



WESTERN LEGENDS

SOLO CHALLENGE v2.0

CONCEPTION
HERVÉ LEMAÎTRE

ILLUSTRATIONS
ROLAND MACDONALD

1. OVERVIEW

In this Solo Challenge, you will face the Man in Black, fight Bandits and Characters who made the Legend of the West, and the Sheriff who is always on your tail.

Become a Legend of the West by becoming even more Legendary than The Man in Black.

2. CHARACTERS

- 1 mini for the Player.
- 1 mini for the Man in Black.
- 1 mini for the Sheriff.
- 6 minis for Bandits.
- 4 minis for the characters.



3. SETUP

The Player takes an individual board and randomly draws a Character card. He makes his inventory as indicated on the map and places his mini on the indicated place.

The Man in Black is placed at the Station.

The Sheriff is placed in the Sheriff's office.

Bandits are placed on Bandit Camps.

The 4 character minis will be placed on the board during the game.

The player and the Man in Black place their discs on 0 of the Legendary Points Track.

The end-of-game token is placed on slot 25.

Take 4 Objective Tokens and place them face-up on Legendary Slots 5, 10, 15, and 20 (Token value does not matter).

Shuffle and make up the Characters deck with the remaining eleven (11) Characters cards (Characters faces).

Shuffle the Story cards and form a single Story deck on the left hand side.

Story cards will be put on the right slot.

Place 1 Disc of your color on the first location of the Story card.

Shuffle the deck for The Man in Black.



Shuffle and build the Objectives deck with the following 24 cards :

ANNIE OAKLEY	Discard 1 poker card after winning a fight in town
ANNIE OAKLEY	Discard 1 supply card at Red Falls Saloon
BASS REEVES	Discard 1 poker card after winning a fight out of cities
BASS REEVES	Discard 1 supply card at Darkrock Sheriff's Office
BILLY THE KID	Discard 1 poker card after winning a fight in town ock
BILLY THE KID	Discard 1 poker card after delivering or selling livestock
BLOODY KNIFE	Discard 1 card supplies at the Sunny Hills mine
BLOODY KNIFE	Discard 1 supply card at Dixon Creek
CALAMITY JANE	Discard 1 supply card at the Station
CALAMITY JANE	Deposit 4 or more gold nuggets at Darkrock's bank
DOC HOLLIDAY	Discard 1 poker card after winning a fight in town
DOC HOLLIDAY	Drop 4 or more gold nuggets at Darkrock's bank
JESSE JAMES	Deposit 4 or more gold nuggets at Darkrock's bank
JESSE JAMES	Discard 1 supply card at Cliff Junction Mine
KIT CARSON	Discard 1 supply card at the Station
KIT CARSON	Discard 1 poker card after delivering or selling livestock
MARY FIELDS	Deposit 4 or more gold nuggets at Darkrock's bank
MARY FIELDS	Discard 1 poker card after delivering or selling cattle
WILD BILL HICKOK	Discard 1 poker card after winning a fight out of a city
WILD BILL HICKOK	Deposit 4 or more gold nuggets at Darkrock's bank
WYATT EARP	Discard 1 poker card after winning a fight out of a city
WYATT EARP	Discard 1 supply card at the Darkrock Saloon
Y.B. ROWDY	Discard 1 supply card at Mesito's Point Ranch
Y.B. ROWDY	Discard 1 poker card after winning a fight in town



4. GAME ROUND

The Player makes his turn as the basic rules with the exception of moves, fights and the Legendary Points Track.

The detailed rules of the Man in Black are on his map of rules and setting up.

The Man in Black and the Sheriff **only** interact with the player.

4.1. Story Cards.

When the player fulfills 1 condition of the Story card, the disc is moved to the second location.

During the game, the Disc may also be moved after Combats (*see below : Movements & Encounters / Prospecting Dice results > Advance Disc*).

When the Disc arrives at the third slot, the player triggers the Resolution of the Story card.

Replace the Disc on the first slot of the new card.



4.2. Movements & Encounters.

When the Player has completed his Actions, he rolls both Prospecting Dice to find out where he finished his last Action, if any of the 4 Characters are present or not, to engage a Combat (Rob or Duel. Arrest if Marshall / Wanted).

If the Player stops at a location with the presence of the Man in Black, the Sheriff, a Brigand, a Character but also the Sheriff's Office and the Bank, he does not roll dice but a fight is engaged (see Fights).

Result of Prospecting Dice:



No Encounter. (1 or 2 X's rolled) > Advance Disc*.



Duel (2 of a kind). If the player wins, he draws a Objective card.



Rob. If the player wins, he draws a Objective card.



Rob without Objective card (even if the player is a winner) > Advance Disc*.



Arrest without Objective card > Advance Disc*.

For any result other than No Encounter, a Character is encountered and place a mini at your location. Discard the first card from the Character Deck and take the new card revealed (this so you do not know which character will appear in the next fight).

For this Character, check his starter gear and use the upgraded sides. This character will benefit from his Legendary ability as soon as the Man in Black has reached 5 Legendary points.

When all character minis have been placed on the board, for a new fight, a character mini will be taken / moved from a farthest location to the combat location. Each model has no assigned Character during the game.

Objective cards are not assigned to a Character (only the Objective is important). See "Legendary Points Track" for the purpose of Objective cards.

The Sheriff always moves to the Player in the shortest way.
The Sheriff **only** interacts with the player.

The player plays Poker only against the Dealer (draw two Poker cards for the Dealer).

* Advance Story Card Disc



4.3. Fights.

When the Player starts a fight, he first puts his Poker card + the bonus effects of his cards into play before his opponent.

If the player places a valuable poker card between 2 and 7, his opponents draw 1 single card (Poker or Combat following the opponent) + the potential bonus effects of their inventory, poker or combat cards.

If the player places a valuable poker card between 8 and Aces, his opponents draw 2 cards (Poker or Combat following the opponent) and play the card of the highest value + the possible bonus effects of their inventory card. (Poker or Combat).

For the Man in Black, use the rules on his rules card.

If the Player wins the fight against a Character :

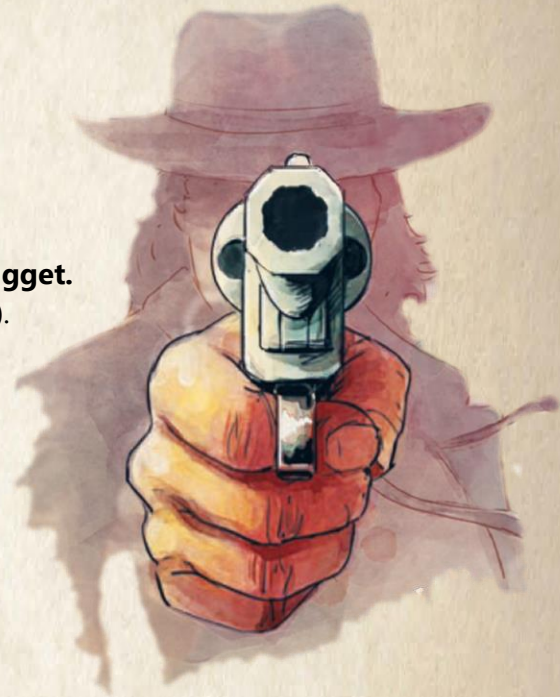
- Arrest (Marshall) : 1 Marshall point.
- Duel : 2 Legendary points.
- Rob : 1 point Wanted **and chooses between \$ 30 or 1 nugget.**
- Draw a random Objective card (Duel and Rob w Objective).

If the player loses the fight, apply the basic rules.

At the end of the fight, the cards are discarded.

The Character card is remixed in the Characters deck.

The character mini remains on the board.



4.4. Legendary Points Track.

In order for the Player to advance on the Legendary Points Track, he will need to remove a Goals token from the Legendary Points Track. As long as an Objective Token is present on the Legendary Points Track, its cube will be blocked by this Objectives Token (same location).

During the game and the Fights, the Player will obtain Objective cards. He must fulfill these Objectives in order to be able to remove a Goals token from the Legendary Points Track in order to advance his cube (at any point in the game).

If desired, the Player may return to a location with a Character to engage in a fight to try to obtain a new Objective. Roll Prospecting Dice to set the type of fight. A new Character card with bonuses is again drawn for this Character (see Result of Prospecting Dice).

As a reminder, the minis are not assigned to a Character.

5. END OF GAME

The end of the game is triggered when the Player or the Man in Black reaches 25 Legendary Points.






A game by Hervé Lemaître
Illustrated by Roland MacDonald
Edited by Matagot

Solo Challenge : SoloGames
Translation : Bill Muldowney (BBG/ DeanofDVD)

SUMMARY

MEETINGS AND FIGHTS

The player performs his three Actions (or more, following his Bonus cards) then rolls two Prospecting Dice to check for a Character on his last location and the Man in Black is activated at the end of the turn.

	1 or 2 X's	No Encounter	Advance the Story Disc.
	2 Identical Dice	Duel	If the player wins, draw a Objective card.
	Combination	Rob	If the player wins, draw a Objective card.
	Combination	Rob	Advance the Story Disc.
	Combination	Arrest	Advance the Story Disc.

Fights Against an Opponent: The player unveils his cards **before** his opponent. The Adversary always plays the card of **highest value**. Optionally apply Card Bonuses.

The Man in Black	Reveal 3 Combat cards and reduce the player's card by 1.
Sheriff	Reveal 1 Combat Card if the player reveals 1 Poker Card worth 2 to 7. Reveal 2 Combat Cards if the player reveals 1 Poker Card worth 8 to Ace.
Character	Reveal 1 Poker Card if the player reveals 1 Poker Card worth 2 to 7. Reveal 2 Poker Cards if the player reveals 1 Poker Card worth 8 to Ace.
Bandit	Reveal 1 Combat Card if the player reveals 1 Poker Card worth 2 to 7. Reveal 2 Combat Cards if the player reveals 1 Poker Card worth 8 to Ace.
Guard	Reveal 1 Combat Card if the player reveals 1 Poker Card worth 2 to 7. Reveal 2 Combat Cards if the player reveals 1 Poker Card worth 8 to Ace.

	The player is the Winner	The player is the Loser
Arrest (Marshall)	1 Point Marshall.	He is placed in the Sheriff's Office, lose his Wanted Points, his Livestock and half of his Wealth.
Duel	2 Legendary Points.	1 injury and draw one Poker card.
Rob	1 Point Wanted plus choice of 30 dollars or 1 gold nugget.	Lose 1 Livestock and half gold nuggets (or half dollars if own no nuggets).
The Man in Black	1 Point Wanted plus choice of 60 dollars or 2 gold nuggets.	Lose 1 Livestock and half gold nuggets (or half dollars if own no nuggets).
Sheriff	Place the Sheriff in the Sheriff Office.	He is placed in the Sheriff's Office, lose his Wanted Points, his Livestock and half of his Wealth.
Bandit	1 Legendary Point or 1 point Marshall.	1 injury and draw one Poker card.
Guard	3 Points Wanted and 80 dollars.	1 Point Wanted, 1 injury and draw one Poker card.

The Dealer reveals 4 Poker cards and plays the best Combination of two cards in the "Flop".