

THE GOOD, THE BAD, AND THE CULTISTS

George Burroughs wasn't hung in 1692 and that has destroyed history as we know it...
witches do exist,
monsters aren't just under your children's beds,
and aliens are real...
but they are all hiding out west.

The year is 1892. Though the bodies of Cotton Mather and George Burroughs rot to oblivion in their graves, their progeny continue. Leaving the turmoil of Salem and Sleepy Hollow behind, both clans move West in hopes of prosperity as tyrannical land barons. Bad blood and competition have heated old feuds between the Mathers and the Burroughs. One thing neither clan expected, however, is what these vast, naked territories have been hiding for an eternity. Witches, monsters, undead, aliens and hybrids, all free to run a muck unbeknownst to the outside world. Land grabbing quickly turns... interesting for each clan.

In the latest episode of the story of the Devil in San Miguel, we find our characters looking for an individual who has been wreaking havoc on the territory. Pecos Pete! Pete is the leader of a cultist gang that thrives on anarchy. He and his gang are responsible for many atrocities in San Miguel. The territorial sheriff has tasked any bounty hunters, or others that wish to take on the job, with finding him and bringing him to justice. Dead or alive!

The offspring of Burroughs and Mather, as well as many gangs of bounty hunters, arrive in the town of Pecos, San Miguel New Mexico. Each gang has two motives:

1. Gain control of the town by clearing locations of beasts and undead that the K'N-Yanian have left there.
2. Find Pecos Pete and bring him to the territorial sheriff.

Players side with the Mathers or the Burroughs and try to achieve goals, while trying to avoid the Horror!

Special rules: If you kill Pecos Pete, your movement while dragging his corpse, is reduced to 3" per turn (no run) for that character. If you capture him alive, your movement remains 6" per turn for that character.

Win condition: Get Pecos Pete off the board and hold more locations than your opponent.

Setup:

Standard setup for San Miguel, except you are going to mark an X with a dry erase marker on the face of 1 of the item cards and shuffle it into the search deck. You will evenly distribute the search and clear decks (as per the rules) across **4 locations**. The two locations where the gangs deploy will have no clear or search cards on them. The gangs can immediately put a faction token, and a clear card (if they have one), down on that location.

During Play:

When Pecos Pete is found, place the "guy in the barrel" miniature from the starter set on the board. This is your token to move after you capture him. He will activate at the end of each turn and either melee, if a character is in contact, or shoot at the closest character. He will always fire all six shots with his revolver, and always autoreload for the next turn.

All other standard rules apply.