



# DOOMTOWN RELOADED

## Rules Compendium 0.8.0

**PINNACLE**  
ENTERTAINMENT GROUP

PINE BOX  
ENTERTAINMENT



# RULES COMPENDIUM VERSION 0.8.0

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## **Section 1. Glossary**

### **Abilities**

Abilities are card-text indicated by boldface text detailing the timing for activating the ability (e.g. Noon, Shootout, React) and any costs (e.g. booting), followed by a colon. The first sentence after the colon is called the “Requirement Clause,” and must be satisfied for the ability to be able to be used. There is one exception to this: if a Requirement Clause begins with “If,” then the requirement clause is allowed to fail, and the ability can still be taken. When this happens, continue with the ability and resolve the additional clauses. All other clauses after the first sentence must be met.

Occasionally a card may be worded in the following manner: “Do X to achieve Y.” For example, Dr. Dayl Burnett’s ability is: “Noon: Remove 1 bounty from an opposing dude to invent a Gadget without booting, reducing the difficulty of the Gadget by 3.” In this case, the Requirement Clause is: “Remove 1 bounty from an opposing dude...” and the subsequent clause is: “...invent a Gadget without booting, reducing the difficulty of the Gadget by 3.”

Cards that negate costs for abilities do not negate the Requirement Clause, or prevent it from being taken.

Each ability can only be used once per turn, unless it’s a Repeat ability.

### **Adjacency**

Adjacency in Doomtowntown is always bidirectional. This means that if Location A is adjacent to Location B, then Location B is also adjacent to Location A. Likewise, if a card says it is not adjacent to another location, then that other location is not adjacent to it.

### **Attachment Limits**

After each play, if a dude has more than the rulebook limit of a specific type of attachment (e.g. a Horse or Weapon), or does not meet the requirements to have a certain type of attachment, the controller of that dude must discard any number of those attachments until legal.

### **Bounty**

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 location's owner get 1 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.

Gaining bounty is determined by the location of the shootout, not the location of the callout. If a dude is called out at a Private location, but the shootout takes place at a Public location, no bounty is added.

Card effects that increase bounty may target dudes with no bounty unless they say otherwise.

### **Control Points: “Worth” vs. “Have”**

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.”

### **Cooperating: Union & Confederate**

The Union and Confederate deckbuilding and play restrictions have been removed the game. Union and Confederate will now be treated like keywords with no inherent rules, such as Deputy or Seedy.

### **Core**

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

## **Day**

Occasionally, a card may reference a “turn” instead of a day. In this case, day and turn are synonymous. Each day in Doomtowntown is the progression through the four phases: Gambling, Upkeep, High Noon, and Sundown.

## **Draw Hand**

If ever you need to form a draw hand, but there are only 4 or less cards in your deck and discard pile combined, your draw hand rank is considered to be the lowest possible hand you can form with those cards.

## **Duration of Abilities**

Many card abilities resolve immediately and then are done. Any effect that adds or removes counters is considered an effect that resolves immediately and is done. After the effect places the counter, it is the counter that has the ongoing effect. In effect, counters are permanent changes.

Effects caused by a Noon ability last until the end of the Day (that is, through the end of the Sundown phase, but before the next Gambling phase). Effects caused by Shootout abilities last until the end of that particular shootout before expiring. Unless stated otherwise, ongoing effects created by reacts last until the end of the current shootout or phase, whichever comes first.

## **Experienced Characters**

As the Doomtowntown story progresses, certain people will evolve and mature by virtue of their choices and circumstances. These changes will be represented by dudes with the Experienced X keyword, where X is the experience level of the person. Different versions of a dude card are all considered one card for purposes of deck-building.

As a Noon play, you can replace your dude card in play with a different version of that dude from your hand. The new card replaces the old, keeping all goods, spells, tokens, and markers, and remains under any game effects. The card that was replaced goes to your discard pile.

However, you can only replace a dude card with another dude card whose experience level is no more than one greater or lower (non-experienced dudes are considered experience level 0). Thus you can replace a non-experienced dude with the Experienced 1 version, and vice versa. You can replace a given dude no more than once per turn.

Replacing a dude does not trigger “enters play,” “leaves play,” or “discard” effects.

## **Feat**

Feat is a keyword found on some action cards. If a card has this keyword, it means if that card is revealed as a pull, it has a trait or ability that can be taken immediately (if legal for the current phase). When a Feat is revealed as a pull, you do not pay the ghost rock cost of the card.

## **Flavor Text**

Flavor text is written in italics at the bottom of a card. It has no effect on the game, but instead gives a taste of Doomtown’s ongoing storyline.

## **Grifter**

Some dudes may have the Grifter keyword. These Dudes usually have abilities that are used at the start of a game, after initial play hands are drawn, but before the first Upkeep phase.

You may only have up to 1 Grifter in your starting gang, unless otherwise stated by a card effect. You cannot include a Grifter dude of another faction in your starting gang.

## **Hand Rank Modifiers**

Hand ranks are the sum of the base hand rank of a player’s revealed cards, plus any modifiers to that hand rank. Hand rank modifiers are always applied to the revealed hand as a static calculation, as such:

Final hand rank = revealed hand rank + modifiers

For example, let’s say you reveal a cheatin’ full house. Your hand rank is currently 7.

Final hand Rank (7) = revealed hand rank (7) + modifiers (0)

Then you get hit by a hand rank reduction of 2 from the non-Cheatin’ ability on Cheatin’ Varmint, which makes your hand rank a 5:

Final hand rank (5) = revealed hand rank (7) + modifiers (-2)

Then you get hit by a subsequent Bottom Dealin', which draws you a 2 pair, for a revealed hand rank of 3. At this point your final hand rank is 1, because your revealed rank and modifiers are calculated as such:

$$\text{Final hand rank (1)} = \text{revealed hand rank (3)} + \text{modifiers (-2)}$$

The hand rank that matters for determining casualties (the aforementioned final hand rank) is always the sum of the final set of cards on the table for that hand plus the modifiers used by either player on that hand. Hand rank modifiers last for the normal duration of the ability (e.g. Shootout abilities for the entire shootout, Resolution for that round), unless otherwise specified.

## **Harrowed**

When a dude with the Harrowed keyword is involved in a shootout, that dude can absorb more casualties than a normal dude. You can send a Harrowed dude home booted to cover one of the casualties you take in a shootout. Discarding a Harrowed dude covers two casualties, and aching a Harrowed dude covers three casualties.

If a Harrowed dude in play gets ached by a card effect (but not through being ached to cover casualties in a shootout), discard that dude instead of aching them.

## **Headline**

Headline is a keyword that can appear on action cards. Only one Headline action can be played per shootout. If any player in the shootout has used a Headline action, another Headline action cannot be used during that shootout (even by a different player).

## **Help Text**

Italic card text in parentheses is called "help text." It does not change the way the card works, but serves as a reminder of rules that apply to the card, and is intended to help new players learn the game.

For example, Mustang says, "Noon, Boot: Move this dude (*without booting*)."

The words "without booting" remind players that when a card effect moves a dude, the dude does not boot for that move, regardless of where that move starts or ends. However, when learning the game, we do not expect new players to remember all the nuances of the rules, so we have added help text wherever we could to make card effects as clear as possible.

Not all cards use help text, usually due to space constraints. The absence of help text on a card does not imply that the card's effect acts differently than a card with help text.



## **Keywords**

Keywords appear in bold at the top of a card, and are brief descriptions of that card that can be referenced by other card text (e.g. Horse, Gadget, Hex, Attire, etc.). There are some cards that give another card a keyword as an in-game effect.

There is no limit to the number of keywords a card may have. However, if a card gains the same keyword from two separate sources, that card is only considered to have that keyword once.

## **Making Plays and Passing**

During the High Noon phase (or a shootout's steps for Shootout and Resolution plays), starting with the Winner, each player has an opportunity to make a play (including passing). Play proceeds clockwise around the table with each player making a play, until all players pass consecutively. Once this happens, the current phase or step ends, and the game continues.

Passing does not prevent a player from subsequently making a different play later in the same phase or step. A play is finished when all effects of the play, including discarding a used action card, are resolved.

The ordinary flow of the turn can be interrupted via Reacts or the triggering of a trait. When this happens, the normal flow of play is paused while any reacts and/or traits are resolved.

## **Moving into Poses**

Some card effects may instruct you to “move one of your dudes into your posse.” This phrasing is shorthand for the following: “Choose one of your dudes. This dude joins your posse, moving if necessary.” It is key to remember that a posse is not considered to be a location for the purposes of resolving card effects that reference locations.

## **Noon/Shootout Abilities**

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.

## **Paying Costs**

When you pay the cost of an ability, no player can use a React to prevent or cancel the payment of that cost.

Conversely, traits, keywords, and other mandatory effects can still prevent, modify, or cancel the payment of such a cost without affecting that ability. Should this happen, the cost of the ability is considered to be paid.

## **Penalties and Bonuses**

There are limits to how much certain game numbers can be changed. A card's bullets, influence, cost, upkeep, control, and production are always equal to the printed stat plus or minus any modifiers from card effects and/or attached cards. These numbers can fall below 0, but whenever you check that number or use it for a game calculation, that negative number counts as 0.

The same is true for casualties in a shootout. If the number of casualties to be taken by a player falls below 0, it is treated as 0 instead.

## **Prevention**

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.

### **React Priorities**

When any event occurs (such as revealing a cheatin' hand), each player, starting with the winner, has the opportunity to use applicable traits or Reacts in response to that event. If a trait or React says "instead," it must be used before all other traits and Reacts, and will end the opportunity to respond to the original, replaced event for all players. In addition, traits always have priority over Reacts with the same event window.

Thus, resolve traits and Reacts in this order:

1. Traits with "instead"
2. Reacts with "instead"
3. Other traits
4. Other Reacts

The inclusion of the terms "after" and "when" in a trait or React have specific meaning that should be adhered to. "After" the event means that the event has completed (such as discarding a dude). The window for "when" an event occurs happens before the window for "after," and means that the event is in the process of being executed. Thus, any traits and Reacts that trigger off of "when" an event occurs always have their event window before traits and Reacts that trigger "after" the event.

Traits and Reacts that trigger "before" an event have a window that must be used before an event that *will* happen in the game, such as "before taking casualties" in a shootout. This timing should not conflict with other event windows.

When players have the opportunity to respond to any of these “before,” “when,” or “after” event windows, the winner always has first priority within them, just as with other Reacts and traits.

## **Rowdy**

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.

## **Searching**

When a card effect allows you to search for a card, you are not obliged to choose any that you find. You simply declare that you are not retrieving a card, and continue play. After you search your deck, you are required to shuffle it. If your deck has no cards (for example, they’re in your discard pile instead), and you attempt to search your deck, the search immediately fails, and you do not shuffle your discard pile back into your deck.

## **Seedy**

Seedy is a keyword that can be found on a variety of cards. While the keyword has no innate ability, it is often used to characterize an ability that’s applicable during lowball.

## **Send Home Booted**

Sometimes cards will use the phrase “send a dude home booted” (or a similar variation), often on Shootout abilities. For example, the card Pistol Whip has the following text:

**Shootout:** Boot your dude in this posse to send a dude in the other posse home booted. Your dude gets –1 bullets (*minimum 0*).

“Sending a dude home booted” or any similar text is shorthand for the following routine:

- 1) Choose a dude.
- 2) Boot the chosen dude (if they are unbooted).
- 3) Send the dude to their controller’s home (if that dude’s current location is not their controller’s home).
- 4) The dude leaves their posse and is no longer in the shootout.
- 5) If a card effect (trait or ability) prevents a dude from being booted, being moved from the location, or from leaving the posse, that dude cannot be “sent home booted.”

## **Shootout**

The steps of a shootout are further explained here:

### Step 1. Make Plays

- The Winner (of lowball), or the first player clockwise from the Winner if the Winner has no dudes in the fight, gets the first opportunity to perform a Shootout ability.
- Shootout abilities must come from a dude in the fight, from cards attached to a dude in the fight, from an action card, or move someone into the fight. A player may use a React printed on any card if the relevant trigger is met.
- A card ability may be used to move a dude into or out of a posse from/to the same location as the shootout, as entering or leaving a posse fulfils the movement requirement of any such ability.
- Each player with dudes in the fight may perform an ability when it is their turn until all players pass, even if they have previously passed during that round of the fight. However, once all players have passed, the step ends immediately.
- If at any point before casualties are taken there is only one posse with dudes left in the shootout, the shootout immediately ends and that posse wins. Card abilities may not be used to move dudes back into an empty posse, as the shootout is already over.

### Step 2. Pick Yer Shooter

- Any dude in each posse may be chosen as a shooter, even if not controlled by the leader or mark. Card effects may determine this choice.

### Step 3. Draw!

- If the shooter has zero bullets, they contribute nothing. All other dudes, including those with zero bullets, contribute 1 only. Choosing a zero bullet dude as your shooter if there are any other options reduces your shooting ability.
- Players should all determine how much of their draw bonus they will use, then discard simultaneously. Each player may, if they wish, examine their opponents discarded cards, but only after revealing their own discards.

### Step 4a. Reveal

- Reveal effects apply first, before any Resolution plays can be made.
- Reveal effects are only applied to, or as a result of, the initially revealed hands this round; they do not get a chance to trigger during Resolution if a hand is changed by a Resolution effect.
- Reveal effects happen simultaneously; if either player believes it matters, the Winner can choose the order to process them.
- Reveal effects normally apply for that round, and continue to do so if an applicable hand is changed.
- The value of a joker is declared as part of Reveal and before Resolution plays. You may view your opponent's hand before declaring the suit and value of your joker, but once declared, it cannot be changed.

## Step 4b. Resolution plays

- The Winner (of lowball), or first player clockwise from the Winner if the Winner has no dudes in the fight, gets the first opportunity to perform a Resolution ability.
- Resolution abilities must come from a dude in the fight, from cards attached to a dude in the fight, from an action card, or move someone into the fight. A player may use a React printed on any card if the relevant trigger is met.
- Note: Cheatin' cards are not React cards, and are played during the Resolution step alongside other Resolution plays.
- A Cheatin' ability may only be used when another player has a Cheatin' hand. If you are the only player Cheatin' you may not use a Cheatin' ability.
- Cheatin' Resolution abilities require that a different player is currently Cheatin' and they haven't already had a Cheatin' ability used against their hand this draw. A currently legal hand cannot have a Cheatin' ability used against it, even if that hand was previously illegal.
- If a draw hand that was legal on reveal is changed as the result of a Resolution ability, it may now be treated as a Cheatin' hand; the requirement is that the hand be Cheatin' at the time the Resolution ability is played.
- A player may only have one Cheatin' ability triggered by their draw hand per resolution step, regardless of how many times their hand changes to or from legal to Cheatin' during that resolution step.

## Step 5. Take Yer Lumps

- Modifiers to hand rank are cumulative and last for the round.
- Modifiers that take a hand rank below 1 or above 11 are still at that number, but do not counted for casualties past 1 or 11. Subsequent modifiers have to bring it back above the minimum or below the maximum as normal (i.e. if a hand is rank 8, then has modifiers giving it +6 and -2, it is still above 11 but counts as being rank 11).
- If hands are exactly tied, there is no winner or loser for that round; the leader chooses casualties first.
- There is no suit comparison (e.g. two straight flushes with the same numeric values are an exact tie regardless of suit).
- Each player must try to "fairly cover" casualties as exactly as possible, e.g. you must discard one dude if you have only one casualty (i.e. you cannot ace a dude for one casualty), and you must ace all your dudes if your casualty number is twice or more the number of dudes you have in the posse.
- The loser of the round first chooses all their dudes that will become casualties and what will happen to them. After nominating all their casualties, each casualty is resolved one at a time. Reactions to the loser taking casualties (Takin' Ya With me, Hot Lead Flying) are played after the loser finishes.
- When the loser has resolved their casualties, the winner of the round then chooses theirs and resolves them in the same way.
- Card abilities that happen when a dude is being discarded or aced as a casualty (especially "healing" Reacts) can change or prevent the discard or acing from taking place, but that dude still counts for the purpose of fulfilling casualty numbers.
- Sidekicks attached to a dude selected as a casualty can still be selected in the same round as the dude has not yet left play.



#### Step 6. Run or Gun

- Dudes that flee count as moving, even if the shootout is at their own home.
- You may choose to have some dudes run and some stay; this can include the original mark even if this is a shootout resulting from a callout.

#### Step 7. Chamber another Round

- If both posses still have dudes remaining, another round of the shootout happens automatically.
- If not, all shootout effects end and the game returns to where it was, or the job is resolved.

### **Sidekicks**

Sidekicks are a kind of goods or spell. A dude may have any number of sidekicks attached. Sidekicks are used to cover casualties in a shootout, the same way as dudes except they can only be discarded to cover 1 casualty. The sidekick must be attached to a dude in the posse in order to be selected as a casualty.

When selecting casualties in a shootout, a player may choose to select a Sidekick to cover 1 casualty. Sidekicks can be selected as a casualty even if the dude it is attached to has already been selected for that round, since all casualties are selected first, then each is resolved.

However, Sidekicks cannot be used to replace a casualty required by a card effect (e.g. Pinned Down). If another card effect checks the bullet rating of a casualty, a Sidekick has 0 bullets.

### **Starting Posse**

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.

### **This**

If a card’s text uses the word “this” (e.g. “this shootout” or “this location”), the text refers to the current location or situation described. For example, Sanford Taylor’s ability says, “Call out a dude at this deed.” This means that Sanford can only call out a dude while Sanford is at a deed, and the dude called out must be at the same deed as Sanford Taylor.

### **Token**

Occasionally a card effect will instruct you to put a token into play. Tokens are represented by cards but do not form part of your deck. When instructed to do so, find the appropriate token card in your collection and put it into play. All abilities and traits printed on the corresponding token card are active, even if the ability putting the token into play does not explicitly define them.

After you discard or ace a token dude, remove it from the game.

Token dudes are always considered non-unique.

## **Traits**

Traits appear below keywords on certain cards, and are written in plain 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)

A card's controller cannot choose to ignore or "switch off" a trait.

Some traits have effects that can occur in response to an event in the same way that Reacts do. When this happens, all traits must be resolved prior to players playing any Reacts. Starting with the Winner, and proceeding in turn order, each player resolves all of their traits in any order they choose. Traits resolve sequentially, with the effects of each trait being applied before resolving the next.

Sometimes a trait can replace the event that triggered it. Such traits can be identified by the use of the word "instead" within the trait text. If a trait replaces its original triggering event, that original event no longer occurs, and no further traits or Reacts can be played in response to it. Instead, the new event can itself trigger traits and Reacts as with any other event.

## **Transient**

While Transient has no innate ability or effect, it often appears on dude cards with a low ghost rock cost, but high upkeep.

## **Uniqueness**

Dudes and deeds in Doomtowntown are mostly unique; any exceptions have the keyword "Non-Unique" on them. This means you can put more than one copy of any card in your deck, but you can't bring a Unique card into play if you own another card with the same name that is either already in play or in your Boot Hill.

If you have a Unique card in play, that doesn't stop someone else from having that same Unique card in play. However, you check for uniqueness at the point of entering play. If a Unique card is in play, and another copy goes to Boot Hill, this has no effect on the in-play card.

Other card types are not considered Unique unless they have the Unique keyword.

## **Value and Grit**

A card's value (ace through king) is always equal to its printed value plus all modifiers from any card effects and attached cards. Whenever you check the value of a card, or use it for a game calculation, a value of zero or lower is treated as 1 (ace), and a value of 14 or higher is treated as 13 (king).

A dude's grit is calculated by summing their value, bullets, and influence. When calculating this total, apply all limits on value, bullet, and influence in this calculation. For example, a dude with 5 value, -1 bullets, and -1 influence has a grit of 5, and not 3. This is because bullets and influence are both counted as 0 if they fall below it (see Penalties and Bonuses above), so the calculation above comes out to 5 value plus 0 bullets plus 0 influence, for a grit of 5.

## **Wanted Dudes**

When a dude becomes wanted, they gain a bounty that starts at 1 ghost rock. Put a ghost rock counter from the bank on the dude. Whenever a dude's bounty is increased or decreased, add or remove a ghost rock counter to or from that dude, respectively.

Becoming wanted and gaining bounty go hand in hand. If a wanted dude has their bounty increased, it doesn't make them wanted again (or wanted more). However, if a dude that is not wanted gains a bounty, the dude then becomes wanted.

If a wanted dude opposing your posse in a shootout gets discarded or aced as a casualty, you earn all the ghost rock on that dude as your reward; move it from that dude into your stash. Likewise, if you manage to discard or ace an opposing wanted dude via a card ability, you gain that dude's bounty.

You never collect bounty for aching or discarding a wanted dude that you own or control. If a dude's bounty drops to zero, that dude is no longer wanted. Equally, if a dude becomes un-wanted, remove all the bounty ghost rock from that dude and return it to the bank.

Dudes are the only card type that can become wanted and gain bounty. If a dude card says it is not considered a dude for resolving card effects, it cannot gain bounty or become wanted.

## **Weapons**

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.

## **Winner**

This term always refers to the lowball Winner for the current Day.

## **Section 2. Banned Cards**

The following cards are banned from all official Doomtowntown Reloaded tournaments:

- 108 Worldly Desires
- Showboating

## **Section 3. Specific Card Rulings**

### **Outfits**

#### **Desolation Row**

- When checking Desolation Row's job for success, the shootout has ended by the time you make the check, so any bullets gained or lost during the shootout no longer apply. For example, a dude who was Blood Cursed during the shootout will no longer have the -2 bullets applied.
- Only the leader gets 2 bounty, and you gain ghost rock equal to the leader's bullets only.
- 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.

#### **Law Dogs**

- To use this ability, you only need to boot just enough dudes with combined influence greater than the chosen target dude.
- Can be used on your own dudes to make them wanted.

#### **The Sanatorium**

- Cannot give the Huckster bonus to a dude who does not already have the Huckster skill.

#### **The Sloane Gang**

- The control point is gained during Sundown, but after victory conditions are checked at the start of Sundown, so it cannot count for that turn.
- If someone takes control of your dude after you use this ability, you still get to choose whether to add a control point or take ghost rock, and if you choose the latter you gain the ghost rock, not the player who took control of your dude.

### **Dudes**

#### **Allie Hensman (Exp 1)**

- 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.

### **Ancestor Spirit**

- Is removed from play as soon as it leaves a location, and so it never arrives at its destination.

### **Arnold McCadish**

- The dude still counts as a casualty for other effects (eg Takin' Ya With Me).
- Attached cards stay with the dude, they're not at any point actually discarded.
- Can be used to save a dude who was originally aced, but is now being discarded due to another card effect (e.g. Dr Emanuel Ashbel).

### **Barton Everest**

- Trait triggers on reveal (step 4a above under Shootouts) and lasts for that round, is cumulative with other hand rank modifiers, and continues to apply if Barton is aced or leaves the shootout.

### **Clementine Lepp**

- A Bounty Hunter can be played against Clementine while at a Saloon, but will have no effect and is immediately removed from play.

### **Dr. Dawn Edwards / Eve Henry**

- If brought into play by the discard of the other, they enter play unbooted in the normal manner (effects do not carry over).
- If brought into play during a shootout, they do not enter the shootout.
- They must actually be discarded; effects that prevent discard (e.g. Arnold McCadish) prevent the trigger for the trait.
- You may search your deck even if you know the card is not present, as that knowledge is not public (it may be in your hand, etc.).

### **The Fixer**

- Discard the cards from the top of your deck.

### **The Ghostly Gun**

- If his ability is used when he is the last member of his posse, the shootout ends and you skip to step 7 of the shootout.
- Since it is a Resolution ability, Cheatin' abilities can still be played on the hand he is now in if, at the time the Cheatin' ability is played, the hand is illegal and his owner hasn't already been targeted by a Cheatin' ability that draw.
- His value must be declared when you use the ability.
- Cannot be used during lowball.

**Harold Aimslee**

- You must have a non-Weapon Gadget in your discard pile in order to use the ability and discard a card.

**Henry Moran**

- There is only one opportunity to react to a cheatin' hand since the first hand is replaced by the second instead of being revealed.

**Ivor Hawley**

- His trait checks to see if he has one (or more) Hexes attached, and if so, then gives him the bonus; it's not a once-per-Hex bonus.

**Ivor Hawley (Exp 1)**

- When using his react, if he is aced by a Mad Scientist to bring a Wretched into play, he can then be selected as the second Abomination to be brought into play. (Note: currently under review.)

**James Ghetty**

- The ghost rock may be used to pay for an Auto-Revolver (or other Goods if Concealed Weapons has been played).
- May not be used to pay secondary costs, such as paying for an Abomination brought into play using Raising Hell.

**Jon Longstride**

- Allows an ability to be reused later in the turn; does not require or allow immediate use.

**Kabeda Hakurei**

- Whenever a Totem's ability refers to "this location," it is referring to Kabeda's location.

**Kevin Wainwright**

- Moving is a requirement of the ability, so he must actually change location (i.e. start in a different location from the Huckster).

**Lawrence Blackwood**

- The control point gained from his action is in addition to any other control points he might gain (e.g. from the Sloane Gang outfit).

**Lilian Morgan**

- The Ghost Rock may be used to pay for an Auto-Revolver (or other goods if Concealed Weapons has been played).
- May not be used to pay secondary costs, such as paying for an Abomination brought into play using Raising Hell.

**Louis Pasteur**

- Louis must make the Mad Scientist skill test.



**Lucy Clover (Exp 1)**

- This card is an experienced version of Lucinda "Lucy" Clover. Treat the two cards as having the same card name.

**Maria Kingsford**

- She does not add her bounty to her Huckster skill test when using a Hex to enter the shootout.

**Mario Crane (Exp 1)**

- Since his trait modifies the normal procedure for playing Sloane, it is in effect while he is in Boot Hill.

**Mortimer Parsons**

- After being sent home, his influence can still be modified using other card effects.

**Nicodemus Whateley**

- Can boot to give himself a control point.
- At Sundown, or when moving home, he loses all control points, not just those gained from his ability.

**Philip Swinford (Exp 1)**

- In a multiplayer game, you do not need to be in the shootout to use his ability (i.e. you do not need a draw hand).

**POST-A-TRON**

- 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 factions.

**QUATERMAN**

- Only cards attached to QUATERMAN can affect its bullets.
- Cannot use abilities that require him to boot.
- Can go on jobs at other locations, because it is the job rules that boot it, not the job card itself.
- Can be brought into play elsewhere using the Stagecoach Office.
- Can be brought into play using Recruitment Drive, but the Mad Scientist must still boot in a controlled location and pass a skill check.

**Ramiro Mendoza**

- You must pay the ghost rock if Mendoza is the leader or the mark, as well as when he joins a posse formed by someone else.
- If Mendoza is wanted and his controller doesn't pay him, he is discarded (and leaves town). Thus no bounty is rewarded, as he was neither discarded during a shootout nor by a card ability.
- If using an ability to move Mendoza into an existing shootout, he is still joining a posse and still demands payment.

### **Remy LaPointe**

- His ability cannot raise his bullet rating above 5, even if he has bonuses from other sources such as Weapons.

### **Rico Rodegain**

- While the replacement gang must still follow all the normal rules of a starting gang, it is still subject to modifications based on card effects from the replacement dudes (e.g. including Xiaodan Li would allow the replacement gang to contain six dudes).

### **Sloane**

- Does not enter play wanted, but once she has a bounty it cannot be reduced below the stated minimum.
- Does not grant booted dudes the ability to join a posse.
- Your dudes in her location may join a posse without booting even if she does not.
- Must still boot to start the job if the job ability requires the leader to boot.

### **Smiling Tom**

- Can form or join a posse for a job as long as at least one Fourth Ring dude is already at the location of the mark, or moves to the location of the mark before he does when forming your posse.

### **Tallulah “Lula” Morgan (Exp 1)**

- Lula's trait triggers only if the ability uses the word “gain.”

### **Tommy Harden**

- Trait triggers on reveal of a Cheatin' hand (see step 4a in shootouts above) and lasts for that round; is cumulative with other hand rank modifiers; and continues to apply if Tommy is aced, leaves the shootout, or if the hand subsequently becomes legal through other card effects.

### **William Specks**

- As inventing a Gadget requires a Mad Scientist to boot, William cannot also boot to reduce the cost of a Gadget he is inventing.

## **Deeds**

### **1st Baptist Church**

- The extra card is gained when hands are refilled during Sundown, after victory conditions are checked, but before effects such as Yan Li's Tailoring wear off.
- It only affects play hands, not draw hands.

### **California Tax Office**

- Sets upkeep for the following turn to zero, regardless of any changes that might occur during the remainder of the current turn.
- The additional upkeep required for out-of-faction dudes also applies if you are required to pay upkeep outside of the Upkeep phase.

### **Carter's Bounties**

- Can be used to move a dude into the posse from the same location, including a dude that had previously left the posse.

### **General Store**

- As with all card effects that attach goods and spells, the goods can be attached to a booted dude, and to a dude in a location you don't control.

### **Gomorrah Parish**

- Cards aced are still in Boot Hill and count for uniqueness.

### **Hunter Protections**

- 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.

### **Pearly's Palace**

- Using this ability, you get to make a shootout play before the normal round of shootout plays begins. Once done, shootout plays are made as per the rulebook, starting with the Winner. If you are the Winner and control Pearly's Palace, this means you get to make two consecutive shootout plays if you wish.

### **Stagecoach Office**

- Can be used to redirect a dude coming into play via a card effect. Should such an effect move the dude away from the location of a shootout, then unless the effect itself specifies otherwise, the dude does not join a posse and is not part of the shootout.

### **Undertaker**

- If a shootout takes place at the Undertaker, control is determined after each casualty arrives in Boot Hill, and so that casualty does not count their influence towards control of the deed.
- Casualties are chosen and resolved one at a time, so after each dude is aced in a shootout, control of the Undertaker is rechecked before paying out the ghost rock.

## **Goods**

### **Auto-Revolver**

- Costs (including booting the Mad Scientist) must still be paid, so the Scientist must boot in a controlled location and pass a skill check.
- If you have multiple Auto-Revolvers in the shootout, each can be used to draw an additional card.

### **Auto Cattle-Feeder**

- The Scientist does not have to be at the Ranch.
- More than one can be attached to the same deed.

### **Bio-charged Neutralizer**

- Only the Bio-charged Neutralizer cannot be affected by other players' cards, so a Sun In Yer Eyes will still turn this dude into a draw. The Bio-charged Neutralizer is not affected by cards that affect attached goods, such as Faithful Hound or Unprepared (although the latter still affects the dude carrying the Bio-charged Neutralizer).

### **Diable en Boite**

- Cannot be used if the dude in question is saved via Lay on Hands or a similar effect that prevents the dude from being aced or discarded.
- If a dude has been assigned to cover casualties, removing him from the posse with the Diable en Boite will not prevent those casualties being applied and the dude being aced or discarded.

### **Dog's Duster**

- The dude performing the callout does not have to be the dude wearing the Duster.

### **Doyle's Hoyle**

- If the Resolution ability is used to discard a 2 from your hand, but Doyle's Hoyle does not form part of your final draw hand, you still get the bonus to your hand rank.

### **Fancy New Hat**

- Once the Fancy New Hat is attached, any subsequent influence reductions are ignored.

### **Flame-Thrower**

- If the ability has been used, the controller must take an extra casualty if they lose the round.
- In the event of tied hand ranks, the lowest poker hand still counts as the loser for this effect.
- In the event of an exact tie for hand value, there is no winner or loser (e.g. identical hands).

### **Force Field**

- This can raise your hand rank to be equal to your opponent and force both players to take a casualty.
- It's a +X bonus set when the ability is used; the maximum +X takes into account other bonuses in effect at that time. Abilities played subsequently may further increase or decrease hand ranks.
- May be used multiple times in the same round whenever hand ranks are different.

### **Holy Wheel Gun**

- By first casualty, this effect means the next casualty to be taken by the opposing player after this ability is played.
- If multiple effects have been played that claim the first casualty, the player selecting that casualty can select which applies. Once that first casualty has been chosen, any other effects currently in play that require a dude to be selected as the first casualty are ignored.

### **Idol of Tlazolteotl**

- To determine whether the new deed is legal, examine whether the card could attach to the deed when it first entered play. If it could, it is legal to move the attached card to that deed.

### **Pair of Six Shooters**

- If this makes your hand illegal and you have not been hit by a Cheatin' card this draw hand, you may now be.
- Can be used during lowball.
- If the modified card is discarded, it immediately reverts to its original value for the purposes of any effects that check the value of the discarded card.

### **Plasma Drill**

- If a player Plasma Drills a 0 production deed, the owner cannot refuse to pay zero ghost rock in order to discard the deed.

### **Quickdraw Handgun**

- Any bonuses applied to your hand rank before this switches hands are applied to your new hand; they do not follow your draw hand to the other player.

### **Telepathy Helmet**

- If a dude wearing this is hit by Unprepared, the dude is not affected but the Helmet is now blanked. Subsequent shootout actions can therefore affect this dude, including a second Unprepared.

### **Yagn's Mechanical Skeleton**

- 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.

## **Spells**

### **Ace in the Hole**

- Can be used as a React during a shootout by a Huckster not in the shootout; the rule of presence only applies to Resolution and Shootout actions.

### **Fetch**

- Cannot be used to put another player's card into your play hand.
- Can be used to put Ghostly Gun, Doyle's Hoyle, and similar cards that have been added to your draw hand via Resolution plays back into your play hand.

### **Heartseeker**

- 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).

### **Holy Roller**

- The +1 bullets applies for the duration of the shootout.
- Protection from being chosen as a casualty applies to the current round only.

### **Lay on Hands**

- The dude must always be at or adjacent to the Blessed's location.

### **Mirror Mirror**

- Can be cast on a dude with the same bullet type as the Huckster.

### **Puppet**

- Can be used to take control of an opposing dude that you already have a copy of in play.
- If you have taken control of an opposing dude, you can still play your own copy of that dude, as you don't have a copy in play that you own.
- If you take control of an opposing dude, and then overlay it with an Experienced version, you retain control of that dude after Sundown because control reverts to the owner, which you now are.

### **Raising Hell**

- If your Boot Hill contains multiple copies of the same Unique Abomination (e.g. through Ace in the Hole), then that Abomination cannot enter play.
- The Abomination that enters play may be the card aced from your draw hand.
- The Abomination joins the Huckster's posse, and therefore enters play at the location of the shootout.

### **Shield of Faith**

- Cannot prevent dude cards in a draw or play hand from being aced.

## **Actions**

### **Ambush**

- Check the status of the mark each time a dude joins the leader's posse, and if the mark is not wanted at that point, raise the bounty on the joining dude by 1.
- If the mark has been aced or discarded (or otherwise left play) at the point a dude joins the leader's posse, the mark cannot be wanted and therefore the bounty on the dude is increased by 1.

### **Bad Company**

- Responsibility is defined in the same way as bounty payments: it must be the direct result of a card ability or as a shootout casualty.

### **Bottom Dealin'**

- After receiving your new hand from your opponent's deck, you can interact with that hand.



- The Ghostly Gun, Pair of Six Shooters, and Doyle's Hoyle can all be used to switch cards in your new hand.
- As per the errata regarding other players' cards, Fetch cannot be used to take your opponent's cards into your play hand.
- The player who plays Bottom Dealin' chooses the suit and value of any jokers that are revealed.

### **Bounty Hunter**

- The Gunslinger becomes wanted if at an opponent's Private location.
- The Gunslinger is under the control of the player that played the card.

### **Calling the Cavalry**

- 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.

### **Cheatin' Varmint**

- Any player with a draw hand may have their hand rank reduced. Even when used as a Cheatin' Resolution, this does not have to choose the Cheatin' hand.
- When you play the card, choose which ability to use if either is valid; you may not use both from one copy of the card in one play.

### **A Coach Comes to Town**

- Players only get ghost rock from this job if they still have dudes in their posse at the end of the job.

### **Comin' Up Roses**

- For the Cheatin' Resolution ability, a legal flush, legal straight, or a legal straight flush will earn the +2 hand rank effect.

### **Concealed Weapons**

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

### **Election Day Slaughter**

- Players get to unboot an in-town dude before declaring whether they will oppose the job.

### **A Fight They'll Never Forget**

- If a shooter leaves the shootout during the Resolution step but remains in play, he will not receive the control points for any opposing dudes that are aced.

### **Flight of the Lepus**

- You can select one of your dudes and one of the dudes controlled by the player with the illegal draw hand.
- If the opposing posse includes Tyxarglenak and a Huckster, you can select Tyxarglenak, or you can select Tyxarglenak and the Huckster, but you cannot select the Huckster on its own.

### **Fresh Horses**

- Horses affected may use printed abilities again this turn; they are not required to do so immediately.

### **Good Stiff Drink**

- Allows an ability to be reused later in the turn; does not require or allow immediate use.

### **Hot Lead Flying**

- “After you take casualties” is a timing window description, not a reference to a number of casualties, and losing the round is something that can happen even when taking zero casualties (e.g. if Sheriff Dave Montreal’s trait has applied that round).

### **Incubation**

- The ability to attach this to a booted dude at their home can only be used when the card is being played from your hand, not after it is attached to a dude.

### **It’s Who You Know**

- The dudes’ influence is only used to determine the number of cards drawn when building your draw hand. Effects that play off bullets (e.g. Shotgun) still use the dude’s bullet rating.

### **Kidnappin’**

- Each time a dude joins the leader’s posse, raise the bounty on the dude by 1 (in addition to any bounty received for joining at a Private location).

### **Magical Distraction**

- Does not replace your actual hand, nor does it prevent you being hit by a Cheatin' card.
- Sets your base hand rank for the round; modifiers still apply, but changes to the content of your actual hand have no further effect (e.g. Ace in the Hole, Bottom Dealin’).
- The dude that discards the spell is not making the pull, so cannot be combined with Doyle’s Hoyle.
- You must have a dude with a spell attached in your posse in order to play this card.

### **Make the Smart Choice**

- You may target your own dudes with this ability.
- The bullet penalty lasts until the end of the shootout, so if the dude is moved back into that shootout the penalty still applies; the next shootout, they’re back to normal.

### **No Turning Back**

- Token dudes you put into play are considered to be both owned and controlled by you.

### **Pinned Down**

- By first casualty, this effect means the next casualty to be taken by the opposing player after this ability is played.

- If multiple effects have been played that claim the first casualty, the player selecting that casualty can select which applies. Once that first casualty has been chosen, any other effects currently in play that require a dude to be selected as the first casualty are ignored.
- The required number of casualties are chosen and then each is resolved, so a Sidekick attached to a Pinned Down dude may still be used. If the dude is the only casualty, the Sidekick goes when they go.
- If there are enough other dudes or Sidekicks to cover all casualties, the dude can be discarded.
- 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.

### **Prayer**

- Can be used to attach the Miracle as a shootout action, and in an uncontrolled location as either a Noon or Shootout play.

### **Rabbit Takes Revenge**

- If the affected dudes are due to be aced or discarded, they could not be saved by a card effect if that effect would send them home booted, as that would result in them leaving the shootout.

### **Rabbit's Deception**

- Shootouts end immediately if there are no dudes in a posse, even in the middle of chaining Techniques. Thus, if this card was used by the last dude in your posse, you cannot combo into Rabbit's Lunar Leap to bring this dude back into the shootout.

### **Rope and Ride**

- Can be used even if your leader does not have a Horse attached.

### **Run 'Em Down**

- The opposing dude may already be booted.
- You must have at least one dude in play with a Horse in order to play this card.
- Any of your dudes at the opposing dude's location may call them out; it does not have to be someone that moved in.
- If you use a React ability such as Morgan Stables to make another play after moving with Run 'Em Down, you must complete all of Run 'Em Down's effects before taking that play, including any shootout started by issuing a call out with Run 'Em Down.

### **A Slight Modification**

- When used to prevent an ability on an action card, that action card is still discarded.
- Costs paid to use the prevented ability are negated. Therefore, any cards that were booted to use the ability are now unbooted, ghost rock is returned from the bank, and so forth.
- The prevented ability is still considered used for the turn.

### **Swinford Finds Trouble**

- A dude in the opposing posse can be selected twice: the first time to boot him, and the second to send him home.

### **The Stakes Just Rose**

- Can be played on a dude at the same location as the shootout but not currently in either posse, including a dude that has previously left a posse

### **Takin' Ya With Me**

- Take the value at the point this card is resolved (i.e. the dudes are in Boot Hill with no modifiers).
- If a casualty has not left play (e.g. thanks to Arnold McCadish) then their current bullet rating counts, including all modifiers (e.g. Weapons, Pistol Whip).
- Must be played after the loser of the round takes their casualties, but before the winner of the round does; cannot be played after the winner takes casualties.
- Cards without a bullet rating (such as Sidekicks) count as having 0 bullets for this card.
- Token dudes that have been aced are out of play when this effect applies, and so are considered to have 0 bullets.
- Can be played even if the loser took no casualties (e.g. if Dave Montreal was present), the trigger is a timing step; no casualties counts as 0 bullets in this case

### **This'll Hurt in the Morning**

- With regards to the timing of the discards, your opponent must pay the ghost rock or ace the card as their cards are discarded. Then they redraw.

## **Jokers**

### **All Jokers**

- A joker is only aced from a draw hand when it is included in the final five cards of that hand. If an effect removes a joker from a draw hand, that joker is not considered used within the draw hand, and so it is not aced.
- The suit and value of a joker is declared when it is revealed. Should the joker be discarded during Resolution, it no longer has a value and immediately reverts to being just a joker.

### **Devil's Joker**

- The hand rank bonus only applies while the joker is in your draw hand. Should it be removed before hand ranks are compared, the bonus is lost.

## **Section 4. Errata**

The cards in this section only show those portions of their text that have undergone errata; all changes have been highlighted in red. Thus, any traits, abilities, or other text not included here have not been altered.

### **108 Worldly Desires**

**Repeat React:** After you draw a draw hand, **if you have less ghost rock than all other players**, draw an additional card into your draw hand and then discard a card. You can only use this ability once per draw hand.

### **Auto Revolver**

**While this Auto-Revolver is in a shootout and you are forming a draw hand**, when you redraw after discarding at least one card, you may draw one extra card.

### **Bad Company**

**Noon:** Choose a wanted dude. That dude gets +3 bullets and is a stud. **If any player collects bounty on that dude this turn, they gain 4 extra ghost rock.**

### **Bunkhouse**

Dudes with 0 or 1 influence **(excluding any modifiers from this deed)** have +1 influence while at this deed.

### **Coachwhip**

**Cheatin' Resolution:** The cheatin' player must boot **one of their dudes**. If in a shootout, that dude gets aced instead. If you have a legal hand, you choose the dude to boot or ace.

### **Concealed Weapons**

**Noon:** Your dudes may attach goods and spells *(as Shoppin')* at locations you do not control, and **as Shootout plays.**

### **Dave "Slim" Gorman**

Sloane Gang • **Stud 1** • Influence 2 • Cost 5 • Upkeep 1

**Doyle's Hoyle**

**React, Boot:** After this dude makes a pull, discard the pull to replace it with this card.

**Resolution, Boot:** Discard a card from your draw hand to replace it with this card. If the discarded card was a 2, raise your hand rank by one.

**Henry Moran**

If Henry is unbooted when you **would** reveal an illegal draw hand during lowball, boot Henry, discard the illegal hand, and reveal the top five cards of your deck as your hand instead.

**Hot Lead Flyin'****Headline**

**React:** After you take casualties for losing a round of a shootout, pull. **For each dude you discarded or ached as a casualty this round** with a value higher than the pull, the winner takes 1 casualty.

**Ivor Hawley (Exp 1)**

**React:** After Ivor enters play **from your hand**, play up to two Hexes or Abominations from your Boot Hill. Reduce those cards' cost by 3 each.

**Morgan Cattle Co.**

**Noon, Boot:** Boot your dude to play a deed, reducing that deed's cost by that dude's influence, **and** move that dude to that deed.

**Mugging**

**Noon Job:** Mark an opposing dude. Boot up to two cards attached to the mark. If the job succeeds, send the mark home booted, and you may ace **up to two booted cards** attached to the mark.

**Nathan Shane**

**Shootout, Boot:** Look at a number of random cards in an opponent's hand **up to Nathan's bullet value**. You may discard one action card you saw.

**Nicodemus Whateley**

While your dudes are at in-town deeds, they gain the ability: "**Noon, Boot:** If this dude has 1 or more influence, give Nicodemus a control point, **to a maximum of 3.**"

## No Turning Back

**Resolution:** Ace a dude you own and control to reduce your casualties this round to zero. Choose a dude who gets +2 bullets and becomes a stud **for the remainder of the shootout**. Your dudes cannot flee this round.


## Paralysis mark

**Noon Hex X, Boot:** X is the value of a dude **at this location**. Boot the dude.

## Rico Rodegain

Drifter • Draw 0 • **Influence 0** • Cost 3 • Upkeep 0

## Smiling Tom

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

## Undertaker

This deed's controller gains 2 ghost rock each time an **in-play** dude is aced.

## Unprepared

**Shootout:** **Choose a dude. Boot that dude and their attached cards.** That dude gets -1 bullets and cannot use **their** abilities. Their attached cards lose all traits, abilities, and bullet bonuses.