is to succeed the Agility Check tied to the Climb In Action. If you make it into another player's Cabin while the Door Tile is still locked, then you must attempt the Agility Check again to Climb Out.

If you'd like a more permanent solution than Climbing In, then you can Breach the Door Tile by either Picking the Lock or Bashing the Door. To Pick the Lock, you must have a Weapon or an Item that displays an Entry Tool Icon in its SPC slot, be within the Range listed on the Entry Tool, and succeed the Sneak Check listed. If you choose to Bash the Door instead, you must be in the same Acre as the Cabin and succeed the Strength Check listed. When you succeed either Skill Check, flip the Door Tile over. The Cabin is now unlocked.



Locked



Unlocked

When a Cabin is unlocked, all players may freely move between the Cabin Card and the Acre where it is located (without using a movement action to do so) and access all of its abilities—however, Resources stored on the Cabin Card are still secured and must be Looted by other players. Also, all players may now Endeavour in that Acre, not just the Cabin's owner. The Cabin's owner cannot Release to the Cabin from Doc Barber until the Door Tile is fixed. To fix a Door Tile, you must be in the same Acre as the Cabin or inside it, spend 1 Ⓞ and discard 1 🗡️, then flip the Tile back to the Locked side. Any player may fix any Door Tile, not just the Cabin's owner.

The role of Attacker is given to the player who achieved winning conditions first. The fight then begins and continues until one player is left standing. To understand how to fight, refer to Fighting, pg 11. If you move out of Line of Sight at any point during the fight, you automatically forfeit, and the opposing player wins.

## END OF INTRODUCTORY INSTRUCTIONS

The introductory instructions for Game Mode "Warm Welcome" are now complete.

Keep the Reference Cards and Rulebook on hand, and refer to the FAQ, Glossary, and Index in the *Advanced Technical Manual* should any questions arise while playing.

Our development team at Bantam Planet would like to wish you good luck and good fortune on your journey through the wild world of Bantam West!

**...now it is time to begin!**

## TIEBREAKER - SALOON BRAWL

If more than one player achieves a winning score before the end of the same Day Phase, then those players must execute a tie-breaking fight called a Saloon Brawl at the end of that Day Phase.

In the rare case that more than 2 players are tied, all tied players roll a single die, and the lowest roll is no longer eligible to break the tie. Tied players repeat this until there are only 2 players left. The 2 remaining players then restore to Max Vigor and move their Player Minis to the Saloon.

### Words to the Wise...

- The frontier is an unforgiving place... everything here is earned.
- When in doubt, check your list.
- Diversify your wealth...don't bet it all on black.
- There's a hidden comfort in the path less traveled.
- If someone has taken everything from you, choose a different path and try again.

# EVENT REFERENCE

## #1. Abandoned Cabin

1. Take \$5
2. +1 Malice
3. Gain max Will Power

## #2. Ambush

1. Move 2 Acres
2. 1 - 2 = Lose 2 Vigor  
3 - 4 = Lose 1 Vigor and gain max Will Power  
5 - 6 = Earn 1 ⚔ & keep this card facedown
3. Discard All 🗑

## #3. Angry Mob

1. Take \$3
2. A Player of your choice loses 1 Vigor
3. Earn 1 ⚔ & keep this card facedown

## #5. Bag o' Jewels

1. Take 2x ♠
2. Earn 1 ⚔ & keep this card facedown
3. +1 Malice

## #6. Bank Heist

1. Earn 1 ⚔ & keep this card facedown
2. 1 - 2 = Lose 1 Vigor  
3 - 4 = Take \$3  
5 - 6 = Take \$5 and 1x 🗑
3. Move Player Mini to Vault and take \$3

## #7. Broken Leg

- 1 - 2 = Return your Mount to the Stables or lose 1 Vigor if you do not have a Mount
- 3 - 4 = -1 Speed until 🐾
- 5 - 6 = Get up and dust yourself off

## #8. Buffalo Stomped

1. Take 2x 🍖
2. Take 2x 🌟
3. Move 2 Acres

## #9. Cholera

- 1 - 2 = -2👤 for next 🦠
- 3+ = You remain healthy

## #10. Cult of Nether

1. Shuffle this card back into the top 5 cards of the Event Deck
2. 1 - 2 = Lose 2 Vigor  
3 - 5 = Earn 1 ⚔ & keep this card facedown  
6 = Earn 1 ⚔, take \$3, & keep this card facedown
3. +1 to any Skill

## #11. Cultist Lair

1. 1 - 2 = Spend 1👤  
3 - 4 = Take 1x ♠  
5 - 6 = Take 1x 🗑
2. Gain max Will Power
3. Move 2 Acres

## #12. Dead Drop

1. Take \$5
2. +1 Sneak
3. Restore 1👤

## #13. Dethelm Marshals

1. Gain max Will Power
2. Earn 1 ⚔ & keep this card facedown
3. Gain 1 Rider or 1x 🗑

## #14. Devoted Fan

1. Gain 1 Rider or 1x 🗑
2. Take \$2 and 2x 🗑
3. +1 to any Skill

## #15. Drunk Vagabond

1. Move 1 Acre and restore max Vigor
2. Gain max Will Power
3. Take \$2

## #16. Eastern Cottontail

1. Keep this card.
2. 1 - 2 = Shuffle this card back into the top 5 cards of the Event Deck  
3+ = Keep this card
3. Gain max Will Power and shuffle this card back into the top 5 cards of the Event Deck

## #17. Escaped Convict

1. Gain 1 Rider or keep this card faceup, earn 1 ⚔, and see Bonus
2. Keep this card and see Bonus
3. Earn 1 ⚔, take \$3, & keep this card facedown

## #19. Gangrene

- 1 - 3 = Keep this card faceup and see Bonus
- 4 - 6 = Discard this card

## #20. Hanging at the Gallows

1. Gain 1 Rider or 1x 🗑
2. Take 1x 🗑
3. +1 to any Skill

## #21. Highwaymen

1. Gain max Will Power
2. Bandits ignore you for the rest of the game
3. Take \$3

## #22. Immolation

1. Gain 1 Rider or 1x 🗑
2. Earn 1 ⚔ & keep this card facedown
3. +1 Malice

## #24. It Took My Baby!

1. Restore max Vigor and Will Power
2. Earn 1 ⚔ & keep this card facedown
3. +1 Strength

## #26. Lucky Penny

1. Take \$1 and gain max Will Power
2. Restore 1👤
3. +1 Persuasion

## #27. Made Men of Midland

1. Choose 1 Cabin to set on fire
2. Take \$3
3. Take 1x 🗑
4. Take 3x 🗑

**#28. Mama Bear!**

1. Take 2x 🍷
2. Keep this card faceup and see Bonus
3. Keep this card facedown & Grizzlies ignore you for the rest of the game

**#29. Mangy Stray**

1. Keep this card faceup and see Bonus
2. Keep this card faceup and see Bonus
3. Gain max Will Power and shuffle this card back into the top 5 cards of the Event Deck

**#31. Mustang**

1. Take the top card of the Mount Deck
2. Take \$4
3. Gain max Will Power and shuffle this card back into the top 5 cards of the Event Deck

**#32. Natural Talent**

1. Everyone at the table takes 1x 🍷 of their choosing
2. Take 3x 🍷 of your choosing
3. Level up an Endeavor of your choosing one time

**#33. One Rough Night**

- 1 = You were reckless and ended up in Jail  
 2 - 5 = -1🍷 for next 🍷 only, but choose a Drink from the Saloon Menu to have  
 6 = You showed some self control and cut it off after only one drink. Choose a Drink from the Saloon Menu to have

**#35. Ronym's Blessing**

1. Gain max Vigor and Will Power
2. Take \$3 or 2x 🍷
3. The crowd disperses. Discard this card

**#36. Saloon Brawl**

1. 1 - 4 = Lose 1 Vigor and gain max Will Power  
 5 - 6 = Earn 1🍷 and keep this card facedown
2. Take \$3
3. Choose a Drink from the Saloon Menu to have

**#37. Silent Song**

1. Gain 1 Rider
2. Gain 1 Rider.
3. Choose a Drink from the Saloon Menu to have

**#38. Sinking Rancho**

1. Gain 1 Rider
2. Take 1x 🍷 and 2x 🍷
3. Take the top card of the Mount Deck

**#39. Skelton's Map**

1. Take \$3
2. Take the top card from the Weapon Rack
3. +1 to any Skill

**#40. Snake Pit**

1. Earn 1🍷 and keep this card facedown
2. Keep this card faceup
3. Gain max Will Power

**#42. Sunken Treasure**

1. Take the top card from the Weapon Rack
2. Take the top card from the Weapon Rack
3. Take \$3 from the Supply and hand this card to another player

**#43. Surgeon's Apprentice**

1. Restore max Vigor and Will Power
2. Increase your max Vigor Stat by 1
3. Restore 1 Vigor

**#44. Thief In The Night**

1. Lose 1 Vigor but keep your items
2. 1 - 2 = Discard 1 of each: Resource, Head, Cash  
 3 - 4 = Discard all Resources  
 5 - 6 = Bandits ignore you for the rest of the game
3. Earn 1🍷 and keep this card facedown

**#46. Town Games**

1. Take 2x 🍷
2. Take 1x 🍷
3. Take 1x 🍷
4. Take \$2

**#47. Wagon Wheel**

1. +1 Strength
2. Earn 1🍷 and keep this card facedown
3. Restore 1🍷

**#49. War Relic**

1. Take the top card from the Weapon Rack
2. +1 Agility
3. Restore 1🍷

**#50. White-tailed Buck**

1. Keep this card and see Bonus
2. 1 - 3 = Shuffle this card back into the top 5 cards of the Event Deck.  
 4+ = Keep this card.
3. Gain max Will Power and shuffle this card back into the top 5 cards of the Event Deck.

**#51. Wild Boar**

1. Keep this card and see Bonus.
2. 1 - 2 = Shuffle this card back into the top 5 cards of the Event Deck.  
 3+ = Keep this card.
3. Gain max Will Power and shuffle this card back into the top 5 cards of the Event Deck.

**#53. Wilfred the Counterfeit**

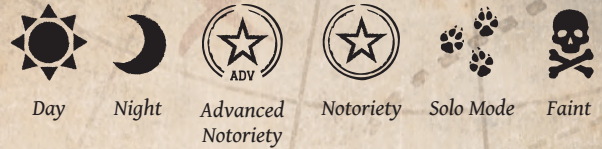
1. Gain max Will Power.
2. Keep this card faceup and see Bonus
3. Earn 1🍷 and keep this card facedown

**#54. Wolf Pack**

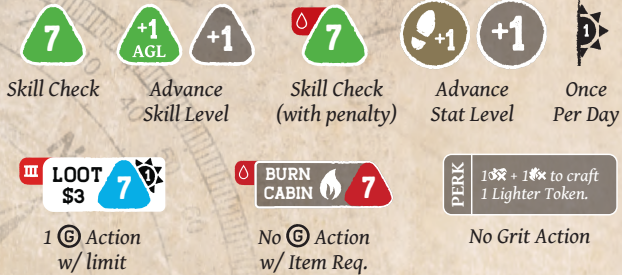
1. Restore 1🍷
2. Keep this card faceup and see Bonus
3. Wolves ignore you for the rest of the game

# ICONOGRAPHY

## GLOBAL



## SKILL CHECKS & ACTIONS

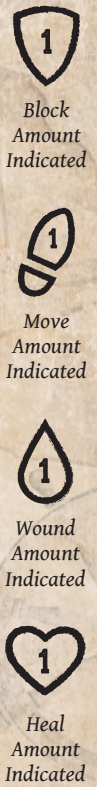


## COMBAT, WEAPON, ITEM & MOUNT CARDS

### CARD ICONS



### COMBAT ACTIONS



### STORES



### ITEM ATTRIBUTES



All Gallow Springs Store Icons are white in color

## CHARACTER CARDS & PLAYER BOARDS

### SKILLS



### CHARACTER CLASSES

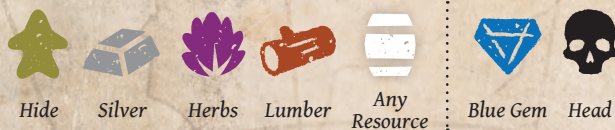


### STATS



## TERRAIN & TOWN TILES

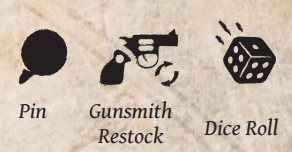
### RESOURCES



### LOCATION ATTRIBUTES



### CALENDAR & EVENTS



### ENEMIES

