

Greetings, fellow Rail Barons. I hope the Wars are going well for you. Battles are raging across the Weird West, with no clear edge as of yet.

USING THIS PACK

We realized that there weren't nearly enough unit cards in *The Great Rail Wars* box for a player to field a large army, so here you go.

Just punch out the cards and start playing. Buy extra copies and trade the extras with your friends if you like. Go wild. Also, you can photocopy the black-and-white cards on the next page for your heroes' cards.

NOTES FROM THE WARS

The Barons here at Pinnacle have had a blast blowing each other's troops to pieces. Amid the carnage, we've discovered a few tricky situations that could use some clarifying by the powers-that-be. So without further adieu, here are some of the bits we've discovered.

ERRATA

Bounty Trackers: Okay, the number-one errata concerns the bounty trackers. As you've probably noticed, we left off the 1s. Yeah, we're embarrassed, but there's an easy way to correct it. What we've been doing is placing a d10 on the card and using it to mark the 1s. Sorry, partners!

Concentration: A hexslinger must use one of his Action Cards to concentrate each turn after the one in which the hex is cast. A caster who loses all her cards for any reason (or who is Put Down or Eatin' Dirt) also loses her concentration. If the caster has more than one action in a turn, she can perform other actions, including slinging other hexes, shooting a pistol, swinging a knife, or whatever. (You might notice this makes *call o' the wild* more useful!)

Fighting: While it's strongly implied in the rules, we never actually come straight out and tell you this salient fact. When rolling attack and defense dice in hand-to-hand combat, ties go to the defender.

Heroes and Horses: You can purchase a trusty steed for your hero for 5 points.

Law Man & Renown Edges: As the Rail Wars heat up, some players might decide to abuse our good nature and buy a whole passel of heroes with the *Renown* or *Law Man* Edges, giving them a whole bunch of basically free (or at least very cheap) Gunmen posses. So consider this here rule official: No side can purchase the *Law*

Man or *Renown* Edge more than once. If other heroes roll this result, then that's fine, but you can't choose each Edge for yourself more than once.

Mad Scientists and Mechanically Inclined: Mad Scientists get the *Mechanically Inclined* Edge for free, since they don't get the spells other characters with *Arcane Background* do. The Mad Scientist archetype should cost 70 points.

Scouts/Gunmen Posse Pack: Due to a miscommunication with our sculptor, the pistoleers have two pistols in their hands. Treat them as having one pistol each. Also, we didn't tell Bob to make all the shotguns double-barreled. The loping figure with the Ranger hat is holding a single-barreled shotgun.

FREQUENTLY ASKED QUESTIONS

DOUBLE INFILTRATION

Q: In a multiplayer game, what happens if two player nominate the same target to infiltrate?

A: All the players involved each secretly roll their infiltrator's *Smarts*. Spend any chips on the total before revealing results. The winner is the infiltrator; the loser is gone (probably in another gang of Gunmen elsewhere in the Weird West). If the *Smarts* rolls are tied, both infiltrators are lost.

HEROES AND EXPERIENCE

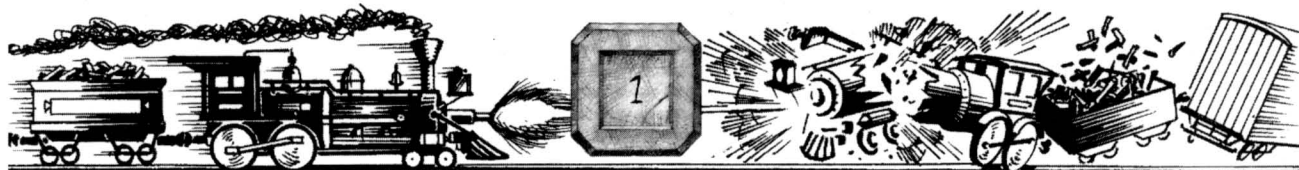
Q: If a hero buys a new Edge, does he choose it or roll it?

A: We intended for you to choose it. If you'd rather roll it, go crazy, but it doesn't cost you any less.

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Gunmen



Strength d6 **Smarts** d6 **Vigor** d6
Shootin' d6 **Fightin'** d6 **Guts** d6

Special: May be mounted for 10 more points

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6

Posse

RAIL WARS 50 10 1

Buffalo Hunters



Strength d6 **Smarts** d6 **Vigor** d6
Shootin' d8 **Fightin'** d6 **Guts** d6

Special: None

Weapon	Range	ROF	Damage
Big .50	48	1	2d10
Bowie Knife			STR+1

Posse

RAIL WARS 65 13 1

Scouts



Strength d6 **Smarts** d6 **Vigor** d6
Shootin' d6 **Fightin'** d6 **Guts** d6

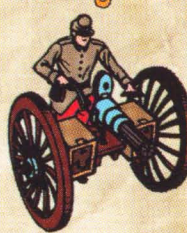
Special: Bushwack, Sneaky

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6

Posse

RAIL WARS 65 13 1

Gatling Gun



Strength d6 **Smarts** d6 **Vigor** d6
Shootin' d8 **Fightin'** d6 **Guts** d6

Special: Artillery d8

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Gatling Gun	48	3	2d8

2 Crew, 1 Gun

RAIL WARS 25 15 1

12lb. Cannon



Strength d6 **Smarts** d6 **Vigor** d6
Shootin' d8 **Fightin'** d6 **Guts** d6


Special: Artillery d8; cannot unlimber and fire

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Cannon	72	1	3d10

4 Crew, 1 Gun

RAIL WARS 50 10 1

6lb. Cannon



Strength d6 **Smarts** d6 **Vigor** d6
Shootin' d6 **Fightin'** d6 **Guts** d6

Special: Artillery d8; can unlimber and fire

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Cannon	72	1	3d8

4 Crew, 1 Gun

RAIL WARS 45 9 1

Sawbones



Strength d4 **Smarts** d10 **Vigor** d4
Shootin' — **Fightin'** d4 **Guts** d8

Special: Pacifist, Sawbones

Weapon	Range	ROF	Damage
Saw			STR+2

Single

RAIL WARS 10 10 1

Muckraker



Strength d6 **Smarts** d8 **Vigor** d6
Shootin' — **Fightin'** d6 **Guts** d6

Special: Pacifist, Sneaky, Tale-Tellin'.

Single

RAIL WARS 25 25 1

Gunmen



Strength d6
Shootin' d6
Smarts d6
Fightin' d6
Vigor d6
Guts d6

Special: May be mounted for 10 more points

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6

Posse

RAIL WARS 50 10 1

Buffalo Hunters



Strength d6
Shootin' d8
Smarts d6
Fightin' d6
Vigor d6
Guts d6

Special: None

Weapon	Range	ROF	Damage
Big .50	48	1	2d10
Bowie Knife			STR+1

Posse

RAIL WARS 65 13 1

Scouts



Strength d6
Shootin' d6
Smarts d6
Fightin' d6
Vigor d6
Guts d6

Special: Bushwack, Sneaky

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6

Posse

RAIL WARS 65 13 1

Gatling Gun



Strength d6
Shootin' d8
Smarts d6
Fightin' d6
Vigor d6
Guts d6

Special: Artillery d8

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Gatling Gun	48	3	2d8

2 Crew, 1 Gun

RAIL WARS 25 15 1

12lb. Cannon



Strength d6
Shootin' d8
Smarts d6
Fightin' d6
Vigor d6
Guts d6

Special: Artillery d8; cannot unlimber and fire

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Cannon	72	1	3d10

4 Crew, 1 Gun

RAIL WARS 50 10 1

6lb. Cannon



Strength d6
Shootin' d6
Smarts d6
Fightin' d6
Vigor d6
Guts d6

Special: Artillery d8; can unlimber and fire

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Cannon	72	1	3d8

4 Crew, 1 Gun

RAIL WARS 45 9 1

Sawbones



Strength d4
Shootin' —
Smarts d10
Fightin' d4
Vigor d4
Guts d8

Special: Pacifist, Sawbones

Weapon	Range	ROF	Damage
Saw			STR+2

Single

RAIL WARS 10 10 1

Muckraker



Strength d6
Shootin' —
Smarts d8
Fightin' d6
Vigor d6
Guts d6

Special: Pacifist, Sneaky, Tale-Tellin'.

Weapon	Range	ROF	Damage

Single

RAIL WARS 25 25 1

Houngan



Strength d6	Smarts d10	Vigor d8
Shootin' d4	Fightin' d4	Guts d8

Special: Arcane Background, Ugly as Sin, Spells: Puppet d10, Reanimate d8, Corporeal Twist d8

Weapon Shotgun Spear	Range 24	ROF 1	Damage 1-3d6 STR+2
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Hero

RAIL WARS
(Bayou Vermillion Only)

75 **75** **2**

Demolitionist



Strength d8	Smarts d6	Vigor d6
Shootin' d8	Fightin' d6	Guts d6

Special: Bow can fire dynamite

Weapon Bow Dynamite	Range 24	ROF 1	Damage 2d6 2d8
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Single

BLACK RIVER

20 **20** **1**

Walkin' Dead



Strength d6	Smarts d6	Vigor d6
Shootin' d6	Fightin' d6	Guts —

Special: Fear, Fearless, Undead


Weapon Pistol Rifle Shotgun	Range 24 48 24	ROF 2 1 1	Damage 2d6 2d8 1-3d6
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Posse

BAYOU VERMILLION

75 **15** **1**

Wolves



Strength d6	Smarts d4	Vigor d6
Shootin' —	Fightin' d8	Guts d6

Special: Fleet-footed, Frenzy, Pace 8

Weapon Fangs	Range	ROF	Damage STR+2
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Posse

BLACK RIVER

30 **6** **1**

Nosferatu



Strength d8	Smarts d4	Vigor d6
Shootin' —	Fightin' d6	Guts d6

Special: Fear, Frenzy, Undead

Weapon Claws	Range	ROF	Damage STR+2
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Posse

BAYOU VERMILLION

40 **8** **1**

Devil Bats



Strength d6	Smarts d4	Vigor d6
Shootin' —	Fightin' d6	Guts d6

Special: Flight (Pace 15, Run = +d10), Death from Above.

Weapon Claws	Range	ROF	Damage STR+2
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Posse

BLACK RIVER

50 **10** **1**

Skinwalker



Strength d6	Smarts d6	Vigor d6
Shootin' d6	Fightin' d6	Guts —

Special: Fearless, Infiltration, Terror

Weapon Bite & Claw	Range	ROF	Damage Victim's Weapons STR+2
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Single

BAYOU VERMILLION

25 **25** **1**

Hangin' Judge



Strength d6	Smarts d6	Vigor d8
Shootin' d12	Fightin' d8	Guts —

Special: Fearless, Terror, Two-Fisted, Undead, Unearthly

Weapon 2 Pistols 2 Scythes	Range 24	ROF 2	Damage 2d6 STR+2
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Single

BLACK RIVER

120 **120** **1**

Witch



Strength d6	Smarts d10	Vigor d6
Shootin' d6	Fightin' d6	Guts d8

Special: Arcane Background, Bloodthirsty, Spells: Ball o' Doom d10, Call o' the Wild d8, Missed Me! d8

Weapon	Range	ROF	Damage
Rifle	48	1	2d8
Whip			STR+1

Hero

RAIL WARS
(Black River Only)

70 **70** **2**

Demolitionist



Strength d8	Smarts d6	Vigor d6
Shootin' d8	Fightin' d6	Guts d6

Special: Bow can fire dynamite

Weapon	Range	ROF	Damage
Bow	24	1	2d6
Dynamite			2d8

Single

BLACK RIVER

20 **20** **1**

Walkin' Dead



Strength d6	Smarts d6	Vigor d6
Shootin' d6	Fightin' d6	Guts —

Special: Fear, Fearless, Undead

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6

Posse

BAYOU VERMILLION

75 **15** **1**

Wolves



Strength d6	Smarts d4	Vigor d6
Shootin' —	Fightin' d8	Guts d6

Special: Fleet-footed, Frenzy, Pace 8

Weapon	Range	ROF	Damage
Fangs			STR+2

Posse

BLACK RIVER

30 **6** **1**

Nosferatu



Strength d8	Smarts d4	Vigor d6
Shootin' —	Fightin' d6	Guts d6

Special: Fear, Frenzy, Undead

Weapon	Range	ROF	Damage
Claws			STR+2

Posse

BAYOU VERMILLION

40 **8** **1**

Devil Bats



Strength d6	Smarts d4	Vigor d6
Shootin' —	Fightin' d6	Guts d6

Special: Flight (Pace 15, Run = +d10), Death from Above.

Weapon	Range	ROF	Damage
Claws			STR+2

Posse

BLACK RIVER

50 **10** **1**

Skinwalker



Strength d6	Smarts d6	Vigor d6
Shootin' d6	Fightin' d6	Guts —

Special: Fearless, Infiltration, Terror

Weapon	Range	ROF	Damage
Bite & Claw			STR+2

Single

BAYOU VERMILLION

25 **25** **1**

Hangin' Judge



Strength d6	Smarts d6	Vigor d8
Shootin' d12	Fightin' d8	Guts —

Special: Fearless, Terror, Two-Fisted, Undead, Unearthly

Weapon	Range	ROF	Damage
2 Pistols	24	2	2d6
2 Scythes			STR+2

Single

BLACK RIVER

120 **120** **1**

Mad Scientist

Strength	d6	Smarts	d8	Vigor	d6
Shootin'	d10	Fightin'	d4	Guts	d8

Special: Arcane Background, Mechanically Inclined, Loco (Delusional), Malfunction d6

Weapon	Range	ROF	Damage
Flamethrower	—	1	2d10

Hero

RAIL WARS

70 70 2

Preacher

Strength	d6	Smarts	d10	Vigor	d6
Shootin'	d6	Fightin'	d6	Guts	d8

Special: Arcane Background, Self-Righteous, Miracles: Consecrate Weapon d10, Helpin' Hand d8, Smite d8

Weapon	Range	ROF	Damage
Pistol	24	1	2d6
Hickory Stick	—	—	STR+1

Hero

RAIL WARS

70 70 2

X-Squad

Strength	d6	Smarts	d6	Vigor	d6
Shootin'	d6	Fightin'	d6	Guts	d6

Special: Choose any gizmo (if not a weapon, add rifles, pistols, and shotgun for 10 points), Malfunction d6

Weapon	Range	ROF	Damage
—	—	—	—

Posse

WASATCH

55 11 1

Tong Gang

Strength	d6	Smarts	d6	Vigor	d6
Shootin'	—	Fightin'	d8	Guts	d6

Special: Frenzy, Martial Arts

Weapon	Range	ROF	Damage
Hand Weapons	—	—	STR+2

Posse

IRON DRAGON

30 6 1

Clockwork Tarantulas

Strength	d4	Smarts	d4	Vigor	d4
Shootin'	d6	Fightin'	d6	Guts	—

Special: Acid (ignores armor and works in Fighting too), Armor 2, Fearless, Malfunction d6, Wallwalker

Weapon	Range	ROF	Damage
Acid	6	1	2d6

Posse

WASATCH

60 12 1

Ronin

Strength	d8	Smarts	d6	Vigor	d8
Shootin'	—	Fightin'	d10	Guts	d8

Special: Armor 2, Frenzy, Martial Arts

Weapon	Range	ROF	Damage
Katana	—	—	STR+2

Posse

IRON DRAGON

55 11 1

Automatons

Strength	d8	Smarts	d4	Vigor	d8
Shootin'	d6	Fightin'	d4	Guts	—

Special: Armor 4, Fearless, Malfunction d6, Slowpoke

Weapon	Range	ROF	Damage
Gatling Gun	48	3	2d8

Posse

WASATCH

150 30 1

Pyromaster

Strength	d6	Smarts	d8	Vigor	d6
Shootin'	—	Fightin'	d4	Guts	d6

Special: Armor 2, Artillery d10


Weapon	Range	ROF	Damage
Rockets	48	1	2d6

Single

IRON DRAGON

30 30 1

Scouts



Strength d6	Smarts d6	Vigor d6
Shootin' d6	Fightin' d6	Guts d6

Special: Bushwack, Sneaky

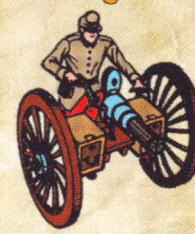
Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Rifle	48	1	2d8
Shotgun	24	1	1-3d6

Posse

RAIL WARS

65 **13** **1**

Gatling Gun



Strength d6	Smarts d6	Vigor d6
Shootin' d8	Fightin' d6	Guts d6

Special: Artillery d8

Weapon	Range	ROF	Damage
Pistol	24	2	2d6
Gatling Gun	48	3	2d8

2 Crew, 1 Gun

RAIL WARS

25 **15** **1**

X-Squad



Strength d6	Smarts d6	Vigor d6
Shootin' d6	Fightin' d6	Guts d6

Special: Choose any gizmo (if not a weapon, add rifles, pistols, and shotgun for 10 points), Malfunction d6

Posse

WASATCH!

55 **11** **1**

Tong Gang



Strength d6	Smarts d6	Vigor d6
Shootin' —	Fightin' d8	Guts d6

Special: Frenzy, Martial Arts


Weapon	Range	ROF	Damage
Hand Weapons			STR+2

Posse

IRON DRAGON

30 **6** **1**

Clockwork Tarantulas



Strength d4	Smarts d4	Vigor d4
Shootin' d6	Fightin' d6	Guts —

Special: Acid (ignores armor and works in Fighting too), Armor 2, Fearless, Malfunction d6, Wallwalker


Weapon	Range	ROF	Damage
Acid	6	1	2d6

Posse

WASATCH!

60 **12** **1**

Ronin



Strength d8	Smarts d6	Vigor d8
Shootin' —	Fightin' d10	Guts d8

Special: Armor 2, Frenzy, Martial Arts


Weapon	Range	ROF	Damage
Katana			STR+2

Posse

IRON DRAGON

55 **11** **1**

Automatons



Strength d8	Smarts d4	Vigor d8
Shootin' d6	Fightin' d4	Guts —

Special: Armor 4, Fearless, Malfunction d6, Slowpoke


Weapon	Range	ROF	Damage
Gatling Gun	48	3	2d8

Posse

WASATCH!

150 **30** **1**

Pyromaster



Strength d6	Smarts d8	Vigor d6
Shootin' —	Fightin' d4	Guts d6

Special: Armor 2, Artillery d10

Weapon	Range	ROF	Damage
Rockets	48	1	2d6

Single

IRON DRAGON

30 **30** **1**

Gunslinger

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d10** Fightin' **d6** Guts **d8**

Special: Crack Shot, Enemy

Weapon	Range	ROF	Damage
Pistol	24	1	2d6
Bowie Knife			STR+1

Hero

RAIL WARS **50** **50** **2**

Huckster

Strength **d6** Smarts **d10** Vigor **d6**
 Shootin' **d10** Fightin' **d4** Guts **d8**

Special: Arcane Background, Cautious, Hexes: Soul Blast d10, Mind Tweak d8, Shadow Walk d8

Weapon	Range	ROF	Damage
Pistol	24	1	2d6
Bowie Knife			STR+1

Hero

RAIL WARS **70** **70** **2**

CSA Troopers

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d8** Fightin' **d6** Guts **d8**

Special: May be mounted for 10 more points

Weapon	Range	ROF	Damage
Rifle	48	1	2d8

Posse

DIXIE RAILS **60** **12** **1**

USA Troopers

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d6** Fightin' **d6** Guts **d8**

Special: May be mounted for 10 more points

Weapon	Range	ROF	Damage
Rifle	48	1	2d8

Posse

UNION BLUE **55** **11** **1**

CSA Sharpshooters

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d10** Fightin' **d6** Guts **d6**

Special: Crack Shot, Sneaky

Weapon	Range	ROF	Damage
Rifle	48	1	2d8

Posse

DIXIE RAILS **80** **16** **1**

USA Sharpshooters

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d8** Fightin' **d6** Guts **d6**

Special: Crack Shot, Sneaky

Weapon	Range	ROF	Damage
Rifle	48	1	2d8

Posse

UNION BLUE **75** **15** **1**

Texas Rangers

Strength **d8** Smarts **d6** Vigor **d8**
 Shootin' **d8** Fightin' **d8** Guts **d8**

Special: May be mounted for 10 more points, Occult

Weapon	Range	ROF	Damage
2 Pistols	24	2	2d6
Bowie Knife			STR+1

Posse

DIXIE RAILS **80** **16** **1**

Pinkertons

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d6** Fightin' **d6** Guts **d8**

Special: Occult, Malfunction d10

Weapon	Range	ROF	Damage
Gatling Pistol	24	3	2d6
Gatling Rifle	48	2	2d8
Gatling Shotgun	24	2	1-3d6

Posse

UNION BLUE **70** **14** **1**

Gunslinger

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d10** Fightin' **d6** Guts **d8**

Special: Crack Shot, Enemy

Weapon	Range	ROF	Damage
Pistol	24	1	2d6
Bowie Knife			STR+1

Hero

RAIL WARS 50 50 2

Huckster

Strength **d6** Smarts **d10** Vigor **d6**
 Shootin' **d10** Fightin' **d4** Guts **d8**

Special: Arcane Background, Cautious, Hexes: Soul Blast d10, Mind Tweak d8, Shadow Walk d8

Weapon	Range	ROF	Damage
Pistol	24	1	2d6
Bowie Knife			STR+1

Hero

RAIL WARS 70 70 2

CSA Troopers

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d8** Fightin' **d6** Guts **d8**

Special: May be mounted for 10 more points

Weapon	Range	ROF	Damage
Rifle	48	1	2d8

Posse

DIXIE RAILS 60 12 1

USA Troopers

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d6** Fightin' **d6** Guts **d8**

Special: May be mounted for 10 more points

Weapon	Range	ROF	Damage
Rifle	48	1	2d8

Posse

UNION BLUE 55 11 1

CSA Sharpshooters

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d10** Fightin' **d6** Guts **d6**

Special: Crack Shot, Sneaky

Weapon	Range	ROF	Damage
Rifle	48	1	2d8

Posse

DIXIE RAILS 80 16 1

USA Sharpshooters

Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d8** Fightin' **d6** Guts **d6**

Special: Crack Shot, Sneaky

Weapon	Range	ROF	Damage
Rifle	48	1	2d8

Posse

UNION BLUE 75 15 1

Texas Rangers

Strength **d8** Smarts **d6** Vigor **d8**
 Shootin' **d8** Fightin' **d8** Guts **d8**

Special: May be mounted for 10 more points, Occult

Weapon	Range	ROF	Damage
2 Pistols	24	2	2d6
Bowie Knife			STR+1

Posse

DIXIE RAILS 80 16 1

Pinkertons

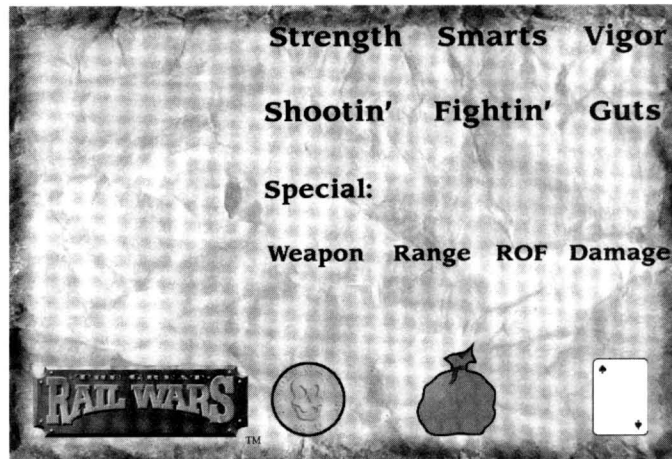
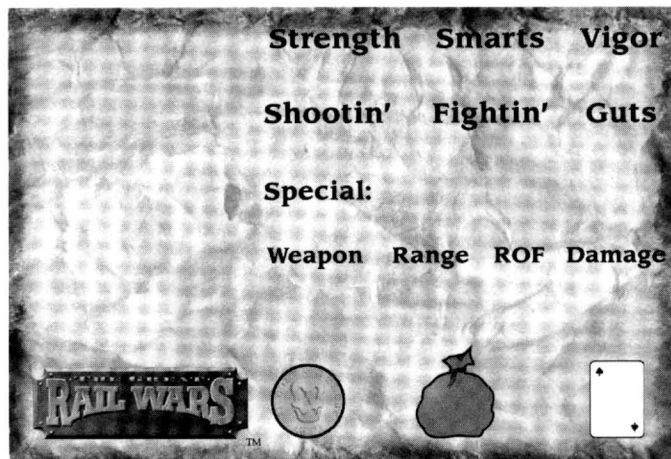
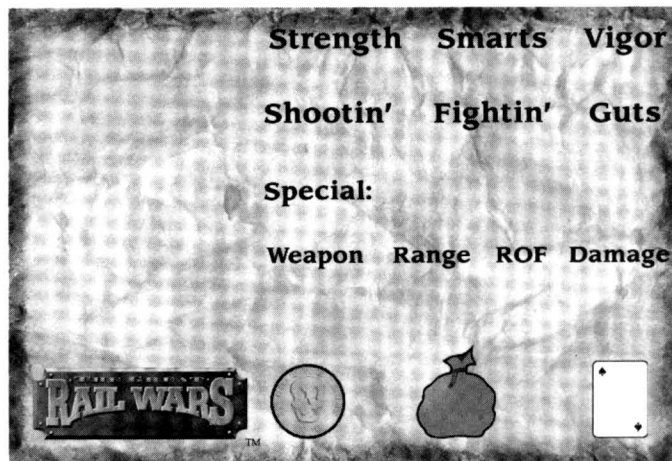
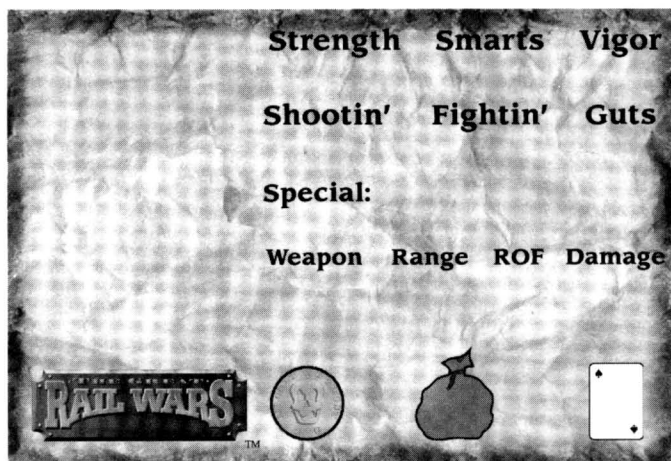
Strength **d6** Smarts **d6** Vigor **d6**
 Shootin' **d6** Fightin' **d6** Guts **d8**

Special: Occult, Malfunction d10

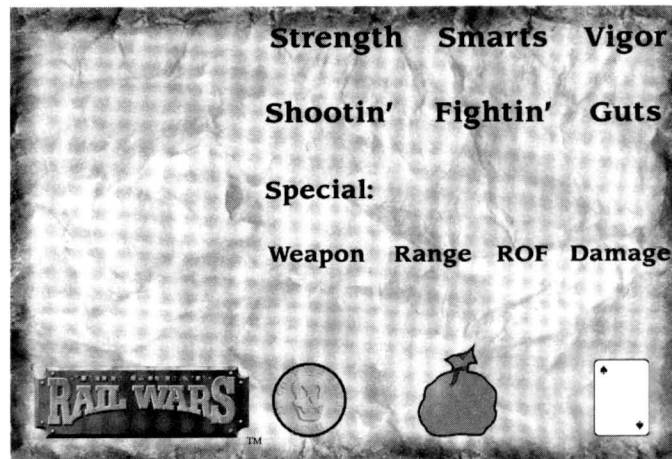
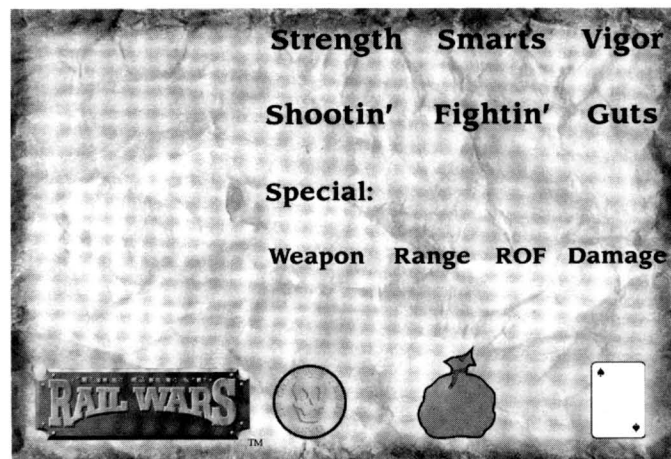
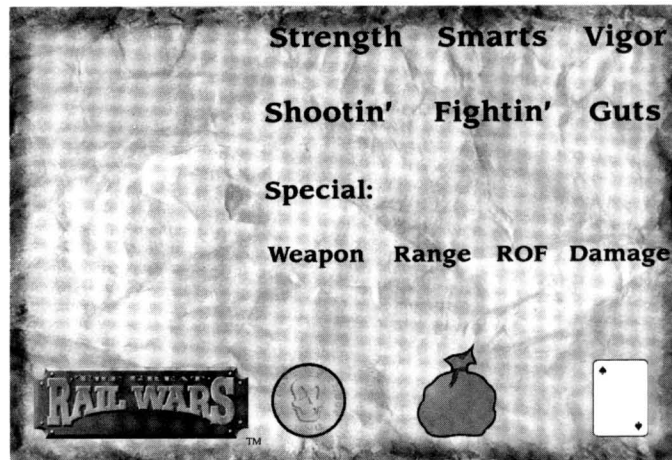
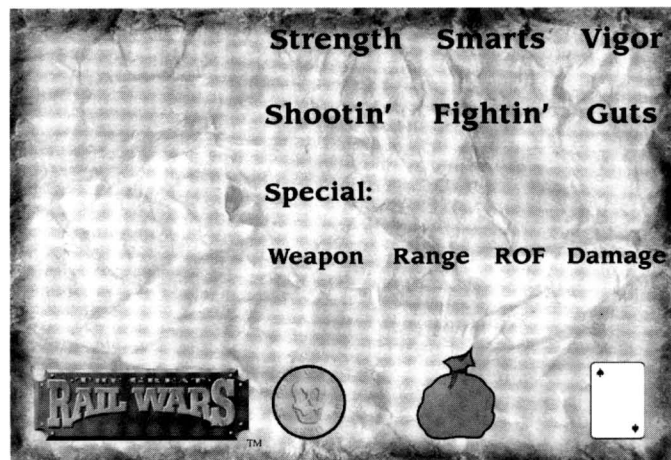
Weapon	Range	ROF	Damage
Gatling Pistol	24	3	2d6
Gatling Rifle	48	2	2d8
Gatling Shotgun	24	2	1-3d6

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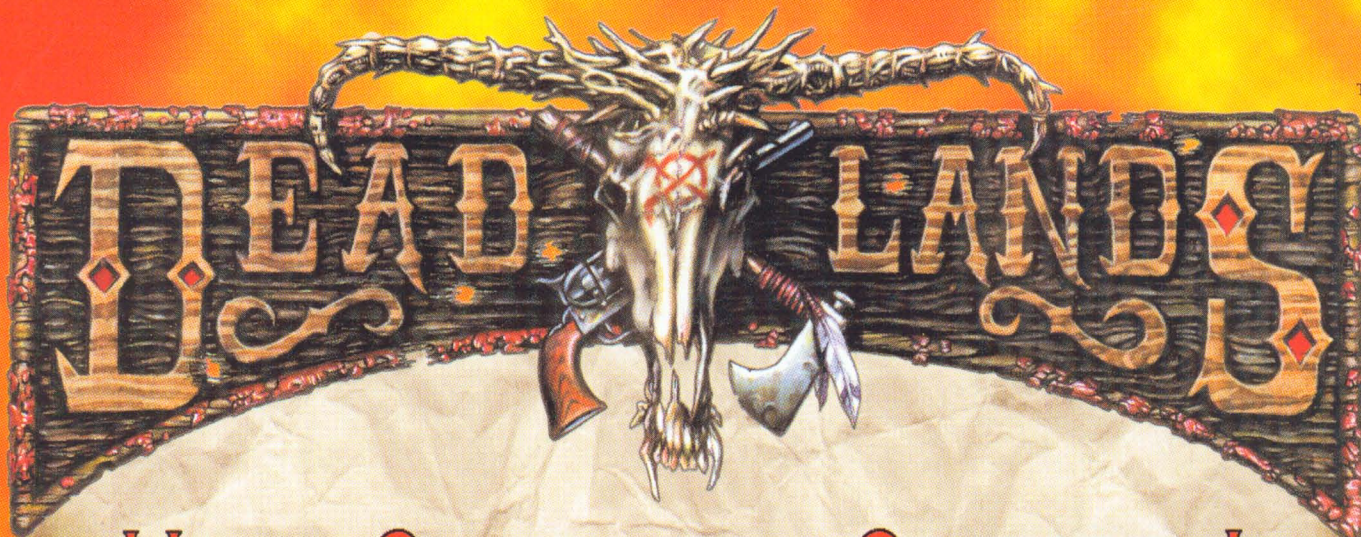
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HERE COMES THE CAVALRY!

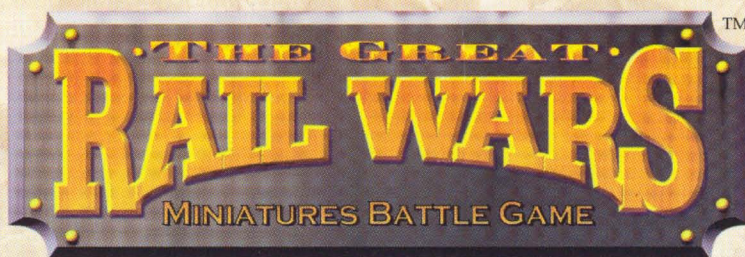


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