WELCOME TO THE WORLD OF BLACKWATER GULCH!

Blackwater Gulch is a western horror skirmish game of infamous gangs, savage beasts, ravenous dead and malevolent demons. In Blackwater Gulch, you and your friends will collect gangs of miniature men or supernatural creatures and battle for survival in the town streets and outskirts.

Blackwater Gulch is the first in a series of Gameworld Rulebooks for our new, free, open-ended rules - the Gangfight Game System. These free rules are available online at SkirmishGames.com, and also included in this book. Gameworld Rulebooks take those core rules to a new level, with a great deal of background information, stories, art, photos and much more!

Blackwater Gulch is a hobby game - quite simply, a game that you build yourself. This book provides the rules that you need to play, and you will purchase Blackwater Gulch miniatures (which we also refer to as "models") to represent your gang and paint them to your liking. The game is played on a board that you also create, which can simply be a table top with a few pieces of scenery for obstacles, or you can build an elaborate Wild West town from scratch. You are limited only by your imagination!

So get in the Gulch, and draw down on those varmints!

WHAT IS A SKIRMISH GAME?

A skirmish game is a table top hobby game where you command a small group, or gang, using miniature figures and special scenery models to simulate a small battle.

Unlike a wargame, the gangs in skirmish games are typically all made up of individual characters with unique abilities, rather than large units of soldiers that are all the same. These special characters allow you to immerse yourself and breathe life into your gang by forging narritives, backstories and personal vendettas around the battles they fight.

GETTING STARTED

Before a game begins, players will decide on a Fame Level which will determine the overall size of the gangs in the game, and then select the characters, or models, to represent them.

Games, or Gangfights, are fought over a series of turns where each player will alternate activating one model at a time, moving and attacking until one gang is wiped out, or has met your game's objectives.

WHAT YOU NEED

A GANG

The first thing you will need to do is collect a gang of Blackwater Gulch miniatures from the faction of your choice.

A faction Starter Set is a great way for you to begin, and you can always add more members with additional Solo Miniatures or Minion Packs, sold separately. Visit our website at SkirmishGames.com to browse our growing catalog!

A FISTFUL OF DICE

The game uses typical six-sided dice, commonly referred to as a "D6", and you will only need a handful of them - no more than six. Your characters' Attributes will tell you how many dice you need to roll, referring to your roll as #D6, where # is the amount of dice you need to roll. For example, 2D6 means you need to roll 2 dice. There may be some occasions where you will be asked to roll a "D3". Since your dice have six sides, we have to handle those rolles differently. On a D3, a roll of 1 or 2 = 1, 3 or 4 = 2, and 5 or 6 = 3.

A MEASURING DEVICE

Distances, such as how far someone can move or shoot are measured in inches ("), so you will need a ruler or small tape measure.

A GAME BOARD

The game board represents the area your gangs are fighting over. Any table will do for most games. This board represents a section of forest, desert, small village, town square, or anything else you can imagine. You will add scenery and terrain to the board to make it appear more lifelike and give your models obstacles and cover to hide behind.

The average Game Board size for most games is 3 feet by 3 feet, but that is merely a suggested size. You may use any size you feel comfortable with, whether it's a custom built game board, a kitchen table or even a folding playing card table.

CHARACTERS & MODELS

Your gangs are made up of a collection of our miniatures, or models. These are the characters that represent the Heroes, Henchmen and Minions that make up your gang.

All of our models come with special Character Cards that list all of a model's attributes, abilities, skills and equipment. These cards make it easy for you to build your gangs and select your gang members.

Many players prefer to use our miniatures to represent their own characters. If you would like to create your own gangs and characters from scratch, turn to page 68 to learn all about custom characters.

CHARACTER ATTRIBUTES

Health (HP) - Health determines how much damage a character can sustain before being taken out of action.

Defense (DP) - Defense is a special number representing how many dice you may roll to defend yourself.

Experience (XP) - Experience is a number used to determine the overall power of a character, and counts as the overall cost required to recruit them.

Strength (Str) - How strong a character is. Mostly used for how much damage he can do in melee combat and also how many items he may have equipped.

Speed (Spd) - This number represents how many inches a character can move for each movement action.

Stamina (Sta) - This number represents how many different actions a character may perform each turn.

Intellect (Int) - How smart a character is. This represents the amount of skills a character may learn.

Ranged Combat (RC) - Determines how well a character can shoot or throw something. This number represents how many dice you get to roll when making ranged attacks.

Melee Combat (MC) - This number tells you how well a character is able to fight with fists, knives, axes and any other kind of handheld weapon. This number will be how many dice you roll for melee attacks.

FORMING YOUR GANGS

Starting a gang is as simple as selecting a Hero character for your leader, and then adding Henchmen or Minions to follow him. Your Hero's Character Card will show a small icon in the top right corner representing his faction. He may *only* recruit characters who also have that same icon on their card, unless he or a follower has a special skill allowing them to switch sides.

These factions are: Lawmen, Outlaws, Beasts and Cursed. The *Lawmen* feature men who want to restore order in town, while *Outlaws* want the right to take what they wish and do as they please. *Beasts* are primarily Skinwalkers and wild creatures, but may also include uncivilized men and their animal minions. The *Cursed* are made up of undead fiends, demonic entities and all things that go bump in the night. You will find more information on these factions starting on page 44.
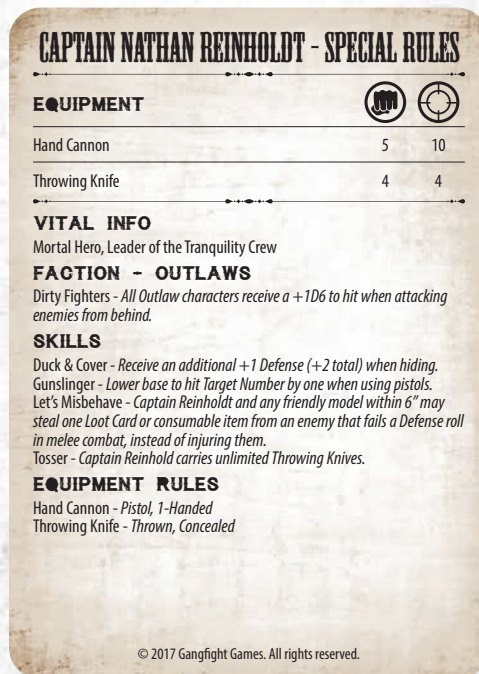
Before you start building your gang, you should keep your gang's Fame level in mind. This number is used to determine the overall strength of your gang. To determine your Gang's Fame, simply add the Experience level for each of your characters together. Then, just make sure this number is at or slightly below the agreed upon Fame level for your game.

If you play against another gang of similar Fame, your Gangfight will be balanced and fair. Our faction Starter Sets will usually add up to around 325 Fame points or slightly less. You can easily add additional characters from your faction for more variety. For an average sized game that will last around 60-90 minutes, we find most players prefer a gang size of around 700 Fame points.

CHARACTER CARDS

CAPTAIN NATHAN REINHOLDT

- ♥ 6
- 🛡 3
- 🏆 81
- 🔫 4
- ⚔ 4
- 〽 4
- 📖 4
- ◌ 3
- ◌ 3

LIFE

The front of your character cards will show his faction icon in the top right corner, next to the character's name. Plus you will find the attributes on the left side and a life meter across the bottom to easily keep track of your health.

CAPTAIN NATHAN REINHOLDT - SPECIAL RULES

EQUIPMENT

	👊	🎯
Hand Cannon	5	10
Throwing Knife	4	4

VITAL INFO
Mortal Hero, Leader of the Tranquility Crew

FACTION - OUTLAWS
Dirty Fighters - *All Outlaw characters receive a +1D6 to hit when attacking enemies from behind.*

SKILLS
Duck & Cover - *Receive an additional +1 Defense (+2 total) when hiding.*
Gunslinger - *Lower base to hit Target Number by one when using pistols.*
Let's Misbehave - *Captain Reinholdt and any friendly model within 6" may steal one Loot Card or consumable item from an enemy that fails a Defense roll in melee combat, instead of injuring them.*
Tosser - *Captain Reinhold carries unlimited Throwing Knives.*

EQUIPMENT RULES
Hand Cannon - *Pistol, 1-Handed*
Throwing Knife - *Thrown, Concealed*

Flip your card over and you will find all of the rules you need to play the character. His equipment or special powers will be listed at the top, followed by vital info, faction rules, skills and additional rules for his weapons and abilities.

CHARACTER LEVELS

HEROES

Heroes are the toughest of all. They possess a variety of skills, abilities and better weapons than anyone else. Your gang must include one Hero to lead it.

If you would like to add more Heroes to your gang, others may join at the rate of one additional Hero for every 400 Fame Points. You must specify one Hero as your gang's leader and make sure your opponent knows who the leader is.

HENCHMEN

The Henchmen (and women) in your gang form a close-knit group and are often comrades who have been working together for a very long time. They are experienced professionals with a variety of skills that may not be available to more common folks. Your Gang may include as many Henchmen level characters as you wish.

MINIONS

Some gangs also include groups of Minions that follow a Hero and do their bidding. Minions are usually very weak if they are alone, so they will usually fight together in small teams. Your gang may include an unlimited amount of Minions.

MODEL SIZES

STANDARD

A Standard Model is your average man sized miniature on foot. Our standard sized miniatures come with a 30mm round base. Standard characters receive no size bonus.

LARGE

Some characters such as excessively big men, Skinwalkers or Demons are considered large models. They come with a 40mm round base. Large models also have +1 HP to represent their size, but this bonus will cost an additional +10 XP.

MASSIVE

Massive creatures are even tougher than large ones. These models come with a 50mm round base. They receive a bonus of +2 HP, +1 Strength and will cost an additional +25 XP. Note that our Artillery models come with a 50mm round base, but they are not considered characters and thus do not have any size bonuses or increased XP costs.

GIANT

These incredibly rare, towering monstrosities are truly formidable opponents. Giant models will have a custom base that is larger than 50mm across. Giant characters will receive a bonus of +3 HP , +2 Strength and cost an additional +40 XP.

GAME TERMS

ROLLING & REROLLING DICE

The game uses typical six-sided dice, commonly referred to as a "D6", and you will only need a handful of them. In fact, six dice are the maximum amount you will ever be allowed to roll.

When you roll your dice, you should roll them in an area where both players can see them and will not interfere with the game. They do not have to be rolled directly on the game board, however if you do roll them on the board, make sure they will not disturb any models or tokens.

There may be occasions in the game where you may reroll some dice, this allows you to roll some dice again if you did not like the first outcome. If you are allowed to reroll, you should do this immediately after you roll the first time. Rerolled dice cannot be rerolled again. In the rare event where both players may be able to reroll something at the same time, only the player who's character is currently activated will be permitted to reroll.

COMMON RULES

ATTRIBUTE ROLLS

The characters in your gang have different Attributes such as Strength or Stamina, and you will be required to roll an amount of dice equal to a given Attribute to perform an action. The most common Attribute rolls will be made in combat. For example, if your model's Ranged Combat Attribute is 3, you will roll 3D6 when you try to shoot an enemy character. Attributes are listed on page 16.

MEASURING

You may measure any distance any time you wish. All distances in the game are listed in inches ("). When attacking, you should always start measuring from the edge of your model's base, and be sure the edge of your target's base touches the distance measured.

When measuring how far your model can move, measure from the edge of its base, and be sure the entire base falls inside the distance measured.
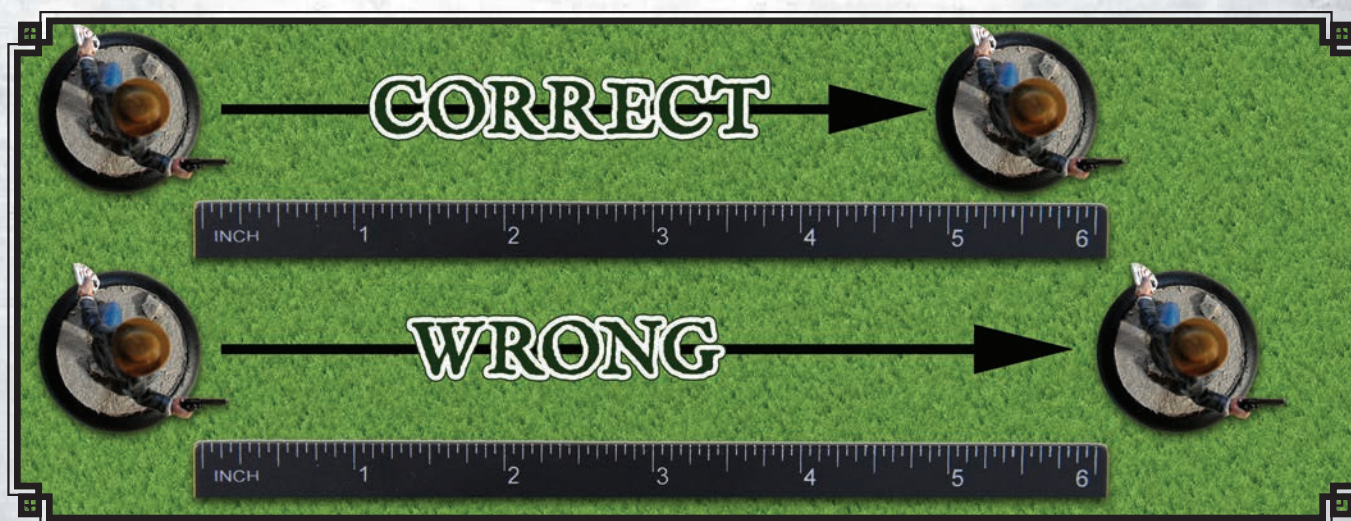
TARGET NUMBERS

A Target Number is what you need to reach on a D6 to successfully perform an action, such as shooting or fighting in melee combat. Results are never added together unless specified. Your Target Number will always be from 1 to 6, in most cases it is the amount of dice that reach or exceed the target number that count. The more you get, the better!

Regardless of how many modifiers are added, a 6 will always be considered successful and a roll of 1 will always fail. Even if your Target Number somehow happens to be a 1, you still roll your dice and count 1's as a miss, in this case you will need to roll a 2 or higher. There may be some exceptions for specific rules and those exceptions will be noted where those rules are explained.

PERSONAL SPACE

Unless you plan to attack a model in hand to hand combat, the edge of your model's base must stay more than 1" away from any enemy model. If your model's entire base cannot fit between this 1" area and an obstacle or another model's base, your path is effectively blocked and you will have to take the long way around or fight your way through. If for any reason your model enters an enemy model's personal space, those models are automatically considered to be fighting in melee combat. This rule only applies to enemy models. Friendly models may get as close as you wish. The only thing that could negate this rule is if a model is totally obscured by terrain, such as a behind a high fence or wall, where an enemy model cannot see them at all.

FACING

Your model may only attack something in front of it. This is referred to as your model's "facing". Facing defines what is in your model's field of view, and this is determined by where the model itself is looking. Draw an imaginary line across the model's base with the his face straight ahead. It can see anything within a 180 degree arc in front of it. Any potential target behind your model may not be attacked unless your model turns around to face it during its movement. Attacking a model from behind gives you an advantage, since the target won't see it coming. Any attack against a model from behind, be it shooting or melee, will get a +1D6 bonus when rolling to hit.
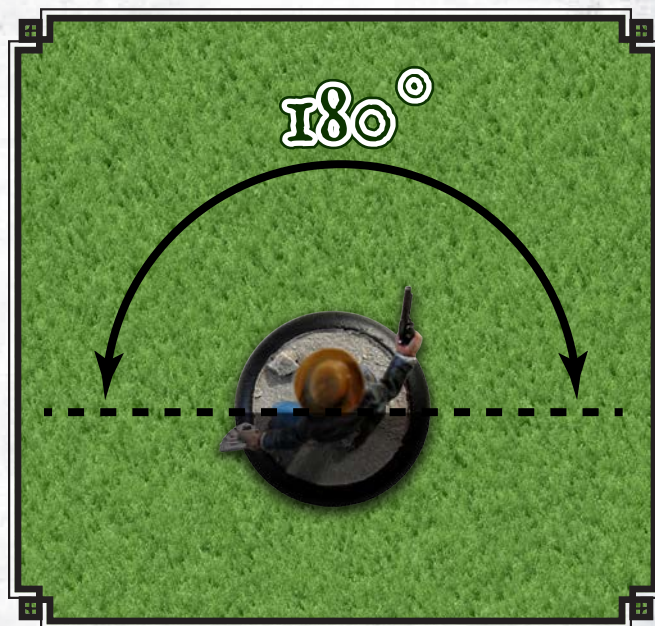
SETTING UP THE GAME

Usually, gangs have a reason for fighting each other. You and your opponent may come up with a fun storyline for your game, or you use one of the special scenarios found starting on page 90. You should also take a few moments to tell your opponent about your Gang and what they can do, in the interest of fair play, so both players will know what they're up against.

Before you begin the game, first you must determine who will be the attacker, and who will be the defender. Both players roll 1D6, rerolling ties, and the player who rolls the highest may choose to be the attacker or defender. When it is time to place your models, the defender always places the first model in his starting area. Next, the Attacker places one model in his own starting area. Both players will alternate placing one model at a time until all models have been placed on the board.

MULTIPLE PLAYERS

Blackwater Gulch is primarly a two player game, however it can easily be adapted for up to four players. We suggest using the Cornered starting areas described on the next page, with each gang setting up in a separate corner.

When rolling to see who sets up first, all players roll 1D6, and when a winner is determined, he places one model and then you will go clockwise around the table to decide who goes next.

There are two ways to play a multiplayer game. Free For All games mean each gang is fighting against each other, and each gang must have the same Fame level. In a Teamup game, players should form equal sized teams, with an attacking and defending team, and each team must have the same Fame levels.

THE GAME BOARD

You may play on a game board of any size that you and your opponent are comfortable with, but we recommend a square game board measuring 3 foot by 3 foot for most average games. For small games with less than 5 models per side, you can get away with a smaller board, but should not be less than 2 foot by 2 foot. Very large games with more than 10 models per side can be played on a 4 foot by 4 foot board.

ADDING TERRAIN AND OBJECTIVES

Both players may add terrain in a mutually agreeable fashion to make the board look good and give your gang members things to hide behind. Don't forget to include any required terrain pieces if you are playing a special scenario. We find that games are most fun when at least half of your board is covered with terrain, and we find that creating a small town with buildings taking up a lot of space is a quick and easy way to fill up your board. Turn to page 34 for more information and special terrain rules.

Though not required, you may wish to place optional objectives for your gangs to capture. These could represent loot caches, kidnapped victims or priceless mystical items of immeasurable power. You will find the rules for placing and capturing objectives on the next page over.

After you've set up your terrain and objectives, it's time for your gangs to take their starting positions.

STARTING POSITIONS

You will see some setup diagrams below to help you plan out your game boards. Percentages are given instead of exact dimensions due to varying board sizes. For example, 25% would equal 12 inches on a 4 foot board, 9 inches on a 3 foot board or 6 inches on a 2 foot board. When measuring your starting areas, it is usually a good idea to mark the edge of it with some spare dice or other counter, just so you know your models are all "behind the starting line."

HIGH NOON

This is usually the most common setup, where each gang's starting area goes across the whole side of the board, and in 25% deep. All models must be placed in these zones before the game starts.
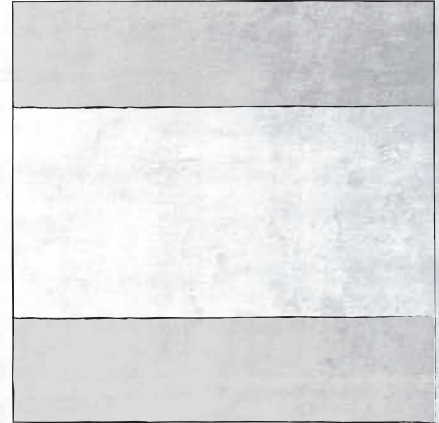
CORNERED

A great way to make the most out of a smaller board, or a good way to set up for up to four players. The starting areas are a corner of the board, measuring 25% on each side, and then a line connecting them diagonally. Your models will be more tightly packed when you first start out, but there will be a greater distance between the gangs when you first start playing. Both players roll 1D6, rerolling ties, and the winner may choose which corner of the board to start on.
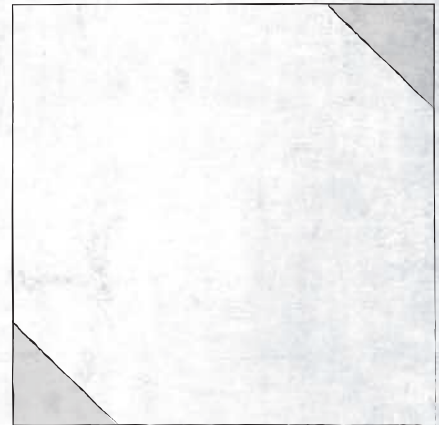
SURROUNDED

This setup has a circle that is 25% across in the center of the board, and this is the starting zone for the defenders. The attackers may set up in any corner of the board. A setup like this can also accomodate up to five players, each choosing one of the starting zones.
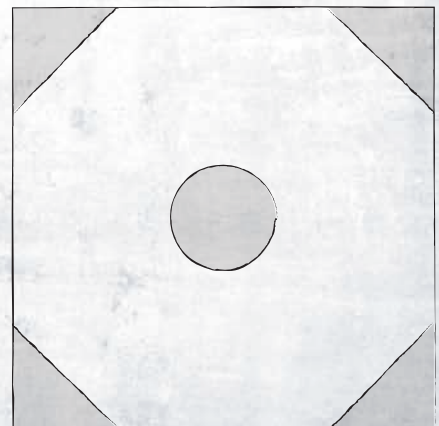
OBJECTIVES

Many gangs fight over loot, resources or territory, or just because they have a score to settle. Objectives are optional, but give your game an added challenge.

The last page of this book has a sheet full of tokens that you can copy, or you may download and print your own from our website. Just cut them out and you are ready to go. When you are setting up your game, you should place these Objective tokens on the board after you place terrain, but before you place any of your gang models on the board.

Some players like to take things a step further and create their own thematic objective models to represent things like crates, barrels, sacks of cash or a injured comerade. This also comes with added modeling and painting fun!

You and your opponent should decide what these objectives are. Talk about your upcoming game and come up with a fun reason for your battle.

The amount of objectives you place on the board is based on each Gang's Fame ammount. You may place one objective on the board for every 200 points of Fame for the game you are playing. Thus, for a game with 2 gangs of 700 Fame Points each, your board will have six objectives.

You and your opponent should take turns placing objectives. Both players roll 1D6, and whoever rolls the highest may place the first one, and then you will take turns placing an ojective until all are on the board. Objectives cannot be placed in any gang starting areas, and each one should be at least 6 inches apart.

In order to claim an objective during the game, you must move your model next to it and have the objective token in your model's Personal Space, then perform a Capture Objective action and remove the objective marker from the board.

When you capture an objective, you should mark down who is carrying it, or place the marker on top of your Character Cards or roster sheet.

It is also recommended to spread objectives out among your gang members. If a model carrying an objective is taken out of action, all of their objectives will drop at their feet and any other model may then pick them up, including your enemies.

LOOT

Another optional item, Loot Cards offer a fun new dynamic to the game. One player should shuffle the Loot Deck and place it in an area next to the Game Board where both players can reach it easily.

Whenever a player captures an objective, or takes an enemy out of action, he may draw a loot card from the top of the deck and give it to the character who captured the objective or made the final blow.

Loot Cards may be used just like any other piece of equipment. Your character will have to spend one action to equip it if he wants to use it, unless it is a consumable item or special attachement that may be used in a character's Upkeep phase.

Characters may only equip an amount of items equal to their Strength attribute, but they may carry as many Loot Cards as they can find. You may notice almost all characters have at least one point of Strength available with the weapons they are already using. As Loot Cards are considered items, if you equip an item you found, it will take up 1 point of your character's Strength. A character is **always** equipped with the items listed on his character card, he cannot unequp them. Only loot cards can be equipped and unequipped at will.

Minions may use or equip items up to level 2, Henchmen up to level 4, and Heroes may use or equip items of any level. If a character finds loot he cannot use, he can save it to add to your Victory Points at the end of the game, or trade it to a friendly character in his Personal Space for one action.

Note: a fallen character may only drop loot once, if someone is taken out of action, revivied, and then taken out again, you may not draw another Loot Card the next time he goes down.

PLAYING THE GAME

GAME TURNS

Gangfights play out in a series of turns. Over the course of a Game Turn, all players will activate (move and attack) every model in their gang. Each model in your gang may be activated only once per Game Turn, though you may activate them in any order you wish each turn. After every model on the board has been activated, the next turn begins and everyone can go again. Most games will last for 6 full game turns.

INITIATIVE

At the beginning of each Game Turn, both players roll 1D6, rerolling ties. The winner may choose who goes first and that person will activate his first model.

ACTIVATION

To "activate" a model, you simply select one of the characters in your gang who hasn't yet done anything in the current Game Turn. Your model will be able to perform an amount of actions up to his Stamina level. After he has performed all of the actions he can, his activation will end and your opponent will then activate one of his models. Alternate back and forth activating one model at a time until all models on the board have been activated. It is a good idea to keep track of which models have been activated. You can just flip their Character Card over, or place a small counter next to a model such as a coin or glass bead.

There are 2 parts, or phases, to activating a model: upkeep and actions.

UPKEEP

If a model needs to roll for morale, is on fire, or had any other sort of ongoing effect placed on it previously, now is the time when you make whatever rolls are required to resolve the effects. This is also the time when all guns are reloaded and you decide which weapon your character will be attacking with if he has more than one. Keep in mind that changing to a different weapon in the middle of your activation will use up an action, but you may change weapons for free in your Upkeep phase. Lastly, one Consumable item such as Snake Oil can be consumed now, before you perform any actions. If you would like to consume another item in this activation, you will have to use an action to do so.

To prevent confusion, your Upkeep phase is broken down into the following parts, and should be performed in this order:

1 - Check Morale
Make sure your character isn't too scared to fight. Rules for Morale can be found on page 38.

2 - Use Consuable Item or Resolve Effects
If your character has some booze or a tonic you would like to drink, or if you need to resolve the effects of a Damage Over Time (DOT) attack, you may do this now.

3 - Reload
Any weapons you fired in your previous turn, including slow weapons, may be reloaded now without requiring a separate action.

ACTIONS

As stated previously, your model may perform an amount of actions equal to his Stamina level. For example, if your stamina is 4, you could move, shoot twice, and move again perhaps to try and hide behind some cover. Or you could stand perfectly still and shoot four times in a row.

MOVE

Your characters may move an amount of inches equal to your Speed for every Move action performed. Everything you need to know about moving can be found on the next page.

ATTACK

Gangfights are all about pitting your gang against your opponent's. Aattacking your enemies is the only way you're going to win. Rules for attacking with melee or ranged combat start on page 30.

HIDE

Characters may use obstacles on the board to hide behind and temporarily increase their Defense attribute. These rules can be found on page 32.

CAPTURE OBJECTIVE

Most games feature special objectives strewn about the board. These could be stolen treasure, rustled cattle or even damsels in distress. Capturing an objective will use one action.

PICK UP LOOT

Some characters may drop loot after they are defeated, or there could be loot caches found on the board. You can use an action to pick up loot, and this will usually allow you to draw a loot card.

CHANGE EQUIPMENT

As your characters find loot during their Gangfight, they may wish to equip a new item. This can be done for free in a character's Upkeep phase, but you may want to do it during your activation. For example, you could hit someone in melee combat for one action, then break away from melee combat and move away for your second action, then Change Equipment and pull out your shotgun for a third action, then for your fourth action you can shoot someone with the shotgun you just equipped.

RELOAD

Some guns only hold one bullet, or just take a long time to reload. These will be listed as *slow* weapons. If you would like to shoot a slow weapon more than once in your activation, you will have to use one action to reload it.

CONSUME ITEM

If your characters have a consumable item in their possession, they use an action to consume it. Remember, you may use one consumable item in your Upkeep phase as well.

PRAYERS, POWERS & ABILITIES

Some characters are especially holy and can use prayers to help them in battle, or others may have knowledge of mystical arts. You may use Prayers, Powers and Abilities for one action.

MOVEMENT

When using a Move action, your model may move an amount of inches up to his Speed. When you move your model, you can end your movement facing any direction you choose, but this is the direction it must face until its next move action is performed or until its next activation. Models may move a maximum of 12 inches per Activation, unless they have a skill, power or piece equipment to increase it.

RUNNING

Depending on how high your Stamina is, you may be able to move multiple times. Any model moving three or more times consecutively in one activation is considered to be running. This usually makes them a bit harder to hit with ranged attacks, but once a model is considered to be running, they cannot attack unless they have a special skill allowing them to do so. Skills like Charge that allow you to double a normal move will not be considered running - you still need to make three or more move actions.

JUMPING

A model may jump across an open gap, such as from one rooftop to another. In order to jump across a gap, you should first move your model up to the edge of the gap, hole or chasm you are trying to jump across, and then make a separate Jump action. When jumping, you will move an amount of inches equal to *half* of your Speed level, rounded up. If your model is running prior to jumping, you will be able to make a running jump allowing you to move your full Speed in inches across the gap.

STAIRS & LADDERS

Models may climb up or down stairs or ladders anytime during their movement. Simply measure the distance up or down and figure out how many move actions you will need in order to reach the top or bottom. If the model would end its activation still on the ladder or stairs, it will be placed at the top or bottom and can perform no other actions until the next game turn.

TACKLING & FALLING

There may be situations where you find yourself at a higher elevation and you would like to tackle an enemy below you. You may leap down from an elevation of at least 3 inches, and if you land on top of, or in the personal space of an enemy model, you will have a +1 Strength bonus for your next melee attack against them.

Falling a distance of 4 inches or more can hurt you. The total distance in inches is the target number you need to beat to avoid damage using a Speed roll. You only need one successful D6. If you fail the roll, your model will lose 1 point of Health. Any distance over 6 inches will automatically fail and the model will lose 1 Health for each inch over 6. For example, if the model fell off of a huge building that is 11 inches tall, it would lose 5 Health, and in most cases would instantly be placed out of action where he landed.

FLYING

If the model has wings or a special power, it may be able to fly, ignoring obstacles in its path. A flying model may end its movement at any height such as very high rooftops or cliffs, even if it normally wouldn't be able to move high enough with a ladder or stairs alone.

When measuring your movement distance, flying models will only need to measure across the board, not up or down. For example, if your model begins on the ground, and lands on top of a six inch high building that is four inches away, your movement distance will be four inches, not six. Additionally, models that can fly will never be injured from tackling or falling.

When it comes to combat, think of flying as something more like a very big jump. When attacking or being attacked, consider your model to be standing on the ground at the time of the attack.

ATTACKING

Fighting is the heart and soul of the game. You and your opponent are playing rival gangs and both want to wipe each other out. As your characters may make as many attack actions as they have Stamina available, you will have to decide and balance how many attacks and other actions you want your character to make when activated. Plan your activations carefully!

CHOOSING WEAPONS

Characters (also referred to as "models") in your gang may be equipped with multiple types of weapons, and if this is the case, you must decide which weapon you are using in your Upkeep phase, before you make your first action and/or roll any dice to attack. Your character must use this weapon for his entire Activation, unless you use a Change Equipment action.

TYPE OF ATTACK

First, determine if you will be making a melee or ranged attack. If an enemy model is within your Personal Space, you are automatically considered to be fighting in melee combat and you must defeat them before you will be allowed to make any ranged attack, unless your character has some sort of special ability to allow it, or you are able to perform a special Break Away action. Any enemy outside of your Personal Space will be a valid ranged combat target.

HOW MANY HANDS?

A model may attack with either one 2-handed weapon or ability (such as a rifle or a sledge hammer), or two 1-handed weapons or abilities (such as a pistol or bowie knife). Using two 1-handed weapons or abilities will grant a +1D6 to hit bonus to your attacks, while 2-handed weapons usually have a higher strength or other bonus.

ROLLING "TO HIT"

In order to make an attack, you will roll an amount of dice equal to the activated character's Ranged or Melee Combat attribute. You may also need to take into account any modifiers you may have from special equipment, abilities, skills or terrain.

Under normal conditions, your base number to hit will be 4. Add or subtract any modifiers that came into play and this will be your "to hit" Target Number.

When you roll your dice to hit, keep track of every D6 that met or exceeded the Target Number. Your opponent will need to know how many successful dice you have when he attempts to defend himself.

Your model may attack any enemy model that he is facing and within his line of sight and weapon range. You may measure the distance to any target you are able to see at any time, and attack whichever valid target you wish as long as it is visible and within your weapon's range.

There are several ways to modify a Target Number, but no matter how many modifiers might apply, the maximum amount for any Target Number will be 6.

COMMON MODIFIERS

- If a target was running in its last activation, add +1 to target number for ranged attacks.

- If you are outnumbered in melee combat (having more than one enemy in your personal space), add +1 to target number for your melee attacks.

- If you have another friendly model in your target's personal space when you are fighting them in melee combat, add +1D6 when rolling to hit.

- If a target is at long rage (up to twice the weapon's listed range), add +1 to target number.

- If a ranged target has any other models (friend or foe) within its personal space, add +1 to your to hit target number as it will be a little more difficult to hit your intended target.

- If the Strength of an attack gets modified to be 7 or higher, the target will suffer a -1 Defense penalty.

Note that there are no modifiers for being in cover and fighting in melee combat. If you are close enough to touch someone, they can't hide from your attacks.

FIST FIGHTS

Melee weapons often add a strength bonus to your attack, but models do not need melee weapons to attack. Any model may make a basic unarmed attack using their natural Strength, fighting with just their fists, feet, claws or teeth in melee combat. Even though they may have two fists, this basic attack will not get a bonus D6 to hit like you would receive from two 1-handed weapons, unless your character has a skill or ability to allow it.

LEAVING MELEE COMBAT

You may move a model away from melee combat by performing a special Break Away action. If you do, all enemy models in your Personal Space will get one free melee attack against you, unless your model has the *Hit & Run* skill. Your opponent will roll each attack he is able to make. If your model survives when all attacks are finished, you will then be allowed to move away as normal, and perform any other actions you are able to.

LINE OF SIGHT

If you want to make a ranged attack, your model has to be able to see his target. Form an imaginary line from your model's head to his target, with nothing blocking it completely. If your target only has the tip of a gun or top of his hat sticking out, that isn't good enough. Your attacking model should be able to see about half of the target model, at the very least. Sometimes you will need to bend down, eye level to the board, and get a "model's eye view" of the game to see if they can hit their target. For examples of line of sight and how terrain effects it, see the Terrain Examples on page 36.

BLOCKING

Enemy models of equal or greater size may block line of sight to models directly behind them. For example, a Large model such as the Jersey Devil will block any standard sized model behind him. However, a standard model would only be able to block other standard models.

This rule only applies to enemy models, you may see and shoot through your own gang. Imagine that they will quickly step aside or duck out of the way as you line up your shot.

DEFENSE

Models always get a chance to survive an attack, sometimes called a save or saving throw. When hit, roll an amount of dice equal to your model's Defense Attribute.

The Target Number you will need to reach will be the Strength of your attacker's weapon, or the attacking model's Strength Attribute in the case of melee attacks. Take into account any modifiers for weapons that may add more Strength to the attack. When you roll your Defense dice, you will need to meet or exceed the total strength of the attack.

In addition to beating the Strength of the attack, you must also roll enough successful saves to meet or exceed the amount of successful dice in the attacking to hit roll. If you do not or cannot roll enough saves, you will lose 1 point of health for the remainder of the game.

If a model's Health reaches zero, it is considered "out of action". Lay the model on its side. It is effectively no longer in play, but should remain where it fell for for actions that may affect it, or if another model has the ability to revive them.

In some rare cases, both the attacker and the defender may have skills or abilities that force defense dice to be rerolled. If this is the case, the attacker's reroll will happen first, and the defender may then reroll any dice he is able to after that.

HIDING

Blackwater Gulch is a small town with way too many people. Buildings are tightly-packed, roads are small and junk is everywhere. We suggest having a lot of terrain on your board to make the game interesting, and to give your models plenty of places to hide from incoming bullets.

If your model has a terrain piece in his personal space, he may use a Hide action to receive a cover bonus of +1 Defense for anyone that hides behind terrain. Your model will receive this bonus for any ranged attack that must cross over the terrain piece to hit you. If an enemy is behind your model with clear and wide open line of sight, your model will not receive the cover bonus. The terrain piece must be in your Personal Space and between you and your attacker. This cover bonus only applies to ranged attacks, melee attacks do not receive a cover bonus.

As Blackwater Gulch is a 3-Dimensional game, elevations may also come into play when hiding. You may hide as normal from any attack on your same level, or up to 3 inches above or below you. An enemy firing from 3 inches or above will be able to see over your obstacle, unless the terrain piece you are hiding behind also happens to be taller than 3 inches. However, you may hide from an enemy firing from 3 or more inches below you, as you can use the edge of a rooftop or cliff to duck out of sight.

If you attack while hidden, you will automatically be visible again. However, some ranged weapons like bows are silent, and shooting with a silent weapon will not make you visible again.

Lastly, you cannot hide in Area Terrain, as being inside always grants of cover bonus for ranged attacks.

MINION TEAMS

Though they can act on their own, Minions usually need some help from others to take down stronger foes, and usually band together in a small group or "team" of other minions. Each minion in the team must be the same type, with the same attributes and skills. For example, a Chupacabra can fight alone, or he form a team of two or more and all of them will fight together as one.

Each model in the team must be within two inches of each other to be able to fight together. When you activate the team, you will move each model at the same time, the same distance, and they all must make the same type of attack (melee or ranged) against the same target.

Since they are acting as a team, they will only be able to attack one target. When rolling to hit, select the minion in the team who is initiating the attack (usually the closest), and each additional minion in the team who is in range of the target will grant a +1 D6 to hit bonus. As your minions all need to be in range of the target, this also means they all must be in the target's Personal Space for a melee attack unless they happen to be armed with long reach weapons.

Additionally, each model contributing to the attack will grant a +1 Strength bonus beyond the first. For example, a Chupacabra has a strength of 3, but if a team of three Chupacabras are attacking the same target, the total strength of the attack will be 5.

When attacking Minion Teams, they are treated like individual models. Each model in the team will have to be taken out of action separately just like any other model in the gang.

TERRAIN COVER

Terrain is what we call trees or buildings or any other objects you will use to decorate your game board to make it look more realistic. Gangfights should have a lot of terrain, so your gang members have things to hide behind or climb onto. Terrain is split into two types: Area Terrain and Obstacles. All terrain features will provide cover and models utilizing them will receive a +1 Defense bonus against ranged attacks.

AREA TERRAIN

Area Terrain is any kind of terrain that would normally be difficult to move through such as, a wooded area, small pond or stream, the inside of a house or an area of rocky ground. This is especially true in the middle of a fight.

To define a section of the board as Area Terrain, simply place terrain pieces inside a small area. A good way to show the area is to use a shaped base to show its borders, which can be made from colored cloth, cardboard, or thin sheets of wood that you can cut into any shape you wish. Place your trees or other items on top of the base so it looks nice and so both players know what it is.

Any model within Area Terrain will receive a Defense bonus even if the attacker is also in Area Terrain as well. This is to represent general clutter and objects your characters may duck behind in the heat of battle. Area Terrain blocks line of sight to models behind it, thus you may not make ranged attacks against targets that are behind Area

Terrain. Even if it looks like you should be able to see through a few bushes or a rocky area, imagine they are too tall or overgrown to see through. In short, you may shoot *into* Area Terrain, but not *through* it.

Models may move through area terrain, but it may slow them down, and they cannot run. When traveling through area terrain, your character will have a -1 Speed penalty. For example, if your Speed is 4, you will only be able to move 3 inches in Area Terrain.

If you are starting a movement action in an open area and finishing in Area Terrain, you may finish your current move action as normal. Your next movement action will have the -1 Speed penalty.

Lastly, you cannot run in Area Terrain, thus you may only make two move actions per activation unless you have the Ranger skill or a similar special ability.

BUILDINGS

Building interiors are a special kind of Area Terrain. All models within buildings are considered to be in cover for ranged attacks coming from the outside of the building, even if an attacker has a clear view to the model (for example, the model is inside, but visible through an open door or window). The Area Terrain movement penalties listed on the previous page still apply while inside buildings, to represent your model having to move around furniture and other clutter that could be inside.

OBSTACLES

There are many small obstacles that your models can hide behind for cover from ranged attacks. These could be large rocks, hedges, fences, crates, barrels or large pieces of furniture.

A model standing behind an obstacle may perform a Hide action, granting it a cover bonus of +1 Defense for any ranged attacks that will cross over the obstacle. In order to claim this bonus, part of the obstacle itself must be within your model's Personal Space, like in the photo below.

If you would like to climb over an obstacle such as a wall or fence while moving, your movement distance will be lowered by 1 inch as you hop over it. Some obstacles may be especially large, like a cart or big pile of crates. If an obstacle is more than 1 inch across, you may climb on top and walk across it. If an obstacle is taller than 1.5 inches, a standard sized model cannot climb over it. A large model may climb over obstacles up to 2 inches tall.

TERRAIN EXAMPLES

This is a great example of a typical 3 foot by 3 foot game board. This board is set up on top of a folding card table with a gaming mat. Many buildings are used to create cover and obstacles, providing places for your gangs to fight over. Alternatively, you could use less buildings, but more Area Terrain with wooded areas, cactus patches, rocky regions, junk piles and more.

Some terrain, like tall fences, can totally obscure a small model like a Chupacabra. Janey Bower can't see it, but Colin Buchanan has a clean shot from his vantage point on top of the building. Sometimes you may need to bend over and get a "model's eye view" of the action to see if you have a valid target.

Though you can hide inside of buildings for an Area Terrain Defense Bonus, keep in mind that if you can see out, you enemies can see you!

Tall fences and similar obstacles don't always block everything. Sheriff Dawson can see all three of these enemy models. The Chupacabra is visible through the fence gate, Nandi is visibile through a big hole, and the Jersey Devil is so tall he towers above the high fence.

MORALE

Sometimes you could be so outnumbered or the casualties could be so vast that your gang knows it's time to retreat. When this happens, you may need to make a Morale roll.

At the beginning of a model's activation, if your gang is outnumbered *and* at least half of your gang is out of action, you will need to make a morale roll. At the very beginning of a model's Upkeep phase of each of your models' activations, the model will need to make an Intellect roll to see if it can stay in the fight. Your model needs just one successful D6 to pass his morale test and fight on. If he passes his Morale test, he may continue his activation like normal.

Your base target number is a 4. If your gang is outnumbered 2 to 1, your target number is a 5. If you are outnumbered 3 to 1 or worse, your target number is a 6.

If the roll fails, the model will retreat and will make a normal move action toward the closest board edge for his very first action. The model must make at least one move action, and may move more times if you prefer. He must move in the most direct route possible, though he may go around Area Terrain or Obstacles, and climb up or down stairs and ladders (instead of jumping) if necessary. After moving, you may face the model in any direction and perform any ranged attack any other actions you wish, but any move action made during the activation will have to be away from the the enemy and toward the board edge. If a model runs completely off the board, they are considered a casualty, and unlike being out of action, they cannot be revived in any way.

A fleeing model may shoot at any target that is visible after his first move, but it will not voluntarily enter melee combat and must end its movement more than one inch away from enemy models. Models locked in melee must first make a Break Away action to leave the fight as defined on page 31.

You will have to make a Morale roll for each of your models in their Upkeep phases until you are no longer outnumbered. As you were making a "fighting retreat" you may have been able to inflict enough casualties on the other gang that you've turned the tide, and the other gang could the ones retreating now.

Example: You and your opponent are both playing small 5-man gangs. You managed to take down one of his models, but he has taken down three of yours. As your next activation begins, you see that you now have lost more than half of your gang, and are now outnumbered 2 to 1, so your models will roll for morale on their activations. The model you are activating happens to have an Intellect of 2. You roll 2D6 with a target number of 5, but you roll 1 and a 3. The roll fails and your model immediately falls back toward the closest board edge.

HOW TO WIN

In any Gangfight, the simplest and most straight forward way to win is just by wiping out the other gang. You and your opponent may decide to simply fight to the death, but for an added challenge, we suggest you give your games a turn limit and place objectives on the board for your gangs to fight over.

TURN LIMITS

Gangfights should last for 6 full Game Turns. For most games, this is more than enough time to wipe out or severely cripple your enemies. You can imagine this turn limit being enforced by the law coming to break up your fight, or the sun rising high enough to chase the foulest creatues away.

Once the 6th Game Turn comes to an end, the surviving members of each gang will retreat and prepare for their next chance for revenge. Some battles may end up being closer than they appear, depending on how many kills you got and how tough those fallen enemies were.

VICTORY POINTS

Each member of your gang is worth a special number of points, depending upon their level. This is how many points your opponent is awarded if the game ends with them out of action.

Minions are worth 1 point each, Henchmen are worth 2 points, Heroes are worth 3 points, and your Gang Leader is worth 5 points.

Additionally, Large models are worth +1 point, Massive models are worth +2 points and Giant models are worth +3.

Loot Cards found during the Gangfight are worth an amount of Victory Points equal to half of the item's level, rounded up. Lastly, each objective your characters have captured will be worth 2 Victory Points.

After your Gangfight ends, simply add up your Victory Points and whoever has the highest score wins the game! As mentioned previously, you will win automatically if you are able to wipe out the entire enemy gang.

SO, NOW WHAT?

This is the end of the core rules. On the next few pages you will find special rules mostly defining how different types of weapons are used, followed by chapters featuring characters from the four factions. After that, starting on page 68, you will find complete rules for creating your own unique characters and whole gangs from scratch.

Want some more? We have a growing collection of supplimental material that you can find on our website at SkirmishGames.com!

SPECIAL RULES

What follows below are special rules pertaining to the wide variety of equipment your characters are able to use, and rules for special situations that may arise.

1-HANDED WEAPONS

As the name would suggest, these are weapons you can hold in one hand. These could include pistols, knives, clubs or tomahawks.

If your character attacks with two 1-handed weapons, he will get to roll +1D6 to hit. Both weapons must be the same type (ranged or melee), but they do not have to be identical. You will always use the strength and range of your least effective weapon if they are not identical. The additional weapon will give you 1 extra D6 to roll, and you may only claim any special bonuses from your primary weapon in the case of enhanced or mystical items. If both weapons have different effects, such as wielding a Holy Bowie Knife in one hand and a Vorpal Bowie Knife in the other, you must select which one you are using as your primary weapon.

If you are using two different pistols, your target must at be in range for *both* of them in order to claim your extra D6 to hit. Also, if your target is considered long range for one pistol, then it will be a long range target for both. Alternatively, if your secondary pistol is not good enough, you may decide not to claim your bonus D6, and shoot the better pistol by itself.

2-HANDED WEAPONS

These are larger weapons that require two hands to wield properly, such as a rifle, shotgun, bow, sledge hammer or Miner's Pick. You may only fight with one 2-handed weapon at a time, but these are usually much more powerful than 1-handed weapons.

AOE (AREA OF EFFECT)

These are usually explosives or special weapons that can spray bullets over a wide area. AOE weapons can be powerful, and quite useful, but also dangerous.

To use one of these weapons, first you must roll to hit as normal, and keep track of every successful D6. Not only will this be used for your opponent's Defense roll, but the successful dice will also represent how many inches your AOE radius will be. Any model (friend or foe!) within this radius will also be hit and will have to defend themselves.

For example, if you rolled a lot of dice and got 3 successful hits, then every model within 3 inches of the original target will also be hit. They will have to make a Defense roll with the Strength of the weapon for their Target Number, and must have at least 3 successful dice.

ARMOR

Armor is extremely rare in Blackwater Gulch. With firearms so common, there is little most armor can do to stop a bullet. However, some rare characters may have armor equipped and listed on their Character Cards. Armor will grant a bonus to the character's Health, which will already be listed in the character's attributes and the card's Life Meter.

ARTILLERY

Artillery is what we call an extra-large weapon in the game. Often a large machine of some sort, this weapon will be too heavy for a normal man to effectively move and fire in the heat of battle, thus an artillery piece cannot be moved during a game, even if it has wheels, but the model firing it may use an action to turn it in any direction.

An Artillery piece is considered an obstacle as well as a normal model. If a model is behind Artillery, he may be considered to be in cover depending on line of sight, just as if he were hiding behind a huge rock, a fence or some other terrain piece.

Artillery weapons are fired by choosing a member of your gang to fire it on his activation instead of using his normal weapon. To fire the artillery piece, a member of your gang must stand in the Artillery model's rear arc, and the Artillery model must be in the shooter's Personal Space. An artillery piece may only be used by one model per Game Turn.

Artillery is added to your gang similar to adding a new character, and it's cost will be added to your Gang's Fame level. When you set up your men at the start of your game, you may place artillery anywhere on the board besides your enemy's starting zone, just make sure your enemies don't get to it and use it first!

AUTOMATIC

These are quick-firing ranged weapons that allow a talented shooter to fire several bullets in quick succession, granting your model +1D6 when rolling to hit.

BINDING

These weapons are designed to tie down your enemies and prevent them from getting away. Roll to hit as normal, and if the target fails his save, but is not taken out of action, he will be stuck and unable to perform a Move action until freed.

A bound model may use an action to free itself by making a Strength roll, using the binding weapon's strength as the Target Number. You only need 1 successful D6 to free yourself.

BOW

The classic ranged weapon favored by hunters and rangers alike. In most Gangfights, bows will have no special skills and work like any other 2-handed ranged weapon, however bows will be considered silent weapons for special scenarios where that may be required.

CONCEALED

Concealed weapons are small items that are easily hidden, usually drawn quickly with the element of surprise on your side. The first time a Concealed weapon is used, it may be used as a bonus attack at the end of an character's activation for a surprise attack. After that, it may be used as a normal weapon.

CONSUMABLE

These are items that are used once, and then discarded, such as a Bottle of Booze and Snake Oil, or special ammunition like Silver Bullets. Unlike other equipment, Consumable items usually are not listed on Character Cards. Instead, these items may be added to your gang and assigned to characters prior to the game.

SPECIAL RULES

DOT (DAMAGE OVER TIME)

This is a weapon or effect that can hurt a character continuously each Game Turn, such as fire or poison.

If a target is wounded by a weapon with a DOT effect, he will have to make a new Defense roll at the very beginning of each of his Upkeep phases until the effect has run its course. If he fails this Defense roll, he will loose one point of Health.

When a character is wounded by a DOT effect the first time, the attacker will add up the amount of successful dice when rolling to hit and the target must defend against that amount of hits like normal. When a target is wounded by a DOT weapon, you should place a token corresponding to its damage type next to the model or on top of his Character Card, or use some other kind of marker to keep track such as a coin or glass bead. The types of damage are Disease, Fire and Poison. If a model is wounded more than once, he will receive another token.

At the beginning of the injured model's next Upkeep phase, even before a Morale roll, he may make a Defense roll to try and resist and cancel the effect. The base target number will be 4. For each damage token a model has, the Target Number will increase by 1, to a maximum of 6. A model may have an unlimited amount of tokens, but 6 is the highest the Target Number will be.

If the model passes his Defense roll, he may remove 1 token of his choice. There are some items that may cancel some DOT effects, and fire can always be put out by moving into water terrain. If the model has any DOT tokens remaining at the end of his activation, he will lose 1 point of health.

HEALING & REVIVING

Some consumable items or special abilities may allow you to heal lost Health for yourself or others. Healing may only replenish lost Health, you can never heal beyond your initial Health value.

Additionaly, some skills or items like *Smellin' Salts* allow you to revive models that are out of action. In order to revive a model, the healer must have the fallen model in his personal space, and use the item or skill for an action. The healer will make an Intellect roll, using the fallen model's Stamina as the Target Number, however in this case you must roll at or *below* their Stamina level to revive them. Also in this case, rolling a 1 will not be an automatic failure. If successful, the model will stand back up with 1 point Health.

LONG REACH WEAPONS

Spears and similarly long weapons are able to reach enemies that are farther away than your average bowie knife or tomahawk. Long Reach weapons may attack enemies up to two inches away, however your Personal Space will still be just one inch.

PISTOL

A pistol is a 1-handed ranged weapon, thus if you equip two you will be able to roll +1D6 to attack; however, your target must be within range for both of your weapons.

RIFLE

Rifles are two-handed ranged weapons, very common in Gangfights. They tend to hit harder and have better range than pistols.

SHOTGUN

A short ranged, 2-handed gun meant to blast whoever gets too close. Their shells are full of buckshot or other small pellets of some sort, granting +1 Strength when fired at normal range, but no bonus for long range targets.

SLOW

Slow weapons may only attack once and then must be reloaded, such as a Pocket Pistol. These weapons may only be used once per activation, unless a further action is spent to reload it. Remember, all weapons are reloaded automatically in your model's Upkeep phase, so if you plan your activation properly you may not need to use up extra actions to reload.

SNIPER

These are 2-handed, long range rifles meant to take out targets at a great distance. Extra long barrels and steady hands give these rifles the ability to reroll 1 missed D6 when you roll to hit.

SPECIAL DAMAGE TYPES

Certain weapons or abilities can harm members of different races more than others. The following damage types will grant a +1 strength bonus against the race they effect.

Holy weapons grant +1 Strength against Undead or Demons. Silver weapons give +1 Strength against Skinwalkers. Vorpal weapons deal +1 Strength against Mortals.

SUPER STRENGTH

There could be occasions where the Strength of an attack gets modified to be higher than 6. If this happens, any target hit by an attack with a Strength of 7 or more will suffer a -1 Defense penalty for this attack.

THROWN

Thrown weapons are 1-Handed ranged weapons, but many special abilities may also use throwing to determine their range. Unless otherwise specified, the range of a thrown weapon will usually be listed as M, meaning it will be equal to your model's Strength. Like other ranged weapons, you may double this distance for a Long Range attack.

Thrown weapons may only be used once per game, however some special skills will allow you to carry more. Thus, Thrown weapons are considered Consumable items and can be added to your characters before the game begins as long as your Fame limit will allow.

UNIQUE

These weapons are rare, one of a kind items granting special abilities. Members of your gang may equip a wide variety of unique items, but there can never be duplicates of the same unique items equipped.

WEIGHTLESS

Some items are very small and easy enough to carry in a small pack. These could be books, trinkets, jewelry or special ammunition. Items listed as Weightless will not take up a point of strength to equip.
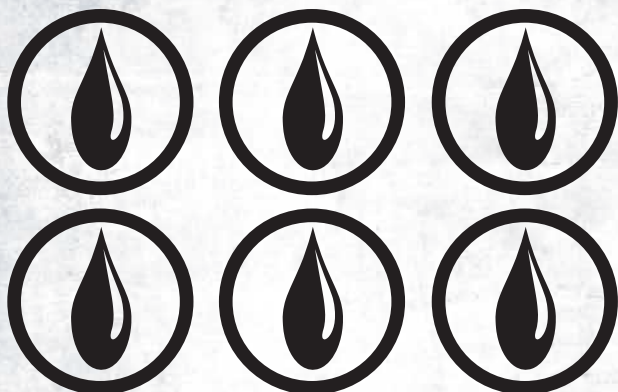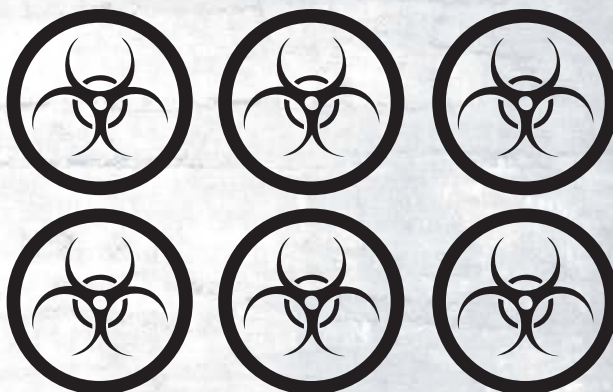
TOKENS

OBJECTIVES

LOOT

BLEEDING

DISEASE

FLAMING

POISON

RUNNING

HIDING

Permission granted to copy for personal use.