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v2.3

Apr 2026

Game:	WESTERN LEGENDS
Publisher:	Kolossal Games (2018)
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WESTERN LEGENDS

SETUP

Place the **game board** in the middle of the play area. Place all **money cards** on their spaces on the board.

Place all the **item cards** in the **General Store** stand and place the stand near the board.

Shuffle the **poker cards** and place the deck facedown on its space on the board. Discarded cards go faceup in a pile off the board next to the deck.

Place the **cattle tokens** facedown on the Ranch spaces of the corresponding color.

Place the **2 prospecting dice** and the supply of **gold nuggets** on the gold nugget illustration on the board.

Each player takes a **player aid**, then chooses a color and takes a **player mat**, **scoring cubes**, **story discs**, and a plastic **ring** in that color. Each player draws **2 character cards**, chooses one, and returns the other to the box; then selects any **miniature** to represent their character and attaches their plastic ring to its base.

Take all **starting items**, **money**, **poker cards**, and **marshal points (MPs)** or **wanted points (WPs)** listed on the back of your character card. If you choose a character with marshal or wanted points, place a scoring cube on the corresponding track. Place any items, mounts, or weapons in their matching areas on your player mat. Place your miniature in the **starting location** listed; if the location is a General Store or Saloon space, you may choose any of the 3 spaces adjacent to that General Store or Saloon.

The character with the most number of **wanted points** is the **most wanted** player and takes the first player token (the first player does not change during the game). On a tie, or if no characters are Wanted, randomly assign the token. It is recommended that Wanted players sit next to each other in clockwise turn order.

Place your **wound token** on the starting crosshair space of the **wound track** on your player mat.

Each player places 1 scoring cube to the left of the 1 space on the **legendary point (LP)** track.

Shuffle the **story cards**, divide them into 2 roughly equal decks, and place them on their spaces on the board. Each player places their **story discs** off the board nearby.

Select an unused miniature to be the **sheriff**, attach the brown ring to its base, and place it in the Sheriff's Office space in Darkrock.

Select 6 unused miniatures to be the **bandits** and attach a grey ring to each of their bases. Place 1 bandit at each Bandit Hideout location that does not already contain a player miniature.

Shuffle the **fight cards** and place the deck on its space on the board.

Decide on the length of the game: short (15 LP), average (20 LP), or long (25 LP). Place the **end of game marker** on the chosen space of the LP track.

GOAL CARD VARIANT

When playing with the **goal card variant**, use the goal side of the player mats, which has a space for legendary tokens. Each player takes the 4 **goal cards** corresponding to their character card, then discards a randomly chosen one to the box without looking at it. Keep the remaining goal cards facedown from the other players. Place all **legendary tokens** facedown in a pool.

PHASES OF PLAY

The player with the first player token goes first, followed by the other players in clockwise order.

1. START OF TURN PHASE

The active player carries out these steps:

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

2. ACTION PHASE

The active player chooses **3 actions**. You may perform the same action multiple times, unless stated otherwise. You can use the **legendary ability** on your character card after you reach 5+ LPs.

A. MOVE

You can move up to your maximum movement with a single move action. **Players without a mount have a movement of 2**, and those with a mount may use the mount's movement instead.

You may move into any space that is adjacent to your current space (diagonal spaces are adjacent). You cannot move into mesas (surrounded by a red dashed line).

Some cards may refer to a player being *in town* or *outside of town*. Spaces are 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.

B. USE AN ACTION ON A CARD

Cards with the word **ACTION** on them can be used to take special actions. Place the card faceup on the table, read the text out loud, and carry out the steps. If the action is on a poker card, place it in the discard pile.

C. FIGHT A PLAYER (ARREST. DUEL. ROB)

A player can only fight a specific player *once* each turn, but they can initiate a fight against a different player if they have enough actions to do so. Fights take place in 4 steps, in this order:

1. DECLARATION

A player can only initiate a fight against another player in the same space (the **target player**). The active player must declare which type of fight they are initiating: **ARREST**, **DUEL**, or **ROB**.

To attempt an **ARREST**, you must have at least 1 MP, and the target player must have at least 1 WP.

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 plays it facedown. 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. If they **decline**, the active player immediately wins the fight: 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).

3. REACTION

The active player may use a **reaction** effect on a poker card in their hand. After the active player has played a reaction or declined, the target player may use a reaction. Continue in this order until both players decline to play any further reactions.

4. REWARD

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.

Card values are ranked, lowest to highest:

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

Regardless of the type of fight, **the player that loses 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 MP. 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 WPs, all cattle tokens, and half their money and gold nuggets, rounded up.

DUEL: If the active player wins, they gain 2 LP.

ROB: If the active player wins, they gain 1 WP, and may choose to steal either half of the target player's money or half their gold nuggets, rounded up. They may also steal 1 cattle token from the target player, if they are carrying one.

Place all poker cards played during the fight into a discard pile next to the poker deck (even if the target player declined the fight).

D. TAKE A LOCATION ACTION

To take a location action, a player must be in the location's space. To take a location action at either of the General Store or Saloon locations, a player must be in one of the 3 neighboring spaces.

3. END OF TURN PHASE

At the end of the active player's turn, perform these steps:

1. Resolve all story cards with the requisite number of story discs on them.
2. Discard down to maximum hand size: 5 poker cards minus 1 poker card for each wound you have.
3. If you are **wanted**, gain LP based on which row you occupy on the wanted track.
4. If you have acquired LP equal to or greater than the amount set for the game length, trigger the end of the game.
5. The next player in clockwise order becomes the active player and starts their turn.

LOCATION ACTIONS



BANK (SELL NUGGETS)

While at the Bank, you may take an action to **sell your gold nuggets**. For each gold nugget sold you gain \$20 and 1 LP. Return the sold nuggets to the supply.

You can only ever carry a maximum of \$120. Any additional money gained above this limit is lost.



BANK (HEIST)

While at the Bank, you may take an action to initiate a **heist**. You can only initiate a heist once per turn.

Fight the guard at the bank to succeed. The player to the right of you draws **3 fight cards** and plays as the guard.

First resolve *start of fight* effects. You choose 1 poker card from your hand and plays it facedown, then the guard player chooses 1 to play facedown. Both cards are revealed, and effects from character abilities, items, weapons, and the played poker card are applied. You may play any number of reaction effects.

Apply the effects from the played fight card. The highest value wins the fight. The guard wins ties.

If you defeat the guard, you gain \$80 and 3 WPs.

If you lose, you gain 1 WP, 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.



CABARET

While at the Cabaret, you may take an action to **gain LP**. For every \$30 you spend, you gain 1 LP.



DOCTOR'S OFFICE

While at the Doctor's Office, you may take an action and spend \$10 to **lose all your wounds**. Then draw 1 poker card for each wound lost.



GENERAL STORE

While in one of the spaces neighboring a General Store, you may take an action to **purchase and/or upgrade any number of item cards**, if you have enough money.

You may only possess a single copy of each item card, and you are limited to 3 miscellaneous items. When purchasing a mount or weapon, you may immediately choose it as your primary mount or weapon. To **upgrade** a mount or weapon, pay its cost again.



MINE

While at a Mine, you may take an action to **prospect for gold**. Roll both prospecting dice:



Gold nugget

Gain 1 gold nugget. You can carry 4 nuggets maximum.



Tailings

Gain \$10.



Gold dust

Gain \$10 and reroll the die; apply the next result as well.



Gravel

Gain nothing.



RANCH

While at a Ranch, if you do not already have a cattle token, you may take an action to **take 1 facedown cattle token**.

Place the token on your player mat until it is delivered. You can carry only 1 cattle token at a time, and you can look at the reward on it any time. Cattle tokens can be delivered in one of the following ways; neither requires an action. Once a cattle token is delivered, shuffle it in with the other tokens at the respective Ranch space.

WRANGLE: After you end a move action at the Rail Station space, you may deliver your cattle token to gain **1 MP** and the **reward** listed on the back of the cattle token.

RUSTLE: After you end a move action at a Ranch of the opposing color, you may deliver your cattle token to gain **1 WP** and the **reward** listed on the back of the cattle token.



SALOON

While in a space neighbouring a Saloon, you may take an action to play a hand of **poker**.

Play an **ante** of \$10 and draw a poker card. Any players in the same town (they do not have to be on a Saloon space) may pay the \$10 ante to join the game and draw 1 poker card.

If no other players join, the player to the right of the active player is the **dealer** and draws 4 poker cards from the deck as their hand. The Saloon adds \$50 to the ante; the total is the **pot**. The dealer draws and reveals the top 3 poker cards from the deck; this is the **flop**. Players must then make their best 5 card hand from the flop along with 2 more cards from their hand.

The player with the best hand wins the pot and 1 LP; all losing players draw 1 poker card. The active player wins all ties. If the dealer wins, they gain nothing and all the money in the pot returns to the supply. All poker cards played in the hand, and the flop, are discarded. If 2 non-active players tie, split the pot (round down and return any additional money to the supply).

WORK

While at *any* location, you may take an action to **gain \$10**.

STORY CARDS

During your turn, if you meet the trigger for one of the available **story cards**, you may place 1 of your story discs on the first available space.

You can only add 1 disc to 1 story card on your turn. If the same trigger is on both available story cards, you must choose which card to place your story disc on.

If you have both of your discs on story cards and wish to place another story disc, you may choose to move 1 of your placed discs from the other story card to the triggered 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:

2-4 players: 2 story discs **5-6 players:** 3 story discs

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

1. Read the narrative text aloud.
2. 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.
3. 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.
4. 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.

MARSHAL/WANTED POINTS

A player can either have **marshal points (MPs)** or **wanted points (WPs)**, but never both. Wanted players cannot gain MPs. If a marshal player gains any amount of WPs, they forfeit all progress on the marshal track and move their scoring cube to the wanted track.

Players can play a maximum of 1 *Reputation* card on their turn, regardless of how many MPs or WPs they gain.

MARSHAL POINTS

Players can earn MPs in these ways:

Defeat a bandit in a fight: 1 MP.

Wrangle cattle: 1 MP.

Arrest a Wanted player: 1 MP.

Use the action on the poker card *Living Legend*: 1 MP.

Story card rewards: As indicated on the card.

When a marshal player gains MPs, they move their scoring cube on the marshal track once for each point gained.

You gain the rewards listed on each space you move through or onto. If your scoring cube is on the 9th and final space of the track and you gain MPs that would push you past this limit, you gain 1 LP per MP gained instead.

A marshal player can choose to become wanted by taking an action that would result in gaining WPs. Take your scoring cube from the marshal track and place it on the wanted track. Any time you switch tracks, you start at the beginning of the new track.

At the end of the game, marshal players score LP based on which row they occupy on the marshal track (as indicated by the LP values to the right of the track).

WANTED POINTS

Players can earn WPs in these ways:

Heist: \$80 and 3 WPs if successful; 1 WP if unsuccessful.

Rob a player: 1 WP.

Rustle cattle: 1 WP.

Use the action on the poker card *Living Legend*: 1 WP.

Story card rewards: As indicated on the card.

When a wanted player gains WPs, they move their scoring cube on the wanted track once for each point gained.

You gain the rewards listed on each space you move through or onto. If your scoring cube is on the 9th and final space of the track and you gain WPs that would push you past this limit, you gain 1 LP per WP gained instead.

At the end of a wanted player's turn, they score LP based on which row they occupy on the wanted track as indicated by the LP values to the right of the track.

At the end of the game, the most wanted player scores 3 LP. On a tie for most wanted, the tied players each gain 1 LP instead. Each other wanted player scores 1 LP.

BANDITS/SHERIFF

PLAYER VS BANDITS

There are 3 different gangs of bandits, each of which has 2 Bandit Hideouts outside of town. After their initial placement during setup, bandits are only spawned on the board by resolving story cards. When this happens, only spawn a bandit if the space does not already contain another bandit, a player mini, or the sheriff.

When you enter a space with a bandit, your movement immediately ends and a **fight** starts. **The player to the right of you draws 2 fight cards** and plays as the bandit.

First resolve *start of fight* effects. You choose 1 poker card from your hand and plays it facedown, then the bandit player chooses 1 to play facedown. Both cards are revealed, and effects from character abilities, items, weapons, and the played poker card are applied. You may play any number of reaction effects.

Apply the effects from the played fight card. The highest value wins the fight. The bandit wins ties.

If you defeat the bandit, you gain 1 LP or 1 MP (wanted players must choose 1 LP). If you lose, you gain 1 wound and draw 1 poker card.

Regardless of the outcome the bandit is removed from the board. Discard the played poker card(s) and return all fight cards to the bottom of the fight deck in a random order.

PLAYER VS SHERIFF

The sheriff is only active if there is at least 1 player 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**.

Wanted players cannot enter the same space as sheriff, but a player can become wanted while they share a space with the sheriff. However the sheriff will only attempt to **ARREST** a player when moved into the same space as a wanted player.

ARREST ATTEMPT

First resolve *start of fight* effects. The wanted player chooses 1 poker card from their hand and plays it facedown, or declines to fight and is arrested.

The player to the right of you draws 4 fight cards and plays as the sheriff, then chooses 1 card to play facedown. Both cards are revealed, and effects from character abilities, items, weapons, and the played poker card are applied. The wanted player may play any number of reaction effects.

Apply the effects from the played fight card. The highest value wins the fight. The sheriff wins ties.

If the sheriff successfully arrests the wanted player, that player gains 1 wound, draws 1 poker card, loses all WPs, all cattle tokens, and half their money and gold suggest tokens, rounded up. Place the wanted player at the Sheriff's Office with the sheriff.

If the wanted player wins, they have avoided capture. Place the sheriff at the Sheriff's Office.

Discard the played poker card(s) and return all fight cards to the bottom of the fight deck in a random order.

ITEM CARDS

You cannot have more than 1 copy of each item at one time.

You can only switch weapons or mounts at the start of your turn or when purchasing a new weapon or mount at the General Store.

Mounts provide additional movement. You can own more than 1 mount, but only your top mount is considered active during your turn. Mounts can be upgraded (flip over the card) by paying their cost a second time at a General Store.

Weapons provide fight bonuses. You can own more than 1 weapon, but only your top weapon is considered active during your turn. Weapons can be upgraded (flip over the card) by paying their cost a second time at a General Store.

Miscellaneous items cannot be upgraded. **You can own up to 3 unique miscellaneous items at one time.** Once you have 3, you cannot purchase or gain further miscellaneous items until you have made space available on your mat through the use of items that discard themselves as part of their effect. Return discarded items to the General Store stand.

POKER CARDS

All poker cards have a **bonus**, **action**, and/or **reaction** effect.

You have a maximum hand size of 5 poker cards, but do not discard down to this limit until the end of your turn. Your hand size is reduced by 1 for each wound you have at that time.

If you are drawing poker cards and there are none remaining, shuffle the discards into a new deck and continue drawing.

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

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

Reaction effects do not require spending an action and can also be used when it is not your turn.

The card *Cheat* can be used by both the players and the dealer.

If a player uses the card *Instincts* for its action effect, they do not get the bonus effect as a result of discarding for having played the card.

WOUNDS

Your hand size is reduced by 1 for each wound you have. Poker cards above your hand limit are discarded at the end of your turn.

You lose 1 LP for each wound you have at the end of the game.

You gain 1 wound when you lose any fight. You can have a maximum of 3 wounds. Any additional wounds are ignored.

You can heal (lose) wounds by:

- Paying \$10 at the Doctor's Office to lose all wounds and draw a poker card for each wound lost.
- Using the bonus ability on the *Bulletproof* poker card in a fight.
- Purchasing the *Whiskey* item.
- Using the **ACTION** ability on the *Provisions* item.

END OF THE GAME

When you have LP equal to or greater than the amount set at the start of the game, you trigger the end of the game.

Each player, including the one who triggered the end of the game, finishes the current round. Then, starting with the first player, players take one last turn. Finally, scoring is determined.

To determine your final score:

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

The player with the most LP is the winner. On a tie, the player with the most MPs or WPs wins. On a further tie, the player with the most gold nuggets wins. On a further tie, the player with the fewest wounds wins. On a further tie, the tied players share the victory.

2 PLAYER VARIANT (MAN IN BLACK)

Choose a miniature and colored ring to represent the Man in Black (MIB) and place him at a Rail Station. Place the same color scoring cube with the player's scoring cubes.

Shuffle the MIB deck and place it near the board. The MIB is considered a player for all effects.

After both players have taken their turn, draw and resolve 1 MIB card. The MIB cannot gain MPs, WPs, or wounds.

Players in the same space as the MIB may **DUEL** or **ROB** him.

After a player chooses their poker card in a fight against the MIB, **reveal the top 3 cards of the fight deck and resolve the highest value card. Decrease the value of the poker card played by the active player by 1.** The MIB wins all ties.

Treat the results of any fight with the MIB as if he were another player.

After the fight, return all fight cards to the bottom of the fight deck in a random order.

The MIB has an unlimited amount of gold and nuggets. If you successfully **ROB** the MIB, you gain 1 WP and can choose to steal \$60 or 2 gold nuggets from the supply.

If the MIB ever reaches the number of LP required to trigger the end of the game, finish the current round, then each player takes one more turn, including the MIB. If he has the most LP at the end of the game, he wins. On a tie with the MIB, he wins.

GOAL CARD VARIANT

After you meet the requirements for a goal card, you can complete it by revealing it and announcing the condition. You then take an amount of **legendary tokens** from the supply equal to the number of goals you have completed. Then return and shuffle any legendary tokens in excess of the goals you have completed facedown to the supply.

Completing a goal card does not require an action. You can complete more than 1 goal card on your turn.

At the end of the game, players earn additional LP for the legendary tokens they have gained. There is no penalty for uncompleted goal cards at the end of the game. Players can complete a maximum of 3 goals.

WESTERN LEGENDS

I. START OF TURN PHASE

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

2. ACTION PHASE

The active player chooses **3 actions**.

A. MOVE

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

B. USE AN ACTION ON A CARD

Cards marked **ACTION** can be used to take special actions.
If the action is on a poker card, then discard it.

C. FIGHT A PLAYER (ARREST. DUEL. ROB)

A player can only fight a specific player *once* each turn.
Fights take place in 4 steps:

1. DECLARATION

The active player can only initiate a fight against another player in the same space. Declare an **ARREST** (you must have 1+ MP and the target player must have 1+ WP), **DUEL**, or **ROB**.

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 plays it facedown. The target player decides if they will **fight** or **decline**. If they fight, they also choose 1 poker card from their hand and play it facedown. If they decline, the active player wins the fight: skip to the reward step.

2. REVEAL

Both players simultaneously reveal their selected cards and resolve any bonus effects.

3. REACTION

The active player may use a **reaction** effect on a poker card in their hand. Then the target player may use a reaction. Continue in this order until both players decline to play any more reactions.

4. REWARD

The players in the fight receive any penalties and rewards.
The winner is the player with 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.

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

The losing player always gains 1 wound and draws 1 poker card.

ARREST (marshal players only): The winner gains 1 MP. The arrested player is placed at the Sheriff's Office space with the sheriff. They also lose all WPs, all cattle tokens, and half their money and gold nuggets (round up).

DUEL: The winner gains 2 LP.

ROB: The winner gains 1 WP, and may steal either half of the target player's money or half their gold nuggets (round up). They may also steal 1 cattle token from the target player, if they are carrying one.

D. TAKE A LOCATION ACTION

3. END OF TURN PHASE

At the end of the active player's turn:

1. Resolve story cards with the requisite number of story discs on them (**2-4 players**: 2 discs, **5-6 players**: 3 discs).
2. Discard down to maximum hand size: **5 poker cards minus 1 poker card for each wound** you have.
3. If you are **wanted**, gain LP (based on the wanted track row).
4. If you have acquired LP equal to or greater than the amount set for the game length, trigger the end of the game.
5. The next player in clockwise order becomes the active player and starts their turn.

LOCATION ACTIONS



BANK

SELL NUGGETS Gain \$20 and 1 LP for every gold nugget sold. You can carry a maximum of \$120.

HEIST (once per turn). The player to your right draws 3 fight cards and plays as the guard. If you defeat the guard, you gain \$80 and 3 WPs. If you lose, you gain 1 WP, 1 wound, and draw 1 poker card.



CABARET

Revel: Gain 1 LP for every \$30 spent.



DOCTOR'S OFFICE

Pay \$10 to lose all your wounds.
Then draw 1 poker card for each wound lost.



GENERAL STORE

Purchase and/or upgrade item cards. You may only have 1 copy of each, and a maximum of 3 miscellaneous items. To **upgrade** a mount or weapon, pay its cost again.



MINE

Prospect for gold. Roll both prospecting dice:



Gold nugget
Gain 1 gold nugget (4 nuggets max).



Tailings
Gain \$10.



Gold dust
Gain \$10 and reroll this die.



Gravel
Gain nothing.



RANCH

Gain 1 facedown cattle token.
You can carry only 1 at a time.

WRANGLE: End a move action at the Rail Station space to deliver your cattle token and gain 1 MP and its reward.

RUSTLE: End a move action at a Ranch of the opposing color, to deliver your cattle token and gain 1 WP and its reward.



SALOON

Play a hand of poker. Pay \$10 and draw 1 poker card. Any players in the same town may pay the \$10 ante to join the game and draw 1 poker card. The Saloon adds \$50. The dealer reveals 3 poker cards (the **flop**). Players must make a 5 card hand from the flop plus 2 cards from their hand. The player with the best hand wins the pot and 1 LP; all losing players draw 1 poker card. The active player wins all ties.

WORK

While at any location, gain \$10.

WESTERN LEGENDS

I. START OF TURN PHASE

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

2. ACTION PHASE

The active player chooses **3 actions**.

A. MOVE

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

B. USE AN ACTION ON A CARD

Cards marked **ACTION** can be used to take special actions.
If the action is on a poker card, then discard it.

C. FIGHT A PLAYER (ARREST. DUEL. ROB)

A player can only fight a specific player *once* each turn.
Fights take place in 4 steps:

1. DECLARATION

The active player can only initiate a fight against another player in the same space. Declare an **ARREST** (you must have 1+ MP and the target player must have 1+ WP), **DUEL**, or **ROB**.

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 plays it facedown. The target player decides if they will **fight** or **decline**. If they fight, they also choose 1 poker card from their hand and play it facedown. If they decline, the active player wins the fight: skip to the reward step.

2. REVEAL

Both players simultaneously reveal their selected cards and resolve any bonus effects.

3. REACTION

The active player may use a **reaction** effect on a poker card in their hand. Then the target player may use a reaction. Continue in this order until both players decline to play any more reactions.

4. REWARD

The players in the fight receive any penalties and rewards.
The winner is the player with 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.

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

The losing player always gains 1 wound and draws 1 poker card.

ARREST (marshal players only): The winner gains 1 MP. The arrested player is placed at the Sheriff's Office space with the sheriff. They also lose all WPs, all cattle tokens, and half their money and gold nuggets (round up).

DUEL: The winner gains 2 LP.

ROB: The winner gains 1 WP, and may steal either half of the target player's money or half their gold nuggets (round up). They may also steal 1 cattle token from the target player, if they are carrying one.

D. TAKE A LOCATION ACTION

3. END OF TURN PHASE

At the end of the active player's turn:

1. Resolve story cards with the requisite number of story discs on them (**2-4 players**: 2 discs, **5-6 players**: 3 discs).
2. Discard down to maximum hand size: **5 poker cards minus 1 poker card for each wound** you have.
3. If you are **wanted**, gain LP (based on the wanted track row).
4. If you have acquired LP equal to or greater than the amount set for the game length, trigger the end of the game.
5. The next player in clockwise order becomes the active player and starts their turn.

LOCATION ACTIONS



BANK

SELL NUGGETS Gain \$20 and 1 LP for every gold nugget sold. You can carry a maximum of \$120.

HEIST (once per turn). The player to your right draws 3 fight cards and plays as the guard. If you defeat the guard, you gain \$80 and 3 WPs. If you lose, you gain 1 WP, 1 wound, and draw 1 poker card.



CABARET

Revel: Gain 1 LP for every \$30 spent.



DOCTOR'S OFFICE

Pay \$10 to lose all your wounds.
Then draw 1 poker card for each wound lost.



GENERAL STORE

Purchase and/or upgrade item cards. You may only have 1 copy of each, and a maximum of 3 miscellaneous items. To **upgrade** a mount or weapon, pay its cost again.



MINE

Prospect for gold. Roll both prospecting dice:



Gold nugget
Gain 1 gold nugget (4 nuggets max).



Tailings
Gain \$10.



Gold dust
Gain \$10 and reroll this die.



Gravel
Gain nothing.



RANCH

Gain 1 facedown cattle token.
You can carry only 1 at a time.

WRANGLE: End a move action at the Rail Station space to deliver your cattle token and gain 1 MP and its reward.

RUSTLE: End a move action at a Ranch of the opposing color, to deliver your cattle token and gain 1 WP and its reward.



SALOON

Play a hand of poker. Pay \$10 and draw 1 poker card. Any players in the same town may pay the \$10 ante to join the game and draw 1 poker card. The Saloon adds \$50. The dealer reveals 3 poker cards (the **flop**). Players must make a 5 card hand from the flop plus 2 cards from their hand. The player with the best hand wins the pot and 1 LP; all losing players draw 1 poker card. The active player wins all ties.

WORK

While at any location, gain \$10.

MARSHAL/WANTED POINTS

A player can either have **marshal points (MPs)** or **wanted points (WPs)**, but never both.

You gain the rewards listed on each space your scoring cube moves through or onto on the appropriate track. If you are on the final space of the track and you gain any number of MPs/WPs, you gain 1 LP per MP/WP gained instead.

MARSHAL POINTS

Wanted players cannot gain MPs.

Defeat a bandit in a fight: 1 MP.

Wrangle cattle: 1 MP.

Arrest a Wanted player: 1 MP.

Use the action on the poker card *Living Legend*: 1 MP.

Story card rewards: As indicated on the card.

A Marshal player can choose to become wanted by taking an action that would result in gaining WPs. Move your scoring cube from the marshal track to the wanted track. Any time you switch tracks, you start at the beginning of the new track.

WANTED POINTS

Heist: \$80 and 3 WPs if successful; 1 WP if unsuccessful.

Rob a player: 1 WP.

Rustle cattle: 1 WP.

Use the action on the poker card *Living Legend*: 1 WP.

Story card rewards: As indicated on the card.

WOUNDS

You gain 1 wound when you lose any fight. You can have a maximum of 3 wounds (additional wounds are ignored).

You can heal (lose) wounds by:

- Paying \$10 at the Doctor's Office to lose all wounds and draw a poker card for each wound lost.
- Using the *Bulletproof* poker card's bonus ability in a fight.
- Purchasing the *Whiskey* item.
- Using the *Provisions* item's **ACTION** ability.

POKER HANDS HIGHEST TO LOWEST

Royal Flush: A-10 all of the same suit.

Five of a Kind: 4 cards of the same value plus the *Cheat* card.

Straight Flush: 5 cards in a sequence, all of the same suit.

Four of a Kind: 4 cards of the same value.

Full House: 3 cards of the same value, with 2 other cards of the same value.

Flush: 5 cards of the same suit, but not in a sequence.

Straight: 5 cards in a sequence, but not of the same suit.

Three of a Kind: 5 cards in a sequence, all of the same suit.

Four of a Kind: 3 cards of the same value.

Two Pair: 2 different pairs.

Two Pair: 2 cards of the same value.

High Card: If you haven't made any of the hands above, the highest card played is your hand.

BANDITS/SHERIFF

PLAYER VS BANDITS

When you enter a space with a bandit, your movement immediately ends and a **fight** starts.

The player to the right of you draws 2 fight cards and plays as the bandit.

First resolve *start of fight* effects. You choose 1 poker card from your hand and plays it facedown, then the bandit player chooses 1 to play facedown. Both cards are revealed, and effects from character abilities, items, weapons, and the played poker card are applied. You may play any number of reaction effects.

Apply the effects from the played fight card. The highest value wins the fight. The bandit wins ties.

If you defeat the bandit, you gain 1 LP or 1 MP (wanted players must choose 1 LP).

If you lose, you gain 1 wound and draw 1 poker card.

In either case the bandit is removed from the board.

PLAYER VS SHERIFF

The sheriff is only active if there is at least 1 player 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 *Manhunt* poker card's **ACTION** effect.

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**.

Wanted players cannot enter the same space as sheriff, but a player can become wanted while they share a space with the sheriff. However the sheriff will only attempt to **ARREST** a player when moved into the same space as a wanted player.

ARREST ATTEMPT

First resolve *start of fight* effects. The wanted player chooses 1 poker card from their hand and plays it facedown, or declines to fight and is arrested.

The player to the right of you draws 4 fight cards and plays as the sheriff, then chooses 1 card to play facedown.

Reveal both cards, and apply effects from character abilities, items, weapons, and the played poker card. The wanted player may play any number of reaction effects.

Apply the effects from the played fight card. The highest value wins the fight. The sheriff wins ties.

If the sheriff arrests the wanted player, that player gains 1 wound, draws 1 poker card, loses all WPs, all cattle tokens, and half their money and gold suggest tokens, rounded up. Place the wanted player at the Sheriff's Office with the sheriff.

If the wanted player wins, they have avoided capture. Place the sheriff at the Sheriff's Office.

MARSHAL/WANTED POINTS

A player can either have **marshal points (MPs)** or **wanted points (WPs)**, but never both.

You gain the rewards listed on each space your scoring cube moves through or onto on the appropriate track. If you are on the final space of the track and you gain any number of MPs/WPs, you gain 1 LP per MP/WP gained instead.

MARSHAL POINTS

Wanted players cannot gain MPs.

Defeat a bandit in a fight: 1 MP.

Wrangle cattle: 1 MP.

Arrest a Wanted player: 1 MP.

Use the action on the poker card *Living Legend*: 1 MP.

Story card rewards: As indicated on the card.

A Marshal player can choose to become wanted by taking an action that would result in gaining WPs. Move your scoring cube from the marshal track to the wanted track. Any time you switch tracks, you start at the beginning of the new track.

WANTED POINTS

Heist: \$80 and 3 WPs if successful; 1 WP if unsuccessful.

Rob a player: 1 WP.

Rustle cattle: 1 WP.

Use the action on the poker card *Living Legend*: 1 WP.

Story card rewards: As indicated on the card.

WOUNDS

You gain 1 wound when you lose any fight. You can have a maximum of 3 wounds (additional wounds are ignored).

You can heal (lose) wounds by:

- Paying \$10 at the Doctor's Office to lose all wounds and draw a poker card for each wound lost.
- Using the *Bulletproof* poker card's bonus ability in a fight.
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Two Pair: 2 different pairs.

Two Pair: 2 cards of the same value.

High Card: If you haven't made any of the hands above, the highest card played is your hand.

BANDITS/SHERIFF

PLAYER VS BANDITS

When you enter a space with a bandit, your movement immediately ends and a **fight** starts.

The player to the right of you draws 2 fight cards and plays as the bandit.

First resolve *start of fight* effects. You choose 1 poker card from your hand and plays it facedown, then the bandit player chooses 1 to play facedown. Both cards are revealed, and effects from character abilities, items, weapons, and the played poker card are applied. You may play any number of reaction effects.

Apply the effects from the played fight card. The highest value wins the fight. The bandit wins ties.

If you defeat the bandit, you gain 1 LP or 1 MP (wanted players must choose 1 LP).

If you lose, you gain 1 wound and draw 1 poker card.

In either case the bandit is removed from the board.

PLAYER VS SHERIFF

The sheriff is only active if there is at least 1 player 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 *Manhunt* poker card's **ACTION** effect.

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**.

Wanted players cannot enter the same space as sheriff, but a player can become wanted while they share a space with the sheriff. However the sheriff will only attempt to **ARREST** a player when moved into the same space as a wanted player.

ARREST ATTEMPT

First resolve *start of fight* effects. The wanted player chooses 1 poker card from their hand and plays it facedown, or declines to fight and is arrested.

The player to the right of you draws 4 fight cards and plays as the sheriff, then chooses 1 card to play facedown.

Reveal both cards, and apply effects from character abilities, items, weapons, and the played poker card. The wanted player may play any number of reaction effects.

Apply the effects from the played fight card. The highest value wins the fight. The sheriff wins ties.

If the sheriff arrests the wanted player, that player gains 1 wound, draws 1 poker card, loses all WPs, all cattle tokens, and half their money and gold suggest tokens, rounded up. Place the wanted player at the Sheriff's Office with the sheriff.

If the wanted player wins, they have avoided capture. Place the sheriff at the Sheriff's Office.

WESTERN LEGENDS

ANTE UP EXPANSION

SETUP

Place the **Buzzard Gulch board** next to the original board.

Place all the tokens from *Ante Up* in separate facedown piles nearby.

Place the **General Store** and **Trading Post** stands near the board, then randomly select and place 1 weapon and 1 mount in the Trading Post. Determine how many miscellaneous items to add to the Trading Post based on the total number of items you are using in the game:

12-14 items: 2 miscellaneous items

15-17 items: 3 miscellaneous items

18+ items: 4 miscellaneous items

Place all remaining item cards in the General Store stand.

If you wish to replace the original **poker cards** with the alternate *Ante Up* versions, remove the original cards matching the replacement *Ante Up* poker card suits and values.

Place the orange **cattle tokens** facedown on the Buzzard Gulch Ranch space.

Place the **train miniature** at the Spike's View Rail Station facing to the right towards Buzzard Gulch. Shuffle the **train encounter cards** and place them facedown on the board nearby.

Randomly assign 1 **frontier token** (number faceup) to each frontier space on the Buzzard Gulch board and return the rest to the box.

Place **event markers** on the 5th spaces of the **gambler, marshal, and wanted tracks**. Place 1 event marker on every 5th space of the **legendary point track** (up to the end game total).

Shuffle the **event cards** and place them in a facedown deck near the board. Draw and resolve 1 event card for every 2 players (rounded up). Place unresolved event cards in a discard pile next to the deck. If any drawn event cards call for the sheriff to be moved, ignore that effect.

Place the **mountain pass markers** at Bandit Camp A in Sunny Hills and Bandit Camp C in Cliff Junction.

Players flip their player mats to the side with legendary token spaces, take an *Ante Up* player aid, then place their additional scoring cube of their color next to the Gambler track.

When each player places their miniature in its starting location, return any event token on that space to the supply.

PHASES OF PLAY CHANGES

I. START OF TURN PHASE

During this phase, the active player carries out these steps:

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

The train moves moves to the next clockwise **train checkpoint** (Rail Stations > Mountain Passes > Bandit Hideouts). Place the front of the train in the train checkpoint space. The train is considered a location in that space for the player's entire turn.

EVENTS



The first time your scoring cube enters or moves through a space on any track with an **event marker**, you must immediately resolve an **event card**.

After doing so, discard the event card and return the event marker to the box.

When an event instructs you to add any type of event token to a board space, only add the token if the space is unoccupied (free of any mini or token of any type).



LONGHORN TOKENS

You can acquire longhorn tokens in any of these three ways:

1. By taking an action to acquire the token(s) when you are in the same space.
2. As the result of the rewards on a frontier token. No action is required and the longhorn token is gained automatically.
3. By successfully robbing a player with 1 or more longhorn tokens in their possession.

You can have any number of longhorn tokens at one time. The number of longhorn tokens you own is independent of any regular cattle tokens you have. **Each longhorn token you have reduces your movement by 1 space** (min 1 space).

You can deliver longhorn tokens to any Ranch, Outlaw Camp, or Rail Station to earn 1 LP + \$30.

Longhorn tokens are considered cattle tokens when a player is **ARRESTED** or **ROBBED**. If you are **ARRESTED**, you must discard all longhorn tokens in your possession. A player successfully **ROBbing** a player in possession of 1 or more longhorn tokens can choose to take 1 longhorn token (but cannot take a cattle token *and* a longhorn token).



OUTLAW TOKENS

If you move into a space occupied by an outlaw token you must stop your movement, reveal it, and **fight**. The number above the line on the back of the token is how many fight cards are drawn for the fight.

Resolve the fight between the player and the outlaw as you would any other NPC fight. Regardless of the outcome, return the outlaw token to the supply. The reward for winning the fight is given below the line on the back of the token. A player losing a fight with an outlaw gains 1 wound and draws 1 poker card.



CLAIM JUMPER TOKENS

If you move into a space occupied by a claim jumper token you must stop your movement, reveal it, and **fight**. The number above the line on the back of the token is how many fight cards are drawn for the fight.

Resolve the fight between the player and the claim jumper as you would any other NPC fight. Regardless of the outcome, return the claim jumper token to the supply. The reward for winning the fight is given below the line on the back of the token. A player losing a fight with a claim jumper gains 1 wound and draws 1 poker card.



HIGH ROLLER TOKENS

High roller tokens are placed on Saloons. To play poker against a high roller, take an action at the Saloon where the high roller token is located. You must ante \$20 and the dealer who plays for the high roller draws a number of poker cards equal to the number above the line on the back of the token. The rewards on the token replace those of a normal poker game and the dealer does not put up any money. If you win, you gain your ante, the rewards shown on the high roller token, and any additional rewards for character abilities, items, or from cards like *Lady Luck* or *Jackpot*. If you lose, return your \$20 ante to the supply. When you challenge a high roller, no other players can participate. Regardless of the outcome, return the high roller token to the supply. Challenging a high roller is considered **gambling**.

GAMBLING

You may **gamble** by playing fari, poker (and optionally, high stakes poker), and playing against high rollers. Any player participating, whether they initiated the game or not, has chosen to gamble and resolves any effects reliant on doing so.

Any player can advance along the **gambler track** regardless of whether they are marshals, wanted, or unaligned. Each time a player gains a **gambler point** they advance 1 space on the gambler track and immediately receive the rewards indicated on the space.

If a player is on the final space of the gambler track, each time they gain gambler points they receive the reward for the final space *again* (2 legendary tokens, discarding down to 3 total legendary tokens if necessary).

During end of game scoring, the player farthest along the gambler track gains 1 LP. If there is a tie for farthest along the gambler track, all tied players earn 1 LP.

GOLD NUGGETS

Gold nuggets may be added to locations on the board. If you end a move action in a space containing gold nuggets you may pick up any number of the gold nuggets in the space, as long as you do not exceed your gold nugget capacity; no action is required.

LOCATION ACTIONS



TRAIN

The train is considered an additional location in the space it is in, and does not affect players' ability to interact with the original space in any way.

The train spaces on the Gambler/Train board correlate to the Bandit camps on the original board. When the train is at one of the spaces on the new board a player can take the **HEIST** action while at the corresponding Bandit camp.

TRAIN HEIST

If you are in the space where the front of the train is currently located, you can take a location action to perform a **TRAIN HEIST**. Draw a train encounter card and follow its instructions. You can only initiate this action once per turn.

TRAIN GUARD FIGHT

The player to the right of the active player **draws the number of fight cards shown on the train card** and plays as the guard.

Resolve *start of fight* effects. You choose 1 poker card from your hand and play it facedown. The guard then plays 1 fight card facedown. Both cards are revealed and effects from character abilities, items, weapons, and the played poker card are applied. You may play any number of reaction effects.

Apply the effects from the played fight card. The highest value wins the fight. The guard wins all ties.

If you **defeat the guard**, you gain rewards for winning as indicated on the train encounter card.

If you **lose**, you gain the consequences for a loss as shown on the train encounter card in addition to the standard consequences of gaining 1 wound and drawing 1 poker card for losing a fight.

Discard the played poker card(s) and return all fight cards to the bottom of the fight deck in a random order.



FRONTIER SPACES

While at a Frontier space that still has its facedown **frontier token**, you may take a **FRONTIER** action. Discard poker cards from your hand with a value equal to or greater than the sum of the numbers shown on the frontier space and frontier token. For these purposes 2-9 are worth their face value, 10-K are worth 10, and aces are worth 11.

Then flip the frontier token, gain the rewards shown, and return the token to the box.



GENERAL STORE & TRADING POST

While in a space neighboring a General Store or a Trading Post, you may take an action to purchase and/or upgrade any number of the item cards (if you have enough money) available at that location.

Unlike normal items, promotional items are considered to be available at both the General Store and Trading Post as well as to any player using the action on the card *Outfit*.



MARSHAL'S OFFICE

Wanted players arrested in Buzzard Gulch go here when arrested by the sheriff or a player. Anytime a player is **ARRESTED** and moved to the Marshal's Office, move the sheriff there as well.



MOUNTAIN PASS

While at a Mountain Pass trail head (either end of the pass), you may take a **TRAIL** action to travel between the original board and Buzzard Gulch. This special move action uses all of your movement for one action to move to the corresponding space.

Mountain pass A runs between Bandit Hideout A in the top right of the original board to the Mountain Pass A space in the top left of Buzzard Gulch and vice versa. **Mountain pass C** runs between Bandit Hideout C in the bottom right of the original board to the Mountain Pass C space in the bottom left of Buzzard Gulch and vice versa.

Moving the sheriff from one trail head to another counts as 1 space.



OUTLAW CAMP

After you end your move action at the Outlaw Camp, you may deliver cattle tokens of any color to gain 1 WP and the reward on the back of the cattle token.

Once a cattle token is delivered, shuffle it in with the other cattle tokens at the corresponding Ranch. Players can deliver longhorn tokens to the Outlaw Camp like normal cattle tokens to receive 1 LP and \$30.



RAIL STATION

You can deliver longhorn tokens to either Rail Station and may travel by rail.

While at a Rail Station you may take a **TRAVEL BY RAIL** move action. Pay \$10, move to the other Rail Station, and then continue moving from that station by moving up to your maximum number of spaces.

Moving the sheriff from one Station to another counts as 1 space.



RANCH

Players can deliver **longhorn tokens** to any Ranch like normal cattle tokens to receive 1 LP and \$30.



SALOON POKER

While in a space neighboring a Saloon, you may take a **GAMBLE** action to play **poker**, and offer all other players in the same town the opportunity to play as well. This follows the normal rules for poker, with these exceptions:

- If the active player wins a game of poker they can choose to gain either 1 LP or 1 gambler point. They also win all of the money in the pot as normal regardless of this choice.
- If any player other than the active player wins a hand of poker they gain 1 gambler point. They also win all of the money in the pot as normal regardless.
- On a tie, the active player wins as normal and can choose to gain 1 gambler point or 1 LP.
- If multiple non-active players tie in a hand of poker, they gain 1 gambler point and split the pot evenly, rounding down, and returning any additional money to the supply if needed.

FARO

While in a space neighboring a Saloon, you may take a **GAMBLE** action to play **faro**, and offer all other players in the same town the opportunity to play as well.

If any other players choose to join the game, the active player gains \$10. Then the game begins.

1. The closest player to the right of the active player and not participating in the game draws the top 4 cards of the fight deck and reveals 3 faceup. If all players are participating, the active player deals.
2. Participating players place their bets in clockwise order ending with the active player. Each player has 2 bet markers in their color, each with a \$10 side and a \$20 side. To bet, place one or two \$10 or \$20 bets, each on the card values shown in the betting area. The sum of your bets can never exceed the amount of money currently in your possession. All participating players are allowed to bet on any card they wish.
3. The dealer shuffles the 4 cards facedown, offers the active player the chance to cut the cards, then reveals 1 card. All bets on this card are lost: players that bet on it pay the amount shown on their bet marker to the supply and retrieve their bet marker. The dealer now reveals a second card and all bets on this card win: players that bet on it gain 1 gambler point, and are paid 1:1. At this time, in clockwise order ending with the active player, all players who still have bets on the faro board have the opportunity to take their bet markers back and stop playing. Any players who do not take their bet markers back have chosen to participate in the bonus round.
4. The bonus round consists of one more card being revealed. All bets not matching the revealed card lose. Losing players pay the amount shown on their bet marker to the supply and retrieve their bet markers. All bets on the winning number have won the **jackpot**, gain 1 gambler point and are paid 3:1 on their bet. Players take their winnings from the supply and retrieve their bet markers. Shuffle the cards used in this game of faro and return them to the bottom of the fight deck.

VARIANT: HIGH STAKES POKER

High stakes poker is still considered poker and gambling for the purpose of resolving any game effects or abilities, but is a separate game a player may choose to initiate while neighbouring the Saloon.

If no other players join the hand of high stakes poker, the player to the right of the active player takes the role of the dealer. The dealer sets aside their current hand of poker cards and draws 5 poker cards from the deck as their hand. The Saloon adds \$40 to the ante(s) from the supply as a reward for winning.

After all players in the hand have paid their ante and drawn their poker cards, the top 3 cards of the poker deck are revealed: this is called the **flop**.

Players, in clockwise order with the active player deciding last, then decide if they want to bet an additional \$20 to stay in or fold, forfeiting the hand.

If all players except for one fold, the hand ends and that player is considered the winner. If the hand continues, the Saloon adds an additional \$20 to the pot from the supply. If the game is only between the active player and the dealer representing the Saloon, the dealer always stays in for the additional \$20. If at least two players stay in, the top 2 cards of the poker deck are revealed; these cards are called the **turn** and **river**.

Players then make their best five card hand using 2 cards from their hand and 3 from the flop, turn, and river cards. If a player has no poker cards when they ante they must play with the one poker card drawn, combined with 3 cards from the flop, turn, and river.

END OF THE GAME

In addition to the normal scoring rules, the player farthest along the gambler track gains 1 LP (one a tie, all tied players earn 1 LP).

WILD BUNCH OF EXTRAS EXPANSION

VARIANT: TITLE CARDS

Shuffle the **title cards** and draw one during setup; its condition is in effect for the rest of the game.

VARIANT: GANG/POSSE CARDS

Place the double-sided **gang/posse cards** near the board during setup. Players may take a **RECRUIT** action at these locations:



SHERIFF/MARSHAL'S OFFICE: A marshal player may pay \$20 to gain a posse card. Place it next to your player mat and follow its rules. You can never have more than 1 posse card at a time.



OUTLAW CAMP: A wanted player may pay \$20 to gain a gang card. Place it next to your player mat and follow its rules. You can never have more than 1 gang card at a time.

VARIANT: SHERIFF DECK

Shuffle the **sheriff cards**, draw 1 during setup, and follow its rules. Follow all normal sheriff rules except those covered on the active sheriff card. If the sheriff loses a fight, discard the active sheriff card and draw a replacement. If the deck ever runs out, shuffle all the sheriff cards together and draw a new one.

LEGENDARY ITEMS

Legendary items provide LP at the end of the game. Legendary mounts and weapons cannot be upgraded. If you gain a legendary item and already have 3 miscellaneous items, you can discard a miscellaneous item to make room. If a legendary item is discarded, return it to the legendary items deck and shuffle the deck.

BLOOD MONEY EXPANSION

ADDITIONAL SETUP

Shuffle all of the **legendary items** together to form the **legendary item deck**. Place the legendary item deck blocker card on the bottom of the deck, then place the deck it in the top left section of the Traveling Trader stand so that the back side is facing out. Draw 3 cards from the legendary item deck and place 1 in each of the 3 spaces on the bottom row of the Traveling Trader stand.

After placing items in the General Store and Trading Post, place any remaining items in the 2 empty spaces of the Traveling Trader stand.

Separate the **deeds** by type (icon), and place them in a stack.

When preparing the poker deck, exchange the base game poker cards with the same suit and value of the poker cards from *Ante Up* and *Blood Money*. Return the removed cards to the box.

Shuffle the legendary story cards, then separate them into 2 decks containing 1 of each numbered card, so you have 2 decks numbered 1 through 20. Choose 1 deck to play with and return the other to the box. Shuffle the chosen legendary story card deck and place it facedown on the story board overlay.

Reveal the top card of the **trader movement deck** and place the **cart token** on any empty space in the region shown on the card.

Use the side of the player mat with spaces for legendary tokens.

LEGENDARY STORIES

This system replaces the story cards/rules used in the base game.

The legendary story board overlays the story card area on the game board. The story track is used to keep track of each player's **story points** (SP). Resolve the effect on each new Story track space your scoring cube enters. If your cube advances to the last space on the track it stops, regardless of how many remaining SP you would have gained. You then chooses to gain 1 **gambler point** (GP), 1 **legendary point** (LP), 1 **marshal point** (MP), or 1 **wanted point** (WP). Then, return your cube to the start space of the story track.

When a new legendary story card is revealed, the player whose turn it is reads the story text aloud, then reads and resolves the rules text. Some cards an ongoing effect, which stays in effect until all conditions on the card have been met and the card is resolved.

After you meet 1 of the available (not yet completed) conditions on a story card, place 1 of your story discs on the legendary story board space next to the condition to show you have contributed to it, then gain all rewards listed. Once you have contributed toward a condition on a legendary story card, no other player may contribute toward that condition. You may contribute more than once to a legendary story card. If a legendary story card only has 2 conditions, ignore the third space on the legendary story board.

Legendary story cards that use the **map tokens** will instruct you where there are to be placed facedown. Reveal the map token when instructed. Resolve the text on the legendary story card based on the map token revealed, then claim the map token and place it near your player board. A player who reveals the 'danger' X token gains 1 wound immediately.

During the end of turn phase, if all conditions have been met on a legendary story card, the player that last contributed to it sets aside all story discs on the legendary story board, flips the card, and reads aloud the text. All players that contributed toward the card gain the reward. Finally, resolve any consequences on the card.

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

RISK DIE

A player can choose to roll the risk die once during their action phase at any time except when resolving an action. Announce your intention to roll the die, then choose 1 of the 3 bonuses it provides:

Draw 1 poker card / Gain \$10 / Move 1 (this is not a move action)

Then roll the die and resolve the result, gaining either SPs, wounds, or a combination of both. Finally, gain the bonus you chose.

INJURY CARDS

When you gain any wounds in excess of your maximum, draw and resolve 1 **injury card**, then place it near your player mat. You may only have 1 injury card at a time. If you gain any wounds while they already have an injury card, discard 1 poker card for each wound.

You must lose all of your wounds to discard your injury card (shuffle it into the injury deck). Injury cards do not count as wounds. Any LP loss at the end of the game is listed at the bottom of the injury card.

TRADER ACTION

To purchase items from the Traveling Trader, take a **trader action** in any space in the same region as shown on the **traveling trader card** (the **cart token**). Then choose any of the available items or faceup legendary items in the Traveling Trader.

Each legendary item costs \$40. You may purchase more than 1 with a single action. When you purchase one, immediately add another item to be purchased from the legendary item deck. You can also upgrade any items regardless of where they were purchased.

After you complete your trader action, reveal the top card of the trader movement deck and move the cart token to the corresponding region. If the trader movement deck is empty, reshuffle all cards in the discard pile to form a new deck.

The legendary item deck is stored in The Traveling Trader stand. If you gain a legendary item, draw it from the facedown deck.

The traveling trader also carries all of the items not placed in the General Store or Trading Post during setup, which can also be purchased as part of a trader action whether or not you purchase a legendary item.

LOCATION ACTIONS

REPAIR

If an effect destroys a location, place a **ruin token** on it. Players cannot take claim, location, or work actions at a location with a ruin token.

You may remove a ruin token from a location by taking a **repair action** there (or in an adjacent space while at a General Store, Saloon, or Trading Post). Discard 1 poker card from your hand after taking a repair action, then gain 2 SPs and remove the ruin token.

CLAIM

Players may claim the **deed** to locations. These provide a useful once per game action ability, as well as LP at the end of the game. The more deeds of a specific type such as mines, rail stations, ranches, stores, and saloons that you have, the more LP you will score at the end of the game. Other deeds, such as the bank, cabaret, and doctor's office have their own scoring rules in addition to their ability.

To claim a deed card, take a **claim action** at the location. Pay the cost listed on the deed and then place the deed card, action ability side faceup, next to your player mat. Once a deed card has been claimed, that deed is no longer available for the rest of the game. There is no limit to the number of deed cards you may claim.

To use the once per game action ability on a deed card, take an action to resolve the text. Movement as a result of resolving such an ability does not count as a move action. Then flip the deed card to its scoring side to show that the action ability has been used. You can never use the ability of a deed with its scoring side faceup.

You cannot use the action ability of a deed if its location has a ruin token on it.

At the end of game, players flip any of their unused deeds from their action ability side to their scoring side and add the total LP from their deed cards to their final score after all other scoring has been calculated.

A deed card corresponding to a location with a ruin token does not score at the end of the game.

FINAL SCORING

To determine your final score:

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

The player with the most LP is the winner. On a tie, the tied player with the most MPs or WP wins. On a further tie, the tied player with the most gold nuggets wins; then the tied player with the fewest wounds; then the tied players share the victory.

WESTERN LEGENDS

I. START OF TURN PHASE

1. Move the train.
2. Check for *start of turn* effects.
3. Choose one: **gain \$20** or **draw 2 poker cards** or **gain \$10** and **draw 1 poker card**.
4. Choose a weapon and mount for the turn.

2. ACTION PHASE

The active player chooses **3** actions.

A. MOVE

Players without a mount have a movement of **2**.

Players with a mount may use the mount's movement.

B. USE AN ACTION ON A CARD

Cards marked **ACTION** can be used to take special actions. If the action is on a poker card, then discard it.

C. FIGHT A PLAYER (ARREST, DUEL, ROB)

A player can only fight a specific player *once* each turn.

1. DECLARATION Declare an **ARREST** (you must have 1+ MP and the target player must have 1+ WP), **DUEL**, or **ROB**. Starting with the active player, alternate resolving *start of fight* effects. The active player chooses 1 poker card from their hand and plays it facedown. The target player **fighters** or **declines**.

2. REVEAL Both players simultaneously reveal their selected cards and resolve any bonus effects.

3. REACTION Starting with the active player, players may alternate using a **reaction** effect on a poker card in their hand. Continue until both players decline to play any more reactions.

4. REWARD The winner is the player with the highest value card after effects. Values cannot be increased, only decreased, and the active player wins all ties.

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The losing player always gains 1 wound and draws 1 poker card.

ARREST (marshals only): The winner gains 1 MP. The loser is placed at the Sheriff's Office with the sheriff and loses all WPs, cattle tokens, and half their money and gold nuggets (round up).

DUEL: The winner gains 2 LP.

ROB: The winner gains 1 WP, and may steal half of the target player's money or half their gold nuggets (round up), plus 1 cattle token if the target player has one.

D. TAKE A LOCATION ACTION

3. END OF TURN PHASE

At the end of the active player's turn:

1. Resolve story cards with the requisite number of story discs on them (**2-4 players:** 2 discs, **5-6 players:** 3 discs).
2. Discard down to maximum hand size: **5 poker cards minus 1 poker card for each wound** you have.
3. If you are **wanted**, gain LP (based on the wanted track row).
4. If you have acquired LP equal to or greater than the amount set for the game length, trigger the end of the game.
5. The next player in clockwise order becomes the active player and starts their turn.

LOCATION ACTIONS



BANK

SELL NUGGETS Gain \$20 and 1 LP for every gold nugget sold. You can carry a maximum of \$120.

HEIST (once per turn). The player to your right draws 3 fight cards and plays as the guard. If you defeat the guard, you gain \$80 and 3 WPs. If you lose, you gain 1 WP, 1 wound, and draw 1 poker card.



CABARET

Revel: Gain 1 LP for every \$30 spent.



DOCTOR'S OFFICE

Pay \$10 to lose all your wounds. Then draw 1 poker card for each wound lost.



FRONTIER SPACES

Take a **FRONTIER** action. Discard poker cards with a value equal to or greater than the total on the frontier space and frontier token. Gain the rewards.



GENERAL STORE/TRADING POST

Purchase and/or upgrade item cards. You may only have 1 copy of each, and a maximum of 3 miscellaneous items. To **upgrade** a mount or weapon, pay its cost again.



MARSHAL'S OFFICE

Wanted players arrested in Buzzard Gulch go here when arrested by the sheriff or a player.



MINE

Prospect for gold. Roll both prospecting dice:

Gain 1 gold nugget (4 nuggets max).

Gain \$10.

Gain \$10 and reroll this die.

Gain nothing.



MOUNTAIN PASS

Take a **TRAIL** action to travel between the original board and Buzzard Gulch. This uses all of your movement for one action.



RAIL STATION

Take a **TRAVEL BY RAIL** move action: pay \$10, move to the other station, then continue moving from there. Moving the sheriff between stations costs 1 space.



RANCH

Gain 1 facedown cattle token. You can carry only 1 at a time.

WRANGLE: End a move action at the Rail Station space to deliver your cattle/longhorn token and gain **1 MP** and **its reward**.

RUSTLE: End a move action at a Ranch of the opposing color to deliver your cattle/longhorn token and gain **1 WP** and **its reward**.



SALOON

Play a hand of poker/high stakes poker or faro. Any player can advance along the gambler track.



TRAIN

Take the **TRAIN HEIST** action, draw a train card and fight a guard, who **draws the number of fight cards shown on the train card**.

WORK

While at *any* location, **gain \$10**.

WESTERN LEGENDS

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MARSHAL/WANTED POINTS

A player can either have **marshal points (MPs)** or **wanted points (WPs)**, but never both. You gain the rewards listed on each space your scoring cube moves through or onto. If you are on the final space and you gain any number of MPs/WPs, gain 1 LP per MP/WP gained instead.

MARSHAL POINTS

Wanted players cannot gain MPs.

Defeat a bandit in a fight: 1 MP.

Wrangle cattle: 1 MP.

Arrest a Wanted player: 1 MP.

Use the action on the poker card *Living Legend*: 1 MP.

Story card rewards: As indicated on the card.

WANTED POINTS

Heist: \$80 and 3 WPs if successful; 1 WP if unsuccessful.

Rob a player: 1 WP.

Rustle cattle: 1 WP.

Use the action on the poker card *Living Legend*: 1 WP.

Story card rewards: As indicated on the card.

WOUNDS

You can have a maximum of 3 wounds (additional wounds are ignored). You can heal (lose) wounds by:

- Paying \$10 at the Doctor's Office to lose all wounds and draw a poker card for each wound lost.
- Using the *Bulletproof* poker card's bonus ability in a fight.
- Purchasing the *Whiskey* item.
- Using the *Provisions* item's **ACTION** ability.

POKER HANDS HIGHEST TO LOWEST

Royal Flush: A-10 all of the same suit.

Five of a Kind: 4 cards of the same value plus the *Cheat* card.

Straight Flush: 5 cards in a sequence, all of the same suit.

Four of a Kind: 4 cards of the same value.

Full House: 3 cards of the same value, with 2 other cards of the same value.

Flush: 5 cards of the same suit, but not in a sequence.

Straight: 5 cards in a sequence, but not of the same suit.

Three of a Kind: 5 cards in a sequence, all of the same suit.

Four of a Kind: 3 cards of the same value.

Two Pair: 2 different pairs.

Two Pair: 2 cards of the same value.

High Card: If you haven't made any of the hands above, the highest card played is your hand.

EVENTS



The first time your scoring cube moves into or through a space with an **event marker**, immediately resolve an **event card**. Only add event tokens to a board space if the space is unoccupied.



LONGHORN TOKENS

You can acquire longhorn tokens by taking an action to acquire one when you are in the same space; as the result of a frontier token's rewards (no action required); and by successfully robbing a player with any.

You can have any number of longhorn tokens at one time. The number you own is independent of any regular cattle tokens you have. **Each longhorn token you have reduces your movement by 1 space** (min 1 space).

You can deliver longhorn tokens to any Ranch, Outlaw Camp, or Rail Station to earn **1 LP + \$30**.

Longhorn tokens are considered cattle tokens when a player is **ARRESTED** or **ROBBED**. If you are **ARRESTED**, you must discard all longhorn tokens in your possession. A player successfully **ROBBING** a player in possession of 1 or more longhorn tokens can choose to take 1 longhorn token (but cannot take a cattle token *and* a longhorn token).



OUTLAW TOKENS

If you move into a space occupied by an outlaw token you must stop your movement, reveal it, and **fight**. The number on the token is how many fight cards are drawn.



CLAIM JUMPER TOKENS

If you move into a space with a claim jumper token you must stop, reveal it, and **fight**. The number on the token is how many fight cards are drawn.



HIGH ROLLER TOKENS

To play poker against a high roller, take an action at the Saloon where the token is. You must ante \$20 and the dealer draws a number of poker cards equal to the number on the token. The rewards on the token replace those of a normal game and the dealer does not put up any money. No other players can participate.

BANDITS/SHERIFF

PLAYER VS BANDITS

When you enter a space with a bandit, your movement immediately ends and a **fight** starts. **The player to the right of you draws 2 fight cards** and plays as the bandit.

First resolve *start of fight* effects. Choose 1 poker card from your hand and play it facedown, then the bandit player chooses 1 to play facedown. Both cards are revealed, and relevant effects are applied. You may play any number of reaction effects. The highest value wins the fight. The bandit wins ties.

If you defeat the bandit, you gain 1 LP or 1 MP (wanted players must choose 1 LP).

If you lose, you gain 1 wound and draw 1 poker card. In either case the bandit is removed from the board.

PLAYER VS SHERIFF

The sheriff is only active if there is at least 1 player on the wanted track.

If the sheriff enters the same space as a wanted player, **the wanted player(s) must immediately discard 1 poker card.**

Wanted players cannot enter the same space as sheriff. The sheriff will only attempt to **ARREST** a player when moved into the same space as a wanted player.

ARREST ATTEMPT

First resolve *start of fight* effects. The wanted player chooses 1 poker card from their hand and plays it facedown, or declines to fight and is arrested.

The player to the right of you draws 4 fight cards and plays as the sheriff, then chooses 1 card to play facedown.

Reveal both cards, and apply relevant effects. The wanted player may play any number of reaction effects. The highest value wins the fight. The sheriff wins ties.

If the sheriff arrests the wanted player, that player gains 1 wound, draws 1 poker card, loses all WPs, all cattle tokens, and half their money and gold suggest tokens, rounded up. Place the wanted player at the Sheriff's Office with the sheriff.

If the wanted player wins, they have avoided capture. Place the sheriff at the Sheriff's Office.

MARSHAL/WANTED POINTS

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Pay \$10 to lose all your wounds.
Then draw 1 poker card for each wound lost.



FRONTIER SPACES

Take a **FRONTIER** action. Discard poker cards with a value equal to or greater than the total on the frontier space and frontier token. Gain the rewards.



GENERAL STORE/TRADING POST

Purchase and/or upgrade item cards. You may only have 1 copy of each, and a maximum of 3 miscellaneous items. To **upgrade** a mount or weapon, pay its cost again.



MARSHAL'S OFFICE

Wanted players arrested in Buzzard Gulch go here when arrested by the sheriff or a player.



MINE

Prospect for gold. Roll both prospecting dice:

- Gain 1 gold nugget (4 nuggets max).
- Gain \$10.
- Gain \$10 and reroll this die.
- Gain nothing.



MOUNTAIN PASS

Take a **TRAIL** action to travel between the original board and Buzzard Gulch. This uses all of your movement for one action.



RAIL STATION

Take a **TRAVEL BY RAIL** move action: pay \$10, move to the other station, then continue moving from there. Moving the sheriff between stations costs 1 space.



RANCH

Gain 1 facedown cattle token.
You can carry only 1 at a time.

WRANGLE: End a move action at the Rail Station space to deliver your cattle/longhorn token and gain **1 MP and its reward**.

RUSTLE: End a move action at a Ranch of the opposing color to deliver your cattle/longhorn token and gain **1 WP and its reward**.



SALOON

Play a hand of poker/high stakes poker or faro.
Any player can advance along the gambler track.



TRAIN

Take the **TRAIN HEIST** action, draw a train card and fight a guard, who **draws the number of fight cards shown on the train card**.

WORK

While at any location, **gain \$10**.

WESTERN LEGENDS

I. START OF TURN PHASE

1. Move the train.
2. Check for *start of turn* effects.
3. Choose one: **gain \$20 or draw 2 poker cards or gain \$10 and draw 1 poker card.**
4. Choose a weapon and mount for the turn.

2. ACTION PHASE

The active player chooses **3 actions**, and can choose to roll the **risk die** once at any time except while resolving an action.

A. MOVE

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

B. USE AN ACTION ON A CARD

Cards marked **ACTION** can be used to take special actions. If the action is on a poker card, then discard it.

C. FIGHT A PLAYER (ARREST, DUEL, ROB)

A player can only fight a specific player *once* each turn.

- 1. DECLARATION** Declare an **ARREST** (you must have 1+ MP and the target player must have 1+ WP), **DUEL**, or **ROB**. Starting with the active player, alternate resolving *start of fight* effects. The active player chooses 1 poker card from their hand and plays it facedown. The target player **fight**s or **declines**.
- 2. REVEAL** Both players simultaneously reveal their selected cards and resolve any bonus effects.
- 3. REACTION** Starting with the active player, players may alternate using a **reaction** effect on a poker card in their hand. Continue until both players decline to play any more reactions.
- 4. REWARD** The winner is the player with the highest value card after effects. Values cannot be increased, only decreased, and the active player wins all ties.

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

The losing player always gains 1 wound and draws 1 poker card.

ARREST (marshals only): The winner gains 1 MP. The loser is placed at the Sheriff's Office with the sheriff and loses all WPs, cattle tokens, and half their money and gold nuggets (round up).

DUEL: The winner gains 2 LP.

ROB: The winner gains 1 WP, and may steal half of the target player's money or half their gold nuggets (round up), plus 1 cattle token if the target player has one.

D. TAKE A LOCATION ACTION

E. TAKE A TRADER ACTION

3. END OF TURN PHASE

At the end of the active player's turn:

1. Resolve all story card conditions tied to where you end your turn, and resolve the story card if its conditions have been met.
2. Discard down to maximum hand size: **5 poker cards minus 1 poker card for each wound** you have.
3. If you are **wanted**, gain LP (based on the wanted track row).
4. If you have acquired LP equal to or greater than the amount set for the game length, trigger the end of the game.
5. The next player clockwise becomes the active player and starts their turn.

LOCATION ACTIONS



BANK

SELL NUGGETS Gain \$20 and 1 LP for every gold nugget sold. You can carry a maximum of \$120.

HEIST (once per turn). The player to your right draws 3 fight cards and plays as the guard. If you defeat the guard, you gain \$80 and 3 WPs. If you lose, you gain 1 WP, 1 wound, and draw 1 poker card.



CABARET

Revel: Gain 1 LP for every \$30 spent.



DOCTOR'S OFFICE

Pay \$10 to lose all your wounds.
Then draw 1 poker card for each wound lost.



FRONTIER SPACES

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GENERAL STORE/TRADING POST

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SALOON

Play a hand of poker/high stakes poker or faro.
Any player can advance along the gambler track.



TRAIN

Take the **TRAIN HEIST** action, draw a train card and fight a guard, who **draws the number of fight cards shown on the train card**.

WORK

While at any location, **gain \$10**.

REPAIR

At a destroyed location, discard 1 poker card from your hand, gain 2 SPs and remove the ruin token.

CLAIM

Buy the deed at a location. You cannot use the action ability of a deed if its location has a ruin token on it.

MARSHAL/WANTED POINTS

You can have marshal points (MPs) or wanted points (WPs), but not both. Gain the rewards listed on each space your cube moves through or onto. If you are on the final space and gain any number of MPs/WPs, gain 1 LP per MP/WP gained instead.

MARSHAL POINTS

Wanted players cannot gain MPs.

Defeat a bandit in a fight: 1 MP.

Wrangle cattle: 1 MP.

Arrest a Wanted player: 1 MP.

Use the action on the poker card *Living Legend*: 1 MP.

Story card rewards: As indicated on the card.

WANTED POINTS

Heist: \$80 and 3 WPs if successful; 1 WP if unsuccessful.

Rob a player: 1 WP.

Rustle cattle: 1 WP.

Use the action on the poker card *Living Legend*: 1 WP.

Story card rewards: As indicated on the card.

WOUNDS

You can have a maximum of 3 wounds. Heal wounds by:

- Paying \$10 at the Doctor's Office to lose all wounds and draw a poker card for each wound lost.
- Using the *Bulletproof* poker card's bonus ability in a fight.
- Purchasing the *Whiskey* item.
- Using the *Provisions* item's ACTION ability.

When you gain wounds over your maximum, draw and resolve 1 injury card then keep it (you can only have 1). If you gain wounds while you have a card, discard 1 poker card per wound.

POKER HANDS HIGHEST TO LOWEST

Royal Flush: A-10 all of the same suit.

Five of a Kind: 4 cards of the same value plus the *Cheat* card.

Straight Flush: 5 cards in a sequence, all of the same suit.

Four of a Kind: 4 cards of the same value.

Full House: 3 cards (same value), plus 2 cards (same value).

Flush: 5 cards of the same suit, but not in a sequence.

Straight: 5 cards in a sequence, but not of the same suit.

Three of a Kind: 5 cards in a sequence, all of the same suit.

Four of a Kind: 3 cards of the same value.

Two Pair: 2 different pairs.

Two Pair: 2 cards of the same value.

High Card: If you have nothing else, play your highest card.

EVENTS



The first time your cube moves into or through a space with an event marker, resolve an event card. Only add event tokens to an unoccupied board space.



LONGHORN TOKENS

You can acquire longhorn tokens by taking an action to acquire one when you are in the same space; as the result of a frontier token's rewards (no action required); and by successfully robbing a player with any.

You can have any number of longhorn tokens; they are independent of any regular cattle tokens. Each longhorn token you have reduces your movement by 1 space (min 1 space). Deliver longhorn tokens to any Ranch, Outlaw Camp, or Rail Station to earn 1 LP + \$30.

Longhorn tokens are considered cattle tokens when a player is ARRESTED or ROBBED. If you are ARRESTED, you must discard all longhorn tokens in your possession. If you ROB a player who has any longhorn tokens, you can choose to take one of them (but you cannot take a cattle token and a longhorn token).



OUTLAW TOKENS

If you move into a space with an outlaw token you must stop, reveal it, and fight. The number on the token is how many fight cards are drawn.



CLAIM JUMPER TOKENS

If you move into a space with a claim jumper token you must stop, reveal it, and fight. The number on the token is how many fight cards are drawn.



HIGH ROLLER TOKENS

To play poker against a high roller, take an action at that Saloon. You must ante \$20 and the dealer draws a number of poker cards equal to the number on the token. The rewards on the token replace those of a normal game and the dealer does not put up any money. No other players can participate.

BANDITS/SHERIFF

PLAYER VS BANDITS

When you enter a space with a bandit, your movement immediately ends and a fight starts. The player to the right of you draws 2 fight cards and plays as the bandit.

First resolve *start of fight* effects. Choose 1 poker card from your hand and play it facedown, then the bandit player chooses 1 to play facedown. Both cards are revealed, and relevant effects are applied. You may play any number of reaction effects. The highest value wins the fight. The bandit wins ties.

If you defeat the bandit, you gain 1 LP or 1 MP (wanted players must choose 1 LP).

If you lose, you gain 1 wound and draw 1 poker card. In either case the bandit is removed from the board.

PLAYER VS SHERIFF

The sheriff is only active if there is at least 1 player on the wanted track.

If the sheriff enters the same space as a wanted player, the wanted player(s) must immediately discard 1 poker card.

Wanted players cannot enter the same space as sheriff. The sheriff will only attempt to ARREST a player when moved into the same space as a wanted player.

ARREST ATTEMPT

First resolve *start of fight* effects. The wanted player chooses 1 poker card from their hand and plays it facedown, or declines to fight and is arrested.

The player to the right of you draws 4 fight cards and plays as the sheriff, then chooses 1 card to play facedown.

Reveal both cards, and apply relevant effects. The wanted player may play any number of reaction effects. The highest value wins the fight. The sheriff wins ties.

If the sheriff arrests the wanted player, that player gains 1 wound, draws 1 poker card, loses all WPs, all cattle tokens, and half their money and gold suggest tokens, rounded up. Place the wanted player at the Sheriff's Office with the sheriff.

If the wanted player wins, they have avoided capture. Place the sheriff at the Sheriff's Office.

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