

of their card, draw the top card from the equipment deck. If you recruited the NPC, you must pay the cost of the item if you want it. If you killed or robbed the NPC, the item has no cost. Normal equipment rules apply. When you rob an NPC, you can either take the item or the GR as noted on the card - you may not look at the card before deciding.

NEW RULES:

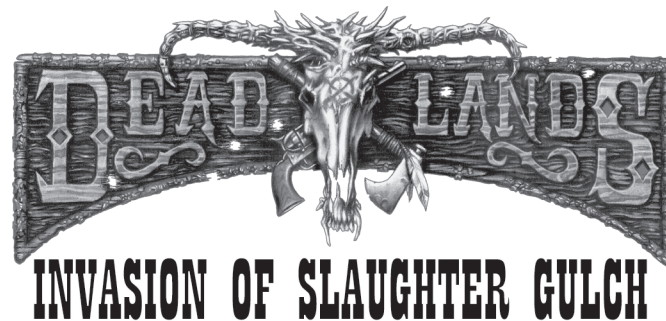
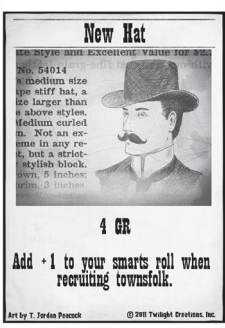
Arresting - Things have gotten very tense here in Slaughter Gulch. As such, the Texas Rangers and the Agency must step up their arrests. Now, if a dude has an action token that indicates they intend to do an illegal action, they can be arrested whether they do that action or not.

Ties - In case of a tie at the end of the game, the player with the most dudes in play wins. If that still results in a tie, the player with the most controlled buildings wins.

Robbing the Train and the Bank - When a Train comes to town, you may now rob the train based on the protection number. If you are successful, roll a 1d6 and take that many ghost rock. Any remaining ghost rock goes to the Bank. If the train is not robbed, all ghost rock goes to the bank. You may now rob the bank. The protection number on the bank is equal to the number on the building. For example: If the bank is placed right before the Mine, the number on the building will be 6 and thus the protection number on the bank to rob it is also 6. If you are successful at robbing the bank, roll a 1d6 and take that many ghost rock from the bank.

RULES CLARIFICATIONS:

- When drawing the two event cards, resolve the first before drawing the second.
- After the movement phase, if a player is forced to move before he takes his action, his action token is discarded and he may not take any further actions this turn.



OVERVIEW: Things have gone from bad to worse in Slaughter Gulch. Our once quiet little town has already been overrun once. Since they discovered the ghost rock, there has been a constant struggle for control of the town. Unfortunately, it seems the mining has also attracted something else... Something EVIL!

GAME SETUP:

1. Shuffle the encounter cards from this set with the cards from the base game.
2. Shuffle the event cards from this set with the cards from the base game.
3. Shuffle the equipment cards from this set with the equipment cards from the base game.
4. Shuffle the Hired Gun cards and place to the side (placing it next to the event deck).
5. Continue setup as explained in the base game.

GAME END: These are new ending conditions. You can choose to use the original ones but, since more cards have been added, the game length may increase.

1. Three out of the six monsters are destroyed.
2. All six monsters have made an appearance in Slaughter Gulch.
3. The last event card is drawn.
4. One outfit completes four objectives.
5. The last Hired Gun card has been drawn.
6. All outfits have at least 5 dudes in play, including in the graveyard.

THE COUNTY CLERK: Elect one to serve as the County Clerk. The Clerk is responsible for maintenance of the board and card decks, including the new Hired Gun deck. Place all decks near the Clerk. The Clerk is responsible for moving the Deputy as well as any monsters that advance each round. They are also responsible for initiating the auction for the Hired Gun cards.

PLAYING THE GAME: Game sequence has changed slightly with the addition of these new cards as follows:

1. The County Clerk moves all monster cards and the Deputy as indicated on their card.
2. The County Clerk turns over a Hire card and initiates the bidding as noted in the "Hired Gun Cards" section.
3. Each spell casting outfit and the Mad Scientists turn over a new spell or gadget card as needed.
4. Player movement as noted in the base game rules.
5. Player's reveal their boards and move their dudes.
6. The County Clerk reveals the top two event cards from the event deck.

7. Starting with the Railroad and continuing clockwise around the board, dudes in each location take their actions for the round. Starting from the street space closest to the railroad continuing towards the mine, dudes in the street take their action. Finally, all actions are taken for dudes at home.

EVENTS: Along with all the events from the base game, this expansion adds what the townsfolk refer to as “serious disruptions to their day” or monsters. The monsters are as follows:

1. Automaton Runs Amok! - The Automaton comes in to play on the street space in front of the building rolled. Any players who enter the square (pass through or land on) automatically take one damage. A roll of 15+ is needed to destroy the Automaton, but players may combine Fight abilities. See “Combining Fight Actions” below. Reward of 4 GR per player involved in killing the Automaton. Dynamite may be used to destroy the Automaton only if thrown on to the same square as the Automaton, normal Dynamite rules apply.

- Gatling Gun has no effect on the Automaton.

2. Gremlins - These pesky little guys are placed in a building as noted by a 2d6 roll. On this turn and the beginning of each subsequent turn, a random player in that building loses one random item. Gremlins have an agility of 6, but do not attack. When the Gremlins are destroyed, all other players must pay the player who killed the Gremlins 1 GR as a Reward.

3. Mojave Rattler - The Mojave Rattler is placed at the mine. One random character at the mine is killed at the end of each turn. The rattler has an agility of 20. Players may combine fight actions to destroy the Mojave Rattler. Reward of 4 GR per player involved in killing the Mojave Rattler.

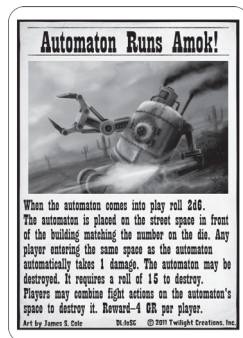
4. Patchwork Man - The Patchwork Man (PM) is placed at the Rail Station. While he is there, no trains will stop at the Station. Any “Train” cards that arrive are discarded. No new event card is drawn to replace it. The PM has an Agility of 7 and a Vigor of 2. Reward of 5 GR to the player destroying the Patchwork Man.

5. Pox Walker - Pox Walker is placed in a building as noted by a 2d6 roll. Any dudes in that building are bitten and take one damage. The Pox Walker moves to the next building at the beginning of the next turn. The Pox Walker has an agility of 5 and may only be killed by someone who has not been bitten.

6. Werewolf - The Werewolf comes into play at the Rail Station. At the beginning of each turn, he moves to the next building in numerical order and rolls a 1d6. If a 1 is rolled, it is a full moon and all characters in that building die (this does not include any monsters). The werewolf can be killed - He has an agility of 4 if he is human and an agility of 7 during the full moon. Reward of 5 GR for the person who destroys the Werewolf while he is a werewolf.

- If the Werewolf is destroyed while in human form, the dude killing him can be arrested.

- The Werewolf can kill the Sheriff.



Combining fight actions to destroy monsters: In order to combine fight actions, a fight token must be designated for each dude, and all dudes must be in the appropriate range for the fight. When the first dude takes their fight action, he adds all fight dice together and rolls for all dudes fighting. For example: If dude #1 has a 2d6 shootin', dude #2 has 3d6 shootin' and dude #3 has a 2d6 shootin', the total dice rolled would be 7 dice. This is considered an action for all players involved and may only be rolled once per turn (all dudes involved have no further actions that round). Bonuses from weapons are added to the final roll.

HIRE GUN CARDS: There are plenty of townsfolk around willing to help in your crusade... for the right price of course. When a “Hired Gun” card is drawn by the County Clerk, bidding is initiated starting with the player with the least amount of ghost rock and continuing clockwise. If there is a tie, those players roll 1d6 and the highest starts the bid. Bidding continues until there is only one bidder remaining. There is no limit as

to the amount that can be bid. Once a bid amount is reached, the winning bidder discards that much ghost rock and takes the “Hired Gun” card. They are resolved during the current turn as noted below:

1. Gambler - Hire the Gambler for one turn to gamble at the saloon. His action is taken first when the actions are taken at the Saloon. Normal gambling rules apply. The Gambler adds 2GR to the result of any die roll other than a 1. A roll of 1 still results in no ghost rock.

2. Miner - Hire the Miner for one turn to prospect at the mine when actions at the mine are taken. Normal mining rules apply. The Miner adds 2 GR to the result of the die roll other than

1. A roll of 1 still results in no GR, and the Miner takes the damage.

- The Miner is subject to the “Explosion At The Mine” event.

3. Traveling Salesman - Hire the Traveling Salesman for one turn to look through the equipment deck and buy any one item found there. Normal equipment rules apply. Shuffle the equipment deck after taking a card. This can be done anytime during the turn in which he is hired.

4. Gunslinger - Hire the Gunslinger for one turn to start a gunfight with any dude anywhere in town. Normal fight rules apply. The gunslinger adds +2 to the result of your Shootin' die roll as noted on your outfit card. This can be done anytime during the action phase of the turn in which he is hired.

NEW EQUIPMENT CARDS: There are new equipment cards with this expansion. They are shuffled into the equipment deck and treated like the other equipment cards.

NEW ENCOUNTER CARDS: Treat these as normal encounter cards.

ENCOUNTERS WITH ITEMS: There are now some Townsfolk walking around with various equipment. If you recruit, rob or kill an NPC with “item” noted at the bottom

