

Your gangs and posses in Blackwater Gulch might be pretty tough already, but how did they get where they are today?

This Blackwater Gulch Campaign Add-On contains all of the extra rules you and your friends will need to have ongoing campaigns for your gangs, where your Gang Members will gain experience after each game and earn fame and fortune.

A “Campaign” is a term used to describe a series of games that are linked together, where one could effect the next, or part of an ongoing storyline. In Blackwater Gulch, a campaign could last for as many games as you wish, or just go on forever if you and your friends prefer.

Playing in a Campaign

In order to play in a campaign, you and your friends need to be a little more organized, and keep track of your wins and losses, who shot who, and who survived each skirmish. Campaigns are best played among several friends, as part of a gaming club or league, and it can be great fun to watch your gangs grow from a few scrubs off the street to a band of fierce outlaws or noble lawmen.

The Tycoon

Though optional, campaigns are often organized by one player, who all of other players will report their wins, losses and other battle results to. This player is the Tycoon. He will keep track of all of the results and may also moderate disputes in games that may arise. A Tycoon is not necessary, just helpful especially when a lot of players are involved.

In addition to keeping things organized, a Tycoon will also have to keep all players informed of what’s going on. Some will create email newsletters for their club, or create message boards online, or just keep a chalkboard tally of each gang’s fame at your club’s favorite location. A Tycoon will also be responsible for keeping track of any bounties offered or claimed, as well as making sure all players know when there’s a price on someone’s head.

Starting a Campaign Gang

Creating your gang and recruiting new members is handled a bit differently in campaigns. In campaigns, all Gang Members except your Gang Leader will begin the game with 1 XP. Since the Gang Leader is more special than your average Gang Member, he begins with 10 XP. Professionals may add the free point to their Attribute like they normally would, but that’s it. As your Gang Leader has 10 XP, he may add the free Attribute point for his chosen profession, plus 2 additional points that he may spend raising any other Attribute he wishes, since all members will gain 1 Attribute Point for every 5 XP earned throughout their careers.

The XP maximums will still remain the same, 100 for the Gang Leader, 75 for Professionals and 50 for Henchmen. Health and Defense will also start at 1 for all members. Professionals and your Gang Leader will earn +1 Health and +1 Defense when they reach 51 XP, and the Gang Leader will also earn another +1 Health and +1 Defense at 100 XP.

Recruiting Members

Every man has a price, and you will have to pay your men to join your gang. Each gang begins their careers with \$200. This is the suggested amount, but if all players agree or your Tycoon wishes to, you may change this to allow larger or smaller starting gangs. Each new member will cost money to recruit, and you also have to buy them weapons.

Henchmen work cheap, they only require \$25 to recruit, plus weapons. Remember, half of your Gang Members must be Henchmen, not including the Gang Leader. Professionals, however, won’t work for you unless you pay them a higher wage, so they all require \$50 to join your gang, plus weapons. After you hire your gang and buy them their weapons, your gang is ready for action!

Your gang should always start with 5 men, unless your group or club or your Tycoon agrees to use larger or smaller gangs. You don’t have to hire Professionals at first if you would like to save some money. But, if you do hire 2 Henchmen and 2 Professionals, you will have \$50 left over for weapons. This should be more than enough for the low level weapons everyone will start out with. Prices for all weapons are listed on page 5. Whatever cash is left over will be in your gang’s stash and can be saved to recruit more members later, or used to buy better weapons after a few games.

After the Game

After your game ends, the men in your gang will gather themselves and make ready for the next time they meet. Now it is time for what we call the Aftergame Phase. The Aftergame Phase should be treated as part of the game you just played, and you and your opponent should do everything together, or have your Tycoon watch over the results too.

Casualties

Once the game ends, set aside all of your models that were taken out of action, it's time to see what happens to them. For each model out of action, roll 2D6 and add them together, then consult the following list with your results:

2: Alas, we knew him well...

This Gang Member has died, injuries he received were just too severe to recover from. Remove this model and all of his equipment from your roster, and subtract his XP from your gang's Fame.

3: Captured!

This model has been captured by your opponent. You must pay your opponent a ransom equal to the model's XP from your gang's cash to get him back. If you cannot pay, this model will be removed from the gang as a casualty, unless your opponent is nice enough to just set him free. If you managed to capture one of your opponent's models as well, you may trade your captives back 1 model for 1 model (regardless of XP). If you want to handle things the fun way, one other option would be to play a further game to try and win your captive models back. The *Stay of Execution* story is perfect for this. In this case, the gang with the captive(s) will automatically be the defenders.

4-5: Critical Injury.

One random Attribute is reduced by 1 in your next game. Roll 1D6. 1 = Strength, 2 = Quickness, 3 = Stamina, 4 = Intellect, 5 = Melee Combat, 6 = Ranged Combat. Keep in mind that an Attribute level of zero will mean you may only use 1D3 for rolls. If an attribute is somehow already zero, reroll until you get one that isn't.

6: Leg Injury.

In your next game, the model may only hobble along up to 4" and he may not run, since he'll have to use crutches to get around or he has a really bad limp. The model also may not move and shoot in the same turn, however if he is a Gunslinger he will be able to aim as normal, since he won't be moving before he shoots.

7: Arm Injury.

In your next game, the model may not use any 2-handed weapons, and may only attack with one 1-handed weapon per turn. The model may not climb any ladders or trees or perform any action you would logically need 2 hands to do.

8 - 11: Just a flesh wound.

Your wounds weren't as severe as you thought. Model makes a full recovery and can fight in your next game.

12: Escaped!

You were captured, but managed to escape. Model makes a full recovery and can fight in your next game. Model gains +1 XP.

Lucky Dice

If your Gang Leader or Gambler did not use his lucky dice during the game, these dice may be used to reroll his casualty roll (and only his roll, no sharing) after a game, if he was taken out of action.

Patchin' Up Your Hurt

Each Doctor in your gang that wasn't taken out of action may heal one fallen friendly model. When one of your Gang Members makes a casualty roll, a Doctor may also make an Intellect roll to heal him, the same as if he was healing someone during a game, and every successful D6 will count as adding +1 to the wounded model's casualty roll. If your Gang Leader is a Doctor, he may heal 2 fallen models.

Example: Your Doctor's Intellect is a 4, and one of your out of action models gets a 6 for his Casualty Roll, resulting in what would normally be leg injury. The wounded model's Stamina is 3. The Leader rolls his 4D6 and 2 of them are successful, increasing the Casualty Roll to 8. Instead of the leg injury, the wounded man makes a full recovery!

Earning XP

After casualties are worked out, each member that is still alive will earn 1D3 in XP points. Plus, surviving members will receive 1 XP for every enemy model they personally took out of action. The story you chose may also have additional XP bonuses, listed below.

This Town Ain't Big Enough

A model that took the enemy Gang Leader out of action will receive +3 XP instead of +1.

Bounty Hunting

The Gang Member that takes the wanted model out of action will receive +2 XP instead of 1, and the gang will be paid \$25 reward. If the chosen Bounty Hunter took the wanted model out of action, the gang will be paid \$50 instead. The model that takes out the Bounty Hunter will earn +3 XP instead of 1.

Stay of Execution

If the attacking gang wins, the captive model will receive +2 XP, and +1 XP goes to the model that freed him. If the captive is never freed, or taken out of action, the executioner will receive +3 XP.

Update Attributes

For every 5 points of XP gained over the course of his career, a Gang Member earns a new Attribute point which you may assign to any Attribute you wish. If you are lucky enough to earn more than one Attribute point after a game, you may not add more than 1 point to the same Attribute in the same Aftergame Phase.

When an Attribute reaches 4 or 6, your Gang Member will earn a special skill tied to that Attribute. Skills and their benefits are listed in the main rulebook on page 9.

Get Paid

Now you will receive rewards for any objectives that the story specified. In addition, the gang earns some extra cash. Roll 1D6 for each surviving member and 2D6 for each enemy taken out of action, add up the results and this is how much money in dollars the gang has earned.

Prospectors in your gang may also be able to find gold after a game. Roll 1D6 for each Prospector in your gang that wasn't taken out of action, and for every roll of 5+ they have found a chunk of gold worth 2D6 dollars each. If your Gang Leader is a Prospector, his chunks are worth 3D6, because he knows how to find the good stuff.

In a *Gold Rush* game, each piece of gold that the gang recovers will be worth 1D6 dollars. Each piece that a Prospector recovered will be worth 2D6 dollars, and if your Gang Leader is a Prospector, the gold chunks he recovered will be worth 3D6 dollars. And, of course, all Prospectors can still find extra gold after a *Gold Rush* game, as defined above.

Recruiting New Members

If you would like to replace a dead member or just increase the size of your gang, you may add new members now. Simply pay the fee to recruit your new Gang Members (\$25 for Henchmen and \$50 for Professionals) and add them to your roster the same as you did for your first 5 members.

They start out the same as your original members did, with 1 in all Attributes and Statistics, plus the 1 free point for the Professional you added.

Go Shopping

Now you may buy new equipment or horses for your gang. Prices are listed at the end of this document, on page 5, and you may refer to the equipment listings in the main rulebook on page 31 for weapon statistics and info. Don't forget to assign weapons to any new members you may have recruited!

If you have any old weapons, you may transfer it to new member, or sell your used items for half of the price listed for new equipment, rounding up any fractions to the nearest dollar.

Update Fame

Add up all of the XP points and equipment for all members of your gang and update your Fame rating and Cash. Now you're ready to fight again!

Additional Special Rules

Dying

No one wants to die, but it is going to happen sooner or later. When a Gang Member dies, he is removed from your roster along with all of his equipment, including his horse if he had one. It doesn't mean your favorite model is useless, though. You can just recruit a new member, and use the old model for the new member. It could also be an opportunity to give the old model a new paint job as well, if you like.

Also, keep in mind your Gang Leader can die too. If he dies, he is also removed from your roster, but you will have to promote a new leader. Simply choose one of your Professional Gang Members, and nominate him as leader. It is usually best to pick the one with the most XP, but you can choose whoever you wish. Your new leader is now able to earn XP up to 100, and he receives every other benefit a Gang Leader gets.

Bullies

No one likes a bully, even in a lawless place like Blackwater Gulch. Games need to be balanced so both players can have fun, although there could be times when, for example, a new player could join the campaign and have a very inexperienced gang.

There is a little bit of math involved to figure out if you are bullying someone. If your gang's Fame is higher than your opponent by 10% or more, you are a bully! You should attempt to lower your Fame for this particular game by having some models sit out of the fight (this is also a good way to let previously injured models recover). If you cannot or will now lower your rating to have less than a 10% difference, each member of the bullied gang will receive and additional +1 XP after the game.

Example: Your gang has 612 Fame. 10% of your total would be 61 points. This means you will be bullying any gang of 551 Fame or lower. You have a model with 57 XP, and would like him to sit out for your next game, this would bring your Fame down to 555. 10% of that is 55, and so now you could fight gangs of 500 points or higher and not be a bully.

Bounties

After each game, your gang may place a bounty on an enemy model that you faced in your previous game. Perhaps it was someone who managed to take out more of your men than anyone else, or someone your men were gunning for the whole time, yet he always managed to escape.

Bounties are placed at the very end of the Aftergame Phase, and only then, and must be made against a model that you faced in the game you just finished playing. However, if this model is unlucky, or notorious, enough to upset enough people, and live long enough, he may have several bounties active at once.

If you would like to place a bounty on an enemy model, you must inform your Tycoon, or inform all players in the campaign if there is no Tycoon organizing everything. Simply choose an amount of money that you think their head is worth, and remove it from your gang's cash, and make sure everyone knows the price you are offering.

In future games, if this model is taken out of action and is still down at the end of the game, the player that took him out will be able to claim the bounty during the Getting Paid part of his Aftergame Phase, and will earn the money you paid previously. If the gang that placed the bounty happened to be the one to take him down, they just get their money back, in addition to money from extra bounties if there are any. Note that the bounty model does not need to be killed, just out of action. He could live to fight another day, but once bounties are claimed his slate will be wiped clean.

Price List

Level 1 Weapons

Derringer Pocket Revolver	\$2
Volcanic Carbine	\$10
Knuckleduster	\$1
Throwing Knives	\$5

Level 2 Weapons

Volcanic Pistol	\$4
Spencer Light Sporting Rifle	\$12
Tomahawk or Hatchet	\$2
Sharps Coach Gun	\$9

Level 3 Weapons

Remington Army Revolver	\$8
Henry Repeater	\$20
Bowie Knife or Machete	\$4
Burning Bottle of Booze	\$10

Level 4 Weapons

Cooper Navy Revolver	\$16
Sharps Standard Long Range Rifle	\$24
Miner's Pick or Shovel	\$8
Parker Short Barrel Shotgun	\$18

Level 5 Weapons

Smith & Wesson Frontier Revolver	\$32
Winchester Repeater	\$40
Sledge Hammer or Large Axe	\$16
Dynamite	\$20

Level 6 Weapons

Colt 45 Peacemaker	\$64
Remington Rolling Block Rifle	\$48
Cavalry or Dueling Saber	\$32
Remington Long Barrel Shotgun	\$36

Horses

Mule	\$75
Small Horse	\$150
Large Horse	\$300
War Horse	\$600

On Realism: Some history buffs might notice that prices for some things are probably way off compared to what guns "really" cost back in the day. The prices listed above are meant to be similar to history in some cases, however they are what they are for game balance, first and foremost. If you and your group would like to adjust any prices above, feel free, just be sure that all players are aware of your club's prices, so everything will be fair.