

Recent Updates

RULEBOOK 1.4.0

1. Section 2.2: Decks, Discards, and Boot Hill (pg. 3-4)

Final two paragraphs:

Since each player's discard pile and Boot Hill are public knowledge, this means other cards can check or reference against the stats (e.g. value, bullets, influence, control points, etc.) and keywords of cards in any player's discard pile or Boot Hill.

However, since a player's deck is not public knowledge, the stats and keywords of cards therein cannot be checked or referenced against by other cards, unless that card instructs you to "search your deck" for a card meeting some criterion. Once a card enters a player's deck, the stats and keywords immediately cannot be checked or referenced against by another card.

2. Section 2.3: Factions, Outfits, and Gangs (p. 4)

New section:

Three terms you'll see throughout this documents are faction, outfit, and gang, all of which refer to particular subsets that some cards belong to.

Factions are widespread groups found throughout the Weird West. There are six of them in Doomtowntown, each listed below with its corresponding icon:



Anarchists



Entrepreneurs



Fearmongers



First Peoples



Law Dogs



Outlaws

Outfits represent a particular group from each faction, such as a specific corporation, gang of bandits, or local sheriff's office. In rare occurrences, an outfit will share its name with the faction, such as Law Dogs. In such instances, the generic term "Law Dogs" is always assumed to refer to the faction in general, unless it is qualified as referring to the "Law Dogs outfit."

Lastly, a gang refers to all the dude's under a player's control. You will most commonly see this term used in the phrase "starting gang," which refers to the dudes who start the game in play under a player's control (more on that later).

3. Section 3.1: Outfit Card (p. 7)

Items no. 2 and 3:

2. This is the **faction** symbol for your outfit. All dudes in your **outfit faction** have the same symbol on them. If a dude has a different symbol, then that dude is from a different **outfit faction**; if the dude has no symbol at all, then they're a drifter with no real allegiance to any **of the outfits faction**.

3. Each outfit card also has a special background texture (for Morgan Cattle Company, it's a cowhide sort of look). Dudes from the same **faction as your** outfit all have the same background. It helps you tell them apart.

4. Section 3.3: Dude Card (p. 9)

Item no. 4, 7, and 8:

4. The **outfit faction** symbol shows which **outfit faction** the dude primarily works for.

7. Upkeep shows how much the dude costs each turn to keep them in play (some dudes have zero upkeep). Dudes that belong to other **outfits factions** have greater upkeep from day to day.

8. Dudes have a special statistic called "grit" that is sometimes referenced by certain cards. A dude's grit is the sum of their current value, current bullet rating (i.e. number of bullets), and current influence.

5. Section 4: Setup (pg. 15)

Third paragraph:

Once players have revealed their outfits, they each search their deck for up to five dudes with a combined cost less than or equal to their starting stash. These dudes can only be dudes from your **outfit's faction** or drifters—you cannot have a dude from another **outfit faction** in play at the start of the game. You can also only include one dude with the Grifter keyword in your starting gang. All players simultaneously place those dudes at their home (their outfit card), paying all costs. Starting dudes do not generate any "entering play" effects.

6. Section 5.2: Upkeep Phase (pg. 16)

Third paragraph:

Any dudes in your gang that belong to another **outfit faction** (that is, the dude's card has **an outfit a faction** symbol that doesn't match the one on your outfit) have their upkeep increased by their influence.

7. Section 5.3.3: The Five Plays — Movin' (pg. 18)

First and second paragraphs:

As a Noon play you can move one of your unbooted dudes to any other location in play (a deed, a home, or the town square), regardless of how far away that location is, or whether or not it's

adjacent. ~~This movement boots a dude, unless you're making one of the following two special moves:~~ This movement boots a dude. Booting your dude is considered a cost of moving, which means your dude boots before moving, and then moves to the new location booted.

There are two special moves where you do not need to boot your dude (but the dude must still be unbooted to do these):

- 1) A dude can move from their own home to an adjacent location without booting. Locations adjacent to your home are the town square and the deeds on either side of your home, but could include other locations as indicated by card effects.
 - 2) A dude can move from the town square to any adjacent location, except their own home, without booting. This includes all in-town deeds and other players' homes, but again could include other locations as indicated by card effects.
8. Section 5.3.4 The Five Plays — Shoppin' (pg. 19)

Third bullet point:

- Goods: Attach the card to one of your unbooted dudes at a location you control (the dude must be able to attach that card). The card sticks with them. A dude can usually carry any number of goods, but can only ever have **one each of a Horse, Weapon, and Attire** at a time. After you attach a new **Weapon, Horse, or Attire** to a dude that already has one, you must discard the old one **of that type**. There are a few goods cards that attach to deeds rather than dudes; these are clearly noted on the cards themselves.

9. Section 5.3.5: The Five Plays — Tradin' (pg. 19-20)

Second and third paragraphs:

Dudes with **Weapons, Horses, and Attire** are allowed to trade them, although once you are done tradin', if a dude has more than one of each, you must discard the extra cards. Dudes cannot trade spells.

Some card effects let you transfer a goods card from one dude to another. When using one of these effects, a dude can attach the goods card even when booted and/or in a location you don't control. Dudes still can't take anything that they aren't allowed to carry, and can only ever have **one each of a Weapon, Horse, and Attire** attached at the end of a play.

10. Section 6.1: Shootouts — Step 1. Make Plays (pg. 21-22)

Second paragraph:

Shootout abilities you use must come from either an action card in your play hand (which is played and then discarded), a deed, an Improvement (a card with this keyword), your outfit, **your legend**, or a card in your posse (i.e. a dude or one of their attached cards). You can also use a Shootout ability on a card that's not in a posse, but only if that ability would bring a card currently in play into a posse.

11. Section 6.2: Jobs — Step 1: Start the Job (p. 25)

First paragraph:

First, choose one of your unbooted dudes to be the leader of the job. If the ability that started the job came from text on a dude, goods, or spell card, that dude (or the dude the card is attached to) must be selected as the job's leader. If the job was started by an ability on a deed, **your outfit**, **your legend**, or an action card, the controller can choose any eligible dude to lead the job. If a job requires booting as a part of the cost (e.g. Kidnappin' says, "Noon Job, Boot:"), the leader is the dude who boots to pay that cost.

12. Section 6.2: Jobs — Step 3: Form Posses (pg. 25-26)

Second and third paragraphs:

When the leader is forming a posse for a job, there are sometimes requirements that must be met in order for you to attempt the job. These requirements are treated as if they are part of the requirements clause of a play. If you cannot meet the requirements, you cannot attempt the job. For example, the card Kidnappin' states, "Your posse must have more total bullets than the marked dude." Thus, you have to meet that requirement in order to attempt the job. If you cannot (or choose not to) make a posse that meets that requirement, you cannot attempt the job as it would be considered an illegal play, and the job does not occur. This would result in you having to either create a different legal posse that can attempt the job, choose a different play, or pass.

In addition, if the mark is a dude, that dude cannot join the leader's posse. This would potentially matter if you start a job that marks your own dude. Players can never have dudes they control in both posses, and can never make a choice that would result in that situation, no matter what the cards say.

Final paragraph:

~~If no one forms a posse to oppose the job, the job automatically succeeds; skip to Step 5.~~

~~Sometimes a job will place additional requirements on a posse (e.g. Kidnappin'). If those requirements aren't met after the posse is formed, then it is considered to be an illegal posse. If the leader has an illegal posse, the job immediately fails. If the mark has an illegal posse, the job automatically succeeds. In either case, skip to Step 5.~~

After the leader creates a legal posse, if the mark cannot (or chooses not to) create a legal posse, the job automatically succeeds. In that case, skip to Step 5.

COMPENDIUM 0.8.0

1. Glossary: “Bounty” (p. 3-4)

Revised entry:

Whenever a dude’s bounty is increased or decreased, add or remove a ghost rock counter to that dude, as appropriate. Bounties on dudes may increase or decrease via card effects, but they always increase by 1 at these times:

- After posses are formed, if the location of a shootout is at a Private location (homes are always considered Private), all dudes not owned by the ~~deed’s location’s~~ owner get 1 bounty. ~~In multiplayer, any dudes in the deed’s owner’s posse never receive this bounty.~~
- ~~If a dude not owned by the shootout location’s owner joins during the shootout (e.g. uses Pinto to move in after the shootout starts).~~ Even if a dude leaves a posse, and then rejoins, they still count as joining the posse and receive a second bounty if owned by a player other than the location’s owner.
- ~~In multiplayer, the above do not apply for any dudes in the deed’s owner’s posse.~~

2. Glossary: “Control Points: ‘Worth’ vs. ‘Have’” (p. 4)

New entry:

~~Some older cards use the word “worth” to signify that a card provides control points. These cards are as follows:~~

- ~~Chief Stephen Seven-Eagles~~
- ~~Desolation Row~~
- ~~Lawrence Blackwood~~
- ~~Max Baine~~
- ~~Old Man McDroste~~
- ~~Shizeng Lu~~
- ~~Too Much Attention~~

~~This wording resulted in confusion for many players, so moving forward templating will consistently use the terms “have” or “has” in reference to cards providing control points. Whenever a card uses the term “worth” in relation to control points, it is equivalent to using “has” or “have” when checking interactions.~~

~~For example, Desolation Row has the following printed trait: “Your dudes with 4 or more bounty are worth +1 control points.” This sentence should be read as: “Your dudes with 4 or more bounty have +1 control points.”~~

3. Glossary: “Core” (p. 4-5)

Revised entry:

~~Deeds that have this keyword can be included in your starting gang in place of one dude. Core deeds usually have a trait restricting their use to a particular faction.~~

You can begin the game with deeds that have this keyword in play, in place of one dude from your starting gang. There is no limit to the number of Core deeds you can start with, but they must replace one dude each.

Core deeds can normally be started by any outfit (and have no faction symbols attached to the keyword), but some are restricted by faction, just like dudes. When a Core deed is restricted this way, the Core keyword will be followed by faction symbols. Outfits with that faction symbol are allowed to start with those Core deeds in play.

Some earlier Core deeds were released with traits restricting their use to a particular faction, rather than faction symbols tied to the keyword. These traits are still in effect and should be treated as synonymous to faction symbols on the keyword. The deeds using the trait format are:

- Companhurst's
- Gomorra Jail
- Wagner Memorial Ranch

4. Glossary: "Noon/Shootout Abilities" (p. 8)

New entry:

Some cards feature abilities that can be activated as either a Noon or Shootout play. When these abilities are used during a shootout, they are bound by the normal rule that they can only affect cards in the shootout (unless bringing a card into the shootout), unless the ability explicitly overrides that restriction (for an example of such an override, see Grim Servant o' Death).

For example, in the case of Phantom Fingers, you can still choose a goods in the same or an adjacent location when used as a Shootout play, but that goods must be in the shootout.

5. Glossary: "Prevention" (p. 9-10)

New entry:

An effect is prevented in Doomtowntown: Reloaded when an initial effect is not allowed to fully resolve. This reason could be because of, but not solely restricted to, another card effect, board state, or a rules interaction. Some examples of what this looks like are provided below.

1. Harrowed Dudes and Acing

Harrowed dudes (e.g. Mario Crane) have built-in acing prevention against card effects. For example, if a player successfully makes a pull with Legendary Holster and chooses to attempt to ace an opposing Mario Crane, he would be discarded instead of aced because of his Harrowed keyword. Thus, his acing has been prevented.

2. Joining a Posse with Roan

While forming posses, a player may choose to boot his dude at an adjacent location to move that dude into their posse. If the dude in question has an unbooted Roan attached, the player may boot Roan to join his posse unbooted, because Roan has prevented the dude from booting.

3. Flight of the Lepus and Pinned Down

When Pinned Down has been played on an opposing dude in a shootout, it forces the opposing player to choose the affected dude as their first casualty during the Take Yer Lumps step of that round of the shootout. However, during the Resolution step of that round, it's possible the opposing player could play a card such as Flight of the Lepus, and cause the dude affected by Pinned Down to leave the shootout before the Take Yer Lumps step. If that dude has moved home due to Flight of the Lepus, they are no longer eligible to be a casualty, and Pinned Down's effect is prevented since the dude can no longer be chosen as a casualty.

4. Heartseeker and Flight of the Lepus

During a shootout, a player successfully casts Heartseeker. During the Resolution step, the opposing player plays Flight of the Lepus and sends home his own shooter, but both posses still have other dudes in them, so a winner of the round is still determined. The opposing player's casualties are reduced by 3 per the spell, and if the winner is the player that successfully cast Heartseeker, the effect of acing the opposing player's shooter still occurs as well, since that effect cannot be prevented per Heartseeker's text, even though leaving the shootout would normally prevent any further effects applying to that dude.

5. Yagn's Mechanical Skeleton

Yagn's Mechanical Skeleton states, "Opposing cards cannot boot or move this dude." Thus, a dude with Yagn's prevents the effect of cards like Paralysis Mark from booting that dude. Furthermore, if you have a dude with Yagn's sitting at home and they're targeted by Grim Servant o' Death, even though the effect stipulates you "may" have them join your posse (moving if necessary), Grim Servant is still an opposing card, and Yagn's trait will prevent your dude from moving due to Grim Servant's effect. In effect, this means your opponent will get the bonuses from Grim Servant o' Death by default. This also means if your dude with Yagn's is in a posse affected by Jael's Guile, you cannot boot that dude to fulfill the effect of Jael's Guile, since the booting will be prevented by Yagn's.

6. Glossary: "Rowdy" (p. 11)

New entry:

The Rowdy keyword is found on deeds, and means control of that deed is checked with bullets instead of influence. There are two deeds (Dead Dog Tavern and The Oriental Saloon) that have traits that function the same as the Rowdy keyword. However, these cards do not have the Rowdy keyword.

7. Glossary: "Starting Posse" (p. 14)

New entry:

Some older cards use the phrase "starting posse" instead of "starting gang." All instances of the term "starting posse" should be read as if they said "starting gang" instead.

8. Glossary: “Traits” (p. 15)

Revised text:

Traits are only in effect in the following scenarios:

- While the card is in play.
- If the trait modifies the normal procedure for playing that card or another card.
- If the trait modifies the normal procedure for using an ability on that card.
- If the trait states whether the card can be a part of your deck, enter your deck, or leave your deck (e.g. Gunslinger token)
- If the trait states the card cannot leave or enter a specific out-of-play location (e.g. Boot Hill)

9. Specific Card Rulings: “Desolation Row” (p. 17)

New line item:

- Control points granted to your dudes by this outfit are not considered permanent control points. Since these control points are granted by meeting a condition (having 4 or more bounty), the condition is checked after every play, and should one of your dudes with 4 or more bounty have their bounty drop below 4, they would lose the control point.

10. Specific Card Rulings: “Allie Hensman (Exp 1)” (p. 17-18)

New entry:

- If Allie’s job succeeds, the mark’s controller is required to attempt to make the payment. If the mark is still in play, and the mark’s controller has sufficient ghost rock, the mark’s controller must pay the ghost rock to Allie’s controller.
- A player cannot pay if they have insufficient ghost rock, and thus cannot pay enough to cover the cost of the mark’s influence. The mark would be discarded and the mark’s controller would keep whatever ghost rock they have.
- A player does not pay if the mark was discarded or aced before the job is determined to be successful. Since the mark cannot be affected by a successful job once they leave play, the payment never happens.

11. Specific Card Rulings: “POST-A-TRON” (p. 20)

Revised entry:

- This dude’s trait allows it to be included in a starting gang for Morgan Cattle Company; it cannot be included as a starting dude for ~~non-MCC non-Entrepreneurs~~ factions.

12. Specific Card Rulings: “Ramiro Mendoza” (p.20)

Removed line item (due to sequential posse forming update):

- ~~You must have the ghost rock when declaring he’s joining; you cannot use ghost rock gained through, for example, Irving Patterson’s trait.~~

13. Specific Card Rulings: “Hunter Protections” (p. 22)

New entry:

- If a dude has *any* type of control point (either permanent or temporary), the dude cannot be used to fulfill the requirements of this card’s ability.

14. Specific Card Rulings: “Outlaw Mask” (p. 24)

Removed entry (due to Attire rules update):

- ~~A dude may equip more than one Outlaw Mask.~~

15. Specific Card Rulings: “Yagn’s Mechanical Skeleton” (p. 24)

New entry:

- Even when you are given a choice by an opposing card effect of whether to boot or move your dude that has Yagn’s attached instead of another effect (e.g. by Jael’s Guile or Grim Servant o’ Death), the moving or booting is still prevented by Yagn’s. Thus, you cannot even choose those options, and must choose the other option(s) by default.

16. Specific Card Rulings: “Heartseeker” (p. 24)

New entry:

- If the opposing player’s shooter has left their posse during the shootout round in which you cast Heartseeker, and you still wind up the winner of that round, the effect of acing their shooter still occurs, since the effect cannot be prevented (not even by game rules).

17. Specific Card Rulings: “Calling the Cavalry” (p. 26)

New entry:

- Players count the number of horses in their respective posses, and then gain a hand rank bonus equal to that number, immediately before the Take Yer Lumps step.

18. Specific Card Rulings: “Pinned Down” (p. 27-28)

New line item:

- If the affected dude leaves the shootout before the Take Yer Lumps step, Pinned Down’s effect is prevented since the dude can no longer be chosen as a casualty.

19. Errata: “Smiling Tom” (p. 32)

Technical errata:

Tom can only move to your home or to a location that has another  dude.