



PLAYER'S GUIDE

TABLE OF CONTENTS

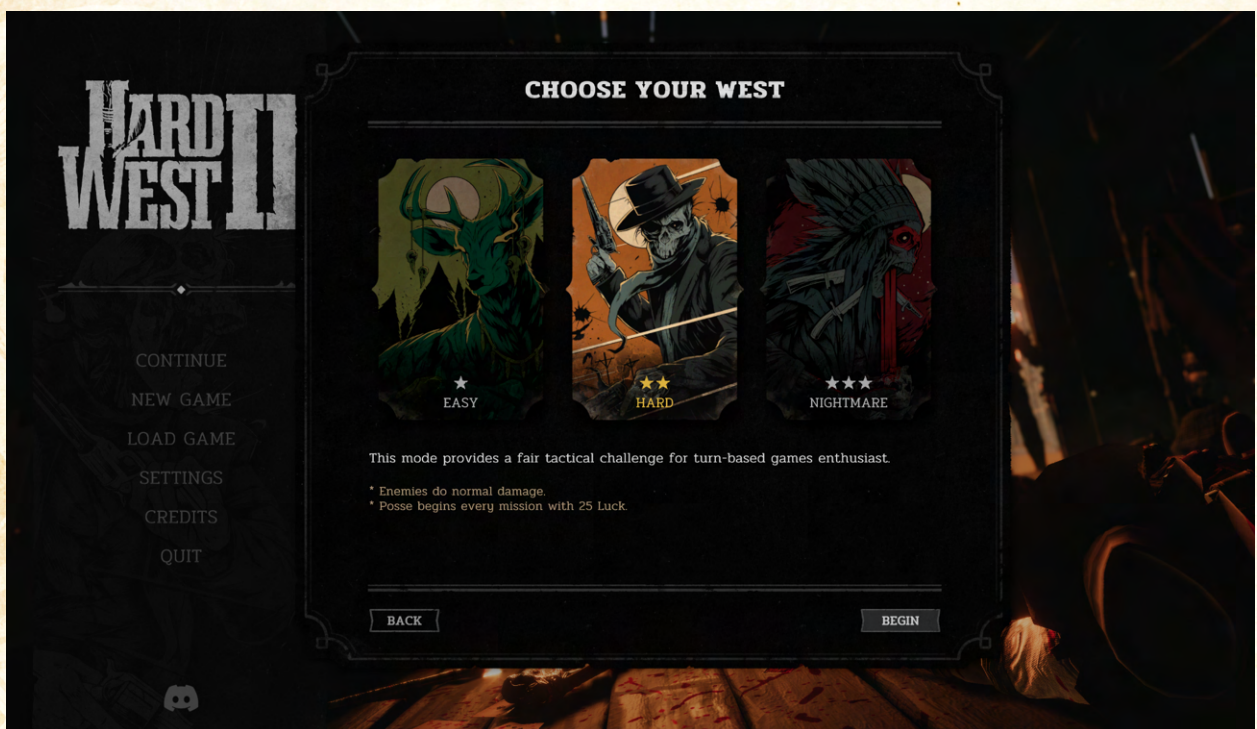
Introduction To Hard West 2	4
Starting a New Game	4
Tactical Combat levels	5
Tactical Combat Key Mapping	6
World Map	7
World Map Key Mapping	7
A Survival Guide to the Hardest West there ever was	8
Flexible Action Points System	8
Action Bar	8
BRAVADO, The Game Changer	9
Skill Synergy	11
Correct positioning	14
Luck	17
Play your best Cards (Deck of Haunts)	18
Weapons' overview	20
Handguns	20
Rifles	21
Shotguns	22
Melee	22
Go get'em good!	23
Inventory	24
Character Loadout	24
Consumable items	25
Throwable items	25
Reusable items	26
Trinkets	26
Character Stats & Skill Tree	27
Loyalty System & Loyalty Events	28
World Map	29
Points of Interest	30
Primary and Secondary Quests	30
The People of Hard West 2	31
The "Good"	32

Gin Carter	32
Clive “Kestrel” Colt	32
Flynn	32
Laughing Deer	33
Old Man Bill	33
Cla’Lish	33
Lazarus	34
The “Bad”	34
Mammon	34
Bandits	34
Shadow Warriors	35
Witches	36
The “Ugly”	36
Revenants	36
Hellspawns	37
Wendigos	37
In Conclusion	38

INTRODUCTION TO HARD WEST 2

Hard West 2 delivers a classic Western world with a supernatural twist, where legends tell of an elusive Ghost Train with a bounty of gold for the taking. But when first-class con man Gin Carter raids the transport, he discovers this “ghost train” is exactly that! Now Gin must lead a Posse of supernatural outlaws and chase down the Devil across a land touched by darkness, battling forces both living and undead.

Starting a New Game



Every story begins with a choice. Our first is setting the difficulty of our game. There are 3 modes:

- ★ **EASY:** This mode is for players that prefer a story-driven adventure rather than a tactical challenge
- ★ **HARD:** This is how the game was intended to be played. A true tactical challenge for the turn-based combat enthusiast
- ★ **NIGHTMARE:** The ultimate challenge for the hardcore players that want to test their tactical prowess

Hard West 2 revolves around two levels: Tactical Combat and the World Map. Let's check them out.

Tactical Combat levels



The tactical combat is turn-based, so your Posse and their opponents will alternate and execute their moves. In this mode, each character will be able to perform actions, deal damage and complete objectives. This is also where your tactical skills, timing, and resource management will be put to the test.

More on how to survive a Tactical Combat level in the “Survival Guide” below.

Tactical Combat Key Mapping

Key / Keys	Function
Q / E	Camera rotation
W / S / A / D	Camera movement
RMB	Cancel Selected Ability and select Move
1	Select Move
2	Select Weapon Abilities
3	Select Heads Down ability
4 - 5	Select Consumable / Throwable / Reusable Items when equipped
6	Select Skill
Tab	Switch to next available Character (while Move or Heads Down ability is selected)
Tab	Target next available Enemy (while Weapon Ability ability is selected)
LMB	Select Weapon Ability (while hovering the mouse over any Enemy Character) Select Character (while hovering the mouse over any Allied Character)
Mouse Scroll	Scroll through elevation levels
Left Alt	Brings up the details menu (while the mouse hovers over the enemy)
X	Switches between selected character's available weapons if they have two weapons equipped.
`	Toggle Luck on/off

World Map



Time to roam the Hard West! **The World Map will always appear in between Tactical Combat levels** and it is where you should prepare for the next heist or shootout, while also learning more about the world's lore and story. Read the "World Map" chapter below to get an in-depth explanation of how it works.

World Map Key Mapping

Key / Keys	Function
LMB click or hold	Posse movement
Mouse Scroll	Zoom in Zoom out
WSAD	Scroll the Map
QE or hold Scroll Wheel	Rotate the Map
Shift + WSAD	Scroll the Map faster

A SURVIVAL GUIDE TO THE HARDEST WEST THERE EVER WAS

Surviving the **Hard West** is no easy feat, so let's see how to avoid getting your Posse obliterated before completing the game's first **Chapter**.

Each combat level will start with a short overview of the battlefield: this will give the players good insight into what's waiting for our Posse and will offer them a chance to plan their moves carefully. It's especially useful during turn-limited scenarios.

Flexible Action Points System

Unlike other Turn-Based combat games, your turn will not end after the shooting phase: you can use the remaining point to **keep moving or take other actions** like choosing "Heads Down" (which enhances a character's chances of not getting hit by an enemy) or healing yourself.

Each character has **3 Action Points (AP) per turn**. They are represented by stars above the action bar. As the name indicates, they are consumed as the character performs actions, like moving, using an item, triggering a Skill, or attacking.

The movement's AP cost is proportional to the distance covered by the character, and will be displayed above the mouse pointer when selecting the destination of your character. Shooting a standard gun or a shotgun, for example, costs 2 Action Points. Shooting most of the rifles will require 3 Action Points, but the damage output will be higher.

Action Bar

While in combat, you will see a bar with some icons at the bottom part of the screen. It works like a menu and has a button for each of the actions the character can perform: moving, attacking with the active weapon, going Heads Down, using a Consumable or a unique ability. The Action Points necessary to perform each action are also shown as you hover over each icon. You can also toggle on the "Luck" mechanic here. More on that below.



Basically, here's how this is going to work: the forces your Posse decided to take on are something way beyond the reach of any normal gunslinger. Lucky for you, there's not much "normal" going on in the Hard West.

Your Posse will be outnumbered, most of the time outgunned but never outsmarted. Well, if you follow these guidelines you won't be outsmarted; otherwise, you'll be reloading a lot: to survive the world of Hard West 2 you're going to need your brains, Skills, Luck, and Bravado to work for you.

"What's Bravado", you say?

Glad you asked.

BRAVADO, The Game Changer

Bravado is one of the main new and unique mechanics in Hard West 2, and your ultimate survival will depend on your ability to master it. Whenever a player character defeats an enemy, their Action Points are fully restored, allowing further actions in the same turn. You will hear a sound effect and see "flames" over the characters' portraits when they enter the Bravado. These flames will be displayed until AP are depleted.



There is no limitation for this mechanic, which means the character will enter Bravado after every kill. Bravado rewards a bold and aggressive playstyle but, of course, it will also expose your characters to more dangerous situations.

"So, is it worth risking being hit only to score a Bravado killstreak?"

Damn right it is. **Bravado**, in combination with foresighted planning and your Posse's skills, will allow your characters to string together chain kills in a single turn, a feat impossible to achieve in similar games. This is how you succeed during shootouts in which you are highly outnumbered.

First, focus on lowering the health of the enemies with high HP (5 <). If an enemy can be defeated within a turn by a Posse member, go for them and enter Bravado, fully replenishing your Action Points.

And here's where things get interesting: **you don't need to keep using the same character after triggering Bravado!** Plan your next moves strategically and feel free to use any other character to lower the HP of nearby enemies, switch their place with Flynn's Shadow Swap, or use Lazarus' transfusion to swap HP between characters and enemies while providing easier targets for your next attack, provided they have Action Points left.

After that, you'll be able to go back to your previous character and keep the slaughtering going on.

Be aware: Bravado will also be triggered if you unpurposely (yeah, sure...) score a killing blow to one of your Posse members. While highly unlikely, the presence of **Friendly Fire** applied to AoE (Area of Effect) weapons, such as explosives or shotguns, will definitely make this a possibility for the most ruthless or goofy players out there.

Bravado is a brand new way of approaching turn-based tactical combat offering a more dynamic experience, and a much more strategic and challenging one - Hard West 2 is chess, everything else is checkers.

Bravado offers a huge advantage if triggered timely, but being able to trigger it is not the same as mastering its use.

As you'll progress with the story, new foes and challengers will step forward and try to get in your way. Scoring a kill and effectively using Bravado when surrounded by a multitude of enemies with higher HP count (10+) will require the players to master the combined use of Bravado, Characters' Skills, Weapons' Abilities, Consumable items, and Luck.

Skill Synergy

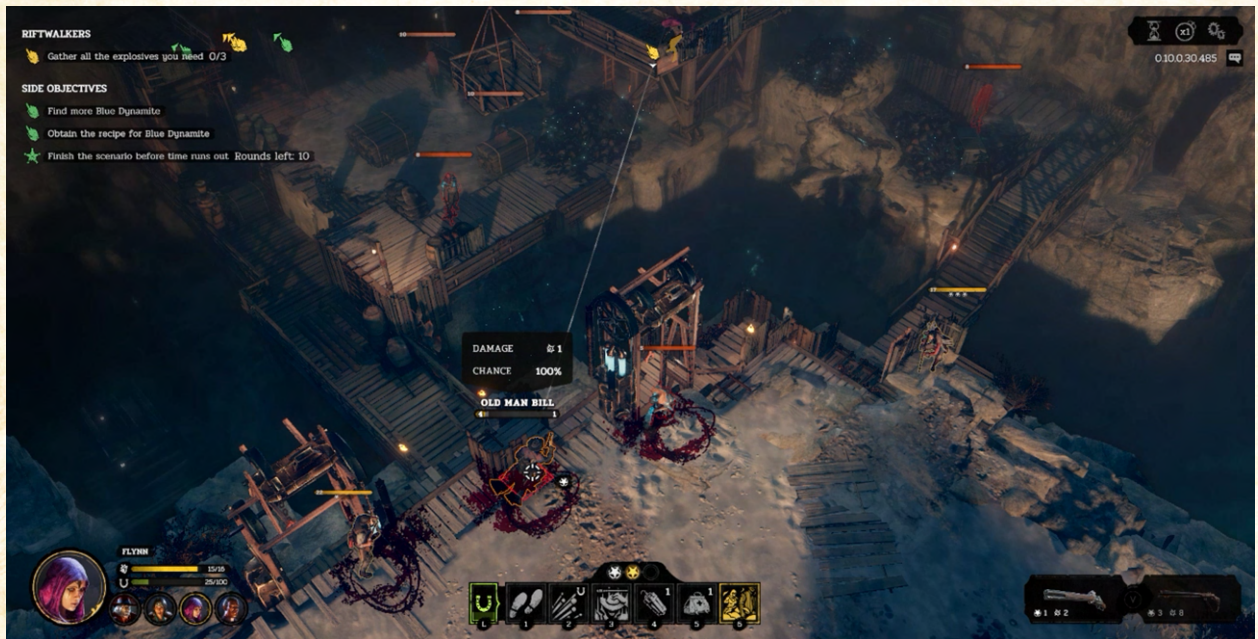
Bravado is all good and well but that alone won't give you the edge you'll need to get through the most unforgiving encounters the game has to offer. Coordinating your characters on the field will be vital and their individual Skills will prove invaluable for this purpose. We'll take a look at those later on.

Let's break down an encounter with a group of enemies.

1. Lazarus, low on HP, uses Transfusion on Old Man Bill, bringing him to 4 HP. This will raise the damage output of Bill's Deadman's Revenge:



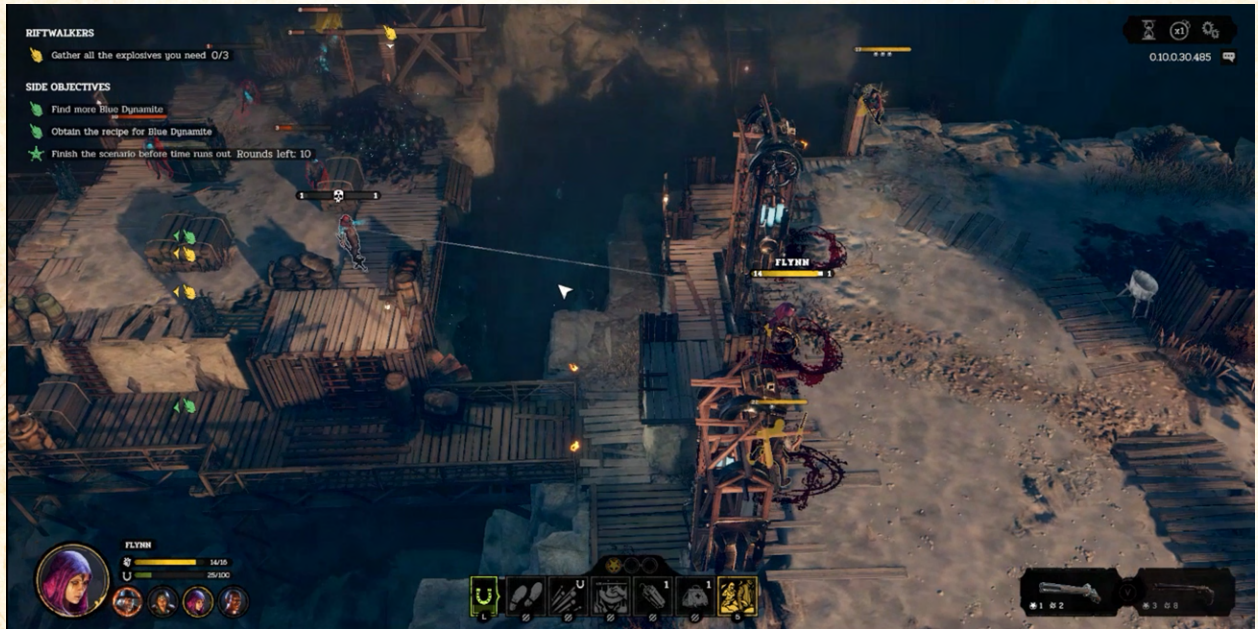
-
2. Flynn then uses Shadow Swap on Old Man Bill, bringing him right at the center of the group of enemies:



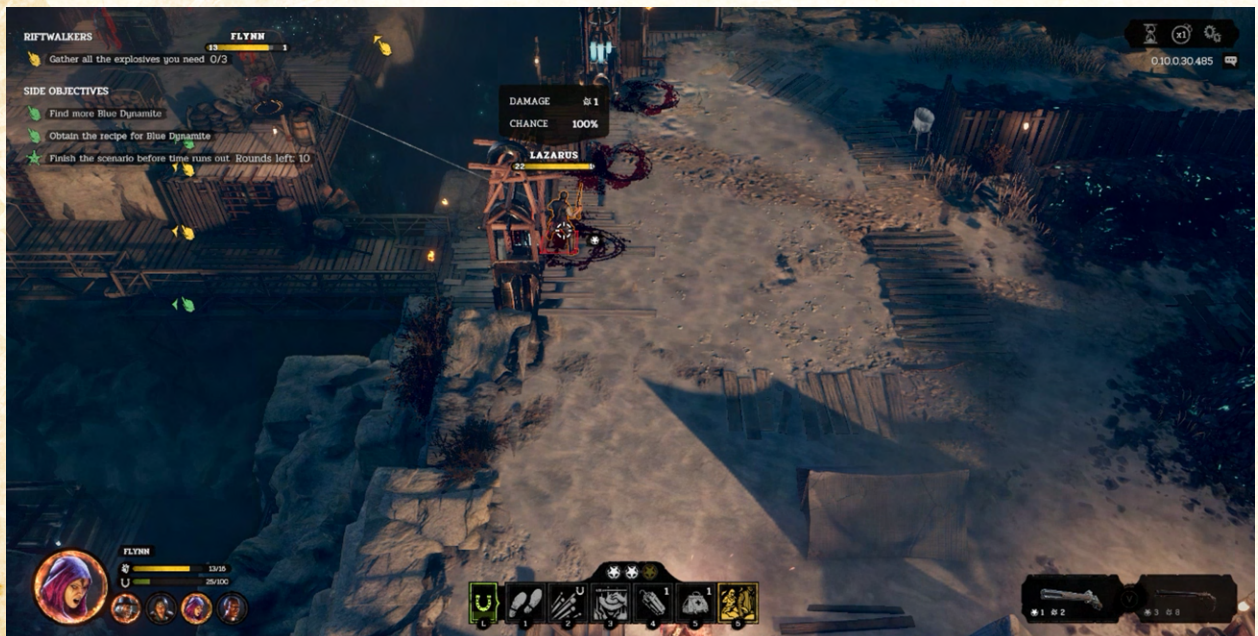
-
-
3. Old Man Bill moves to the opposite side of the crane's balcony to have a clear line of sight upon several enemies and triggers Deadman's Revenge:



4. Bill is able to inflict 7 HP damage to the surrounding enemies, killing one in the process and triggering Bravado.
5. Flynn then uses Shadow Swap on the closest Revenant with 1 HP remaining. Another kill, another character in Bravado state:



6. Having replenished her action point thanks to Bravado, Flynn uses Shadow Swap again, this time switching position with Lazarus:



7. Lazarus is now close enough to throw his Dynamite and hit two more targets, killing one. Lazarus also gains Bravado:



8. All that's left to do now is sweep off the remaining enemies. We've got plenty of options here, as Bill, Flynn, and Lazarus all have triggered Bravado and therefore have more chances to move, attack, and use items or Skills.

This is just an example of how things could pan out during a shootout: it's really up to the players to set up their own strategies and explore new and interesting ways to paint the prairie red.

Correct positioning

Tactical Combat scenarios offer our character the opportunity to take cover behind obstacles and sometimes use items like tables, crates or even coffins, to set up an improvised cover. Taking cover will lower your chances of being hit by an enemy attack. This, of course, works for your enemies as well.



As the name suggests, Chance to Hit measures the chance to hit when shooting. Shots have thresholds: 0% (impossible shot), 25%, 50%, 75%, 100% (sure shot).

Hint: A character on higher floors receives a + 25% Chance to Hit bonus!



Before each attack, your CtH will be shown when hovering your mouse over an enemy, together with the base damage in case the character gets hit (in white). A percentage highlighted in orange will also be displayed: this is the **Bullseye chance**. Bullseye is like a critical hit that will deal even more damage if it hits. Its chances can be improved by having specific Cards in the Deck of Haunts equipped, using special weapons, and/or unlocking some character Traits.

If the enemies are too far away or simply impossible to hit, there'll be either a text saying "Out of View" or "0% chances to Hit".

This is where careful planning and maneuvering come into play. Move your Posse from cover to cover to get to a vantage point, see the CtH increase as you achieve better positioning and then take your shot.

Note that the CtH will constantly be displayed above the enemies' heads and it will change depending on where the cursor is placed: This will give you a heads-up of how CtH can improve if the shot was taken from the position of the cursor. Moreover, all the ricochet objects that can be used (by you or your enemies) will be highlighted.



Don't be afraid of taking some "lucky" shots every now and then: best case scenario, the shot will connect despite the odds. Worst case one, you'll receive some Luck points which you'll be able to use afterward. Just remember: every shot you don't take is a miss.

Luck

Sometimes moving and flanking enemies is not enough, and scoring a hit really comes down to Luck. Well, the good news is that Luck is an **actual feature** in Hard West 2.

Luck is a passive mechanic that works “behind the curtains”, giving your character a better chance to hit your targets (for example, taking a shot from 50% to a perfect 100% chance to hit). The character gains Luck every time they miss a shot or whenever they are hit. Some items and Skills can increase the Luck gained or sometimes even decrease it.



You can use Luck with a more tactical approach by toggling “Lucky Shot” on and off. By default, it is set to “on”. This way, you will use the Luck Points you have accumulated and guarantee that your character will nail a shot that would have a low probability to hit otherwise. You can check the percentage of success of an attack as you hover the mouse over an enemy.

Play your best Cards (Deck of Haunts)

As you progress through the game, our characters will gain access to new weapons and items, but what will really make them “stronger” is the Deck of Haunts.

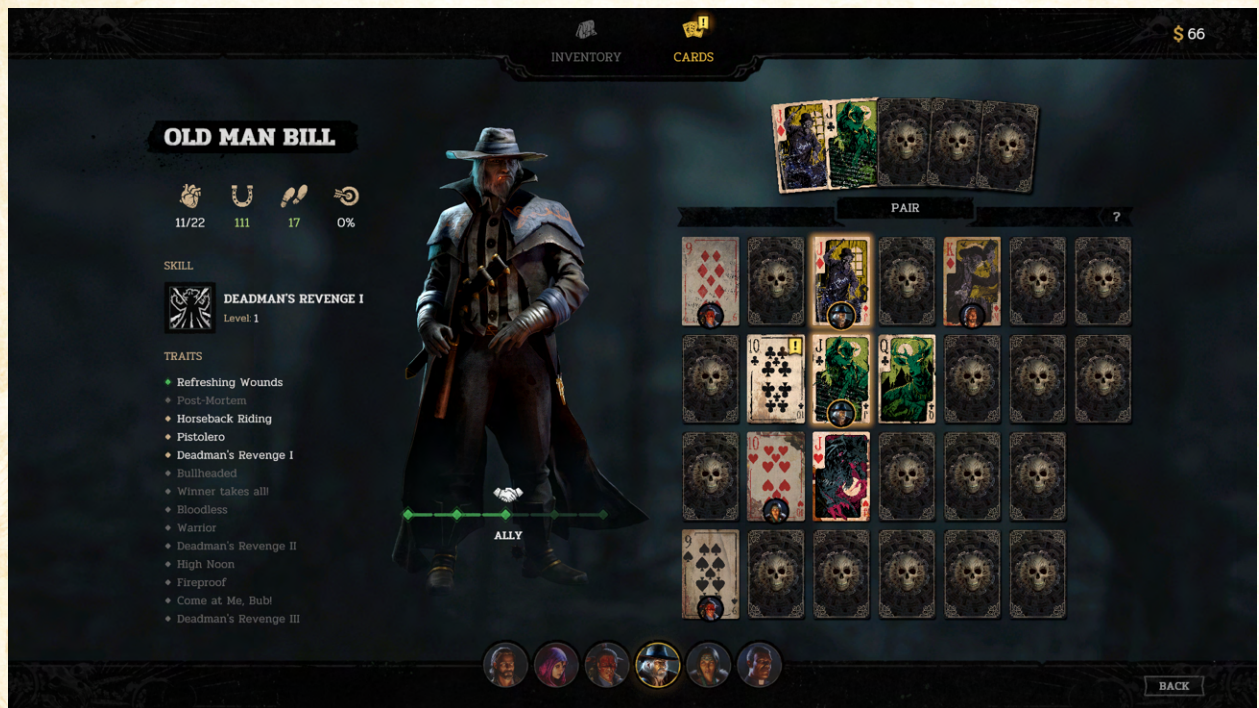
The Deck of Haunts is a unique character progression system that will allow you to strengthen your Posse by providing buffs to their base stats.

Each character can be equipped with up to five Cards from the Deck and equipped Cards will give a bonus to either HP, Speed, Luck, or Bullseye chance. Moreover, by equipping your characters with Poker hands with a point value, you'll be able to unlock and upgrade their unique Skills and several Traits.

The buff provided will be proportional to the point value of the Cards in the character's hand, following the rules of Poker.

FIVE OF A KIND	Q	Q	Q	Q	JOKER
ROYAL FLUSH	10	J	Q	K	A
STRAIGHT FLUSH	9	10	J	Q	K
FOUR OF A KIND	K	K	K	K	
FULL HOUSE	J	J	J	A	A
FLUSH	J	A	9	Q	10
STRAIGHT	9	10	J	Q	K
THREE OF A KIND	10	10	10		
TWO PAIR	9	9	Q	Q	
PAIR	J	J			

For instance, equipping Old Man Bill with One Pair (two Cards of the same rank, such as a pair of 9s) will unlock his special Skill, Deadman's Revenge, apart from providing him with each Card's specific bonus.



Equipping higher points, up to a Five of a Kind (yes, Five...) will unlock Traits, such as increasing the damage output when equipped with a shotgun, making him more resistant to Status ailments, increasing the damage output of his Skill, etc.

Cards can be freely equipped to any character at any given time while navigating the World Map, opening up to different setups and combinations of Skills/Traits. Bear this in mind when planning for your next fight.

Weapons' overview

Each character can be equipped with two weapons, and it'll be possible to switch between them during the Tactical Combat phase, depending on the situation you face.

Weapons are divided into 4 main types: Handguns, Rifles, Shotguns and Melee.

Handguns



Handguns are the most versatile weapons in your arsenal. Shooting a gun will typically require 2 Action Points, giving players the chance to move, use a Skill, or an item before or after the shot. When using a more cautious approach, shooting a gun will leave 1 Action Point to use the **Heads Down** action, which will lower the enemies' CtH by 25% when targeting that specific character.

Gun-wielding characters can also perform a **Trick Shot**: this will allow your characters to bypass enemies' cover by bouncing bullets off of special Ricochet objects. Especially useful when trying to bypass corners and cover to hit enemies, these Ricochet objects are outlined in red and will be clickable when you are planning your shots.

While the Trick Shot is commonly available when using Handguns, some special rifle types also have this option. Remember that, even if ricocheting bullets give no penalty, there's a limit to the distance that a bullet can travel which usually depends on the gun used. Also, remember that enemies that are not in the line of sight of the Posse will remain unreachable.

Rifles



Rifles are the best choice for dealing with far away or high HP targets (or both). Most rifles will require 3 Action Points per shot, but the tradeoff is a fairly higher Damage output and range when compared to Handguns.



There are special and experimental Rifles out there that'll require less AP to be shot or be able to perform Trick Shots, but it'll take a while before being able to put your hands on one of these beauties.

Shotguns



Shotguns are the third type of firearms and the best option for crowd control: while generally less powerful than a gunshot or a rifle hit, the **Buckshot** will deliver damage to everyone in its Area of Effect. (This includes your own Posse members.) Not bad considering that this will only cost 2 AP on average, with some models requiring even less.

Melee



For those who like to go up and personal with foes (looking at you Laughing Deer), there's plenty of options to choose from among the **melee weapons**. While all of them will require the character to be standing right next to their target, their usage only requires 1 AP.



Most close combat weapons and a few guns will also apply **Statuses**: these can vary from CtH debuffs to increased Bullseye chances to Status ailments. Hover the mouse pointer over a weapon to check its characteristics and find info about its bonuses and Statuses.

Go get'em good!

Everything we've talked about so far will give you the basics to survive the Hard West and make way through its story. There's still much to learn, but that'll be up to you.

At this point, you're all set to begin your journey. Pack your things, saddle your horse and go get'em good!

Or, if you want to get more details about the game and its features, including characters, Skills, Card system, and Map locations... well, keep reading.

INVENTORY

The Inventory can be accessed by clicking on the icon on the upper part of the screen while navigating the World Map. Here you can check your characters' loadout, their Skills and Traits, the Deck of Haunts, and their Loyalty level. The character loadout needs to be made before entering a Tactical Combat, so check your options carefully and don't be afraid of trying new setups: this is often the key to completing some particularly hard encounters.



Character Loadout

As we mentioned before, each character can be equipped with two weapons, which can then be used during the Tactical Combat phase. It's possible to switch between weapons by using the X button on your keyboard.

Apart from Weapons, there are two more types of items that can be equipped: Consumables and Trinkets.

Each character can equip up to two Consumables. These can be:

Consumable items



Bandages, Tonics or Kidney Beans to recover HP or cure Status ailments.

Throwable items



Dynamite, Nail Bombs, and Blue Dynamite, these are pretty self-explanatory...

Reusable items



These items will provide temporary buffs to your characters. They can be used once per shootout. For example, the Rattlesnake Snuffbox will provide your character with the **Duelist** Status: this will allow him (or her) to Counter any single target attack received during the combat phase.

The effects of each Consumable are described in the window that pops up when hovering the mouse pointer over their icon. Some items will also have negative effects on your character so read the description carefully!

Trinkets



Each character can also be equipped with a Trinket: these can be found while exploring the World Map or obtained as loot after completing a quest. Trinkets, very much like some Consumable items, usually give the characters a buff. The main difference is that their effect will last as long as the Trinket stays equipped and it won't need to be used, nor will it be consumed after a battle.

A characters' setup screen will appear before starting a shootout: at this time you'll have the chance to switch party members and manage their inventory and Cards.

Character Stats & Skill Tree

Each Posse member has four statistics: HP, Luck, Speed, and Bullseye chance - those stats are shown as icons in the character customization screen. These stats can be improved by equipping new weapons, Trinkets and also through the temporary buffs provided by some Consumable items.



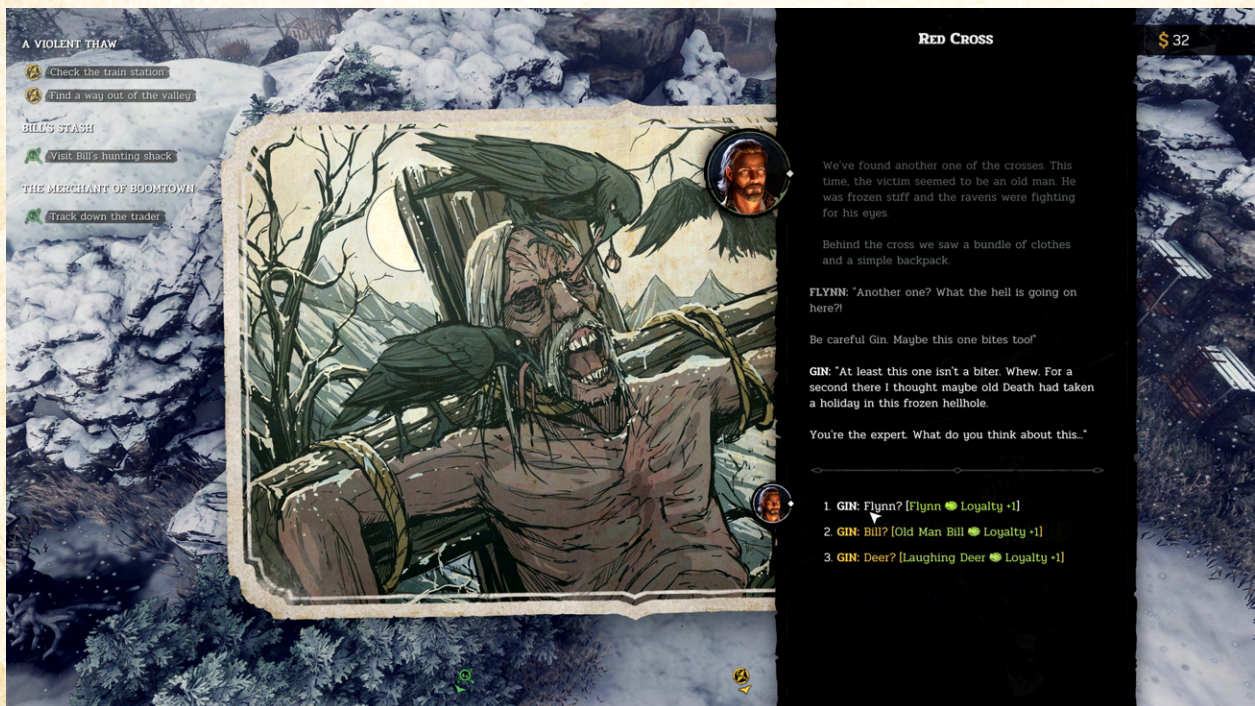
Each character's Skill Tree is also displayed in the Inventory menu, right below the stat bar. It's possible to check each Trait/Skill upgrade requirement by hovering the mouse pointer over it.

There are several types of Traits available to unlock for each character: Weapon Proficiencies, Statuses Resistances, Traits that trigger buffs in certain situations (eg. when a character is hurt, X posse members die, 100 points of Luck accumulated, etc...) and some unique Traits too, such as Bill's Post-Mortem, which will give him +1 weapon damage if his HP is lower than 25% at the start of the turn.

Some Traits can only be unlocked by reaching the indicated Loyalty level with the specific character, while others will only be unlocked by equipping the right combination of Cards from the Deck of Haunts.

Loyalty System & Loyalty Events

As the leader of the Posse, you will have to carefully manage the loyalty of those who you have chosen to follow you into battle. During dialogue options, you will be presented with the choice to listen to the council of specific Posse members or to issue them commands. Accepting counsel or entrusting a task to one Posse member over the others will reward that member with special Loyalty Points.



Loyalty unlocks additional dialogue options and additional tactical Traits, making loyal Posse members even more effective in combat. Loyal Laughing Deer, for example, will be able to patch up his wounds if his HP goes lower than 25%, while Old Man Bill will start dealing more damage when hurt.

With more dialogue options come better opportunities to score a high reward in subsequent dialogue encounters.

You don't have to worry - your characters are determined to get the Ghost Train and won't abandon that mission. There is no way to lose Loyalty Points, you only decide who should get a Loyalty Point.

Loyalty events will trigger during secondary quests or encounters. During these events, you'll be given the opportunity to choose from different dialogue options which will increase a given character's Loyalty. These events will often provide rewards in the form of gold, new weapons or Trinkets.

As the game progresses, you'll find out that some quests can have different outcomes depending on the Loyalty level reached with specific characters. Some of your decisions, along with the Loyalty level of your Posse members, will open up new possibilities and often set you up for better rewards.

As we mentioned before, it's important to gain Loyalty Points with your Posse. On the other hand, you can't just be friends with everyone...

WORLD MAP



Hard West 2 is not only about ricocheting bullets straight into Hellspawns' heads. It's also about exploring, finding secret locations, helping people, sometimes helping yourself, gathering and organizing resources, and thinking carefully about how to tackle your Posse's next objective. This can all be done while navigating through the World Map.

By progressing through the story, our Posse will explore different locations. Be on the lookout for Points of Interest: exploring these areas on the Map will sometimes trigger special events. Some locations will need special items to be explored, others will trigger secondary quests or point towards bounties or loot. Meet people, listen to their stories and give a helping hand (or rob them blind).

The choice is up to you but be careful: the decisions you make will strengthen your relationship with some Posse members, but that will often come at the cost of giving up the chance to bond with some others.

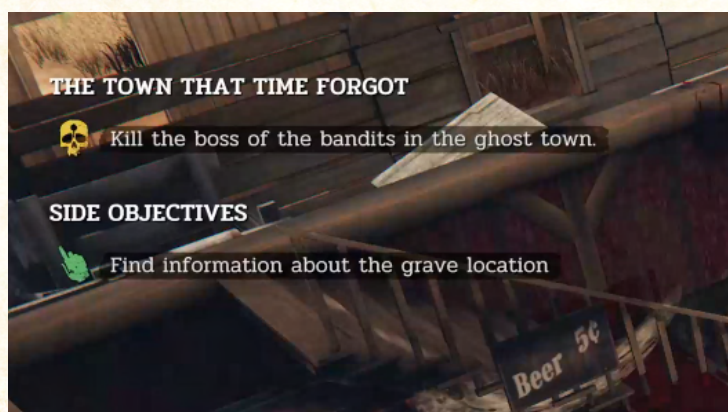
Points of Interest

There are several types of locations that can be found on the Map:

- ★ **Shops:** Here you can trade your items for gold or buy whatever you need, including provisions, a new weapon, medical supplies, and Trinkets. Shops are marked with a white Trading Post icon.
- ★ **Surgeons:** These men of science will be kind enough to patch up your Posse after a firefight, in exchange for a small amount of your gold. Surgeons are marked with an icon representing a cross.
- ★ **Settlements:** Your quintessential western town. A Saloon, a Sheriff, a Shop and a Surgeon can usually be found in settlements. Some of them will give you access to Bounties: check the town board and ask the Sheriff for information about the wanted, then follow their trail through the Map to catch them and collect the reward. Settlements are marked with an icon representing a Saloon door.
- ★ **Other Points of Interest:** These are other locations such as farms, camps, and encounters, marked with a white Question Mark. Visit these places to trigger new events and secondary quests.

Primary and Secondary Quests

Take a look at the upper left corner of the screen to check your Primary and Secondary active quests. Your primary quests will be marked in yellow, while secondary quests will be marked in green.



Completing a primary quest will allow you to progress through the main plot while completing secondary quests is especially important for gaining new weapons, Trinkets, Cards and even triggering Loyalty events.

Some quests will not start until you'll talk with a specific character or visit a specific location on the World Map, so make sure to explore every nook and cranny of the wildlands before taking on the main quests.

If you ever get lost during your exploration, don't panic. Just click on the title of the quest displayed in the upper left corner and the Map will be centered on the location of the selected quest. Provided you already found it, of course.

Some quests will require you to follow a trail to your destination and will trigger a series of waypoints. When reaching the first waypoint, you'll be provided with clues to reach the next one, and so on. It's important to read each clue carefully to be able to reach your next waypoint and complete the quest.

THE PEOPLE OF HARD WEST 2

Want to meet the characters that will accompany you throughout your journey in the Hard West? Let's start with your Posse.



The “Good”

Gin Carter



Gambler, outlaw, and an infamous con man. His charisma and cunning draw other outcasts toward him. As for the world - it may burn for all he cares, and he will gladly light a match himself as long as there are chips to dig out from the ashes.

Gin's Skill is called **Shadow Barrage**: using his newfound status as the Shadowless, Gin learned how to “shoot beyond”, so that his bullets can pass through solid objects and enemies while ripping their souls apart. It can also hit more than one enemy at a time.

Clive “Kestrel” Colt



Said to be the fastest gun in the West. Truth is, Kestrel always shoots first and rarely misses. That makes him the deadliest man with a six-shooter you might meet.

To this point, Kestrel's special ability hasn't been revealed.

Flynn



An orphan, a thief, and a witch. Using her dark gifts she managed to survive the harsh realities of the Hard West, only to find herself bound to Gin Carter and Kestrel Colt.

Flynn can use her **Shadow Swap** to “walk through shadows”. This allows her to instantly switch places with another being. Perfect for taking over vantage points or pulling an enemy into range. But beware: using it consumes a little bit of Flynn's health (while dealing the same damage to the being who she's switching places with).

Laughing Deer



Deer is a natural-born killer hailing from The Great Plains. Used and cast away by the secretive organization known as Shadow Dance, this furious warrior found new life as an outlaw for hire. Despite his name, Deer is not a man you want to get funny with.

When triggering his Skill **Wild Run**, Laughing Deer uses his run-up momentum to leap at an enemy and deal truly tremendous damage, proportional to the distance he traveled. On higher levels, Wild Run will gain a AoE: at the end of the Wild Run, Deer will perform a war cry that will Daze enemies and trigger Duelist status to allies. It can be combined with Bravado to clear big areas of all enemies.

Old Man Bill



Old Man Bill tried everything the Hard West had to offer: He's been an outlaw, bounty hunter, sheriff, and even an exorcist. Then, he died. He was raised against his will after the Ghost Train passed through, and he didn't take it too well.

Deadman's Revenge is Old Man Bill's unique Skill. Old Man's corpse is full of bullets that he can "shoot" outward to wound all enemies around him. The more times he's been shot – the stronger his revenge gets. A powerful ability, but one that also demands exposure and taking damage.

Cla'Lish



Cla'Lish lost her tribe and her whole family in what became known as the Elk Rut Massacre. She was only 10 years old when she managed to escape the tremendous battle. From that day, she seems to be carrying the souls of those thousands that perished in the battle within her.

Her Skill, **Deceptive Spirit**, will allow Cla'Lish to summon a spirit that will distract enemies before vanishing. Unlocking higher levels of the Skill will allow the summoned spirit to move and attack as well.

Lazarus



Lazarus is a man of faith, a healer, and a firm believer in the importance of balance.

When, after the passage of the Ghost Train, he realized that death could no longer hold sway over living beings, he decided to join Gin and his Posse to help them track down the responsible and put an end to his evil deeds.

Lazarus' **Transfusion** Skill will allow him to switch his HP and statuses with any of the Posse members. Unlocking higher levels of the Skill will allow him to switch with any human in his sight, be it living or undead.

The “Bad”



Mammon

Mammon is, well...simply put, he's a devil. He rides on a Ghost Train causing havoc wherever he roams. His hordes of Hellspawns are festering the lands, and on top of this, he can count on an army of undead that will do his bidding without hesitation. Truly a force to be reckoned with.

Bandits



Your Average Joe among the baddies, Bandits come in many shapes and sizes. Riflemen, Shotgunners, Gunners, they all literally do what their names suggest.

Special mention for the Demolishers. You'll recognize them by their tendency to come running at you while throwing Nail Bombs at your Posse.

Elite versions of these foes will appear later in the game: these Bandits on steroids will use more powerful weapons: Demolishers will throw Dynamite instead of Nail Bombs, Brawlers (elite Shotgunners) will inflict Bleeding status, Gunslingers will be able to Counter and perform Trick Shots, and Sharpshooters will be able to enter Duelist Status and Counter when shot at.

Shadow Warriors



Shadow Warriors are a scary bunch. Their normal fighters will try to engage your Posse at close range, using melee weapons to inflict Status ailments on your characters.

Beware of the Blackhearts: these sneaky sonsofaguns can transfuse HP and statuses with your characters. If you decide to go at them, make sure to finish the job before the end of the turn.

Witches



Master of The Black Arts, they have high HP and can also summon Revenants. Are you having trouble deciding who's going to be your first target? Witches are a perfectly reasonable choice.

The “Ugly”

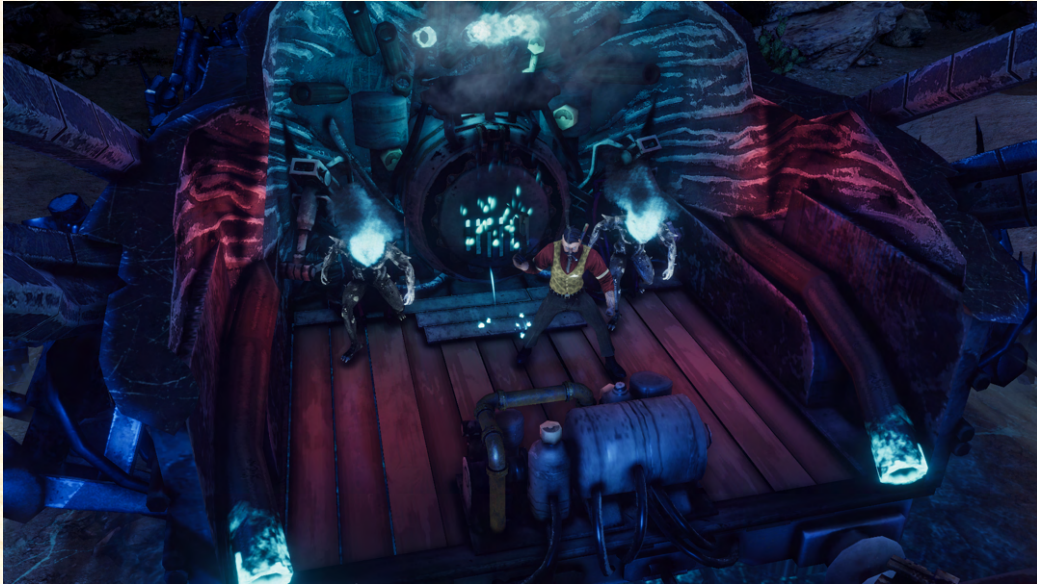
Revenants



These rotting carcasses were once human beings, awakened after the arrival of the Ghost Train. They are not stronger or smarter than their living counterparts, and they do complain a lot about being undead.

Your first instinct will of course be to try and put them out of their misery, but there's a catch: these fellas are resistant to most statuses and will replenish their HP at the beginning of every turn. Once again, if you plan to go after one of them, make sure it stays down.

Hellspawns



Hellspawns tend to appear out of nowhere and when you least expect or need it. Their attack delivers AoE damage, and they are therefore able to hit several targets in one turn. They are also resistant to Burning (of course) and Shadow Swap.

Wendigos



We don't know much about Wendigos, although Laughing Deer and Cla'Lish are especially aghast at them. What we know is that they are big, vicious creatures that will try to engage your Posse at close range.

If you manage to inflict a wound to a Wendigo and then let it live, you're in for a world of pain: they are able to trigger the **Bloodlust** status after a hit, which will provide them with a **Bullseye** buff. Try to keep them away from your characters and dispose of them from a distance, as they seem to be able to counter all the melee attacks they receive.

In Conclusion

This is everything you need to know about the world of Hard West 2 to make the most out of your adventure. Keep to the rules above and who knows... maybe you will live long enough to make the devil bleed.



Come on now, let's ride!