

WESTERN LEGENDS

Rule Book

DESIGN

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ILLUSTRATIONS

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From Hervé Lemaître

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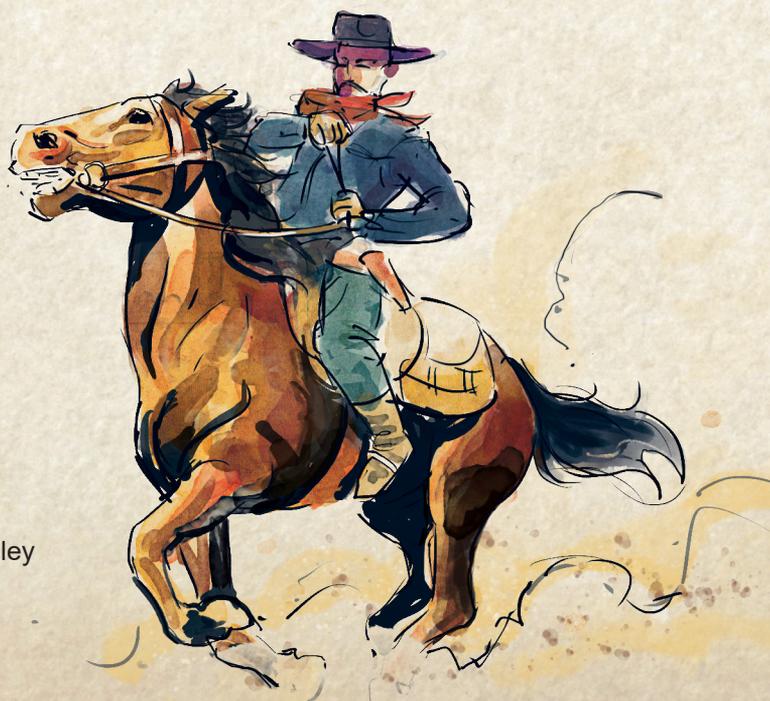
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1. OVERVIEW

Western Legends is a “sandbox” game where players take on the roles of historical figures from the Wild West. Through a number of means in the game, players will earn **Legendary points (LP)**. Some players will become outlaws, collecting **Wanted points** for robbing the bank, rustling cattle, and stealing from other players. Others will follow the path of the Law, earning **Marshal points** for fighting bandits, wrangling cattle, and arresting Wanted players. Only one thing is for certain: history only remembers the most legendary.

2. COMPONENTS



1 game board



6 player mats (2-sided)



12 scoring cubes
12 Story discs



2 prospecting dice



36 gold nuggets



6 wound tokens



1 end of game marker



16 cattle tokens



18 legendary tokens



1 first player token



6 player aids



12 character cards



40 story cards



52 poker cards



11 Man in Black cards



48 goal cards
(4 for each character)



54 money cards
(36 \$10's, 18 \$20's)



13 fight cards



54 item cards:
mounts, weapons, and miscellaneous items

Also includes:

- 13 minis for players to choose from.
- 13 plastic rings: 6 in player colors, 6 grey bandit rings, 1 brown Sheriff ring.
- 1 General Store stand

3. SETUP

1. Place the game board in the middle of the play area.
2. Place all money cards in the designated area.
3. Place all item cards in the General Store stand near the board.
4. Shuffle the poker cards and place them in a deck in the designated area.
5. Discarded poker cards will go faceup in a pile to the right of the poker card deck.
6. Place the cattle tokens on the Ranch spaces of their corresponding color facedown so their rewards cannot be seen.
7. Place the two prospecting dice and supply of gold nuggets in the designated area.
8. Each player takes a player mat, all scoring cubes, all story discs, and a ring of their chosen color. For the standard game, use the side of the player mat without spaces for legendary tokens.
9. Each player draws two character cards, chooses one, and returns the other to the box.
10. Each player selects a mini that will represent them during the game and attaches matching player color ring to the base.

STOP! If this is your first time playing Western Legends please refer to the First Game setup recommendations on the back of this rulebook.



NOTE: Minis are not specific to characters. Players are free to choose any mini that is available.

11.
 - Each player gains all starting items, money, poker cards, and Marshal points or Wanted points listed on the back of their character card.
 - If a player chose a character with Marshal points or Wanted points, they place one scoring cube on the corresponding track.
 - Place any items, mounts, and weapons listed on the back of a player's character card in their respective area on their player mat.
 - Each player will place their mini in the space listed under "Starting Location" on the back of their character card. If a player's starting location is a General Store or Saloon space they may choose any of the 3 spaces adjacent to the listed General Store or Saloon.

Billy the Kid was one of the greatest outlaws in the American Wild West. His first arrest took place when he was just 16. Two months later, he was caught stealing again—a sentence he escaped by way of fleeing just two days later. After joining the Regulators, a notorious group of rustlers in Lincoln County, he took part in the Lincoln County Massacre. His capture and conviction of many Regulators led to his death once more. Even decades later, legends circulated that Billy was claiming to be the most numerous men

STARTING LOCATION: EITHER BANDIT A HIDEOUT

OR

STARTING BONUS:
2 POKER CARDS, 1 REVOLVER,
2 WANTED POINTS (Do not gain rewards)

12. The most Wanted player takes the first player token. If players are tied for most Wanted, or no player starts the game Wanted, then choose another method to determine who takes the first player token. It is highly recommended that Wanted players sit next to each other in clockwise turn order to avoid arrest in the early game.

NOTE: First Player will never change during the game.



In this setup, Billy is the most Wanted player starting with 2 Wanted points.

13. Each player places their Wound token on the starting crosshair space of the wound track on their player mat.

14. Each player places one scoring cube to the left of the 1 space on the Legendary Point (LP) track.

15. Shuffle the story cards together and place them facedown on the board in two approximately even decks as indicated in the setup diagram.

16. Each player places both of their story discs to the left of the board in the designated area.

17. Select one of the remaining minis to represent the Sheriff and attach the brown ring to its base. Place the Sheriff in the Sheriff's Office space located in Darkrock.

18. Select six of the remaining minis to represent the bandits and attach a grey ring to each of their bases. Place one bandit at each Bandit Hideout location that does not already contain a player mini.

19. Shuffle the fight cards and place the deck in the designated area.

20. Give each player a player aid.



21. When playing with the goal card variant include these additional setup steps:

- Use the goal side of each player mat which has a space for legendary tokens located above the character card space.
- Each player takes the 4 goal cards corresponding to their character card. Discard 1 random goal card, returning it to the box without looking at it. This goal card will not be used in the game. Keep the remaining goal cards facedown from the other players.
- Place all legendary tokens facedown within reach of all players. Full rules for using the goal cards can be found on page 22.

CHARACTERS

Each character in *Western Legends* has a number of unique elements which help define how they will play the game. Character cards have the following elements:

- **Starting location:** this is where the character begins the game on the board.
- **Starting bonuses:** these are the advantages each character has at the start of the game. These include additional items, money, poker cards, and Marshal or Wanted points.
- **Legendary ability:** this is a unique advantage that the player gains after they have reached 5 or more LP.

Some legendary abilities modify specific actions, such as fights or prospecting for gold, while others are actions that only that character can take. The elements unique to each character are intended to provide initial strategies and choices for the players. While some characters start the game as Marshals, they may decide that a life of crime is more suited for their aims. Inversely, a Wanted player can later join the Marshals after a night in jail.

4. PLAYING THE GAME:

Players compete to secure their legendary status by finishing the game with the most Legendary points (LP). LP are primarily acquired through the completion of notable acts such as fighting with other characters, driving cattle, and completing story cards.

At the start of the game, players determine the length of game they prefer to play: Short (15LP), Average (20LP), or Long (25LP). Place the end of game marker on the chosen space of the LP track. When a player has acquired LP equal to or greater than the amount set for game length, they trigger the end of the game. Each player, including the one who triggered the end of game, finishes the current round. Starting with the First Player, players will then take one last turn so that each player has taken an equal number of turns. Once all players have taken their final turn, final scoring is determined.



Annie Oakley was an American sharpshooter and exhibition shooter, known for displaying her amazing talents in Buffalo Bill's Wild West Show. During her career, she performed for heads of state and royalty, such as the Queen of England herself. Oakley staunchly promoted the service of women in the armed forces. Throughout her career, it is believed that she taught upwards of 15,000 women how to use a gun.

STARTING LOCATION:
ANY DARKROCK GENERAL STORE SPACE



STARTING BONUS:
1 POKER CARD, 1 RIFLE

AT THE START OF A FIGHT WITH ANOTHER PLAYER, THAT PLAYER MUST DISCARD 1 POKER CARD OR GAIN 1 WOUND.



PHASES OF PLAY

Each player's turn is comprised of the following three phases:

- **START OF TURN PHASE**
- **ACTION PHASE**
- **END OF TURN PHASE**

START OF TURN

During the START OF TURN phase, the active player carries out the following steps:

- Check for start of turn effects.
- Choose one: Gain \$20, draw 2 poker cards, or gain \$10 and draw 1 poker card.
- Choose a weapon and mount for the turn.

ACTION PHASE

Each turn, the active player chooses three actions to perform from a variety of different options. They may perform the same action multiple times in a single turn, unless stated otherwise.

The possible actions a player can take on their turn are as follows:

- A. **MOVE**
- B. **USE AN ACTION ON A CARD**
- C. **FIGHT ANOTHER PLAYER (ARREST, DUEL, OR ROB)**
- D. **TAKE A LOCATION ACTION**

A. MOVE:

Players can move up to their maximum movement with a single move action.

- Players without a mount have a movement of 2.
- Players with a mount may use the mount's movement instead.

When moving, a player may move their mini into any space that is adjacent to their current space. Diagonal spaces are considered adjacent. The only exception to this are the two mesas which are surrounded by a red dashed line in the center of the board. Mesas are not considered spaces for movement.

Some abilities, goals, items, or other cards may refer to a player being in town or outside of town. Spaces are considered to be within town if they are located within the thick lines surrounding Darkrock and Red Falls. Outside of town is everything not in Darkrock or Red Falls.

NOTE: While you never lose your weapons or mounts, you can only have one active at a time. You may only switch weapons or mounts at the start of your turn or when purchasing a new weapon or mount at the General Store.

Red dashed lines surround both of the mesas. Players cannot enter mesas.



Thicker brown lines denote town borders.

➔ Possible Move Location

➔ Normal Move

➔ Mount Move

⊘ Can't Move



B. USE AN ACTION ON A CARD:

Poker cards, item cards, and even some character cards which have the word "ACTION" printed on them can be used during this phase to take special actions otherwise unavailable to players.

When a player chooses to use the action on a card, they must do the following in order:

- Place the card faceup on the table and read the text out loud.
- Carry out the necessary steps to complete the card's text.
- If the action taken is on a poker card, then place it in the discard pile next to the poker deck. However, if the action taken is on a Character card or Item card, simply follow the instructions on the card.

C. FIGHT ANOTHER PLAYER (ARREST, DUEL, OR ROB):

Fights are broken up into 4 steps, taken in order:

- **DECLARATION**
- **REVEAL**
- **REACTION**
- **REWARD**

1. DECLARATION - A player can only initiate a fight against another player in the same space. This player is referred to as the target player.

The active player must declare which type of fight they are initiating: Arrest, Duel, or Rob. Each type of fight offers a different reward. **To attempt an Arrest, the active player must already have at least 1 Marshal point**, and the target player must have at least 1 Wanted Point.

Starting with the active player, players alternate resolving "start of fight" effects until all effects have been resolved.

The active player then chooses 1 poker card from their hand and places it facedown on the table. This is the card they will use in the fight.

The target player must now decide if they will fight or decline. If they fight, they also choose 1 poker card from their hand and play it facedown in front of them. This is the card they will use in the fight. If they decline, the active player immediately wins the fight. In this case, skip to the Reward step.

2. REVEAL - Both players simultaneously reveal their selected cards and resolve any Bonus effects (from character abilities, items, weapons, and/or poker cards).

NOTE: Some poker cards will have **REACTION** and others will have **BONUS**, neither of which require an action to activate.

FIGHTING EXAMPLE - DUEL

- Annie is in the same space as Bass Reeves and decides to use one of her three actions to fight him.

DECLARATION

- Annie declares a Duel against Bass.
- Annie's ability forces the opponent to discard a poker card at the beginning of a fight, otherwise they gain 1 wound. Bass decides to discard a poker card from hand.
- Bass declines to resolve any start of fight effects.
- Annie chooses a poker card to play facedown.
- Bass accepts the Duel and chooses a poker card to play facedown as well.

REVEAL

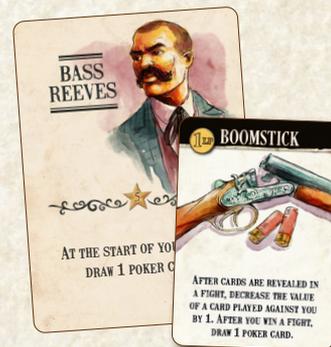
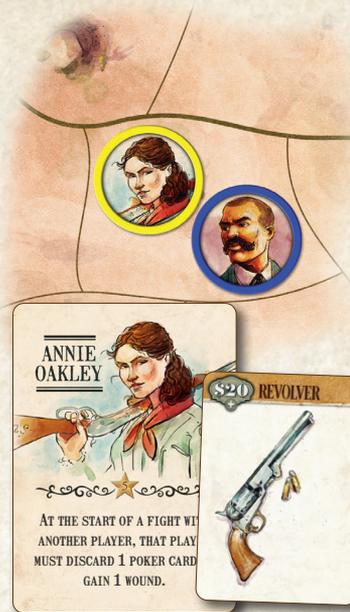
- Annie and Bass simultaneously flip and reveal their poker cards.
- Annie reveals a King,

while Bass reveals a Queen. Bass's Upgraded Shotgun decreases the value of Annie's poker card by 1, decreasing it to a Queen.

- Since Annie is the active player she wins the tie.

REWARD

- Annie gains 2LP for winning the Duel.
- Bass gains 1 wound for losing the fight and draws 1 poker card.
- Annie did not declare an Arrest or a Rob action, so nothing further happens to Bass.
- Annie cannot fight Bass again this turn.



3. REACTION - Players may now use Reaction effects on poker cards in hand. The active player has the first opportunity to use a Reaction. After the active player has played a Reaction or declined, the target player may then use a Reaction. Continue this in this order until both players decline to play any further Reactions.

4. REWARD -The players in the fight receive penalties and rewards based on the type of fight chosen (Arrest, Duel, or Rob). The winner is the player that has the highest value card after effects are applied. Values cannot be increased, only decreased and never lower than the rank of 2. The active player wins all ties. Regardless of the type of fight, the player that loses the fight always gains 1 wound and draws 1 poker card. If the target player declined to fight they are automatically considered to have lost the fight.

- **Arrest** (Marshal Players only) - If the active player wins, they gain 1 Marshal point. The Arrested player gains 1 wound, draws 1 poker card, and is placed at the Sheriff's Office space with the Sheriff. The Wanted player also loses all Wanted points, all cattle tokens, and half their money and gold nuggets rounded up.
- **Duel** - If the active player wins, they gain 2LP.

- **Rob** - If the active player wins, they gain 1 Wanted point, and may choose to steal **either** half of the target player's money or half of their gold nuggets, rounded up. Additionally, they may also steal 1 cattle token from the target player, if they are carrying one.

NOTE: If the target player declines a fight, the active player must still discard the poker card they chose during Declaration.

Place all poker cards played during the fight into the discard pile next to the poker deck. A player can only fight a specific player **ONCE** each turn. They can, however, initiate a fight against a different player as long as they have enough actions to do so.

Card Values

When determining the winner of a fight, players will compare the numerical or face card value of their chosen card. The numerical cards can be determined by seeing which card has the highest number, while face cards follow the order J(ack)<Q(ueen)<K(ing)<A(ce).

Card values are ranked below:

2<3<4<5<6<7<8<9<10<J<Q<K<A

D. TAKE A LOCATION ACTION:

The majority of actions a player can take on their turn are at locations. To take a location action, a player must be in the space of the location. To take a location action at either of the General Store or Saloon locations, a player must be in one of the three neighboring spaces. The locations and their specific actions are listed on the following pages.

D1. GENERAL STORE:



While in a space neighboring a General Store, a player may take an action to purchase and/or upgrade any number of item cards, as long as they have enough money to do so. For detailed rules of each item type refer to page 19.

Some important information about items:

- A player may only possess a single copy of each item card.
- A player is limited to three miscellaneous items.
- When purchasing a mount or weapon, players may immediately choose it as their primary mount or weapon.
- To upgrade a mount or weapon, pay its cost again.

Neighboring Spaces to General Stores





D2. PLAY POKER:

While in a space neighboring a Saloon, a player may play a hand of poker. To do so, they take an action, pay a \$10 ante, and then draw 1 poker card. If any other players are in the same town, they may also choose to pay the \$10 ante to draw 1 poker card and join, they do not have to be on a Saloon space.

If no other players join the hand of poker, the player to the right of the active player takes on the role of the dealer. The dealer sets aside their current hand of poker cards, and draws 4 poker cards from the deck as their hand. The Saloon always adds \$50 to the ante(s) as a reward for winning, regardless of the number of players in the hand. All antes from players and the \$50 from the Saloon are referred to as the pot.

After all players in the hand have paid their ante and

drawn their cards, the top three cards of the poker deck are revealed. This is called "the flop." Players then make the best five card hand from the three revealed cards along with two more poker cards chosen from their hand. If a player has no poker cards when they ante they must play the one poker card just drawn. For rankings of poker hands see the table below.

The player with the best hand wins the pot while all losing players draw 1 poker card. The active player wins all ties. If the active player wins, they also gain 1LP. If the dealer wins, they gain no reward and all of the money in the pot is returned to the supply. All poker cards played in the hand are then discarded along with the the flop.

If 2 non-active players are tied in poker, split the pot rounded down between those players, returning any additional money to the supply.

Poker Hands from Highest to Lowest

Name	Example	Description
Five of a Kind	K♠, K♣, K♦, K♥, Cheat	Four cards of the same value plus the Cheat poker card.
Royal Flush	A♠, K♠, Q♠, J♠, 10♠	A-10 all of the same suit.
Straight Flush	8♠, 7♠, 6♠, 5♠, 4♠	Five cards in a sequence, all of the same suit.
Four of a Kind	J♠, J♣, J♦, J♥, 7♠	Four cards of the same value.
Full House	10♠, 10♣, 10♦, 9♠, 9♣	Three cards of the same value, with 2 other cards of the same value.
Flush	4♠, J♠, 7♠, 8♠, 2♠	Five cards of the same suit, but not in a sequence.
Straight	9♠, 8♦, 7♥, 6♠, 5♣	Five cards in a sequence, but not of the same suit.
Three of a Kind	7♠, 7♦, 7♣, Q♥, 2♣	Three cards of the same value.
Two Pair	4♠, 4♣, 7♥, 7♠, K♦	Two different pairs.
Pair	K♠, K♥, 8♣, 2♦, 10♠	Two cards of the same value.
High Card	8♠, Q♦, 10♣, 3♥, 5♣	If you haven't made any of the hands above, the highest card played is your hand. (The Queen would be the hand in this example.)

PLAY POKER EXAMPLE:

- The active player initiates a round of poker at the Darkrock Saloon. The active player pays \$10 for the ante and \$50 is added from the Saloon to make the pot. There are no other players in Darkrock so the player to the right of the active player becomes the dealer.
- The dealer sets down their own hand of poker cards and draws 4 poker cards. The cards drawn are Cheat (2♦), Manhunt (4♥), Instincts (9♠), and Bulletproof (J♣).
- 3 poker cards are revealed on the flop: J♦, 3♣, 10♠.
- The dealer plays Cheat (2♦) as a Jack, which has a Bonus that allows it to be played as any card, and Bulletproof (J♣) facedown.
- The active player plays Lady Luck (10♥) and Fool's Gold (10♣).
- The cards are revealed. The dealer's three Jacks are better than the active player three 10's. The active player loses, but uses the Bonus of Lady Luck to gain \$30 and draw a poker card in addition to the poker card for losing the game.
- The \$60 in the pot is returned to the supply.



D3. PROSPECT FOR GOLD:

While at a Mine space, a player may take an action to prospect for gold. To do so, the player rolls both prospecting dice. The prospecting dice have four possible results:



Gold Nugget

Gain 1 gold nugget.



Tailings

Gain \$10.



Gold Dust

Gain \$10 and reroll the die, applying the next result as well.



Gravel

Gain nothing.

Players can only carry a maximum of 4 gold nuggets.



D4. DEPOSIT NUGGETS:

While at the Bank space, a player may take an action to sell their gold nuggets. For each gold nugget sold the player gains \$20 and 1LP. Return those gold nuggets to the supply. Players can only ever carry a maximum of \$120. Any additional money gained above this limit is lost.

HEIST EXAMPLE - PLAYER VS GUARD AT BANK

Billy the Kid is in at Darkrock Bank space and decides to take one of his three actions to rob the Bank.

- The guard (Player to Billy's right) draws three fight cards 3, 7, J and plays one facedown.



DARKROCK



- Billy chooses a poker card and plays it facedown.

REVEAL

- Billy and the guard simultaneously flip and reveal their cards.

- The guard reveals a 3 which would normally cause the other player to gain 2 wounds.

- Billy reveals a Jack of Hearts, Bulletproof, which cancels the wounds as a Bonus effect.

REWARD

- Billy has the highest card so he successfully robs the Bank gaining 3 Wanted points and \$80.



D5. HEIST:

While at the Bank space, a player may spend an action to initiate a Heist. To do so, they must first fight the guard at the Bank to succeed. A player can only initiate a Heist action once per turn.

Guard Fight

- The player to the right of the active player draws 3 fight cards for the guard.
- Resolve "start of fight" effects
- The active player chooses 1 poker card from their hand and plays it facedown. The guard chooses 1 to play facedown.
- Both cards are revealed.
- Effects from character abilities, items, weapons, and the played poker card are applied.
- The active player may play any number of Reaction effects.
- The effects from the played fight card are applied.
- The highest value wins the fight with the active. The guard wins all ties.
- If the active player defeats the guard, they gain \$80 and 3 Wanted points.
- If the active player loses, they gain 1 Wanted point, 1 wound, and draw 1 poker card.
- Discard the played poker card(s) and return all fight cards to the bottom of the fight deck in a random order.



D6 HEAL:

While at the Doctor's Office space, a player may pay \$10 and take an action to lose all of their wounds. They then draw 1 poker card for each wound lost in this way.



D7 REVEL:

While at the Cabaret space, a player may take an action to gain LP. For every \$30 they spend, they gain 1LP.

Money Traded In	LP
\$30	1
\$60	2
\$90	3
\$120	4



D8 ACQUIRE CATTLE:

ACQUIRE: While at a Ranch space if a player is not already carrying a cattle token, a player may take the Acquire action to gain 1 facedown cattle token. Cattle tokens are placed on that player's mat until the cattle token is delivered.

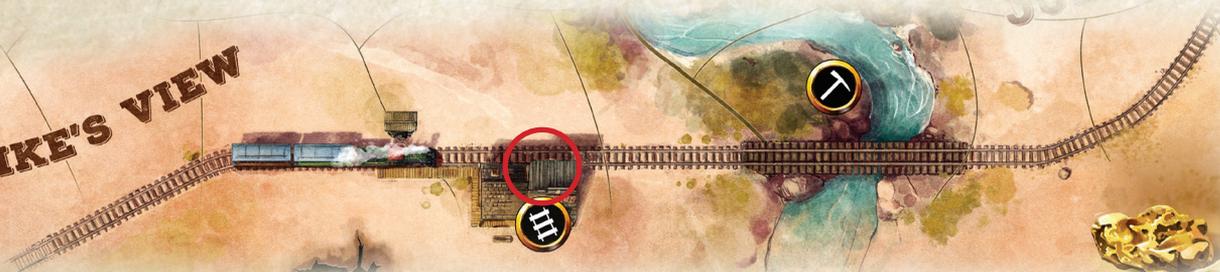


- Players can look at the reward on their cattle token at any time.
- Players can only carry 1 cattle token at a time.

Cattle tokens can be delivered in one of the two following ways:

WRANGLE: After a player ends a move action at the Rail Station space, they may deliver their cattle token to gain 1 Marshal point and the reward listed on the back of the cattle token. This does not require an action. Once a cattle token is delivered, shuffle it in with the other cattle tokens at the respective Ranch space.

SPIKE'S VIEW



RUSTLE: After a player ends a move action at a Ranch of the opposing color, they may deliver their cattle token to gain 1 Wanted point and the reward listed on the back of the cattle token. This does not require an action. Once a cattle token is delivered, shuffle it in with the other cattle tokens at the respective Ranch space.



D9 WORK:

While at ANY location, a player may take an action to gain \$10.



END OF TURN PHASE

At the end of a player's turn, they perform the following steps in order:

- Resolve all story cards with the requisite number of story discs on them. (See story cards on page 14)
- Discard down to maximum hand size: 5 poker cards minus 1 poker card for each wound they have.
- If they are Wanted, gain LP based on which row they occupy on the Wanted track.
- If they have acquired LP equal to or greater than the amount set for the game length this triggers the end of the game. Finish the current round. Each player will then take one more turn, including the player who triggered the end of the game.
- The next player in clockwise order becomes the active player and starts their turn.

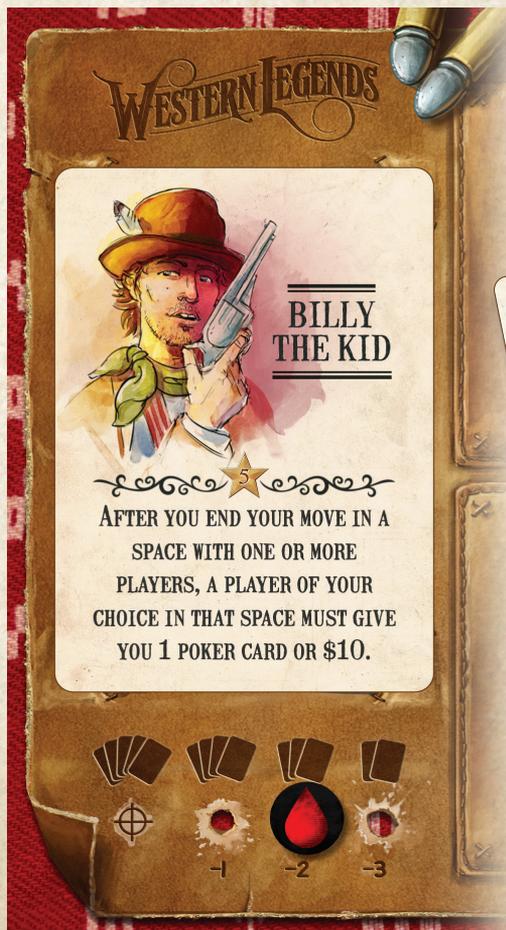
END OF TURN EXAMPLE



It's a 5 player game. 3 story discs have been placed on the first story card and 2 story discs on the second story card. The story discs are removed from the first story card and it is resolved. In this case, the Yellow, Blue, and Red players have all contributed to that story card.



At the end of his turn, Billy has 6 poker cards in hand. Billy has 2 wounds, so his maximum hand size has been reduced from 5 to 3. Billy discards 3 of his poker cards, leaving him with a hand of 3 poker cards.



Billy, the Red player, is on the second space of the Wanted track. He gains 1LP for being on the 1st row of the track.

WANTED TRACK			
- 1 - SHERIFF ACTIVE	- 2 - POKER CARD	- 3 -	1 LP - each turn -
- 4 - DRAW 1 POKER CARD	- 5 -	- 6 - DRAW 1 POKER CARD	2 LP - each turn -
- 7 -	- 8 - DRAW 1 POKER CARD	- 9 - *	3 LP - each turn -

* For each Marshal Point gained after 9, gain 1LP instead.
Most Wanted gains 3LP or 1LP if tied. 1LP for each other Wanted player.

5. STORY CARDS

Story cards provide players with a thematic look into the world of **Western Legends**. During a player's turn, if they meet the trigger for one of the available story cards, then they may place 1 of their story discs on the first available space. The condition to trigger each story card is printed on the back of each story card. Each story card requires a specific number of story discs before it can be resolved at the end of a player's turn.

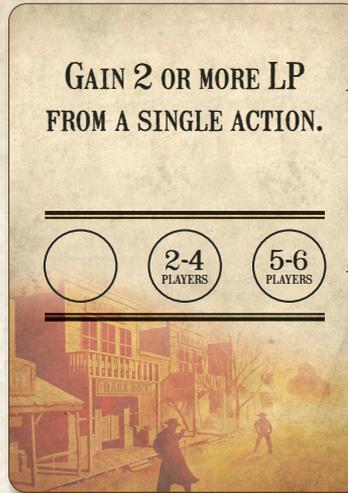
The required number of story discs depends on the player count of the game:

- **2-4 Players- 2 story discs**
- **5-6 Players- 3 story discs**

A player can only add 1 story disc to 1 story card on their turn. If the same trigger is on both available story cards, then the player chooses which story card to place their story disc on. Players can only contribute to story cards during their turn. If a player has both of their story discs on story cards and would place another story disc, they may choose to move 1 of their placed Story discs from the other story card to the triggered story card.

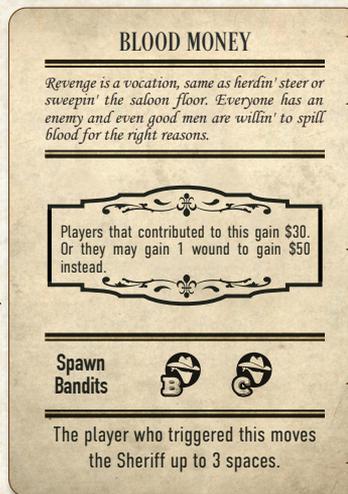
The player that contributes the last story disc to resolve a story card carries out the following steps in order at the end of their turn:

- Read the narrative text aloud.
- Resolve the reward on the card for all players that contributed to the story card.
- Players that contributed more than 1 story disc only gain rewards from the card once.
- Spawn bandits in all of the indicated Bandit Hideouts, if any. Bandits cannot be spawned to a space already containing a player, the Sheriff, or another bandit.
- If the Sheriff is active the player that resolved the story card moves the Sheriff the indicated number of spaces (0-6). This may cause an Arrest to trigger.



Trigger: When a player meets this requirement on their turn, they'll place a story disc of their color on one of the available spaces.

Player Count: Depending on the player count a certain number of players will have to contribute to a story card before it is resolved.



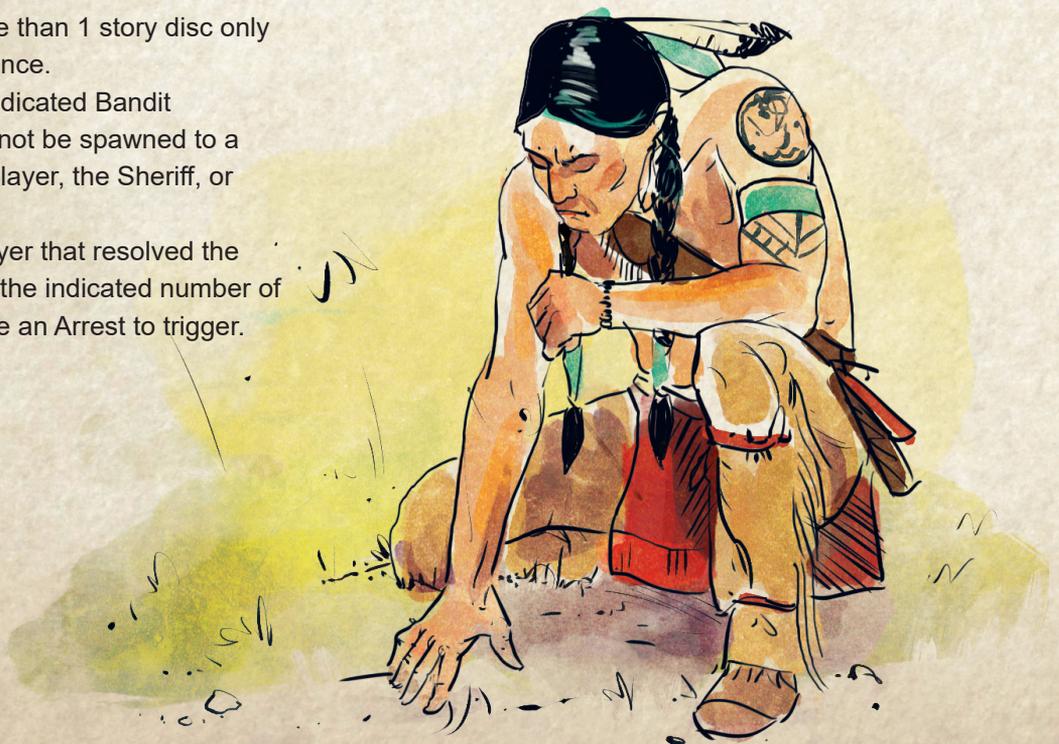
Story Card Title

Story Card Flavor Text

Story Card Reward

Bandit Spawn: Place bandits at these locations.

Sheriff Movement: The active player moves the Sheriff 3 spaces.





STORY CARD RESOLUTION EXAMPLE

It's a 5-player game. The Red player has placed the third story disc on the first story card and will resolve the card at the end of their turn.

The story discs are removed from the first story card and it is resolved. In this case, the Yellow, Blue, and Red players have all contributed to that story.

BLOOD MONEY

Revenge is a vocation, same as herdin' steer or sweepin' the saloon floor. Everyone has an enemy and even good men are wilitin' to spill blood for the right reasons.

Players that contributed to this gain \$30. Or they may gain 1 wound to gain \$50 instead.

Spawn Bandits

The player who triggered this moves the Sheriff up to 3 spaces.



In this example, the 2nd bandit cannot be spawned because a bandit is already in that space.

The 3rd bandit cannot be spawned because a player is currently in that space.

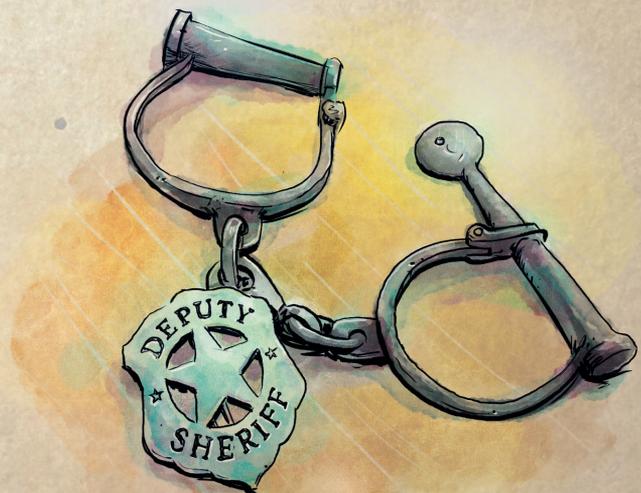


The Red player must move the Sheriff 3 spaces. However, the Red player is Wanted and doesn't want the Sheriff to be near them. They decide to move the Sheriff 3 spaces up and to the right so they're on opposite sides of the map.

6. MARSHAL/WANTED POINTS

While the Legendary Point track measures a player's overall status as a Western Legend, the Marshal track and Wanted track measure their actions as either peacekeepers or outlaws.

A player can either have Marshal points or Wanted points, but never both. Wanted players cannot gain Marshal points. However, if a Marshal player gains any amount of Wanted points they forfeit all their progress on the Marshal track and move their scoring cube up to the Wanted track.



MARSHAL POINTS

Marshal points are awarded to players for keeping the peace. Players can earn Marshal points in the following ways:

- **Defeat a bandit in a fight:** 1 Marshal point
- **Wrangle cattle:** 1 Marshal point
- **Arrest a Wanted player:** 1 Marshal point
- **Use the action on the poker card Living Legend:** 1 Marshal point
- **Story card rewards:** as indicated on the story card.

When a Marshal player gains any amount of Marshal points, they move their scoring cube on the Marshal track once for each Marshal point gained. As players gain Marshal points they gain the rewards listed on each space they move through or onto. If a player's scoring cube is on the 9th and final space of the Marshal track and they gain any number of Marshal points that would push them past this limit, instead they gain 1LP per Marshal point gained.

A Marshal player can choose to become Wanted by taking an action that would result in gaining Wanted points. When doing so, they take their scoring cube from the Marshal track and places it on the Wanted track. Any time a player switches tracks, they start at the beginning of the new track, not from the same place they were on the other track.

At the end of the game, Marshal players will score LP based on which row they occupy on the Marshal track as indicated by the LP values on the right side of the Marshal track.

WANTED POINTS

Wanted points are awarded to players for their unlawful exploits. Players can earn Wanted points in the following ways:

- **Heist:** \$80 and 3 Wanted points if successful; 1 Wanted point if unsuccessful
- **Rob a Player:** 1 Wanted point
- **Rustle Cattle:** 1 Wanted point
- **Use the action on the poker card Living Legend:** 1 Wanted point
- **Story card rewards:** as indicated on card

When a Wanted player gains any amount of Wanted points, they move their scoring cube on the Wanted track once for each Wanted point gained. As players gain Wanted points they gain the rewards listed on each space they move through or onto. If a player's scoring cube is on the 9th and final space of the Wanted track and they gain any number of Wanted points that would push them past this limit, instead they gain 1LP per Wanted point gained.

At the end of a Wanted player's turn, they gain LP based on the row they occupy on the Wanted track as indicated on the right side: 1LP for the 1st row, 2LP for the 2nd row, and 3LP for the 3rd row. At the end of the game, the most Wanted player will score 3LP if there is a tie for most Wanted player the tied players each gain 1LP instead. Each other Wanted player scores 1LP.

MARSHAL TRACK ADVANCEMENT EXAMPLE

In this example a player has gained 2 Marshal points, moving them from the 1st to the 3rd space. The player gains \$20 and 2LP.

MARSHAL TRACK
Gain the \$ or LP shown when progressing to new space.

1 - \$0	2 - \$20	3 - 2 LP	1 LP at game end
4 - \$30	5 - \$30	6 - 4 LP	2 LP at game end
7 - \$40	8 - \$40	9 - 6 LP **	3 LP at game end

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

NOTE: Only players without Wanted points can gain Marshal points.

WANTED TRACK ADVANCEMENT EXAMPLE

In this example, the player has earned 1 Wanted Point. They immediately draw 1 poker card for reaching the 6th space. At the end of the player's turn, they gain 2LP for being on the second row of the Wanted Track.

WANTED TRACK

1 - SHERIFF ACTIVE	2 - DRAW 1 POKER CARD	3 -	1 LP - each turn -
4 - DRAW 1 POKER CARD	5 - DRAW 1 POKER CARD	6 - DRAW 1 POKER CARD	2 LP - each turn -
7 -	8 - DRAW 1 POKER CARD	9 - *	3 LP - each turn -

* For each Wanted Point gained after 9, gain 1LP instead.
Most Wanted gains 3LP or 1LP if tied. 1LP for each other Wanted player.

BANDITS/SHERIFF

Unlike the guard at the Bank, bandits and the Sheriff are represented in the game with minis. While very different, all three are collectively referred to as non-player characters, or NPC's, in the game. The difference between bandits and the Sheriff are detailed below and on the following page.

PLAYER VS BANDITS: There are three different gangs of bandits, each of which has two Bandit Hideouts outside of town. After their initial placement during setup, bandits are only spawned on the board by resolving story cards. When a story card spawns bandits on the board, only spawn a bandit if the space is unoccupied meaning the space does not already contain another bandit, a player mini, or the Sheriff.

When a player enters a space with a bandit, their movement immediately ends and a fight is initiated.

THE STEPS FOR A BANDIT FIGHT ARE AS FOLLOWS:

- The player to the right of the active player draws 2 fight cards for the bandit.
- Resolve "Start of Fight" effects.
- The active player chooses 1 poker card from their hand and plays it facedown.
- The player to the right of the active player chooses 1 fight card to play facedown.
- Both cards are revealed.
- Bonus effects from character abilities, items, weapons, and the played poker card are applied.
- The active player may play any number of Reactions effects.
- The effects from the played fight card are applied.
- The highest value wins the fight, with the bandit winning all ties.
- If the active player defeats the bandit, they choose to gain 1LP or 1 Marshal point. Wanted players cannot choose to gain 1 Marshal point and must choose to gain 1LP.
- If the active player loses, they gain 1 wound and draw 1 poker card.
- Regardless of the outcome the bandit is removed from the board.
- Discard the played poker cards and return all fight cards to the bottom of the fight deck in a random order.

FIGHTING EXAMPLE - PLAYER VS BANDIT

• Annie enters a space with a bandit. Annie loses all remaining movement and a fight is immediately initiated.



- Annie chooses 1 poker card from her hand and plays it face down.
- The player to the right of Annie draws 2 Fight cards for the bandit and chooses 1 to play facedown.
- Both cards are revealed at the same time.
- Any Bonus effects from character abilities, items, weapons, and the played poker card are applied at this time.
- Annie reveals a 10 of Clubs which has no effect on the fight while the bandit is showing a Jack, which is higher than Annie's card.

• Annie can play any number of Reactions now that cards have been revealed. Seeing that the Bandit's card is 1 level higher than her poker card in value, she plays her Stick Em Up! which decreases the value of the fight card by 2.

• With the Jack reduced to a 9 Annie wins the fight against the bandit.

• The effects from the played fight card is now applied so Annie receives her \$10.

• Annie defeated the bandit so she could choose to gain 1LP or 1 Marshal point. If she was a Wanted player she could not choose to gain 1 Marshal point as Wanted players cannot gain Marshal points, however she could still gain 1LP.



• Win or lose, the bandit is now removed from the board.

• All of Annie's played poker cards are discarded and all fight cards that were drawn for the fight are shuffled and returned to the bottom of the fight deck.



PLAYER VS SHERIFF: The Sheriff starts the game at the Sheriff's Office in Darkrock. The Sheriff is only active if there is at least one player on the Wanted track as indicated by the 1 spot on the Wanted track. While the Sheriff is active, the Sheriff can move each time a story card that includes Sheriff movement is resolved or through the Action effect of the Manhunt poker card.

If the Sheriff enters the same space as a Wanted player, the Wanted player(s) must immediately discard 1 poker card. If the Sheriff moves into a space with 2 or more Wanted players, the player that moved the Sheriff decides which player the Sheriff will attempt to Arrest.

THE STEPS FOR AN ARREST ATTEMPT WITH THE SHERIFF ARE AS FOLLOWS:

- Resolve "Start of Fight" effect.
- The Wanted player chooses 1 poker card from hand and places it facedown, or declines to fight and is arrested.
- The player to the right of the Wanted player draws 4 fight cards for the Sheriff and chooses 1 to play facedown.
- Both cards are revealed.
- Bonus effects from character abilities, items, weapons, and the played poker card are applied.
- The active player can play any number of Reaction effects.
- The effects from the played fight card are applied.
- The highest value wins the fight, with the Sheriff winning all ties.
- Discard the played poker card(s) and return all fight cards to the bottom of the fight deck in a random order.

If the Sheriff successfully Arrests the Wanted player, that player gains 1 wound, draws 1 poker card, they are placed at the Sheriff's Office with the Sheriff, they lose all Wanted points, all cattle tokens, and half of their money and gold nuggets rounded up.

If the Wanted player wins, they have successfully avoided capture. Place the Sheriff at the Sheriff's Office, but gain no further rewards.

NOTE: Wanted players cannot enter the same space as the Sheriff. However, a player can become Wanted while they share a space with the Sheriff.

The Sheriff will only attempt to Arrest a player when moved into the same space as a Wanted player.

WAYS TO MOVE THE SHERIFF

WANTED TRACK

	- 2 - DRAW 1 POKER CARD	- 3 -	
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SHERIFF ACTIVE

The Sheriff will only move if there is at least one player on the Wanted track. If there are no Wanted players the Sheriff cannot move.

BLOOD MONEY

Revenge is a vocation, same as herdin' steer or sweepin' the saloon floor. Everyone has an enemy and even good men are willin' to spill blood for the right reasons.

Players that contributed to this gain \$30. Or they may gain 1 wound to gain \$50 instead.

Spawn
Bandits



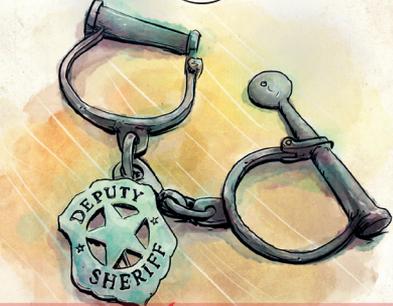
The player who triggered this moves the Sheriff up to 3 spaces.

Last step in a triggered Story Card.

4

♥

MANHUNT



ACTION:

MOVE THE SHERIFF UP TO 3 SPACES.
IF YOU ARE A MARSHAL OR WANTED
PLAYER GAIN 1LP.



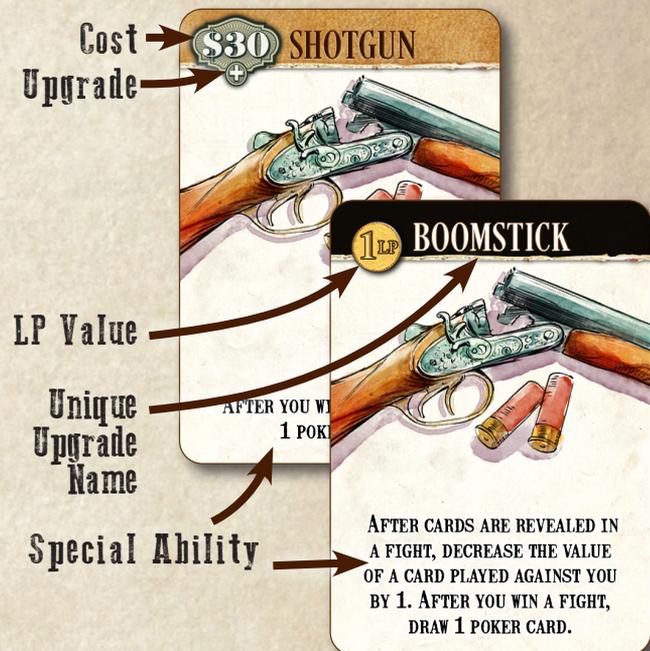
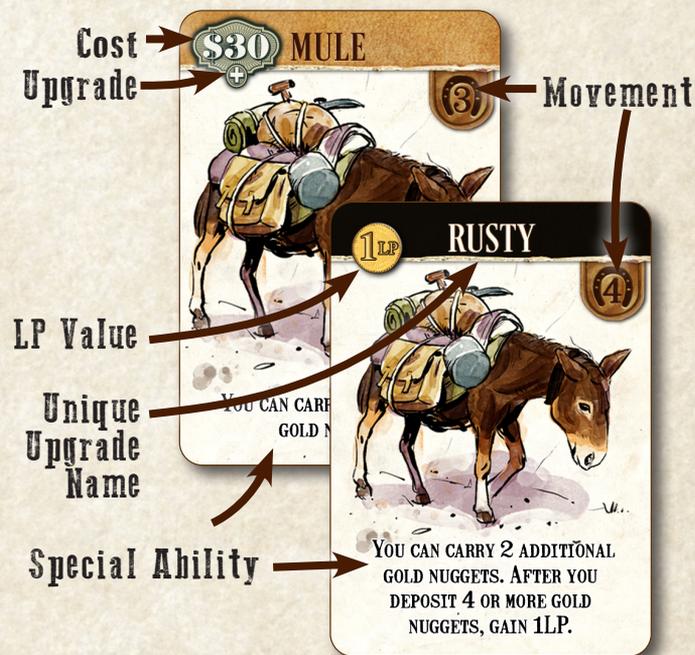
Using an action to play Manhunt.

7. ITEM CARDS

Item cards are valuable tools that players will use to assist in their aims and exploits. Some item cards can even be upgraded, providing additional advantages and LP at the end of the game. A player cannot have more than one copy of each item. There are three different types of item cards, which are explained further below:

Mounts provide additional movement which allows players to travel across the board much more efficiently. Players can own more than one mount, but only a player's top mount is considered active during their turn. Mounts can be upgraded by paying their cost a second time at a General Store.

Weapons provide bonuses which give players an advantage in fights. Players can own more than one weapon, but only a player's top weapon is considered active during their turn. At the start of their turn, the active player can change their active weapon. Weapons can be upgraded by paying their cost a second time at a General Store.



Miscellaneous items offer a variety of abilities for various strategies such as prospecting for gold and playing poker. These items cannot be upgraded. A player can own up to three unique miscellaneous items at one time. Once a player has three miscellaneous items, they cannot purchase or gain further miscellaneous items until they have made space available on their player mat. Space can only be made available through the use of items that discard themselves as part of their effect such as Provisions or Whiskey. Discarded items are returned to the General Store stand.



NOTE: Players cannot own more than one copy of any item at a given time.

8. POKER CARDS

Poker cards are used in a number of ways in **Western Legends**. They provide special Actions, Bonus effects, and Reaction effects, their values are used to determine the winner of fights, and, of course, they can be used to play poker at the Saloon.

All poker cards have an Action, Bonus, and/or Reaction effect.

Players have a maximum hand size of 5 poker cards, but do not discard down to this limit until the end of their turn. This hand size is reduced by 1 for each wound they have at the end of their turn as indicated by the wound track on their player mat.

Discarded poker cards are placed in a discard pile next to the poker deck.

When a player is drawing poker cards, and there are no cards remaining in the poker deck, shuffle the discard pile and return it to the poker deck space on the board. The player will then continue to draw poker cards.

Reaction effects allow players to play the card from their hand when a condition is met to modify the outcome of an action.

- The reaction effect does not require spending an action and can still be used when it is not your turn.



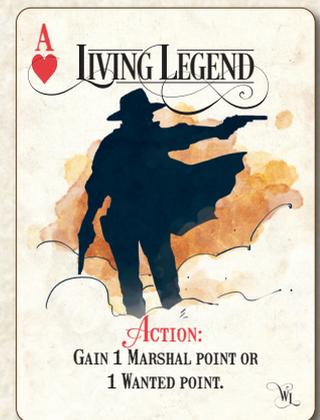
Bonus effects allow players to gain a bonus when used during a specific action, such as in a fight or poker.

- Bonus effects are activated after cards are revealed and only when the condition is met.
- The bonus effect does not require spending an action and can still be used when it is not your turn.



Action abilities allow players to take actions they could not otherwise, take on their turn.

- Using an Action ability requires you to spend an action on your turn to perform.
- A poker card used for an Action ability is discarded after the effect is fully resolved.



9. WOUNDS

Wounds represent the physical perils of the Wild West. Each wound a player has affects them in two ways:

1. A player's hand size is reduced by 1 for each wound they have. Poker cards above their hand limit are discarded at the end of their turn.
2. Players lose 1LP for each wound they have at the end of the game.

A player can have a maximum of 3 wounds. If a player would gain any additional wounds, the additional wounds are ignored.

The following are ways a player can heal (lose) their wounds:

- Pay \$10 at the Doctor's Office to lose all wounds and draw a poker card for each wound lost.
- Use the bonus ability on the Bulletproof poker card in a fight.
- Purchase the Whiskey item.
- Use the Action ability on the Provisions item.



NOTE: A player gains 1 wound when losing any fight.

10. END OF GAME

The end of the game is triggered when a player reaches or exceeds the required number of LP for the game length determined during setup:

- **SHORT: 15LP**
- **AVERAGE: 20LP**
- **LONG: 25LP**

The End of Game marker is used to track the determined LP at the beginning of the game. Each player, including the one who triggered the end of game, finishes the current round. Starting with the First Player, players will then play one last round so that each player has taken an equal number of turns.

Once all players have taken their final turn, final scoring is determined.

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

- Gain LP for each upgraded mount and upgraded weapon they own. LP from upgraded mounts and upgraded weapons can be found in the top left corner of the cards.
- Gain 1LP for every \$60 they have (no rounding up or down).
- Lose 1LP for each wound
- The most Wanted player gains 3LP, and each other Wanted player gains 1LP. If there is a tie for most Wanted player, each tied player instead gains 1LP instead.
- Marshal players gain LP based on which row they occupy on the Marshal track
- If playing the goals variant, reveal and gain LP equal to their legendary tokens they have gained

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

END OF GAME FINAL TURN EXAMPLES

In a short game (15LP), if the Blue player reaches 15LP they trigger the end of the game. The Blue player will finish their turn, and the Purple player will take 1 turn to finish the round. This is the end of the round since the player to the

left of Purple has the First Player token. Starting with the Red player, and continuing clockwise to the Purple player, each player will take one last turn. Once the Purple player has finished their final turn the game is over.



11. VARIANTS

2-PLAYER VARIANT

For the 2-player version of the game, players will use the Man in Black deck, which is comprised of 10 Action cards and 1 Rules card. Gameplay remains the same, with players fighting to obtain the most LP. However, the Man in Black is also trying to win the game!

Detailed rules for the Man in Black can be found on the Man in Black Rules card.

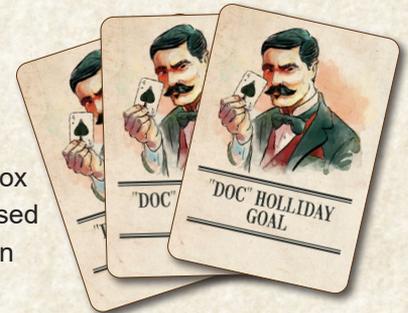


GOAL CARD VARIANT

Goal cards provide players with additional challenges and rewards in the form of legendary tokens. When playing with this variant, add the following steps to set up:



1. Use the goal side of each player mat which has a space for legendary tokens
2. Each player takes the 4 goal cards corresponding to their character card. They discard 1 random goal card, returning it to the box without looking at it. This goal card will not be used in this game. Keep all other goal cards facedown from the other players.
3. Place all legendary tokens facedown within reach of all players.



Completing a Goal

After a player meets the requirements for a goal card, they can complete it by revealing it and announcing the condition. The player then takes an amount of legendary tokens from the supply equal to the number of goals they have completed. They then return and shuffle any legendary tokens in excess of the goals they have completed facedown to the supply. Completing a goal card does not require an action. Players can complete more than one goal card on their turn.



The 18 facedown legendary tokens contain:

- 6 worth 1LP
- 9 worth 2LP
- 3 worth 3LP



At the end of the game, players will earn additional LP for the legendary tokens they have gained. There is no penalty for uncompleted goalcards at the end of the game. Players can complete a maximum of 3 goals when using this variant.



12. RULES CLARIFICATIONS

- Marshal players can become Wanted players, but Wanted players cannot become Marshals. If a Wanted player is Arrested, they lose all Wanted points, and can then choose to become a Marshal player thereafter.
- Bandits are removed from play after fighting with a player, regardless of the outcome.
- Players can play a maximum of 1 Reputation card on their turn, regardless of how many Marshal or Wanted points they gain.
- When the Sheriff moves into a space with a Wanted player, that player must first discard 1 poker card before initiating a fight.
- Wanted players cannot move into a space with the Sheriff.
- If a player has Mule as their active mount with more than 4 gold nuggets and switches to a different mount that player must return any gold nuggets in excess of 4 to the supply.
- The poker card Cheat can be used by both the players and the dealer.
- If a player uses the poker card Instincts for its Action effect they will not get the Bonus effect as a result of discarding for having played the card.

TIPS AND STRATEGIES

WEAPONS: Purchasing and upgrading weapons is a great way to gain an edge when fighting. The Wild West is a dangerous place, so every advantage you can gain is one worth having. Upgrading weapons, as well as mounts, also offer end of game LP.

POKER CARDS: Poker cards are vital in *Western Legends*. Use high-value cards to win fights. Bonus effects on cards like Cheat and Lady Luck are better suited to help you win at poker. The Bonus and Reaction effects on cards like Shootout and Stick 'Em Up can make an Ace played against you less potent. Don't fight if you likely will not win.

PROSPECTING FOR GOLD: It is possible to win the game without ever committing to the Marshal or Wanted tracks. Prospecting for gold is a strategy unto itself that requires no moral disposition. It provides money to purchase mounts and weapons that will help you during the game. The money earned from depositing gold nuggets can also be spent to revel, earning you even more points! An upgraded Mule and Miner's Map can help reinforce this strategy further.

GOLD/MONEY: It is unwise, especially for Wanted players, to carry large amounts of money and/or gold nuggets, as they can be lost when Arrested or Robbed by another player. Use the Sprint and Saddle Up poker cards to quickly navigate dangers all in a single turn. Don't forget, every \$60 at the end of the game is worth 1LP!

MARSHAL PLAYERS: Marshal players have less risk than Wanted players, but Marshal points are much harder to come by. If you plan to reach the 3rd, 6th, or 9th spaces of the Marshal track you'll need to be diligent. If your fellow players aren't Wanted, you'll have to wrangle cattle and fight bandits especially before Wanted players have the opportunity to do so. Unlike the Wanted players, you can afford to wander around the board without worrying about the Sheriff. Use the bonus money from gaining Marshal points to purchase and upgrade mounts and weapons. Use the Manhunt poker card to slow down Wanted players that are near the Sheriff.

WANTED PLAYERS: You've chosen a harsh but exciting path that will require you to always be on the run. It is highly recommended that you get a mount before becoming Wanted, as you will need to outrun Marshal players and the Sheriff. Early in the game, being Wanted is less dangerous, as players are developing their strategies. In a higher player count game, be careful as story cards will be completed more often. This allows the Sheriff to move more frequently. Keep high-value cards in hand, especially Quickdraw, so you have a better chance to defeat the Sheriff. An outlaw with few or no cards in hand is an easy target. Robbing other players, or a Heist at the Bank is an easy way to score more Wanted points. Deposit gold nuggets and spend money to minimize the penalty of being Arrested. Remember that a night in jail is an inconvenience, at most, if you plan accordingly. Being an outlaw is all about opportunity and when to seize it!

WESTERN LEGENDS - FIRST GAME

To begin, please follow the standard game Setup found on pages 4-5 in the *Western Legends* rulebook with the following exceptions:

2. Return the following items to the game box: Whiskey, Ten-Gallon, and Miner's Map
5. Return all cattle tokens to the game box. During the first game, players may not take the Acquire Cattle action.
10. Each player chooses one of the following characters: Annie Oakley, Bass Reeves, Billy the Kid, or Bloody Knife (if playing with 4 players).
15. Shuffle and place only the following story cards on the board into a single deck.
 - The Wild Wild West
 - Dead or Alive
 - The Pinkertons
 - Local Rabble
 - Fortune Favors the Bold
 - The Cruel Wastes
 - Bloody Money
 - High Noon
 - Rub Some Dirt In It
 - The Law
 - Tribes of the Mesa
 - Cheap Horse
 - Ghost Mine
 - Snake Oil Salesman
 - The Widow
 - Spit-shined and Proper
 - The Preacher
 - Tools of the Trade
 - The Sheriff of Darkrock
 - Harsh Times
17. Return all goal cards to the game box.
18. Billy the Kid will take the First Player token and begin the game since he has the most Wanted points.

GAME LENGTH

The first player to reach 15LP will trigger the end of the game. When a player has acquired LP equal to or greater than 15LP, this triggers the end of the game. Turns continue until the player with the First Player token takes their turn. Beginning with that player, and continuing clockwise, each player takes one more turn. Afterwards, players will count up their final score by factoring in upgraded mounts and weapons, as well as bonus LP from the Marshal and Wanted tracks.

OVERVIEW

PLAYER'S TURN SUMMARY

- START OF TURN
- ACTION PHASE
- END OF TURN

Start of Turn: Before you can perform any actions on your turn, players must choose to take 1 of the 3 options:

1. Draw 2 poker cards.
2. Gain \$10 and draw 1 poker card.
3. Gain \$20.

Action Phase: Players have 3 actions they can spend on their turn to do the following:

1. Move (pg 7)
2. Use an Action on a card (pgs 8)
3. Fight Another Player (pgs 8)
4. Take a Location Action (pgs 9-12)

End Your Turn: After a player has taken their 3 actions, do the following to end their turn:

1. Resolve all story cards with the requisite number of story discs on them. (pgs 13-14)
2. Discard down to maximum hand size: 5 poker cards minus 1 card for each wound.
3. If they are Wanted, gain LP based on which row they occupy on the Wanted track. (pgs 13-14)
4. If they have acquired LP equal to or greater than the amount set for the game, this triggers the end of game. Finish the current round. Each player will then take one more turn, including the player who triggered the end of game.
5. The next player clockwise becomes the active player and starts their turn.

OTHER RULES

- Bandits (pgs 17)
- Sheriff (pgs 18)
- Characters (pgs 6)
- Story Cards (pgs 14)
- Poker cards- Action, Bonus, Reaction (pgs 20)

