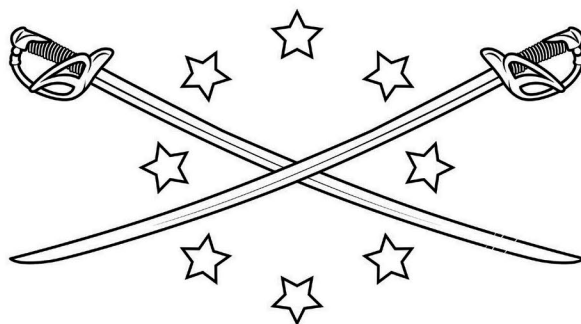


BW



ADVANCED

TECHNICAL MANUAL

CONSISTING PRINCIPALLY OF CHAPTERS COVERING
ADVANCED GAME MODES, SETUP, AND MECHANICS

ATM NO. 01
MARCH, 276 A.H.



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Bantam West offers various game modes to allow for new players to acclimate to the more advanced aspects of the game and for veteran players to seek new challenges. The Standard Field Manual (SFM) contains the ruleset for Game Mode #1, while this Advanced Technical Manual (ATM) contains the additional rules for Game Modes #2, 3, 4, and 5.

This ATM is to be read after Game Mode #1 – “Warm Welcome” – has been played once or twice and all players have a solid grasp of the core ruleset. If you have not played that yet, please refer to the SFM and read that before returning to this manual.

Game Modes #1, 2, and 3 are to be played in order as each game mode builds on the rules of the previous mode and introduces new rules and modules. Game Mode #4 is a 2 Player Variant and #5 is a Solo Variant. The rules included in #1, 2, and 3 must be learned before playing #4 or 5.

For the table setup of all Game Modes, refer to Side B of the matching Game Mode Card.

There is a thematic intro at the end of the ruleset for each Game Mode. Once the game has been set up and all rules have been learned, the “Setting the Stage” section for that Game Mode can be read aloud immediately before playing. This helps set the tone of the game.

At the end of this manual, there is a set of guidelines for creating your own Game Modes. The modularity of all components in Bantam West was designed with player creativity in mind. Once you understand this world and the rules that govern it, it’s time for you to make it your own!

LIST OF ADVANCED RULES

GAME MODES

Shadow Governors - ■

Masters of Chaos - ●

Stranger’s Duel (2P) - ★

Hunter’s Expedition (Solo) - ▲

Varied To-Do List - ■, ●, ★, ▲

Bank Note - ■, ●, ★, ▲

Cabin & Endeavor Notoriety - ■, ●, ★, ▲

Town Hall Calendar - ■, ●, ★, ▲

Honors - ■, ●, ★, ▲

Event Cards - ■, ●, ★, ▲

Recruiting Riders - ■, ●, ★, ▲

Mounting & Selling Heads - ■, ●, ★, ▲

Skill Cards - ■, ●, ★, ▲

Abandoned Cabins - ■, ●, ▲

Extended Notoriety and Milestones - ●, ▲

Pursuit Cards - ●, ★

NPC Respawn - ●, ▲

Gunsmith Items - ●, ▲

Rider’s Last Stand & Keepsakes - ●, ▲

Betraying Riders - ●, ▲

Corpse Tokens - ▲

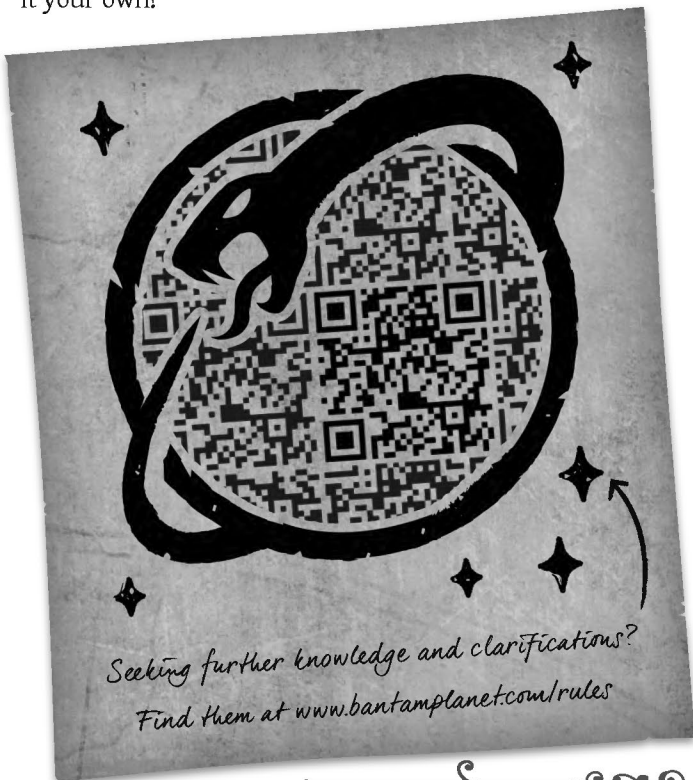
Permadeath - ▲

Hunter’s Knowledge - ▲

Hunting Lodge Tile - ▲

Hunt Event Deck - ▲

Legendary Beast Deck & Tokens - ▲



#2 SHADOW GOVERNORS STANDARD MODE

Challenge: STANDARD

Rules Included: Standard Ruleset

Winning Score: 10 ☆

Additional Rules: Varied To-Do List, Bank Note, Cabin, Endeavor & Weapon Notoriety, Town Hall, Honors, Mounts & Saddles, Events, Recruiting Riders, Mounting & Selling Heads, Skill Cards, and Abandoned Cabins

Total Time: 1.5 - 2 hours

Player Count: 2 - 4

VARIED TO-DO LISTS

Varied To-Do Lists work the same way as the Intro To-Do List with two differences: each player gets 1 left page and 1 right page, and they are randomly dealt to each player. Varied To-Do Lists take the place of the intro mode's To-Do List, so both will not be used at the same time. To set up the Varied To-Do Lists, shuffle the 6 left pages and the 6 right pages separately. Each player receives 1 left page and 1 right page facedown. All players then flip their cards and place the two cards side by side so they are touching. The combined left page adjective and right page noun reveal the identity of their character for that game. All players then receive 10 Checkmark Tokens in their matching character color. Keep in mind, the To-Do Lists refer to tasks your character and the organization they create are trying to complete. That means if the task is to end your turn with more than 4 Hides, then the Hides on your Character, your Mount, your Riders, and your Cabins would all apply.



BANK NOTE

The Bank Note offers an opportunity to earn up to 3 Notoriety while safely storing cash in the bank vault and earning interest. You can also use cash from savings to pay Bail. While in the Bank of Midland, you may open a Savings Account. All that is required is to be in the Bank, take a Bank Note Card from the Supply, and contribute any amount of cash you have. You must place any amount of cash on your Bank Note to open a Savings Account.

If you deposit less than \$5, place the stack of Silver Dollars where it says "Deposit Here". Until the coin stack reaches \$5 in value, it is called "Change". During the "Bank Note" step of the Night Phase, advance all stacks of Change to the right by one space. This process repeats until a stack of coins reaches Month 3. During the following Night Phase,

move the stack back to the "Deposit Here" slot and add \$2 to the stack. This continues until the stack equals or exceeds \$5, at which point you exchange the stack for a Gold Coin and place it in an unlocked Notoriety Slot below. You may only deposit to or withdraw from your Bank Note while in the Bank. Novice Miners can only have \$5 and Change at a time, while Journeymen can have \$10 and Change, and Masters may have \$15 and Change.



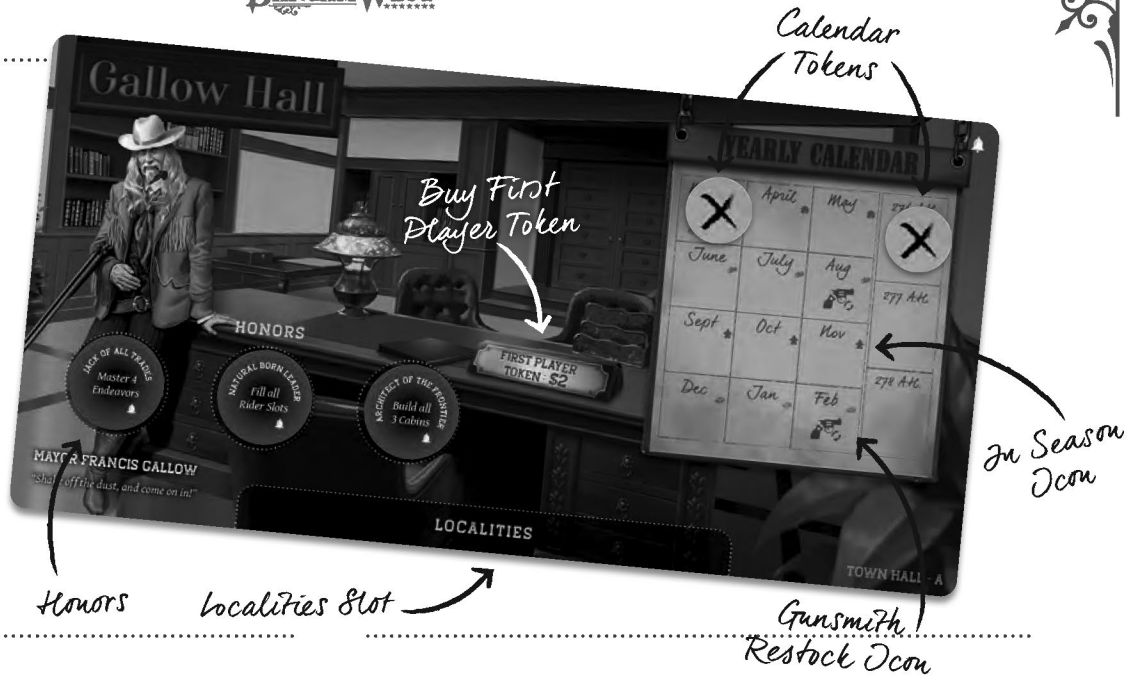
Also, if you deposit \$5 or more or a stack earns interest and exceeds \$5 in value, immediately place a Gold Coin in an unlocked Notoriety Slot below, then place any excess Silver Dollars in the "Deposit Here" slot. If at any point there is not a Notoriety Slot available on your Bank Note, then your Change does not advance along the interest track and you cannot make any further deposits until a Notoriety Slot is made available. You may "break" a Gold Coin to make Change for a withdrawal. If you want to withdraw \$2 from a Gold Coin, you receive \$2, place the remaining \$3 in the "Deposit Here" slot, and lose the Notoriety you received previously.

CABIN, ENDEAVOR & WEAPON NOTORIETY

The Cabin Ticket, Endeavor Cards, and Legendary Weapons offer opportunities to earn Notoriety. When you build a Cabin, Master an Endeavor, or buy a Legendary Weapon, the Notoriety Symbol with a checkmark is exposed and you earn the amount of Notoriety shown. If one of your Cabins is burned down, then the Cabin Piece returns to your Cabin Ticket, the Notoriety Symbol is now covered, and you lose 1 Notoriety. If you lose possession of a Legendary Weapon for any reason, you lose the Notoriety shown. All of these Notoriety Icons display "ADV" which means that they do not apply to the introductory Game Mode.

TOWN HALL & CALENDAR

Side A of the Town Hall Tile allows you to interact with the Mayor of Gallow Springs—Francis Gallow III. The Mayor gives Honors, keeps track of time on the Yearly Calendar, allows players to buy the First Player Token, and keeps track of all Localities (see Event Cards). This tile also displays the date, when certain Resources are “In Season”, and when the Gunsmith is restocked.



TOWN TILE SETUP & RULES

During setup, place one Calendar Token on the birthday month of the first player’s character and another on 276 A.H., both with the X side facing up. Keep the third Calendar Token in the Supply. During the “Advance Calendar” step of the Night Phase, advance the Calendar Token by one month. The token marking the year does not advance until all 12 months have been played and the token returns to the space marked with “New Year” (month of March). While a Calendar Token is on a space with a Resource Icon, that Resource is considered to be “In Season”. While a Resource is “In Season”, its buy and sell prices are increased by \$1. When a Calendar Token lands on a space with the Gunsmith Restock Icon, draw six cards from the Weapon Rack and randomly place them faceup on top of each Weapon Card that is currently In Stock.

Town Hall also allows you to buy the First Player Token for \$2. While in the Town Hall and once the money is spent, the player who currently has the token keeps it and flips it so that the side with the “Sold” sign is facing up. The rest of that Day Phase and Night Phase continues as usual, but at the end of that Night Phase, the token is given to the player that purchased it and it is flipped so the “Sold” sign is now facing down. While the “Sold” sign is facing up, the First Player Token may not be purchased.

HONORS

Honors Tokens are given to the first player to meet the conditions listed on the token and return to the Town Hall while those conditions still apply. The token is flipped and collected immediately upon entering Town Hall. It is encouraged that players take a brief moment to congratulate the Honors recipient before continuing play.

MOUNTS & SADDLES

Saddles are now available at Mirth’s Mounts. To purchase a Saddle Token, you must already own a Mount, pay \$3 while in Mirth’s Mounts, then find your Mount’s matching Saddle in the stack. You may not buy a Saddle that belongs to a Mount other than your own. Saddles may not be Looted by themselves, but an entire Mount complete with Saddle may be looted if its owner is defeated and the Mount’s Persuasion Check is passed. When Looting a Mount, the original owner gets to keep or discard anything that is stored on it before handing over the Mount Card and Saddle Token (if already purchased).

EVENT CARDS

Event Cards present you with opportunities to further interact with the world of Bantam and learn more about the lore. Bantam West comes with a 54 card Event Deck that has no duplicate cards—every single one is unique. There are six different types of Event Cards:



Encounters



Discoveries



Weather



Wildlife



Ailments



Localities

To set up the Event Deck, shuffle all Event Cards together and place the deck within reach of all players.

Note: If you do not want to play with punishing Event Cards, then remove all cards that have red-colored titles before shuffling the deck.

Any time you travel between any two tiles (Town to Terrain, Terrain to Town, or Terrain to Terrain), at the end of that specific movement action, draw and resolve an Event Card before continuing your turn. You are limited to drawing 1 Event Card per turn, and it must be drawn the first time you travel during that turn. If you are releasing to your Cabin after losing all Vigor, you do not draw an event card.

When resolving an Event Card, the card is read from left to right then top to bottom. First, check the Terrain Icon in the top left. If it does not match your current location, Sweep the card to the bottom of the Event Deck and do not draw another event for the rest of that turn. If the icon does match your current location, then continue to read the card from left to right. If the card is a Locality, then it applies regardless of your current location, but that will be explained later.



Next, the title is read aloud. If the Event Number is black, then the number is also read aloud and another player at the table opens the SFM to the Event Reference on pages 20 & 21, finds the matching event, but does not read any of the results yet. If the Event Number has a red strike-through, then it is NOT listed in the rulebook. If the Event Number is purple in color, then the rulebook will not be opened until the event occurs (see Localities).

(#22) Black: Listed in the Event Reference in SFM.

~~(#23) Red:~~ Not in Event Reference. No need to open the SFM.

(#24) Purple: Listed in the Event Reference in SFM but not read until Locality is triggered.

Next, read the card aloud and follow the instructions on the card. None of the results listed in the Event Reference are revealed until the player has made a choice, and then only the result matching their choice is revealed. If an item is required for any of the choices on the Event card, the item must be Exhausted to make that choice. After the event is complete, close the SFM, discard the Event Card, and continue the game. If the Event Deck is ever empty, shuffle the discard pile to create a new Event Deck. Some Event Cards instruct you to keep them and place it in your Overflow Player Inventory to the side of your Player Board.

In the top right-hand corner of the Event Cards are displayed several icons that indicate any special attributes that may come into play when resolving the card:



All Players: The effects of this Event Card apply to all players at the table simultaneously.



Ongoing Effect: This icon means that the card remains active for a certain number of turns. The number of turns will be displayed inside the icon. Once that number of turns have passed, the card should be discarded unless otherwise specified.



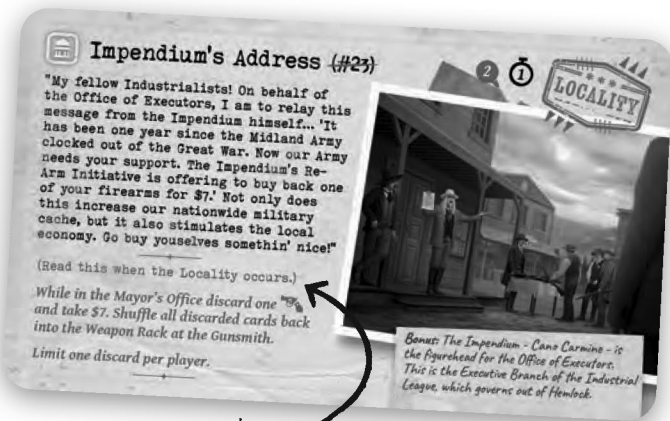
Low Will Power Challenge: Any dice rolls made in resolving this Event Card will be made with a -1 penalty if the player(s) rolling currently have Low Will Power, which are the bottom two slots of the WIL track on the Player Board.

LOCALITIES

2

Localities are universal events that happen regardless of the player's current location. They often apply to all players and do not occur immediately. When a Locality is drawn, reference the number in the Purple Pin Icon and place the Calendar Token from the Supply that many months ahead of the current date with the pin side facing

up. Continue reading the card as usual, but stop reading when you reach a line that says “(Read this when the Locality occurs.)”. Immediately place the card facedown in the “Localities Slot” on the Town Hall Tile.



Stop reading here

Once the Calendar Token that marks the current date advances and lands on the Pin Token during the “Advance Calendar” step of the Night Phase, the pin is returned to the Supply, and the remainder of the Locality is read by any player at the table. Once the card is read, it is placed next to the tile that matches its Location Icon.

If another Locality is drawn while one is already on the table, Sweep the card to the bottom of the Event Deck and do not draw another event for the rest of that turn. Only one Locality may be active or pinned at any time.

Note: Occasionally, the Pin Icon will reference a specific month instead of a number. Only pin those events if they would occur later in the current year (and at least one month away from the current date), otherwise, Sweep the card to the bottom of the Event Deck.

RECRUITING RIDERS

Locals will pledge their allegiance and join your affiliation as Riders. Riders offer a perk that you can use to your advantage. Novice Hunters can only have one Rider at a time, while Journeymen can have 2, and Masters may have 3.



Skills Rider



Bargain Rider



Storage Rider

When setting up Side B of the Saloon Tile, separate the 12 Rider Tokens by their type: Skills, Storage, and Bargains. Take each pile of 4 matching Tokens, shuffle them, and place each stack in their labeled slots on the tile, keeping the perk side facing up.

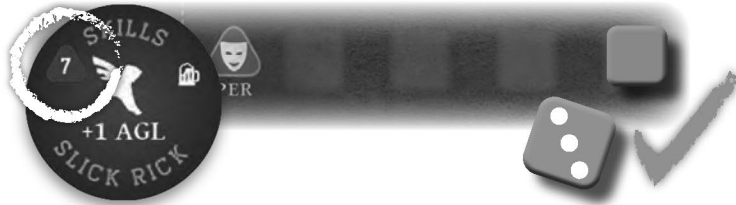
While in the Saloon, you can spend \$5 or discard 4 Hide to recruit and outfit a single Rider. To recruit, choose which of the visible Rider Tokens you would like to have and place the Rider Token in any open slot on the Rider Ticket. Only the tokens at the top of each stack are available for purchase unless you are a Master Hunter. **Master Hunters have the Search Perk which allows them to look through each stack before making their choice. The Search Perk applies to all faceup stacks of cards and tokens, not just Riders.** Once a Rider is recruited, place their token on your Player Board and gain 1 Notoriety Point. The Rider’s perk applies as long as the Rider Token is on your Player Board. The Rider is now under the affiliation listed on your Character Card.



There are three different types of Rider Perks: Skills, Storage, and Bargains. Skill Perks allow you to increase the skill listed on the token by the amount listed. If it reads “+1 SNK,” then when acquired, increase your Sneak Skill by 1. Storage Abilities allow you to use the Rider Token as an extra storage space for a single Resource. A Resource may now be placed on the Rider Token itself when the Resource is earned. Bargain Abilities increase the selling price of a single type of Resource, earning you more money per Resource. When a Rider is lost or looted for any reason, their perk no longer applies, the effects of their perk are undone, and the player loses the Notoriety Point for that Rider.

When you defeat a player that has one or more Riders in PvP Combat, you may attempt to Loot a Rider if you have a slot open on your Rider Ticket. To do so, you must roll the Persuasion Check listed in the top left of the Rider

Token. If you succeed, take a Rider Token and place it on an open slot on your Player Board. You gain 1 Notoriety Point while the other player loses 1 Notoriety Point. If you fail, nothing happens and you cannot choose another Loot option.



MOUNTING & SELLING NPC TOKENS (AKA "HEADS")

While in the Saloon, you may mount NPC Tokens to earn 1 Notoriety Point and the cash value listed on the bottom right of the token. Once a Token has been mounted, no other token may take that same space for the remainder of the game. For a token to be mounted, the background color of it's loot side must match the surface it is being mounted on (i.e. Wooden Plaque or Wanted Poster).



Wooden Plaques



Wanted Posters

While in the Trading Post, you may sell NPC Tokens to Rita to earn 1 Hunter Skill Card and the cash value listed on the bottom right of the token. Draw 2 Hunter Skill Cards from the facedown deck, choose 1 to keep, then Sweep the other card to the bottom of the deck. Unlike the Saloon where NPC Tokens are locked into the Store Tile when they are mounted, tokens sold at Rita's are placed in the Supply.

SKILL CARDS

Skill Cards are available in the Trading Post and the Stables. Skill Cards are Combat Cards that can be earned through hunting, riding horses, or other activities. While in the Trading Post, trade in a Head or discard 4 Hides for a Hunter Skill Card.

To set up these decks, find the Hunter Skill Cards that display the in the bottom right corner and the Mount Skill Cards that display the and shuffle them separately. Place the Hunter Skill Deck facedown to the side of Side B of the Trading Post Tile. Place the Mount Skill Deck facedown to the side of Side B of the Stables Tile.

While in the Stables, if you purchase a Mount that displays the word "Skill", then take the Mount Skill Card listed and place it in your Combat Deck. Mount Cards with skills display "ADV" which means that those skills do not apply to the Introductory Game Mode or Game Modes that use Side A of the Stables Tile.

ABANDONED CABINS

Abandoned Cabins are public use cabins that are interacted with in the same way as any other cabin (see Building Cabins, SFM, pg 11). During game setup, place a black Cabin Piece on the board where the artwork displays a cabin, then place an Abandoned Cabin Card to the side of the Terrain Tile in line with the black Cabin Piece and place one Chest Token on each card. One thing to note: they are often guarded by Gunmen. If you end your turn inside one and there is a Gunman outside, they will attack you.

SETTING THE STAGE: SHADOW GOVERNORS

Recently, you've fallen on hard times - but what's new. Thankfully, the local saloon, Ms. Bee's Haven, has reopened after some renovations. From what you've heard, the legendary saloon is an absolute staple of Gallow Springs. It is loud, warm, welcoming, and full of interesting and peculiar individuals. Some of those individuals have a lot to bring to the table, and I'm sure you can win them over if you have enough to offer them. Just be careful, because once you become a leader of men and women, you must deal with their issues and risk losing them to a rival posse or even death. Tread carefully now, and lead from the heart. You are now a leader operating in the shadows of this small community—a Shadow Governor.

#3 MASTERS OF CHAOS

Rules Included: Standard Ruleset, Varied To-Do List, Bank Note, Town Hall, Event Cards, Riders, Graveyard Tile, Mounting & Selling Heads, Cabin, Endeavor & Weapon Notoriety, Skill Cards, and Abandoned Cabins

Additional Rules: Extended Notoriety and Milestones, Pursuit Cards, Jail Break & Bank Heist, NPC Respawn, Gunsmith Items, Rider's Last Stand & Keepsakes, and Betraying Riders

Challenge: EXPERT Winning Score: 15 or 20 (★) (Players' choice) Total Time: 3+ hours Player Count: 2 - 4

EXTENDED NOTORIETY & MILESTONES

When you reach 10 Notoriety then score another point, reset the Notoriety Cube and place it on the first slot of the Milestone Track. For every 10 Notoriety Points achieved, advance the Milestone Track by 1.

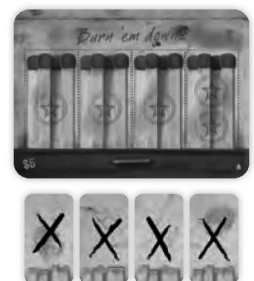


PURSUIT CARDS

The Mayor's Office offers opportunities to earn Notoriety and occasionally earn extra cash, learn new skills, or even form a crew of your very own. These opportunities are acquired by purchasing Pursuit Cards.

When setting up Side B of the Town Hall Tile, shuffle all 9 Pursuit Cards and place them in their labeled slot, keeping the side displaying the card's dollar value and title facing up.

While in Town Hall, you can buy a Pursuit Card for the price listed on the desired card. The cards are considered facedown, so when making a purchase, draw two cards from the top and choose one to purchase. Sweep the card that is not chosen to the bottom of the deck. When a card is purchased, take the card and all tokens and Combat Cards listed along the bottom edge of the card back and place them to the side of your Player Board then be sure to read the instructions listed on the backside of the card. Reference the diagram to the right if there is any confusion as to which components and cards are tied to each Pursuit.



JAILBREAK & BANK HEIST

Side B of the Town Tile offers the opportunity to perform a Jailbreak and a Bank Heist. Once your Vigor is restored, that Night Phase, on your next turn you can pay Bail to Release or perform the listed “Jailbreak” action. When either of the Skill Checks listed (not both) are successful, Jailbreak allows you to Release to either the Acre outside of Jail or one of your Locked Cabins without paying Bail. If you do not Jailbreak and choose to pay Bail, your payment is placed to the left side of the Bank in the “Contraband” Slot.

Entirely separate from Jailbreak, you may successfully perform a Bank Heist if you defeat the Made Men Associate guarding the Bank (he uses the Gunman Combat Deck, as shown by the red background on his token). Upon defeating him, you may take up to \$5 in Contraband and up to \$5 from one other player’s Bank Note. You also receive 1 ⚡. The Associate will always Respawn during the “Advance Calendar” step of the same Night Phase (see below). If he is not defeated, then immediately return him to the Bank.



If your Jailbreak or Bank Heist attempt is successful and ONLY if no other player is currently “Most Wanted”, place the Most Wanted Tile on your Character Card, place a Calendar Token on the “Month 1” slot, and receive 1 ⚡. During the “Advance Calendar” step of each subsequent Night Phase, advance the Calendar Token and immediately receive one of the two options listed in the new slot (your choice). If you survive until “Month 5”, then you receive a Rider and keep the Tile and the 1 ⚡ that initially came with it. You are now officially “Most Wanted”! If you lose all Vigor before “Month 5”, then follow the instructions at the bottom of the tile and lose the 1 ⚡ that initially came with the tile.

NPC RESPAWN

Side B of the Town Hall Tile has Paw Prints and Bandit Icons on its Yearly Calendar. Whenever the Calendar Token lands on one of these icons during the “Advance Calendar” step of the Night Phase, the Enemy NPC that matches the icon respawns in any empty Acres that display their icon. An Acre is considered empty if it does not contain an Enemy NPC or player. Enemies that respawn are pulled from the Supply. If there are no tokens in the Supply that match the enemy that is respawning, then the respawn is ignored. An NPC Token that is still on the board or mounted in the Saloon is not considered to be in the Supply.






GUNSMITH ITEMS

The Gunsmith Tile has three slots for Item Tokens. Separate the Item Tokens by type, and stack them in each of the slots with the item artwork facing down. While in the Gunsmith, spend the amount of money listed on the desired Item Token to purchase the item.



Item Tokens offer one-time-use advantages and abilities. Items Tokens are discarded regardless of whether their use was successful or unsuccessful. The 3 Gunsmith Items and their effects are:

-  **LOCKPICK KIT** – The Lock Pick Kit costs \$2 and is an Entry Tool. It can be used to perform any Entry Tool Roll.
-  **FIRST AID KIT** – The First Aid Kit costs \$2 and restores 1 Vigor immediately when used.
-  **ROPE LARIAT** – The Rope Lariat costs \$2 and halts all movement for another player within a range of 0. The Rope Lariat Token is placed underneath the other player’s Mini, and that player cannot move until they spend 1 Ⓢ (outside of combat), pass the Strength Check listed, or exhaust a 🗡.

If a Rope Lariat is used in combat, the player may make as many attempts as they want to pass the Strength Check listed (1 wound per failed attempt) OR exhaust a 🗡 that is already in their hand to untie it and continue the fight. If they are unable to untie it, the fight ends immediately, and that player cannot fight or be fought until they are untied. Spending a Ⓢ to untie during combat is not an option as spending Ⓢ during combat is not allowed

SETTING UP THE GRAVEYARD

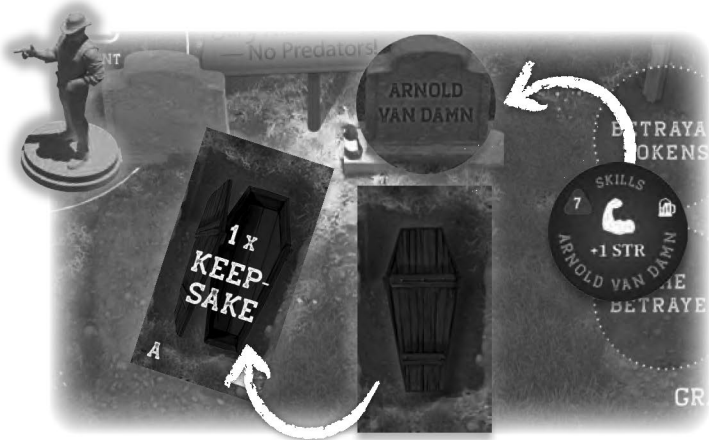
Using the Masters of Chaos Game Mode Card for reference, place the Graveyard Tile on the table with Side B facing up. Shuffle the Coffin Tokens with the loot side facing down, and randomly place one in each grave with an open tombstone. Return all remaining Coffin Tokens to the box. Stack all five Betrayal Tokens in their marked slot on the Graveyard Tile with the text side facing up. Find the Keepsake Cards that display the 🗡 in the bottom right

corner, shuffle them, and place them facedown to the right of the tile. The Graveyard Tile is now set up.

The Graveyard Tile has a half-Acre that can only be accessed by heading North out of Gallow Springs. You must be on the Graveyard Tile to interact with it.

RIDER'S LAST STAND & KEEPSAKES

Every Rider offers the Last Stand ability. When you suffer a wound that would bring you to zero Vigor, you may choose to have one of your Riders take their Last Stand to prevent the loss of your final Vigor. A Rider's Last Stand results in the permanent loss of that Rider but gives you a second chance. There is no limit to the amount of Riders that can be sacrificed in a single turn. When a Rider takes their Last Stand, flip their token so the tombstone side is facing up, place it to the side of your Player Board, and then reduce your score by 1 Notoriety Point. This Rider can now be buried at the Graveyard.



When you bury a Rider, you receive their most prized possession. To bury a Rider, your player mini must be on the Graveyard Tile, then place the Rider Token on any blank tombstone that has a Coffin Token below it. Once the Rider Token is placed, flip the corresponding Coffin Token, receive the loot listed, and discard the Coffin Token. If the token reads "1 x Keepsake", then draw 2 Keepsake Cards from the facedown deck, choose 1 to keep, then Sweep the other Keepsake to the bottom of the deck.

You can also bury human Enemy Tokens at the Graveyard to pay your respects and turn in their bounties. Predator Tokens are not allowed to be buried in the Gallow Springs Graveyard. The process for doing so is the same as burying a Rider, except the Head is placed in the Supply. When an Enemy NPC is buried, you receive the loot listed on the Coffin Token and the cash amount listed on the bottom right of the Enemy Token.

BETRAYING RIDERS

If you do not want to test your luck on the Graveyard Tile, you can instead Betray a Rider to automatically claim a Keepsake Card. To Betray a Rider, spend 1 Ⓞ, remove a Rider Token of your choosing from your Player Board, flip the token, and place it in the Betrayed Slot on the Graveyard Tile. After that is complete, take a Betrayal Token and place it in the Rider's former slot on your Player Board. You lose the Notoriety that you originally gained from that Rider, and the slot with the Betrayal Token is now unusable for the rest of the game. You do not have to be on the Graveyard Tile to Betray a Rider.



Unlike revealing a Coffin Token that says "1 x Keepsake", which allows you to draw 2 and keep 1, betraying a Rider allows you to look through the entire Keepsake Deck and choose one to keep.

SETTING THE STAGE: MASTERS OF CHAOS

You now look at those they call Shadow Governors with a knowing smirk. You've been there and done that. The tragedies and trauma of your past have turned you cold and jaded. Very little surprises you anymore, but you use that experience and knowledge to your advantage. There have been some rumors recently. You usually don't believe in rumors or abide by gossip, but you've been hearing the same thing repeatedly: that the real chaos of the frontier emerges at night after the law-abiding citizens have clamored back into their homes. You want to face a real threat because the larger the risk, the greater the reward. The Mayor has several tasks available for those who are willing to risk their lives, and each task offers its own reward. Keep in mind, that the foes that lurk at night do not seem to stay dead when you kill them. But in the face of all this danger, you remain steadfast... for you are a Master of Chaos.

#4 STRANGER'S DUEL

2 PLAYER VARIANT

#5 HUNTER'S EXPEDITION

SOLO VARIANT

Challenge: STANDARD Total Time: 1-2 hours

Winning Score: 10 ★ Player Count: 2

Rules Included: Standard Ruleset, Varied To-Do List, Bank Note, Town Hall, Event Cards, Riders, Mounting & Selling Heads, Cabin, Endeavor & Weapon Notoriety, Skill Cards, Pursuit Cards, and NPC Respawn

Refer to Side B of the Stranger's Duel Game Mode Card for table setup. The 2P Variant only uses one Terrain Tile and the Town Tile to ensure that y'all bump elbows at some point during play.

Challenge: EXPERT Total Time: 1-3 hours

Winning Score: N/A ★ Player Count: 1

Rules Included: Standard Ruleset, Varied To-Do List, Bank Note, Riders, Graveyard Tile, Mounting & Selling Heads, Endeavor & Weapon Notoriety, Skill Cards, Abandoned Cabins, NPC Respawn, Gunsmith Items, and Rider Betrayal

Additional Rules Included: Corpse Tokens, Permadeath, Hunter's Knowledge, Hunting Lodge Tile, Hunt Event Deck, Legendary Beast Deck

SETTING THE STAGE: STRANGER'S DUEL

The nerves of moving to a new place have started to settle. It's your first day in Gallow Springs, and you have a bright future ahead of you. Amongst all the new faces in this busy town, you notice one other stranger that has a familiar look in their eyes. Just like you, they seem to want something more than a normal, comfortable life. They want all the best things that life has to offer, and they are willing to do anything to earn them. Only one of you is going to come out on top, and now you must face each other in an unspoken duel.



SOLO SETUP

1. Refer to Side B of the Hunter's Expedition Game Mode Card for table setup.
2. Pick Your Character or shuffle all four Character Cards and blindly draw one.
3. Take the Character's matching Player Board & pieces.
4. Shuffle the four Left Pages and the four Right Pages of the Varied To-Do Lists that display the ★ in the top left/right corner, and draw 1 of each. Return the remaining cards to the box.
5. Remove all Event Cards that do not have the ★ in the bottom left corner, then shuffle the remaining cards, and place the deck within reach.
6. Place the Hunting Lodge Tile next to your Player Board with the Side A facing up, then place all Lodge Upgrade Tiles in the Supply with the Level 2 facing up.
7. Place all Brown Hunter's Knowledge Tokens in the Supply with the Paw Print side facing up.
8. Shuffle all 5 White Hunter Knowledge Tokens, place 2 of them on the Wanted Posters in the Saloon with the Bandit/Wolfsbane Icon side facing up, then return all others to the box.
9. Shuffle the 9 Legendary Beast Combat Cards, and place the deck facedown on the table.
10. Place your Character Mini in the Saloon.
11. The setup for "Hunter's Expedition" is now complete.

HUNTING LODGE TILE

The Hunting Lodge replaces standard Cabin Cards for the Solo Mode. Side A of the Tile lists 3 tasks that must be completed before you construct your Hunting Lodge and the hunt begins. While Side A of the Hunting Lodge Tile is facing up, you cannot interact with any stores in town as they are all “Closed”.

Side B of the tile displays the interior of your Hunting Lodge. You only get to build one; so before you put your stake in the ground, choose the location wisely. When you build your Hunting Lodge, you gain 1 Notoriety Point in the same way you gain Notoriety for building Cabins. Your Lodge allows you to heal, learn more Hunter Skills, carry more Weapons, and store more Resources. Whenever your character enters their Hunting Lodge, remove the Character Mini from the board and place it to the side of the Lodge Tile or on it.

CORPSE TOKENS

These tokens are the bodies of unfortunate souls who befell a grizzled and deadly fate. They were not able to best the perils of the frontier, but you might be able to learn something from them or benefit from their possessions—they sure don't need 'em anymore.

While in the same Acre as a Corpse Token, spend 1 Ⓢ to flip the token over, immediately receive the loot listed, and place the token to the side of your Player Board. You are now carrying that Corpse Token, and only one Corpse Token can be carried at a time. If you want to investigate another Corpse Token, the one you currently carry must be discarded or buried in the Graveyard.

Burying a Corpse Token is the same as burying an Enemy Token. To bury a Corpse, you must be on the Graveyard Tile and then place the Corpse Token to the side of the tile. Once the Corpse has been dropped, flip any single Coffin Token on the Graveyard Tile, receive the loot listed on the Coffin Token, then discard the Coffin Token.

PERMADEATH

If you lose all Vigor at any point during this game mode, then the game is over and you must start again. There is no respawning in this game mode. With the Permadeath mechanic, it is an all-or-nothing victory against the beast. However, surviving is just the first part. Once the beast is defeated, the winning score is totaled using the Scoring Criteria on page 12. Your score is determined by which beast was slain, the total time played, the amount

of wealth earned, which upgrades were earned, which weapons were purchased, the number of Hunter Skills learned, and a few other factors. Riders can offer a Last Stand and help prevent your death, which is extremely helpful in this Game Mode. However, Riders' deaths and the amount of time taken to slay the beast incur small penalties when totalling the final score.

HUNTER'S KNOWLEDGE

Hunter's Knowledge Tokens let you learn more about the beasts, where they reside, what time of year they emerge, which bait is best for luring them, and even their weaknesses. There are two types of tokens, Brown and White. Brown Tokens match the wooden texture of the plaques in the Saloon, and the White Tokens match the paper texture of the wanted posters in the Saloon. Brown Tokens are earned by mounting Predator Heads, while White Tokens are earned by mounting Bandit or Wolfsbane Heads.



HUNTER'S EVENT DECK

Since you are using the Event Deck while playing solo, just be sure not to look at the Event Reference before making a decision for that card.

LEGENDARY BEAST DECK & TOKENS

The Legendary Beast Deck is exclusive to this game mode. Be careful when facing the Beast because one of the cards can cause instant death.



CALENDAR BAR

Use the Calendar Bar on Side A of the Hunting Lodge Tile to track the passing of time until you build your Hunting Lodge. Once your Hunting Lodge is built, flip the tile so Side B is facing up, then transfer the Calendar Markers to the calendar in your Lodge so that they match the date marked on the Calendar Bar. If you reach the end of the Calendar Bar before building the Hunting Lodge, then you wasted too much time and the game is lost.

END GAME & SCORING CRITERIA

Once you slay the Legendary Beast, bring its head back to your Hunting Lodge and mount it on your wall. At this point, the game concludes, and you may refer to the Scoring Criteria (see right) to calculate your score. Do not look at the Scoring Criteria before the end game objective has been achieved.

**SETTING THE STAGE:
HUNTER'S EXPEDITION**

There's a nervous energy in the air. Considering how the Citizens of the frontier are some of the toughest in all of Midland, this is quite unusual. The Saloon has been pretty packed recently, as it's the only store that's currently open in town. Most come seeking a stiff drink to take the edge off, but not you. You've come seeking knowledge. An ancient evil has been awakened on the frontier, and it threatens our way of life. Several experienced frontiersmen have gone missing, and there have been sightings of a very unnatural and deadly beast in the area. The rumors of this phenomenon have spread throughout Midland and brought quite a few newcomers to town. A few amateur slayers, treasure hunters, and glory seekers have arrived recently, but none of them have faced a threat like this before. Of all the new faces, there is one that stands out—an elderly man whose demeanor and well-worn equipment exude a comfortability with extreme violence. The unaccompanied old man sits at his table like it were an isle of placid wisdom in the sea of anxious townsfolk thrashing about. It's time to muster up the courage to approach him and see what he knows...

NOW! Read Task 1 on the Hunting Lodge Tile and begin...

SCORING CRITERIA

(Don't read until the journey is complete!)

MAX SCORE: 150 (soft cap 100)

Legendary Beast:

Albino Grizzly	35
Ancient Gator	25
Dire Wolf	20
Snow Leopard	30

Notoriety:

1 point per Notoriety

Lodge Upgrades:

Level 1	0 points each
Level 2	3 points each
Level 3	5 points each

Weapon Cards:

Common	1 point each
Rare	2 points each
Legendary	3 points each
Keepsakes	3 points each

Skill Cards:

5 points each

Cash, Resources & Gems

1 point per 2 Resources
1 point per \$5
1 point per Gem

Corpses and Riders Buried:

5 points each

PENALTIES

Time:

2 point penalty per month

Rider Deaths:

10 point penalty per Rider's Last Stand



Gold



Silver



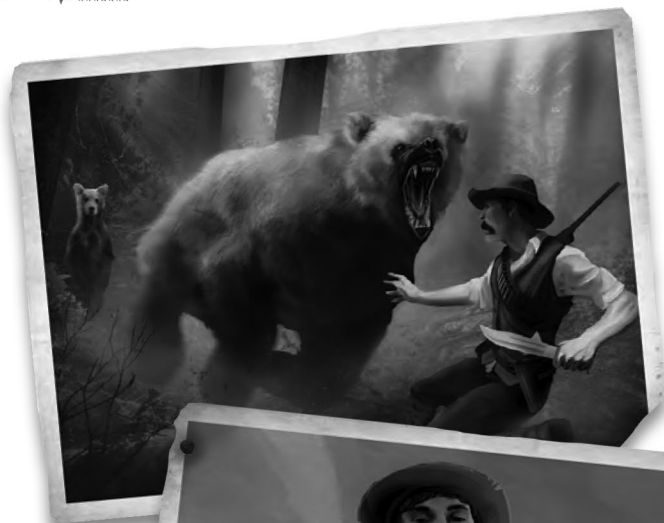
Bronze

WHAT IS AN IMMERSIVE TABLETOP SIM (ITS)?

ITS is a term I coined for Bantam West to pay homage to my favorite video game genre. Immersive Sims are systemic games that heavily emphasize player choice. They are built on a network of intertwining systems that function autonomously from you, the player. These networks offer players an opportunity to make their own creative solutions and approaches to achieving their goals and create an emergent narrative.

The Immersive Tabletop Sim brings this experience to the table and is built on the following three pillars:

- 1) It combines aspects of TTRPGs, stealth games, fighting games, and exploration games in a self-contained system—meaning there is no Game Master.
- 2) All game interactions are from the character's point of view, allowing you to immerse yourselves in the game world; and
- 3) The opportunities for scoring points always greatly outnumber the winning conditions, emphasizing player agency and narrative forming rather than mechanical exploitation (i.e. min/maxing).



CUSTOM GAME MODES

After you progress through the prescribed Game Modes, you are encouraged to create your own custom games by defining the criteria below.

1. WINNING SCORE - To determine what the winning score will be, choose which methods of earning Notoriety (listed right) will apply for the custom game mode. Add up the total number of available Notoriety listed with each method. Once the total Notoriety is calculated, the number is then halved and rounded up to the nearest multiple of five. For example, if there are 19 available Notoriety Points, then the winning score would be 10. You can also forgo the Notoriety scoring method entirely and use the Town Hall Calendar to play for a preset amount of time (i.e. 1 year) or a predetermined objective.

2. PLAYER SETUP - Determine what your starting setups will be. The variable stats are Cash, Resources, Skill Levels, Endeavor Levels, Cabin Cards, Weapons, Keepsakes, Items, Mounts, and Mount Upgrades. Another method of varying starting stats is to play a complete game, record the ending stats and setup of each player, and start a new game with that setup.

3. BOARD SETUP - Determine how the game board will be set up. The game board is modular so that players may choose which Terrain Tiles and Store Tiles to use and which sides of the tiles will be in play.

4. RULES INCLUDED - Determine which rules will apply. The easiest method of adjusting rules is to use the Standard Ruleset described in the Standard Field Manual and then choose which rules from the Advanced Ruleset to add. Refer to the rule diagram on the first page of this ATM for a full list of Advanced Rules.

LIST OF ALL NOTORIETY METHODS

(This is a breakdown of all Notoriety Points available to each player, separately)

Varied To-Do List	10 Notoriety Available
Legendary Weapons	3+ Notoriety Available
Max Skill Notoriety	6 Notoriety Available
Bank Note	3 Notoriety Available
Event Cards	1+ Notoriety Available
Cabin Notoriety	3 Notoriety Available
Endeavor Notoriety	4 Notoriety Available
Recruiting Riders	3 Notoriety Available
Mounting Heads	4 Notoriety Available
Honors	4 Notoriety Available
Pursuit Cards	4+ Notoriety Available

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MESSAGE FROM TEAM BANTAM

Ike - All the “interesting” events of 2020 and 2021 hit most of us pretty hard. In those times of uncertainty and stress, I wanted more than anything to reconnect with friends and play some great games. In that span of time, some of my favorite games inspired the creation of Bantam West, a dream of mine come true. Over the course of its development, Bantam West changed my life and brought so many amazing people together. The Bantam Team and Family have grown tremendously and now truly feel like a home away from home. It is our pleasure to finally share the game with you now!

Thanks to you and a total of 1,995 Gallow Springs Pioneers, we’ve been able to take this little hidden gem amongst my own family and friends and distribute a published game to over 46 different countries around the world. For those of you reading this, welcome to our Bantam Family. For those of you yet to find us...

“Wish You Were Here!”



Ike Brunicardi

Founder, Head of Design, Development & World Building

Max - It’s 3 am and my old college roommate who I haven’t talked to in months won’t stop calling me. As I answered the phone, Ike said: “What if there was a game that...”

I listened intently as he described the four deadly strangers and life on the Dethelm Frontier. I felt as if I teleported out of my dark bedroom and into the gritty world of Bantam. He had just finished the initial prototype of his first game idea, Bantam West, and was sharing the vision with me. That night I decided to hop on the train and haven’t looked back since.

I chose to enter the Board Game Industry not because I grew up playing board games or was a passionate hobbyist—if anything, I only played video games up to this point. Instead, I became a part of this incredible industry because I wholeheartedly believe in my best friend’s vision and the amazing community it introduced me to.

I’m a marketer, technologist, and business operator. Bantam gives me the unique opportunity to do those once ‘boring’ business skills for an incredible purpose and cause! I’ve never been more excited to run campaigns, balance budgets, and grow a business as I have with Bantam. Thank you for supporting us this far, none of this was possible without you!



Max Palmer

Co-Founder, Head of Growth & Operations



FAQ

BUILDINGS

If you send someone to Jail after defeating them in PvP and they cannot pay bail, do you get the Notoriety Point that they have to pay? Yes.

Can more than 1 Cabin be built in a single Acre? No.

Do the Vigor and Will Power restoration effects in a Cabin owned by another player affect you?

Yes, as long as you can make your way inside the Cabin somehow.

Does Levi need to spend Grit or post Bail to be released from Jail on his first turn?

No. There is no release fee for Levi only on his first turn, and he may begin movement normally from the Release Acre.

Can you enter Doc Barber or Jail by choice?

You can enter Doc Barber by choice but never Jail. The only way you end up in Jail is by losing all Vigor while doing an illegal action, or if another player send you to Jail after defeating you in combat. If you choose to enter Doc Barber, you must spend 1 Ⓞ to be Healed and Released, then continue your turn.

If I moved into Doc Barber by choice and have full Vigor, do I have to still spend the Grit to be released?

Yes. If you find yourself in Doc Barber for any reason, you must always spend the Grit to be Released.

In Rita's Outpost, does it cost 1 Ⓞ to sell or buy any combination of different Resources?

No. There is no Grit cost to buy/sell at Rita's Outpost. In fact, all shop actions do not cost Grit as notated on the Reference Cards.

COMBAT

Can you choose to take no Action after a card flip during a fight? Yes. Doing nothing with the Combat Card you play is an option.

If a Combat Card has a plus sign between the two Actions, can you choose to use one and not the other?

Yes. You always have the option of choosing one and not the other.

If you can get within the range listed on your card after you flip it, but before it is executed, can it now do damage? Yes.

Can you use a trail that requires a Skill Check during a fight? Yes, but you must perform the Skill Check to cross.

Can you Travel to other tiles during fights?

Yes, and it breaks Line of Sight and ends the fight immediately. An Event Card is NOT drawn during this Movement because you are too busy running away.

Can you loot multiple different types of Resources from the defeated player's Cargo Catalogue?

Yes, if you have space to hold them.

If I wound an NPC but don't kill them, does the wound remain after the fight?

Yes, if the NPC survived the fight, any wounds they received remain on their Token. During each Night Phase, all surviving Enemy NPCs will heal 1 wound.

Can you fight in Doc Barber or Jail?

Mostly no, a player cannot do anything while their Vigor is at zero. In the case that you have Vigor and are inside either of those buildings, they are treated like Hidden Acres in combat, meaning that they do not have Line of Sight with any other Acre.

Technically if two players have spent the Night in Jail and now had full Vigor, on their next turn they could fight each other in Jail before paying the Release Fee, but they would be unable to move anywhere during the fight. Once the fight is over, the same rules for PvP apply. If the Defender lost, the Attacker would Loot them and they would move to Doc Barber.

If I lose all my Vigor as the Attacker while fighting an NPC, do I go to Jail? No, you only go to Jail if you lose all Vigor after attacking another player or while doing any Illegal actions.

If I have Grit remaining after I become gravely wounded, can I heal at Doc Barber and continue my turn? Yes, you can choose to spend your remaining Grit to heal and Release and continue your turn if you have enough Ⓞ.

ENDEAVORS

Can you level up an Endeavor twice in one turn? Yes.

As long as you have it, can you dedicate a Resource to leveling its Endeavor at any time? Yes, the action costs no Ⓞ, however, it may only be taken on your turn. Keep in mind, you can buy Resources or Loot them and still dedicate them to Leveling.

Can you Endeavor while in the same Acre as another Player's Cabin? Yes, but ONLY if the Door Tile is unlocked. If the Door Tile is locked, only the Cabin's owner may harvest Resources on their land.

Does the Resource Icon (☞) also represent Gems?

No. It only represents Lumber, Herbs, Hide, and Silver. However, Gems are treated like Resources in every way.



GLOSSARY (INDEXED)

Abandoned Cabin – a public use structure that cannot be owned by a player. **ATM 6**

Acre – circular spaces on the map. They are used for movement and help the players determine Line of Sight and Range. **SFM 6, 12**

Agility – one of four Skills. Agility determines a player's aptitude for navigating obstacles and using guns. **SFM 8**

Ambush – a different way to start a fight using a Ranged Weapon. **SFM 14**

Arson – an Action that allows players to light structures on fire. **SFM 18**

Arsonist – one of four Classes. The Arsonist is a hateful pyromaniac who wants to see the world burn. **SFM 2**

Bank Note – Tracks your savings in the Bank. **ATM 2**

Betrayal – kill a Rider to earn a Keepsake of your choice. **ATM 9**

Breach – the means through which players can gain access to a locked structure. Success is determined by a Sneak Check and requires an Entry Tool to attempt. **SFM 19**

Cabin – standard Cabins are structures that can be built and owned by players. **SFM 11**

Day (or Day Phase) – the phase of each player's turn where they spend Grit to take Actions. **SFM 5**

Dousing Fires – extinguish an active fire — does not require an item to perform. **SFM 18**

Endeavor – a player's money-making skills. There are four Endeavors: Logging, Foraging, Hunting, and Mining. **SFM 7**

Enemy Attacks – certain enemy types will start a fight with you under various conditions, based on the type of Range Symbol their token displays. **SFM 17**

Enemy Tokens Enemy NPC – “Heads” are tokens that represent Non-Player Characters that players can interact with or fight. **SFM 16, ATM 6**

Engagement – fights are broken down into multiple Engagements. An Engagement starts with both players selecting a Combat Card to play and ends when both cards' effects are executed. **SFM 14, 16**

Entry Tool – an item that gives the player the ability to Breach locked structures. **SFM 19**

Exhaust – unlike Discarding, an Exhausted Item is placed faceup to the side and cannot be used until it is refitted during the “Sleep” Step of the Night Phase. **SFM 10**

Faint – what happens when you reach zero Vigor for any reason. **SFM 15**

Firestarter – an item that gives the player the ability to start fires and Burn structures. **SFM 18**

Fire-Raiser – the individual who started a fire **SFM 18**

Gold Coin – a gold-based currency that is worth \$5.

Gunslinger – one of four Classes. The Gunslinger is an aggressive outlaw who wants to pick fights. **SFM 2**

Grit – a player's daily energy is broken down into Grit. Players have four Grit to spend each Day. **SFM 5**

Hidden Trails – trails that are black in color that mostly require an item or Skill Check to move across. Hidden Trails cancel Line of Sight. **SFM 6, 12**

Honors – awards that are given by the Mayor to the first player to complete the challenge listed on the token and return to Town Hall. **ATM 3**

Intro To-Do List – a list of 4 tasks with an A Side and B Side that apply to all players at the table — used only in the “Warm Welcome” Introductory Game Mode. **SFM 4**

Jail Break & Bank Heist – avoid Jail Release Fees and even rob the Bank! **ATM 8**

Keepsake – a very powerful weapon given to you occasionally after burying a Rider or always after Betraying a Rider. **ATM 9**

Last Stand – when a Rider sacrifices themselves for you. **ATM 9**

Locality – universal events that apply to all players. **ATM 4, 5**

Loot – an Action that allows players to take Resources from Cabins and from players defeated in combat. **SFM 15**

Loss – the process of dropping all Resources and Heads you have when you faint for any reason besides PvP fighting. **SFM 15**

Malice – one of six Skills. Malice determines a player's aptitude for starting fires and using Firestarters. **SFM 8**



Merchant – one of four Classes. The Merchant is a calculated and personable businessman. **SFM 2**

Milestones – Keep track of how many times the player has reached 10 Notoriety. **ATM 7**

Mounts – cards that allow players to move further per ☉ spent. **SFM 9, ATM 3**

Night (or Night Phase) – the phase that occurs after all players complete their Day Phase. **SFM 5**

Notoriety – the scoring mechanic for Bantam West. Represents a character’s fame and influence in town. **SFM 4**

Persuasion – one of six Skills. Persuasion determines a player’s ability to negotiate and barter. **SFM 8, 10**

Pursuits – opportunities to earn more Notoriety, abilities, and cash — these can be purchased from the Mayor. **ATM 7**

Range – the distance between two players or a player and an NPC measured in Acres. **SFM 12**

Resources – raw materials that are harvested in the natural terrain around Gallow Springs. **SFM 7**

Refit – part of the “Sleep” Step of the Night Phase where you bring all Exhausted Cards back into play. **SFM 5, 10**

Reflection – an action that restores Will Power through meditation. **SFM 10**

Refresh – a Special Action “SPC” that allows you to reset your combat deck during fights. **SFM 15**

Release – after losing all Vigor, Release allows you to re-enter the game. You always have the option of Releasing into the Acre that displays “Release Here” or Releasing to one of your Cabins only if it is Locked. **SFM 15**

Respawn – Enemy Tokens are moved from the Supply back onto the game board. **ATM 8**

Rider – a member of a player’s posse. They ride alongside the player, and each one offers a different perk. **ATM 5, 9**

Saloon Brawl – the ultimate tiebreaker. **SFM 19**

Search Perk – allows Master Hunters, aka “Slayers” to look through faceup stacks of cards and tokens before making a purchase. **ATM 5**

Shelter – an Acre with a solid white outline that allows you to ignore weather and perform a Shelter Roll against Ranged Weapons. **SFM 12**

Silver Dollar – a silver-based currency that is worth \$1.

Sneak – one of four Skills. Sneak determines a player’s aptitude for stealth, breaking locks, and robbery. **SFM 8**

Special Actions SPC – actions offered by items and weapons that cost no ☉ to use, but Exhaust the item or weapon after use. **SFM 14**

Speed – one of three Statistics. Speed determines how many Acres a player can move per Grit spent. **SFM 6, 8**

Stealth – different from Sneak — Stealth specifically allows you to avoid Enemy Attacks. **SFM 17**

Strength – one of six Skills. Strength determines a player’s aptitude for moving heavy objects and using edged weapons. **SFM 8**

Supply – any open area on the table where components are made readily available. **SFM 3, 7, ATM 8**

Sweep – to return a drawn card to the bottom of its deck. **SFM 11, ATM 4, 5, 6, 7, 9**

Thief – one of four Classes. The Thief is a silent type who seeks to acquire the wealth of others. **SFM 2**

Trails – dotted lines that connect one Acre to another. **SFM 6**

Travel/Traveling – a movement that allows players to cross from tile to tile. **SFM 6**

Varied To-Do Lists – 2 cards 1 x Left, 1 x Right that are randomly given to each player at the table that offer 10 opportunities for earning Notoriety Points. **ATM 2**

Vigor – one of three Stats. Vigor determines the player’s health. **SFM 8**

Will Power – one of three Stats. Will Power determines how hard the player is willing to go to accomplish something. **SFM 8, 10**

Wisdom – one of six Skills. Wisdom determines a player’s knowledge of the world, and its use is not yet known to them. **SFM 8**



TOUR OF GALLOW SPRINGS

Founded in the year 113 A.H., this small town on the edge of civilization is full of larger-than-life personalities and rich with history. It has been shaped by the conflicts of its past and the blood that has soaked its grounds. Located on the Dethelm Frontier just outside the reach of the law, it is a symbol of freedom and is regulated by good ol' fashioned frontier justice!



JAIL & DOC

The County Jail and Dr. Barber's Surgical Emporium are where the town ruffians end up after a good fight or a tumble down a cliffside. The town Sherriff is Lurch Armstrong, and the town Doctor is Dr. Barber, M.D. Lurch Armstong is very simple, yet steadfast in character, strong as an ox, and can shoot the wings off a fly. Dr. F. Charles Barber, M.D. is a brilliant mind, caring heart, and the only reason half of this town still lives and breathes.



SALOON

Ms. Bee's Haven is run by Madame Melissa Zinn. This establishment is like a beacon of warm light in the dark and cold lands that surround Gallow Springs. Once the drinks start flowing and the stories get going, the Saloon becomes the birthplace of legends. Melissa was able to turn the corpse-like ghost town of Gallow Springs into the only vibrant hub of activity on the entire Dethelm frontier. This was all with the help of her girls and some spirits that are stronger than anything you can get in the capital city.



GUNSMITH

Gatman Gunsmith & Co. is owned by Strap Gatman. He is a slender and elderly fellow, and no one seems to know his true age. Rumor has it that he lived here as a gunslinger back when Gallow Springs was just a mud-covered tent city. Strap always has good deals on firearms imported from the capital city of Hemlock. Strap mostly speaks in grunts and grumbles, so no one is sure how he acquires his stock, but most of what he carries is illegal to possess within Hemlock city limits.



TOWN HALL

Gallow Hall is owned and run by a long line of descendants from the Gallow family. They were the first family to stake the land here years ago and are the major shareholders in every business out here. Francis Gallow III is the current Mayor of Gallow Springs. He is an eccentric man with long white hair that falls into tight curls. He is very friendly and is always walking around town giving his greeting of the day. But pay no mind to the break-action shotgun he is constantly gripping or resting on his shoulders. Ever since a great raid that occurred a decade ago during the great war, Francis has had a very warranted yet debilitating case of paranoia.



BANK

The Bank of Midland is a branch of Midland's government-sponsored federal bank. The locals commonly refer to it as the Fed. This branch has been endorsed to accept Gold Coins and Silver Bonds in exchange for good standing with the local and national governance. The Executive Banker of the Gallow Springs branch is a man by the name of Alfred 'Al' Goodwin. He is a highly intelligent, extremely handsome, cool yet calculated "suit," as they say. He is the only government inject in this small town and the only trace of civilized society.



TRADING POST

Rita's Outpost is owned by a married couple, but the entire operation is headed by the wife, Rita LaRoux. Rita and her husband, Remy, heed from Madera's Sandbar. Their search for fortune brought them far west in a coach wagon. Rita controls the market in Gallow Springs. She sets prices, buys, sells, and even procures heads that were recently separated from their owners. She is skilled in the cultural occult practice of her home region and can cut a deal with anyone. Don't let her welcoming smile fool you; Rita is as cutthroat as they come.



STATION

The Train Station is operated by a no-nonsense woman by the name of Stacey Coltrane. She hails from the desert region of Midland known as the Q'Tanu Enclave. As horses cannot survive long treks in that climate, the Q'Tanu people rely heavily on trains and automobiles for transport. Stacey's father was a steam-engine mechanic, so she was raised with a wrench in hand rather than a pacifier. Don't let her lack of height fool you; this feisty woman will crack your skull with a monkey wrench.



STABLES

Mirth's Mounts is owned and run by Mirth Graymane. Every girl in town has their eyes on Mirth, but once he opens his mouth, they turn and run for the hills. He has no way with words, as he was mostly raised around, and possibly by, horses. Rumor has it that he is of the legendary Graymane clan of Midland's Grimwar region. How he ended up here, no one knows, not even Mirth! He will offer great deals on mounts and all of the tack necessary to outfit them. Separating with each horse is such an emotional experience for Mirth.