HERVÉ LEMAÎTRE

WESTERN LEGENDS

ROLAND MACDONALD

BLOOD MONEY

To become a legend, it takes grit, cunning, and a little luck. Problem is, you ain't the only one looking to make a reputation for yourself. So you have to be willing to risk it all, every hard-earned dollar, every drop of blood, to write your name across the face of history.

Western Legends: Blood Money is the second large expansion for ***Western Legends***. This expansion requires both ***Western Legends*** and ***Western Legends: Ante Up*** to play.

COMPONENTS

Adding ***Western Legends: Blood Money*** to your ***Western Legends*** game.

All new character cards, item cards, and Legendary item cards can be mixed in to your existing cards of the same type. Legendary story cards and the associated Legendary story card overlay board care meant to replace the previous story card system. The player aids provided include new actions available in ***Western Legends: Blood Money*** and are meant to replace all previous versions of the player aid. All other new content is used as presented in this rule book.

- 40 legendary story cards
- 36 item cards (6 copies of 6 item cards)
  - Boot Knife, Bullwhip, Burro, Medicine Pouch, Pocket Watch, Repeating Shotgun.
- 32 goal cards
- 18 injury cards
- 17 deed cards
- 12 ruin tokens
- 9 Traveling Trader movement cards
- 8 character cards
  - Al Swearengen, Ben Hodges, Elfego Baca, James "Bloody Arm" Beckworth, "Texas" John Slaughter, Lottie Deno, Lozen, Tom Tobin
- 7 Legendary item cards
  - Cattle Brand, Portrait, Spurs, Canteen, Snakeskin Boots, Dime Western, Telegram, Fiddle
- 6 alternate poker cards (2 copies of 3 poker cards)
  - Dead or Alive, Ruthless, Stagecoach.
- 6 bullet shaped player markers (1 per player color)*
- 6 player aids
- 6 scoring cubes (1 per player color)
- 6 story discs (1 per player color)
- 3 map tokens
- 1 Legendary item deck blocker card
- 1 risk die
- 1 rule book
- 1 story board overlay
- 1 Traveling Trader stand
- 1 Traveling Trader token



***** The bullet shaped player markers are included for owners of ***Western Legends: Wildbunch of Extras*** where those tokens were first introducted**.** For players that do not own this expansion the included scoring cubes should be used instead.

Setup for ***Western Legends: Blood Money*** is split into 3 major phases: Pre-setup, Play Area Setup, and Final Setup. These steps are presented in this way to allow for the easiest setup incorporating all of the required components to play with ***Western Legends: Blood Money.*** The following setup instructions assume that the player setting up the game is already familiar with the components of both the ***Western Legends*** base game and ***Western Legends: Ante Up***. Refer to the rule books for those products for specific rules and component images.

PRE-SETUP

1. Remove all of the components from the box.
2. Place the game boards in the center of the table.
3. Place the story board overlay on top of the story card spaces on the game board.
4. If not already assembled, assemble the General Store, Trading Post, and Traveling Trader stands.
5. 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.
6. 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.
7. Randomly select 1 type of weapon and 1 type of mount and place all copies in the General Store.
8. Randomly select 1 type of weapon and 1 type of mount and place all copies in the Trading Post.
9. One at a time, randomly select items and place all copies in the General Store and Trading Post until no empty spaces remain.
10. Place any remaining items in the 2 empty spaces of the Traveling Trader stand.
    NOTE: This could result in multiple items in the same space.
11. Separate the deeds by type (icon), and place them in a stack.
12. Separate the money cards by value into 2 separate decks.
13. Prepare the poker deck. It is recommended to use the replacement poker cards from Western Legends: Ante Up and Western Legends: Blood Money. To do so, exchange the base game poker cards with the same suit and value of the expansion poker cards. Return the removed base game poker cards to the box.
14. Shuffle the legendary story cards together, then separate the legendary story cards into 2 decks containing 1 of each numbered card so that 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.
15. Shuffle the following decks and place them facedown on the board according to the diagram to the right: event cards, fight cards, injury cards, train encounter cards, Traveling Trader movement cards.
16. Shuffle the following tokens and place them facedown on the board according to the diagram to the right: cattle tokens, outlaw tokens, high roller tokens, claim jumper tokens.
17. Shuffle the legendary tokens into a facedown supply, or place them in the legendary token bag found in ***Western Legends: Fistful of Extras.***

PLAY AREA SETUP



Place the components where indicated by the diagram.

1. General Store.
2. Traveling Trader
3. trader movement deck
4. Traveling Trader
5. fight deck
6. money cards
7. poker deck
8. legendary story cards
9. map tokens
10. ruin tokens
11. event deck
12. injury deck
13. train encounter card deck
14. cattle tokens
15. longhorn tokens
16. outlaw tokens, high roller tokens, and claim jumper tokens
17. legendary tokens
18. deeds
19. mountain pass markers
20. train miniature
21. mining dice and risk die
22. gold nuggets

FINAL SETUP

1. Decide the length of game you wish to play (15LP, 20LP, or 25LP) and place the end of game marker on the corresponding space on the Legendary Point track.
2. Place 1 event marker on the fifth space of the Gambler, Marshal, and Wanted tracks and Place 1 event marker on every fifth space of the Legendary Point track prior to the space with the game end marker on it. Return any unused event markers to the box.
3. Draw and resolve 1 event card for every 2 players rounded up. If any of the drawn event cards call for the Sheriff to be moved, ignore the effect as the Sheriff has yet to be placed on the board.
4. Randomly assign 1 frontier token with the number faceup to each frontier space on the Buzzard Gulch board and place the unused frontier tokens in a supply near the board.
5. 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.
6. Each player takes a player mat, all scoring cubes, bet, markers, all story discs, and a ring of their chosen color as well as a wound token. For all games using Western Legends: Blood Money, use the side of the player mat with spaces for legendary tokens.
7. Each player places 1 of their scoring cubes to the left of the 1 space on the Legendary Point track.
8. All players place 1 of their scoring cubes on the starting space of the Story track as indicated in the diagram.
9. All players place their remaining 2 scoring cubes and all 3 of their story discs to the left of the board.
10. Each player draws 2 character cards, chooses one, and returns the other to the box.
11. Each player gains all items, money, poker cards, Gambler points, Legendary points, Marshal points, Story points or Wanted points listed on the back of their character card. If a player chooses a character that starts with Gambler points, Legendary points, Marshal points or Wanted points, they place one scoring cube on the corresponding track in the appropriate space.
12. The most Wanted player takes the first player token. If players are tied for most Wanted, or no player starts the game Wanted, then choose another method to determine who takes the first player token. It is highly recommended that Wanted players sit next to each other in clockwise turn order to avoid arrest in the early game.
13. Each player places their Wound token on the starting crosshair space of the wound track on their player mat. Then any player with a character that begins the game with wounds moves their wound token to the appropriate space to mark those wounds.
14. Each player selects a mini that will represent them during the game and attaches their matching player color ring to the base. Each player will place their mini in the space listed under “Starting Location” on the back of their character card. If a player’s starting location is a General Store. Trading Post, or Saloon space they may choose any of the 3 spaces adjacent to the listed General Store, Trading Post, or Saloon.
15. Remove any event tokens on spaces where a player places their mini. This includes, claim jumper, high roller, longhorn, or outlaw tokens as well as any unique even tokens.
16. Select one of the remaining minis to represent the Sheriff and attach the brown ring to its base. Place the Sheriff in the Sheriff’s Office space located in Darkrock.
17. Select six of the remaining minis to represent the bandits and attach a grey ring to each of their bases. Place one bandit at each Bandit Hideout location that does not already contain a player mini.
18. Give each player a player aid.

Now set up any additional variants you plan to use following the setup instructions found in the expansion for the chosen variants.



NEW CONCEPTS AND CONTENT

Western Legends: Blood Money introduces a number of new rules and features, which are intended to be integrated with existing ***Western Legends*** content as a single experience. While ***Western Legends: Blood Money*** provides a number of new characters and items it also adds new concepts like the Legendary Stories, Injuries, and the Traveling Trader.

POKER CARDS:

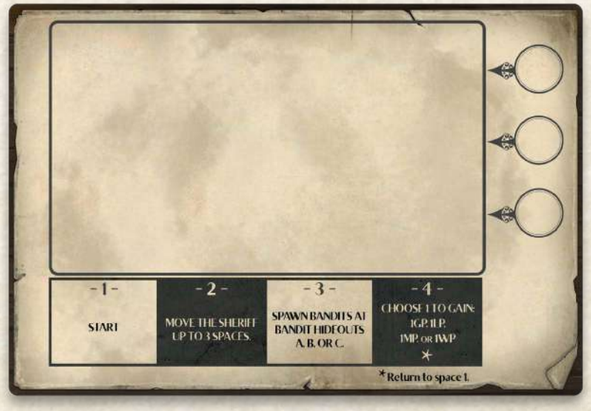
The 3 new poker cards (2 copies of each) can be added to the poker deck for further customization. As with the new poker cards included in Western Legends: Ante Up, players can tailor the poker deck to their liking.

LEGENDARY STORIES:

Western Legends: Blood Money introduces the Legendary Stories system that replaces the story cards and rules used in the base game of Western Legends. The Legendary Stories consists of the Story track, legendary story cards, and the risk die.

STORY TRACK

The legendary story board overlays the story card area printed on the game board. In addition to being where the legendary story cards are kept, this board includes the Story track. The Story track is used to keep track of each player's Story Points(SP). Players can earn SP a number of ways, but the most common are by completing conditions on story cards, rolling the risk die, and through some character abilities. After a player gains any number of SP, they move their scoring cube that number of spaces along the Story track. The player resolves the effect on each new Story track space their scoring cube entered. Lastly, if their scoring cube advances to the last space on the Story track it stop regardless of how many remaining SP the player would have gained. The player then chooses to gain one of the following: 1 Gambler Point (GP), 1 Legendary Point (LP), 1 Marshal Point (MP), or 1 Wanted Point (WP).
Afterwards, the player returns their cube to the start space of the Story track.

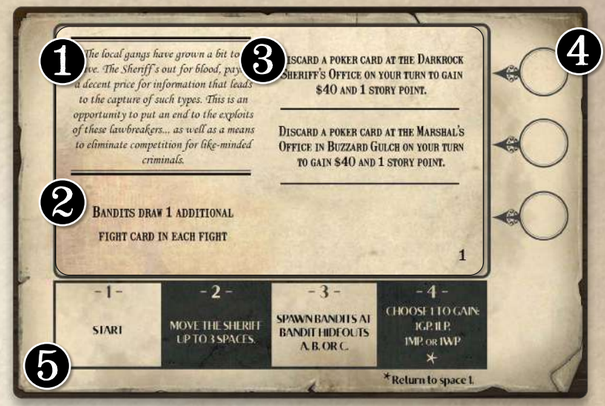


LEGENDARY STORY CARDS

Legendary story cards not only allow players to pursue more narrative experiences within the game, but also have far greater rewards. One of these rewards is story points, which allow players another avenue to advance their personal strategies on the Gambler, Marshal, and Wanted tracks as well as the Legendary Point track.

Each legendary story card is numbered and has 2 possible outcomes. Only 1 of each of these outcomes is shuffled into the legendary story deck each during setup, keeping players guessing about what rewards (and consequences) await them.

When a new legendary story card is revealed, the player whose turn it is reads the story text aloud (1). The player then reads the rules text located directly below the story text and performs any instruction. Additionally, some legendary story cards have text creating an ongoing effect (2).The ongoing effect of a legendary story card is in effect until all conditions on the card have been met and the card is resolved.



To contribute toward the completion of a legendary story card, a player must meet one of the conditions on the card (3). Each legendary story card has 2 to 3 conditions. After a player meets 1 of the available (not yet completed) conditions, they place 1 of their story discs on the legendary story board space next to the condition to show they have contributed toward the legendary story card (4). After placing 1 of their story discs, they gain all rewards listed. Once a player has contributed toward a condition on a legendary story card, no other player may contribute toward that condition. Players may contribute more than once to a legendary story card.

NOTE: If a legendary story card only has 2 conditions, ignore the third space on the legendary story board.



Some legendary story cards use the 3 map tokens. Legendary story cards that use the map tokens will instruct the players where there are to be placed facedown. The way in which players interact with the map tokens varies somewhat based on the legendary story card in question, but always follows these rules:

- Reveal the map token when instructed.
- If the 'danger' X token is revealed the player who revealed it gains 1 wound immediately.
- Resolve the text on the legendary story card based on the map token revealed.
- The player claims the map token placing it near their player board.


O map token


'danger' X map token


X map token

During the End of Turn Phase, if all conditions have been met on a legendary story card, the player that last contributed toward the card sets aside all story discs on the legendary story board, and flips the card to its other side, and reads aloud the story text. After this, all players that contributed toward the legendary story card gain the reward on the card. Lastly 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:
Being a western legend is not for the faint of heart. Sometimes you need to ride faster, shoot from the hip, hide an ace up your sleeve, or earn fast cash no matter the danger. In Western Legends: Blood Money, this is represented by a player rolling the risk die.

A player can choose to roll the risk die once during their Action Phase at any time except during the resolution of one of their actions. To do so, the player announces their intention to roll the risk die, chooses 1 of the 3 bonuses it provides, and then rolls it. The player resolves the result of the die roll gaining either story points, wounds, or a combination of both and then gains the bonus they chose.

Before rolling the risk die, the player chooses 1 of the following bonuses to gain:

- Draw 1 poker card.
- Gain $10.
- Move 1. (*This is not considered a move action*)



INJURY CARDS:
The Wild West becomes all the more dangerous with the addition of injury cards. After a player would gain 1 or more wounds in excess of their maximum amount of wounds, they draw 1 injury card from the injury deck. The player reveals the injury card, resolves the text as instructed and places it near their player mat. This may result in an immediate effect, an ongoing effect, or both. Additionally, some injury cards cause an LP loss if players still have them at the end of the game.

Each player can only have a maximum of 1 injury card at a time. If they would gain any amount of wounds while they already have an injury card, they must discard 1 poker card from hand for each wound.

A player must lose all of their wounds to discard their injury card. A player that loses an injury card shuffles it into the injury deck. Injury cards do not count as wounds during or at the end of the game. Any LP loss at the end of the game will be listed at the bottom of the injury card itself.



TRAVELING TRADER AND LEGENDARY ITEMS:
Legendary items were once hard to come by, but no more. Players may now purchase Legendary items by taking a trader action while in the same region as the cart token. 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 the player purchases a Legendary item.

NOTE: The Traveling Trader stand is where the Legendary item deck is stored. If a player is ever instructed to gain a Legendary item it is drawn from the facedown deck in the Traveling Trader.



PLAYING WITH BLOOD MONEY

The turn and game structure when playing with ***Western Legends: Blood Money*** is no different than when playing with ***Western Legends*** and ***Western Legends: Ante Up***, but some of the phases have slight differences. Defer to these rules in such cases.

Start of Turn:
Western Legends: Blood Money adds new abilities that resolve during the Start of Turn phase, however the phase is resolved the same as when playing with Western Legends and Ante Up.

- Move the train.
- Check for Start of Turn abilities or effects and resolve them. If the player has more than one, they choose the order.
- Choose one: Gain $20, draw 2 poker cards, or gain $10 and draw 1 poker card.
- Choose a weapon and mount for the turn.

Action Phase:
Western Legends: Blood Money adds the trader action, new location actions and abilities that players resolve during the Action phase, however the phase is resolved the same as when playing with Western Legends and Ante Up.

- Move.
- Use an action on a card.
- Fight another player(Arrest, Duel, or Rob).
- Take a location action.
- Take a trader action.

NOTE: A player can choose to roll the risk die once during their Action Phase at any time except during the resolution of one of their actions.



TRAVELING TRADER:
Trader Action:
To purchase items from the traveling trader, a player must take a trader action in any space in the same region as the Traveling Trader as shown on the traveling trader card, which is represented on the board by the cart token. The player then chooses any of the available items or faceup Legendary items in the Traveling Trader. Each Legendary item costs $40. A player may purchase more than 1 Legendary item with a single action. When a player purchases a Legendary item, immediately add another item to be purchased from the legendary item deck. In addition to purchasing items as part of a trader action, a player can pay to upgrade any items they wish regardless of where they were purchased.

After a player completes their trader action, the traveling trader moves to a new region. To move the traveling trader, reveal the top card of the trader movement deck and move the cart token to the corresponding region on the board. When the traveling trader would move but the trader movement deck is empty, reshuffle all cards in the discard pile to form a new deck.

LOCATION ACTIONS:
Western Legends: Blood Money adds new location actions for players to take during the Action Phase on their turn. The new location actions are as follows:



REPAIR ACTION:
Some effects, such as on story card results, will destroy locations in the game. After a location is destroyed, a ruin token is placed on that location. Players cannot take claim, location, or work actions at a location with a ruin token.

A player may remove a ruin token from a location by taking a repair action at the location. This means being in the same space as most locations, or in an adjacent space while at a General Store, Saloon, or Trading Post. A player must discard 1 poker card from hand after taking a repair action. After a player repairs a location they gain 2 story points and remove the ruin token.



CLAIM ACTION:
Players may now claim the deed to locations throughout the game. Deed cards 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 a player has, the more LP they 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, a player must take a claim action at the location for the deed they wish to claim. The player pays the cost listed on the deed and then gains the deed card with the action ability side faceup next to their 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 a player may claim.

To use the once per game action ability on a deed card, a player must take an action to resolve the text on the deed card. Movement as a result of resolving the action ability of Deed does not count as a move action. The player then flips the deed card to its other side (scoring side) to show that the action ability has been used. A player can never use the ability of a deed with its scoring side faceup.

NOTE: A player cannot use the action ability of a deed if the corresponding 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.

For example, Dave owns the deeds to the Darkrock Saloon, Red Falls Saloon, The Red Falls Doctor's Office, and the Darkrock Bank. Each of Dave's Saloon deeds are worth 2 LP, because they are work LP equal to the number of saloons a player owns. The Red Falls Doctor's Office is worth 1 LP on its own. Lastly, Dave gains 4 LP from the Darkrock Bank, as it provides its owner with 1 LP for each deed they own, including it. This means Dave would score 9 LP from deeds during final scoring at the end of the game.

End of Turn Phase:
Western Legends: Blood Money has several abilities and effects that are tied to the end of a player's turn. To clarify when these are resolved, follow these rules when playing with ***Western Legends: Blood Money***:

- Check for End of Turn abilities or effects and resolve them. If the player has more than one, they choose the order.
- Resolve all story card conditions tied to where the player ends their turn.
- Resolve the story card if all of its conditions have been met.
- If they are Wanted, gain LP based on which row they occupy on the Wanted track.
- If they have acquired LP equal to or greater than the amount set for the game length this triggers the end of the game. Finish the current round. Each player will then take one more turn, including the player who triggered the end of the game.
- The next player in clockwise order becomes the active player and starts their turn.

End of the Game
Western Legends: Blood Money follows the core ***Western Legends*** rules regarding how the end of the game is triggered. Final scoring is done in a very similar way to the core ***Western Legends*** and ***Western Legends: Ante Up*** rules, as there are some new ways to gain or lose LP (deeds and injuries) and others that were previously only used as part of variants.

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

- Gain LP for each upgraded mount and upgraded weapon they own. LP from upgraded mounts and upgraded weapons can be found in the top left corner of the cards.
- Gain LP from any Legendary items they have that provide them. LP from Legendary items can be found in the top left corner of the cards.
- Gain 1 LP for every $60 they have (no rounding up or down).
- Lose 1 LP for each wound.
- Lose LP if they have an injury that causes an end of game loss. LP loss from injuries can be found at the bottom of injury 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. In the event of a tie, all tied players gain 1 LP.
- Gain LP equal to the total value of all legendary tokens they have gained.
- Gain LP from deeds. Players gain LP as instructed on the scoring side of all deeds they 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. In the event of a tie, the tied player with the most Marshal or Wanted points wins. If there is still a tie, the tied player with the most gold nuggets wins. If there is still a tie, the tied player with the fewest wounds wins. If there is still a tie, the tied players share the victory.

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