

WHITE GOBLIN GAMES

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REVOLVER 2



RULEBOOK



REVOLVER 2

A card game by Mark Chaplin & Leigh Caple for two players age 12 and up

Introduction

In 1894, farmers from the small village of **Malpaso** face the prospect of again losing their livelihood to a band of roving thieves, led by the self-styled **General Mapache** - himself wanted by the **Mexican National Defense Army**.

Their solution is to go to the much admired, but fallen from grace, '**Padre**' **Esteban**, and see if he can hire gunfighters to protect them. After trying to raise funds by any means at the '**All Rivers**' **Poker tournament**, the **Padre** recruits a band of gunslingers for the task and, once complete, travels back to the village over the precipitous **Los Quantos Bridge** - all the while harassed by a detachment of the **General's** men. There they fortify **Malpaso** itself, and usher the frightened villagers into the abandoned silver mine for protection.

When the bandits finally attack, both sides are prepared. **Mapache's** men unleashing their **Gatling-Gun** to devastating effect, while the villagers have a few tricks of their own. Both sides will suffer many casualties in the calamitous battle, but will the **Mexican Army** arrive in time to put an end to the bloodshed?

Components

- ◆ 1 General Mapache deck with 62 cards
- ◆ 1 Padre Esteban deck with 62 cards
- ◆ 19 Malpaso guardians character cards (7 starting characters plus 12 new recruits)
- ◆ 9 Battlefield cards (3 for the town of Crystal River, 3 for Cataratas de Buffalo and 3 for Malpaso)
- ◆ 1 Dynamite the Bridge card
- ◆ 1 Gatling Gun card
- ◆ 1 Collapse the Tunnels card
- ◆ 2 All Rivers Poker summary cards
- ◆ 1 Arrival of the Mexican Army card
- ◆ 12 All Rivers Poker Tournament cards (6 for each player)
- ◆ 14 Mexican Army tokens
- ◆ 11 True Grit (extra life) tokens
- ◆ 4 Malpaso guardians power tokens (double sided: +1/+2)
- ◆ 9 General Mapache power tokens (double sided: +1/+2)
- ◆ 1 Turn marker
- ◆ 1 Rulebook



Objective

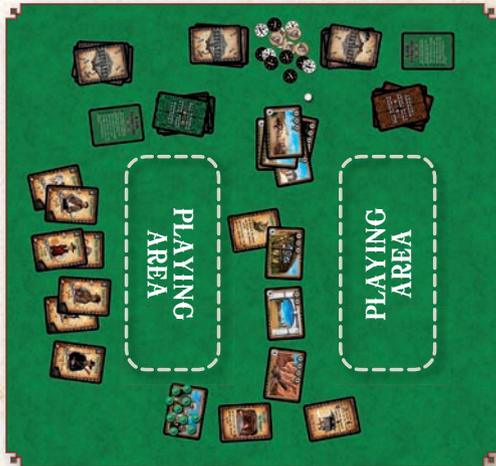
Revolver 2 is a two-player card game set in the **Old West**, in which one player takes the role of **General Mapache** (♣) and his band of thieving outlaws, and the other player is controlling the villagers and guardians hired to protect the town of **Malpaso**, led by the infamous **Padre Esteban**.

To win the game, a player must meet one of the following conditions:

- ◆ The General Mapache player wins if every member of the Malpaso guardians is killed.
- ◆ The Malpaso guardians player wins if Padre Esteban survives the showdown in the Abandoned Silver Mine battlefield turn space “4”.
- ◆ The Malpaso guardians player wins if he manages to remove all twelve tokens from the Arrival of the Mexican Army card.

Set-up

1. Place the three **Malpaso** battlefield cards in the middle of the playing area, between both players – in the following order, from left to right: **Los Quantos Bridge**, **Malpaso**, **Abandoned Silver Mine**.
2. Leave some space to the left of the **Los Quantos Bridge** for three additional battlefield cards.
3. Place the **Dynamite the Bridge** card beside the **Los Quantos Bridge** card.
4. Place the **Gatling Gun** and **Collapse the Tunnels** cards at the end of the battlefields row, next to the silver mine.
5. Place the true grit and power tokens in a supply at the beginning of the row of battlefields.
6. Place in front of the **Malpaso** guardians player the seven starting character cards. Shuffle the remaining guardian cards and place these face down to form the guardian draw pile. This player also takes the **Mexican Army** card and puts twelve tokens on the card.
7. Play the poker tournament (see below)
8. Both players take the appropriate deck, shuffle and place it face down in their playing area.
9. Each player draws five cards and takes these in his hand. (Note that one player may draw more cards dependant on the cards played in the poker tournament)



Poker Tournament

The outcome of the tournament affects the three starting locations and any additional changes to the starting set up.

1. Each player takes the appropriate **All Rivers Poker Tournament** poker cards, shuffles and randomly discards one card unseen back into the box. He then takes the remaining cards into his hand.
2. Players choose a card from their hand and places it face down in front of them. Once both players have chosen a card they are revealed at the same time. The player who played the highest value card wins the round.
Note: See the All Rivers Poker summary card for the specific rules for these cards.
3. Discard all played cards (except: **You Cheatin' Dawg!**).

Repeat steps 2 & 3 until one player has won two rounds.

4. If the Malpaso guardians player has won the tournament set up place the **Crystal River** battlefield cards to the left of the **Los Quantos Bridge**, in this order (from left to right): **Church, Saloon, Livery Stable**. However if the **General Mapache** player has won place the **Cataratas de Buffalo** battlefield cards to the left of the **Los Quantos Bridge**, in this order (from left to right): **Cathouse, Jailhouse, Drinking Den**.
5. Look at the cards played by both players during the poker tournament and apply their effects to the side that played them (this will include items such as a larger starting hand and/or power tokens placed on the **Malpaso** location card). Important: Even if a player has lost a round, he'll get the benefits of the card played.
6. Discard all the poker cards and remove them from the game by placing them back in the box.

Cards

Player cards:

Each player has his own deck of cards. All cards have the same anatomy:

- ◆ Name of the card
- ◆ Firepower value
- ◆ Cost to play this card
- ◆ Additional tokens to place on this card when it comes into play and additional items
- ◆ Special rules and actions
- ◆ Card type



Register your game at: www.whitegoblingames.com and get an overview sheet with all cards in this game.

Guardian character cards:

The **Malpaso** guardians player has 19 character cards: they represent the members of this team. When the **Malpaso** guardians player has to take a casualty – either through the play of cards by the **General Mapache** player, or as a result of the Attack phase – he must choose one of these characters and remove it from the game.

- ◆ Survival rating
- ◆ Name of the card
- ◆ Effect when killed
- ◆ Icon showing it's a starting guardian



Each guardian character card has a value printed in the left upper corner of the card - this is their Survival Rating.

If the **Malpaso** guardians player must take a casualty, he must choose a guardian character card in front of him with the lowest **Survival Rating** possible. If there is a choice, the **Malpaso** guardians player can choose from amongst the available gang members – of that **Survival Rating** pool.

Killed guardian cards are removed from the game and go back into the box.

*Example: The **Malpaso** guardians cannot choose a three-rated guardian (e.g. **Chief Kahana Redbow**) if at least one of the two-rated guardians is still alive.*

*Example: The **Malpaso** guardians player must take a casualty. He still has two one-rated gang members. He can choose which one is killed in battle.*

Also, some of the gang members have a detrimental effect stated on their card – obey the special text upon selecting the casualty.



Battlefield cards:

At the start of the game (after the **All Rivers Poker Tournament**) between both players are six battlefield cards. These represent locations where both factions meet. It also represents a progressive timeline within the story of the game.

The first three locations allow the **Malpaso** guardians player to recruit additional guardians as well as making a decision whether to stay or move on.

- ◆ Regular turn space
- ◆ Optional turn space
- ◆ Number of guardian cards to be drawn
- ◆ Defense power
- ◆ Name of the card
- ◆ Index number



*Note: All cards have an index number in their bottom right corner. This determines the order in which they need to be placed at the start of the game. There are two sets of number 1-3. The set that will be used will be determined after the **All Rivers Poker Tournament**.*

Game sequence

The game is played in turns. Each player completes his entire turn before play passes to the opponent. Play passes back and forth in this fashion until one player wins.

The **Malpaso** guardians player always starts the game by taking the first turn.

Turn sequence

A turn is divided into four phases:

1. Advance turn marker (only Malpaso guardians player)
2. Draw two cards
3. Play cards
4. Attack (only General Mapache player)

1. Advance turn marker

At the beginning of his turn, the **Malpaso** guardians player, advances the turn marker one space forward. If the turn marker is on the last space on a battlefield, place the turn marker on space “1” on the next battlefield. In the first three battlefields (1-3) some turn spaces are optional. These spaces have a number between brackets below them. The **Malpaso** guardians player decides to move to the next battlefield on the battlefield or skips all remaining optional turns on this battlefield and move to the next battlefield card by placing the turn marker on space “1” on the next battlefield.

Note: In his first turn the Malpaso guardians player places the turn marker on the first space on the first battlefield.



Example: The turn marker is on turn space “3” of the Jailhouse battlefield. The Malpaso guardians player can choose to play another turn at this battlefield and move the turn marker to the fourth turn space or advance to the Drinking Den.

1a. Draw guardian cards

If the turn maker is on one of the first three locations (**Church/Cathouse, Saloon/Jailhouse, Livery Stable/Drinking Den**) draw the number of guardians from the guardian draw deck equal to the number below the turn marker space and adds these to the characters on the table in front of him. In the optional rounds guardian cards are drawn too.



Example: The turn marker is on second space of the Cathouse battlefield. The Malpaso guardians player draws one guardian card from the deck and places this card in front of him.

2. Draw two cards

Draw two cards from your deck and take these into your hand.

Note: You may hold as many cards in your hand as you like. There is no hand size limit.

3. Play cards

You may put any number of cards from your hand into play on your side of the current battlefield card (the card with the turn marker on it).

To play a card from your hand, you must pay the cost of that card. The cost of a card is indicated by an icon in the left border of the card (e.g. ). Pay the cost by discarding that number of other cards from your hand into your discard pile.

Note: Discarded cards are placed face-up on the discard pile.

Example 1: The Malpaso guardian player wishes to play "Shotgun loaded with silver bullets" to remove "Los Tiburon" at the Jailhouse. The costs for "Shotgun loaded with silver bullets" is , so he doesn't have to discard another cards. The gang is taken down!

Example 2: The Malpaso guardian player wants to play William Weston at the Saloon. The cost of this card is , so the Malpaso guardian player must discard two other cards from his hand. Note that if he wanted to play this card at the Silver Mine, he doesn't have to discard any cards!

There are three types of cards:

- ◆ **Firepower cards:** These cards have a white or black poker chip in the top left corner of the card. The number in the poker chip indicates the firepower (attack) value of this card. Firepower cards are placed at your side of the playing area.
- ◆ **Row-blocking cards:** These cards have an orange border and are placed at a battlefield in your opponent playing area (maximum of two row blocking cards per side on each battlefield).
- ◆ **One-shot effect cards:** Follow the instructions on the card and place it on the discard pile.

Cards are always placed at the current battlefield (the card with the turn marker on it) unless the text on the card states differently.

Imagine there's an imaginary column below and above each battlefield where the cards are placed. The Malpaso guardians player has a three card limit. This means he can have a maximum of three firepower cards at his side of each battlefield. Once three cards have been placed by the Malpaso guardians player (or his opponent), he may not place any more cards at that battlefield (unless he discards one of his own firepower cards already at his side of this battlefield to his discard pile or a card states differently).

The General Mapache player has no such limit and can place as many cards on his side of each battlefield (unless a card played by his opponent prevents him from doing so).

The General Mapache player may place row-blocking cards in the playing area of the Malpaso guardians player at any battlefield. These cards count toward the three card limit of his opponent. He can't place a row-blocking card at a battlefield already containing three cards.

Note: The Malpaso guardians player can still play one-shot effect cards when he has reached his three card limit at a battlefield.

Many cards have special rules described in their text. All text takes effect immediately when this card is played. These rules are applied to the current battlefield (unless the text on the card states differently).

The  symbol on firepower cards tells you to do this action once when the card enters the playing area.

Note: Always follow the text on the card and perform the action at maximum as possible. Check the back of this rulebook for a reference of all icons used.



All firepower and row-blocking cards stay at the battlefield they're played at for the rest of the game and may not be moved to another battlefield, unless:

- ◆ You choose to discard one of your own firepower cards in play at the current battlefield and put it into the discard pile;
- ◆ It's taken out by your opponent;
- ◆ You play a card that specifically says you can move a card to another battlefield or discard it.

Note: When a player must discard a card from a battlefield (because of the effect of a card, e.g. it's killed) the player causing the effect chooses which card is discarded. (Important: when a guardian character is killed, the Malpaso guardians player always chooses which guardian is discarded).

Powder Kegs/Ammo

Some cards have additional items on them: **Powder kegs**  for the **Malpaso guardians** player or **Ammo**  for **Mapache** raiders player. These cards can be played as a firepower or one-shot-effect card for the listed effect, or can be played for an additional location effects on the **Los Quantos Bridge** or in the **Abandoned Silver Mine** using the powder keg or ammo on the card.

Important: If you discard cards when using the items on it, the effect described on the card isn't performed.

You may use powder kegs and ammo at any moment during your turn at the appropriate battlefield. You can play cards before or after using these symbols.

Los Quantos Bridge

On his turn, while on the **Bridge** location, the **Malpaso guardians** player can discard cards from his hand with a total of two powder keg symbols to blow up the bridge. This causes all the **General Mapache** player's cards played at this battlefield to be discarded. The bridge can only be blown up once. The **Malpaso guardians** player doesn't discard any cards played at this battlefield.

Note: All remaining turns will still be played on this battlefield after blowing up the bridge.

*Example: It's the second turn on the Los Quantos Bridge. The total firepower of the Mapache raiders is six and with only one firepower card on his side the Malpaso guardians player doesn't stand a chance. He decides to blow up the bridge and discards **Telegram** and **Chinese Celestials**. All cards played by his opponent at the battlefield are discarded. Turn the card and place the turn marker on the second turn space. This will make it harder for the raiders to kill a guardian character in the attack phase of this turn and the next turn at this battlefield.*

Abandoned Silver Mine

On his turn, while in the **Silver Mine** the **Malpaso guardians** player can discard cards from his hand with a total of two powder keg symbols to collapse part of the mine, discarding the cards played by the **Mapache** player at this battlefield. The **Malpaso** player can do this each turn the turn marker is on this battlefield as long as he has powder kegs to pay the cost. The **Malpaso guardians** player doesn't discard any cards played on his side of this battlefield.

*Example: The Malpaso guardians player discarded **William Weston** (bearing two powder kegs) to remove all raiders at this battlefield. He keeps two other cards with powder kegs on his hand. Maybe he'll need them to trap his opponent again in a next turn on this battlefield.*



On his turn, while in the **Silver Mine** the **General Mapache** player can use the dreaded ‘**Gatling Gun**’ to kill the **Malpaso** guardians player’s character cards. For each firepower card the **Mapache** guardians player has on his side of the battlefield he can discard one card from his hand with an ammo symbol on it. For each ammo symbol  you discard in this way the **Malpaso** guardians player must discard a character card.

*Note: Some cards have two ammo symbols  on it, when such card is discarded two **Malpaso** guardians player characters cards must to be discarded.*

*Example: The **General Mapache** player has three firepower cards at the **Abandoned Silver Mine** battlefield. He decides to shoot his opponent with the **Gatling Gun**. He may discard three cards from his hand, but only two cards bear an ammo symbol on it. He decides to discard only one card: “**Angel**” **La Motte** with two ammo symbols and kills two guardian characters. The  effect on this card is ignored.*

*Note: **Malpaso** guardians character cards discarded in this way count as **Malpaso** guardians kills for **General Mapache** so as to prevent a token being removed from the **Mexican Army** card.*

True grit:

Some characters gain – when entering play or during the game – a true grit token: 

This means this character has an extra life. If a card has a true grit token on it, it won’t be removed from the play area when it’s killed. Only remove the token from the card and leave the card in play.

4. Attack

During each turn the **General Mapache** player takes, he can try to kill a bandit using his firepower.

*Important: Each turn (not only in this phase) the **General Mapache** player fails to kill a **Malpaso** guardians character, remove one token from the **Arrival of the Mexican Army** card.*

First both players determine their total firepower at their side of the current battlefield.

The **General Mapache** player sums his firepower (contributed by gang members, wagons, etc).

The **Malpaso** guardians player does the same (contributed by firepower cards like **Beecher’s Bible**, etc) and adds the defense power (white power chip in the bottom left corner plus  tokens on the card) of the current battlefield to this total.

If the **General Mapache** player’s total power is greater than the guardians at the current battlefield, then the **Malpaso** guardians player must take a casualty.

*Example: The **General Mapache** player has the **Rurales** (firepower one) and the **Los Tiburon** (firepower two) at the **Saloon** battlefield. His attack power is three. Opposite of these cards his opponent has only one **Cutthroat Razor** (firepower one). This makes including the defense value of the **Saloon** (two) a defense power of three. Since the **General** didn’t kill any guardians this turn with other cards and now again fails to kill one, one token from the **Arrival of the Mexican Army** card is removed.*

*Example: The **Malpaso** guardians player has no firepower cards at the **Church** battlefield. His defense power is (because of the defense value of this battlefield) two. His opponent has played **Pancho Flores** (firepower three) and wins the fight. The **Malpaso** guardians player must choose one character card in front of him to discard.*



End of the game

Play continues as described until one of the objectives has been met.



Credits

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Revolver 2: Last Stand at Malpaso

Character & gang biographies and location histories

Padre Esteban

Pablo Esteban had always wanted to do good, even before he became **The Padre**. Inspired by the decency he saw all around him, inspired by nature and the ultimate order in all things, he had set out as a young man to do all he could to bring people closer to the **Lord**.

Unfortunately, after a run-in with **Trey Jackson**, concerning the affections of his buxom wife **Marjie**, it was apparent that **Pablo** had small aptitude in this particular area, and so he abandoned the undertaking, and by lucky happenstance became a champion card player – though he retained his trappings and title and faith. **Cribbage, Euchre, Trumps, Bezique, Five-Card Draw, Pai-Gow, Sheephead, Whist...** he'd play anything so long as it involved other player's money. And that's where the misunderstandings began. He won with alarming regularity, was oftentimes named a cheat and a chiseler, and had to finish most games with a revolver on the table. His opponents would not and could not understand that anything was possible with the **Lord** on your side. And an **Ace of Diamonds** up your sleeve...

And so he was constantly on the move, a tin-mining town one night and a silver-mining town the next, little gold-rush villages and **Mohave** settlements, one night a convent in the hills below **Apache Peak**, another in the barn of an **Irish landlord**, playing cards everywhere he went and winning every time. Occasionally, as a **Gospel Sharp**, he was called upon to hear a confession, or advise a confused young man, or read the **Good Book** to those that needed to hear the words, or administer a whippin' to them that deserved such things.

Till one night he got word that a rogue element of the **Mexican Army**, headed by a sinful general named **Mapache**, had threatened the small community of **Malpaso** - where the villagers had once offered him sanctuary when he needed it most. The desperate farmers had no money, or gunfighters, and the silver mine was dry.

If he could just help with this little problem of theirs, they pleaded; his past sins would be forgiven. In his heart, **Pablo** knew they were right.

After all, he still had the **Lord** on his side, a shaved deck of cards in his knapsack, and a **Joslyn Army** revolver in his pocket.

Jed 'Unlucky' Buckley

Jed Buckley was the happiest lad in the world. Everything went right for him, though people always seemed to insist

on seeing the bad side. When an exploding beer barrel spooked his father's horse, and his father fell off and was dragged in pieces all the way to the county line, people saw it as bad luck. Did they not see that the insurance payment was enough for **Jed** and his mother to buy their own horse ranch? And when the **Sioux Wars** broke out and his mother was shot while she was baking a fruit cake for his 21st birthday, nobody saw that **Jed's** earnings dramatically increased from being able to trade horses to both sides in the conflict. And when the **American Army** raided his ranch and confiscated his horses to aid the effort against the **Indians**, **Jed** switched to guns and learned to shoot, and in so doing fell in love with **Daisy Cottonseed**, an army nurse. He was the happiest lad in all creation! And when she perished after her family home was set on fire by a bandit called **General Mapache**, he knew there would be a good side to it. He just had to find it that was all...

Felipe Espinosa

When his father was eaten alive by a man who wore alligator-skin boots and nothing else, **Felipe** grew up feral in the mountains. Living on what he could kill or raid from the village, he knew little of the world, dressed himself in tied reeds and the rags he stole, and invented his own language. Called '**The Hill Rat**' by denizens of **Malpaso** village, various attempts were made to civilize him. Frequently he was adopted and named by a different family, but nothing came of this – he always escaped, and the names never stuck. Eventually he was taught the **Lord's English**, for he was far from stupid, by the **Padre Esteban**.

A new family soon took him in, tamed him, and in 1885, **Felipe** found gainful employment working for **Grant McLaine** at **Crystal River's** general store.

He also grew pretty handy with a gun, as railroad worker **Howdy Staden** fatally discovered on a cool October evening in 1886. No one called him '**Hill Rat**' any more.

Leo 'Babyface' Parker

The oldest and friskiest man with a gun **Padre Esteban** could find. Had trouble hobbling his lips when lady folk were in range, especially since the object of his affections, **Blossom**, gave him the mitten in front of a bar chock-full of grizzled cowpokes.

Maria Canalejas

When **Maria Canalejas's** husband was executed by the **Yuma Indians** for sleeping with their women, she got a cat to replace him. As the **Yuma** picked off her seven children one by one, she replaced each one with a cat. Now her brood



of cats are her friends and her vicious defenders. It doesn't seem to matter that only she can see them...

Clay Boone

Clay Boone, the 'Beeston' Kid, and Zuco Riley, were once part of a circus act that featured three midgets dressed as one giant man. However when the **Louisiana Travelling Show of the Strange and Marvellous** was raided by thugs hired by the rival **Mississippi Feast of the Macabre**, Clay stole a gun and managed to shoot his way to freedom. Zuco did not, and though he survived, the tale in the saloon bars was that he was some **Spanish** princess's plaything. The 'Beeston' Kid was killed during the shindy, by a hard case called **Joey Adams** – who later served fifteen years in **San Manzanillo** prison for a different crime.

Clay found life as a dwarf outside of the circus to be hard. He made a livin' playing piano, but occasionally took on bounty hunter work – and was mildly successful. Folks on the run should have spent more time appreciating Clay's tracking skills, and spent less time laughing at his size.

In a pinch, Clay could fight like a **Kilkenny** cat, and was a gentleman of the first water.

'The Mysterious Man of the Wilds'

By **Rachael Tyrell** – Western Morning Star

I caught the 3.15 train into town, looking for the story behind the man, clad in bear skins, who famously saved a settlement of three families from the clutches of a gang of bandits and rustlers - as reported in this periodical some months ago.

After checking into the '**Broken Spur**' hotel, I started asking around about this inexplicable man of the mountains - an individual known only as "**Andrews**" or "**Grizzly Andrews**". The sole person I found in the entire town who would speak freely about this man was **Marshall Silas Mabry** of **Tombstone County**. This is what he had to say.

"The man from the mountains? – Well, most of what is said about him is hearsay and rumour, but no-one really knows much about where he came from. All I do know for sure is that he and his dogs roll into town twice a year – spring and autumn – when he sells on his furs and few bags of gold and precious stones. According to rumour, some of the larger nuggets could almost be mistaken for melted down coins, oh and none of the bear skins he sells has bullet holes in them; almost as if the bears let him take their hides – odd that!"

"He stays for about a week at a time, at the best hotel in town - not that flea pit you're staying in - and spends his time playing poker and chess and drinking in some of the saloons. Always buys the same provisions while here, four sides of bacon, a couple of barrels of dried beans and flour, and the odd length of copper tube. Always leaves enough money at the general

store to buy the girls at the local cathouse a new dress each - never seen him visit there though. The store keep, **Long Tom**, says he keeps a notebook in his breast pocket, with a real old dog-eared photo of a purdy young woman standing on the deck of a ship, pasted inside the front cover."

"Polite, quiet, and well spoken, he speaks with an accent that is real hard to place, but it sure as hell ain't from 'round here, ma'am, though from speaking to settlers and miners who have had dealings with him I know he speaks and can write **French**, **German**, and **Spanish**, as well as **English**. Gives me the impression of an educated man - so what the hell he's doing out in this back water is anybody's guess! I've only ever seen him all riled up once, a visiting, fire and brimstone preacher tried to tell him the error of his ways and wouldn't take a polite "NO" for an answer and kicked one of **Andrews'** dogs in the process... Don't think that preacher man will ever walk without a limp again; even the gunslingers tend to keep their distance, especially when he's carrying that damn blunderbuss of his - reckon he could take out a buffalo stampede with that thing."

"Then as quickly as he arrives he leaves, many a roughneck has set out to track him, to find out where all that gold comes from, none have succeeded, and some never even returned... Some say he melts back into the wilderness, and some say he hibernates during the snows like the bears do. Keeps himself to himself with only his dogs and supposedly a cougar for company, though never done seen that myself so couldn't say if that's true!"

"If you want to find out more come spring, you should come back to town and talk to him yourself."

So that it exactly what this sassy gal intends to do, to find some answers about this intriguing and perplexing man that some refer to as the hero of the glass mountains.

Jim Colt

Not much is known about this 'Man with Many Names' except that **Jim Colt** may or may not be the name his parents entrusted to him. What is known is that he'd seen hard times, lost his true love and their child-to-be, and was the deadliest mind that the **Padre** could find.

If you asked him too many questions, he'd likely fetch you a bullet in the gut.

Ramona 'Snakeoil' Stoudenmire

Ramona was someone to ride the river with – when it counted, she'd have your back.

She may very well have shot her mouth off on occasion, and kicked up a row if things didn't go her way, but it must be mentioned that **Miss Stoudenmire** was a thoroughbred gunfighter. The **Padre** relied on her during a trip to **San**





Francisco in 1891. She guarded the door, playing on her harmonica, while he had a 'meeting' inside.

When the jig was up, five men lay bloodied at her feet. She still managed to finish her tune, they say.

'Turkey' Joe

Was shot in the buttocks by **Brady Logan** during the gunfight at **Peppin** farm, on Sept 1st, 1891. **Joe** was part of the ill-fated gang the **McSween** brothers had formed to kidnap the young **Jackie Peppin**.

Few survived the slaughter at the farm house, including **Miss Jackie**, and for that **Joe** blamed **Brady** and his cruel employer, **Ned McReady**.

Joe fled the law to **Mexico**, grew a beard, and sought solace in the bottle. There he stayed for many whiskey-soaked moons until the **Padre** rode into his life, and gave him new purpose.

Zachary McReady

Known to be squirly, and explosive under pressure, **Zachary** was the son of **Colonel Ned McReady**.

After fighting constantly with his father over his tempestuous affair with **Lina Vandergroat** – a Californian Widow – **Zachary** fled to **Mexico** to escape **Ned's** wrath, and his insistence on joining the **Pinkertons** and 'getting your life in apple pie order!' He intended to return one day, shoot his father dead, and marry **Mrs Vandergroat** – just as soon as he's slithered out from underneath the skirt of **Belle Posey of Crystal River**.

It's no surprise that he teamed up with 'Turkey' **Joe** – once they'd finish helping the **Padre**; the twosome planned on paying **Ned** a midnight visit.

Esmenia Jones

From **Shreveport, Louisiana**, **Esmenia Jones** was one of the best known "thimble artists" to ever cruise the **Mississippi River**. **Jones** was born in **New Hampshire** on January 17, 1860 and worked as a fur trader, merchant and tavern keeper, before making a name for herself as a "thimble artist." **Esmenia's** con game was played with three thimbles and a tiny ball of paper. She met **Padre Esteban** at the 'Battle of Sweetwater Canyon.'

Kid Lightning

The fastest shot in **Texas**. His last endeavour took him to **Mexico**...

Chief Kohana Redbow

He got scooped into a poker game in **Kentucky** and lost his shirt, and everything else he held dear. That night it was damned hot, hot as a whorehouse on nickel night. **Kohana** cooled himself outside in the horse's trough, and then sat crying.

Padre Esteban took pity on the man, giving him back some of his winnings, and read to him from the pages of the **Good Book**. "Gambling is the **Lord's** way of punishing the wicked, and rewarding the skilful," the **Padre** is supposed to have said. A comradeship was born.

An odd stick, **Kohana Redbow** was also renowned for cutting a swell with ladies of a certain age.

General Mapache and Prentiss Buntline

You could say that **General Mapache** was brave, honourable, and wise beyond compare. But you would only say those things if you were in his company, and didn't fancy on him turning you into beef.

Robbery, racketeering, murder, bribery, and deception – none of these activities stimulated **Mapache** quite as much as gambling; though he'd found spellbinding ways to blend these pastimes. Poker, **Mapache's** game of choice, fascinated him no end. He'd played the moustachioed likes of **Wild Bill Hickok**, **Doc Holliday**, "Canada" **Bill Jones**, **Wyatt Earp**, and **Bat Masterson** – and beaten some of them too. You'd be forgiven for thinking that this involved cheating, but **Mapache** had two commandments he lived by: 'Don't cheat at cards' and 'Never drink downstream from your horse.' Wise words.

Even though, it was said, **Mapache** would shoot you dead for admiring his **Ostrich** leather boots, he would never, ever, lower his 'standards' and cheat at the great game. No sir! The self-styled **General** would rather have had a necktie party than be compared to a common, low-bred card sharper. In 1894, it is recorded that **Mapache** attended the 'All Rivers' **Poker Tournament** aboard the 'Dixie Queen' paddle steamer – what is not recorded is the official toumey winner, only that there was a ruckus.

Previous to this, **Mapache** had entanglements with the **Mexican National Defence Army** and the **President of Mexico**, but then who didn't? The disagreement with the **Mexican National Defence Army** had stemmed from an arrangement to source and supply a batch of **Mondragón** automatic rifles...which had apparently come as a surprise to **General Manuel Mondragón**, who was still going through the process of inventing them. **Mapache** had used the advance payment wisely, in recruiting his own little security force.

This was steadily exaggerated in bar conversations till it got to the ears of the president, **Porfirio Díaz**, who concluded that **Mapache** was building a private army in order to stage a coup, and promptly outlawed him. **Mapache** and his gang were on the run, after the proclamation, occasionally harassing small villages for tithes, his on-going story documented by his own biographer **Prentiss Buntline**. These stories were built firmly on foundations of verity, but built tall and taller with every telling, floor after floor. And when **Buntline** realized





that the reason the **General** approved of everything he wrote was that he had not yet mastered the reading of words, the tales abandoned their truthful foundations and reached ever higher, with facades, flying buttresses, towers, clerestories, arches and pinnacles...

And when the **General** one day slighted his biographer, one chapter told of a weak man who collected dolls and preferred the company of children.

Chato

He was called **Chato** because he didn't talk. He had been found beside the **Harshaw Creek** in a packing crate with a note attached in some non-Christian language which no-one could read. Brought up by a loving family, he learned nothing, and gained no moral nourishment from their loving kindness, and took to the woods and hills at the first opportunity. And the stories spread, that he fought and won most of his early fights without the use of any firepower, that he jumped, and bit, and laughed manically.

That he was half **Apache** certainly...but the other half? Surely, that was the devil.

Sabata

Sabata had a strong moral code. It had one maxim: pay me the gold, and I'll get it done. And he always got it done. He shot down sheriffs and preachers, made poor farming families homeless and climbed over the bodies of children to do it, but he did it. Because once he'd been paid, he got it done. He was very moral that way.

'Angel' La Motte

Abby was brought up in an anarchist commune and learned to fire guns (badly) and make explosions (adeptly) using any ingredients to hand from an early age. She found herself travelling from one revolution to another in and around Mexico.

It is unclear why and when she started to be called the **Angel**, because never in her life had she ever been spiritual, or radiant – though some found her beautiful.

Few know the reasons '**Angel**' travelled with **Mapache**, and those that did are buried under a cactus field near **Rattlesnake Creek**. '**Angel**' **La Motte** smoked like a train, and was also once arrested in **San Antonio** for a 'promiscuous display of fire arms.'

'Kentucky' Jack

Supposedly one of the few men who was able to tell the tale of a close encounter with the **White Buffalo**: the biggest, meanest critter in **Mexico** - though some folk doubted its very existence. **Wild Bill Hickok**, himself had a scar gifted to him from the beast, so he said – if he drank enough **Tarantula juice**.

Gian Volonte

He had big plans to get rich from land near **Repentance Springs**, but it all came a cropper, when the railroad didn't come through. **Gian** saw **Mapache** and his desperate plans as a means to enrich himself, and history explains just how that worked out for him.

Jesus Garcia

Jesus was one of **Mapache**'s closest allies and confidantes, but also a hopeless deadbeat at the Poker table. Frequently, **Jesus** recovered his warped sense of manhood by beating up on whores from **Cataratas De Buffalo**.

He lost his wife to '**Rafita**' a monstrous gator, rumoured to have claimed as many as two hundred humans from the banks of the **Rio Bravo River** and the surrounding lowlands. Though that number is difficult to prove, **Rafita** attained a near-mythical status and was greatly feared by people in the region – unlike **Jesus Garcia**.

Christabelle Hazard

Married **Shay Hazard** after **Santiago** was incarcerated at **San Manzanillo**. **Christabelle** always figured him for a coffee boiler, and was never keen on his obsession with cutthroat razors and snails.

Pancho Flores

Legends tell of **Pancho** riding a moose like a horse, wrestling alligators, and drowning wolves with his bare hands. Only one of these stories is true.

Cataratas De Bufalo

This notorious town, also known as **Buffalo Falls**, may be found near the **Rio Bravo River**. One of **Mexico**'s biggest and busiest towns, it's also one of the most crime ridden - lawlessness, murder, robbery, and mayhem are commonplace. Many inhabitants were known as "sluggers, bruisers, and dead shots." The settlement is also noted for its rough terrain, which includes many canyons, steep hills, and mesas. Among its noted canyons are **Dead Horse Canyon** and **Canyon Farrands**.

Cataratas De Buffalo traces its modern history to the arrival of **Spanish** explorers in the 1500s. **Junipero Del Toro** founded the first mission of **Alta California** in nearby **San Diego**.

More settlement of the area took place near the end of the mission era when **José Armendáriz**, governor of the **Baja California** and **Alta California**, awarded a large land grant to **Ricardo Luna** in 1831.

In 1848, as a result of the **Mexican-American War** with the **United States**, **Mexico** lost all of **Alta California**. The majority of the 1,000 **Hispanic** families living in **Alta**



California stayed there, though some moved south to remain inside Mexico.

Because of this **Buffalo Falls** gained a different purpose on the international border. The area had been populated by ranchers, but **Buffalo Falls** developed a new social economic structure. These were farming and livestock grazing, plus as a transit area for prospectors.

A mail station was established in the town by the **Sibley Kerr Company** in 1859. The impressive station complex was comprised of two large stone buildings, one of which served as a hotel, restaurant and saloon and the other, as a warehouse and store. A blacksmith shop, large corrals that could hold hundreds of livestock, and several out-buildings were also situated at the site.

Though incorporating the mail station and other notable constructions brought official organisation, and a small law keeping force, it didn't slow its vices and wicked reputation. In fact, the chaos increased with even more prostitution, alcohol, gambling, drug abuse, and gunfights in the streets as the population continued to grow.

Crystal River

The **Coulter and Myrick Company** erected a 5-stamp mill in 1865 that ran until 1873 and produced over \$2,000,000 in gold from the **Bobcat Mine**. At the time it was one mile north of **Vulture Springs** and supported a small camp called "**Jack Rabbit**" that was also a wooding place for steamboats. The mill was bought out by the **Vulture Company** and when that company failed; a new mill was erected downriver called **Bighorn Mill**. The landscape is noted for featuring hot springs which were used originally by the **Cherokee** as a therapy, but by 1890 had become an attraction. The city of **Crystal River** is also home to an exclusive 22-room hotel, built in 1857 - the '**Holy Moses**' hotel.

Malpaso

Perched high atop **Trinity Hill** overlooking the **Red Crow Valley** and the **Los Quantos Bridge** is the village of **Malpaso**. Once a thriving silver mining settlement, when the vein ran out, **Malpaso** fell hard and fast on burdensome times.

The settlement was born when workers laying tracks for a railroad came to the edge of the valley, with no way to cross over until a bridge was built. Constructing the bridge took ten years, during which time the village came into being. The surrounding hills once were abundant with copper deposits, but by 1840 the copper miners had taken **French** leave. Seven years later, **Chino Valdez** found a seam of silver. He died in lickety split time, almost as fast as the silver ran dry.

Rurales posse

Members of the **Mexican Guardia Rural** - variously described as "the world's most picturesque policemen" and "mostly bandits".

La Diablo posse

A gang of cutthroat women - famously led by **Rosario Mastretta**. One of **Rosario's** favourite games was to shoot a mug of brew from the top of some fellow's head.

Somewhere near the mouth of **Catfish River**, her shooting skills would fail her. Having had much too much to drink, she missed and killed the guy who was wearing the mug on his head. In no time, **Rosario** and her crew were on the run for their lives. Last sighted at **Malpaso** in 1894, her eventual fate is unknown by this author.

Las Cuchillos posse

Margarita "Curly" Vergara was so-called because of her head of thick, curly black hair. And her love of curved blades. After the death of **Ana "Old Lady" Acosta**, she became the leader of the **Las Cuchillos** gang of cattle rustlers - occasional friends of **General Mapache**.

Los Tiburón posse

Formed by the convicted horse thief **Frederico Covarrubias**, this gang was still active in 1894 - despite **Frederico** being caught by a lynch mob and dragged to an unused stable in **Crystal River** to be hanged in 1893. Before he died, he made two requests. He wanted his ring to be given to his wife, and to be allowed to wear his sombrero while being hanged. He went out on his own terms, shouting "Better to be a has-been than a never-was!" before he jumped off his box to his death.

Los Desperados posse

Antonio Rivas Mercado formed the **Los Desperados** in 1887; with a rough character named **Everardo Elizondo** - who was as ugly as a burnt boot, according to the memoirs of **Judge "Corky" Esdren**.

In the year 1882, the twosome drove a herd of longhorns up north where the prices for cattle were higher. They were supposed to go back to **Texas** to pay off the owners of the herd, but instead they took the \$8,000 profit for themselves. **Antonio** and **Everardo** wasted the money from the cattle drive on gambling in **Deadwood**. Shortly after this circumstance, the two gunslingers set their sights on bigger prizes, forming a gang to take on train robbery.

Most of their outfit was shot down dead during a dreadful brouhaha, in and around the abandoned silver mine (sometimes known as **Wolf Hole**), near **Malpaso** village in 1894. Only "**Blue Hat**" **Zedillo** was known to have walked away relatively unscathed - his legendary hat, however, had a single bullet hole torn through the dead centre.

ICONS OVERVIEW



MALPASO GUARDIANS CHARACTER.



MALPASO GUARDIANS FIREPOWER CARD.



GENERAL MAPACHE FIREPOWER CARD.



ADD ONE TOKEN FROM THE 'ARRIVAL OF THE MEXICAN ARMY' CARD.



REMOVE ONE TOKEN FROM THE 'ARRIVAL OF THE MEXICAN ARMY' CARD.



EXTRA FIREPOWER (MALPASO GUARDIANS PLAYER): PLACE THIS TOKEN ON THE CARD. THE TOTAL FIREPOWER OF THIS CARD IS INCREASED BY ONE.



EXTRA FIREPOWER (GENERAL MAPACHE PLAYER): PLACE THIS TOKEN ON THE CARD. THE TOTAL FIREPOWER OF THIS CARD IS INCREASED BY ONE.



TRUE GRIT: PLACE THIS TOKEN ON THE CARD. THIS CHARACTER HAS AN EXTRA LIFE.



COME INTO PLAY EFFECT: FOLLOW THE INSTRUCTIONS ON THIS CARD WHEN THIS CARD ENTERS THE PLAYING AREA.



DISCARD ONE CARD FROM YOUR HAND AT RANDOM.



DISCARD TWO CARDS FROM YOUR HAND.



POWDER KEG: DISCARD THIS CARD FROM YOUR HAND FOR ADDITIONAL EFFECTS AT THE 'LOS QUANTOS BRIDGE' AND THE 'ABANDONED SILVER MINE' BATTLEFIELD.



AMMO: DISCARD THIS CARD FROM YOUR HAND FOR ADDITIONAL EFFECTS AT THE 'ABANDONED SILVER MINE' BATTLEFIELD.