

## Recent Updates

### RULEBOOK 1.5.0

1. Section 5.3.3: The Five Plays — Movin’ (pg. 18)

*End of third paragraph:*

Note, you cannot opt to boot the dude when making either of these moves.

2. Section 7.1: Reacts (pg. 27)

*End of first paragraph through fifth paragraph:*

When an event occurs, a react window opens for all players to ~~make React plays~~ **use React abilities**. While using a React ability may count as playing a card (e.g. if the React is on an action card in your hand), using a React does not count as making a play, unlike using Noon and Shootout abilities to make Noon and Shootout plays, respectively.

Within each react window, players have the opportunity to ~~play~~ **use** Reacts in turn order beginning with the Winner. Each React is ~~played~~ **used** and resolved before the next player gets a chance to ~~play~~ **use** one. The react window closes once all players have consecutively passed, and play resumes. Should a new event occur within a react window, pause the flow of the game again and resolve any Reacts to that new event in the same way, before going back to complete the original react window.

During a game, many events will occur that could potentially trigger Reacts, but players should not pause the game unless a player clearly declares that they have a React they wish to ~~play~~ **use**.

Some Reacts replace the original event with a new event; these can be identified by the use of the word “instead” within their text. Once a React of this type is ~~played~~ **used**, the original react window is closed and the replacement event occurs. Additional Reacts can then be ~~played~~ **used** in response to that new event.

For example, Arnold McCadish is worded “**React, Pull, Boot:** When a dude is discarded (*not aced*) as a casualty in a shootout, if the pull is higher than the dude's value, send that dude home booted instead.” Once a player successfully uses Arnold to prevent a dude from being discarded, no further Reacts can be ~~played~~ **used** in response to that dude being discarded. Instead, Reacts could be ~~played~~ **used** in response to the dude being sent home booted.

## COMPENDIUM 1.9.0

1. Glossary: Attire (p. 3)

*New entry:*

See the glossary entry for **Attachment Limits** on page 3.

2. Glossary: Duration of Abilities (p. 5)

*Second paragraph:*

However, if an ability states that an effect is permanent, it remains until the affected card leaves play, or another effect removes that modification. If an effect does not indicate it is permanent, it is always removed at the end of the duration window above.

3. Glossary: Horses (p. 8)

*New entry:*

See the glossary entry for **Attachment Limits** on page 3.

4. Glossary: Weapons (p. 16)

*Revised entry:*

~~Weapons are a kind of goods. A dude may only have 1 Weapon attached unless otherwise specified. Weapons add their bullet bonus (if any) to the dude they're attached to, even when booted, unless a card effect says otherwise.~~

See the glossary entry for **Attachment Limits** on page 3.

5. Specific Card Rulings: "Office of Ancestral Affairs" (p. 17)

*New entry:*

Job abilities on outfits that require booting refer to booting the leader for the job, not the outfit itself.

6. Specific Card Rulings: "Johnny Brocklehurst" (p. 19)

*New entry:*

- Using a React ability does not count as making a play (unlike using a Noon or Shootout ability), so you cannot use this dude's ability in response to using a React ability.

7. Specific Card Rulings: “Epidemic Laboratory” (p. 22)

*New entry:*

- Job abilities on deeds that require booting refer to booting the leader for the job, not the deed itself.

8. Specific Card Rulings: “Five Aces Gambling Hall” (p. 22)

*New entry:*

- If this deed’s ability is used in the same shootout as the ability on Pearly’s Palace, this deed’s ability resolves first since forming posses ends before players have the opportunity to use Shootout abilities.

9. Specific Card Rulings: “Pearly’s Palace” (p. 22)

*New line item:*

- If this deed’s ability is used in the same shootout as the ability on Five Aces Gambling Hall, this deed’s ability resolves second since forming posses ends before players have the opportunity to use Shootout abilities.

10. Specific Card Rulings: “Force Field” (p. 24)

*Revised line item, per functional errata (detailed below):*

- The +X bonus is set when the ability is used; the maximum +X takes into account other bonuses in effect at that time. Abilities played subsequently **by other players** may further increase or decrease hand ranks, **but yours will remain capped by your opponent’s hand rank at any given moment.**

11. Specific Card Rulings: “Soul Blast” (p. 26)

*New entry:*

- Although some copies of this card were erroneously printed with a ghost rock cost of zero, all copies of Soul Blast have a ghost rock cost of one.

12. Specific Card Rulings: “Tse-Che-Nako’s Weaving” (p. 26)

*New entry:*

- Since the control point rewarded by this card is not permanent, it is removed either at the end of turn or when the dude moves, whichever occurs first.

13. Specific Card Rulings: “Concealed Weapons” (p. 27)

*Revised line item:*

- ~~Does not allow~~ **Allows** you to attach goods or spells to a booted dude.

14. Errata: “Fetch” (p. 31)

*Technical errata:*

**Cheatin’ Resolution Hex 5, Boot:** When you discard your draw hand, you may place a card from your draw hand into your play hand. If this is a shootout, you suffer 3 less casualties this round.

15. Errata: “Force Field” (p. 31)

*Functional errata:*

**Repeat Resolution, Pay X Ghost Rock:** Raise your draw hand rank by X for this round. Your hand rank cannot exceed your opponent’s hand rank. You may not use any other card’s Cheatin’ Resolutions or Resolution effects.

16. Errata: “It’s Who You Know” (p. 32)

*Technical errata:*

**Noon:** One of your dudes calls out an opposing dude at their location. Your dude becomes a stud for this shootout. When forming shootout hands this shootout, all dudes use their influence instead of bullets to determine how many cards each player draws (*but keep their bullet type*).

COMPENDIUM 1.9.0

1. Errata: “Kabeda Hakurei” (p. 32)

*Technical errata:*

Once per turn, Kabeda can use a Noon ability on an unbooted Totem in an adjacent location as if it were at her location.