

Recent Updates

FLOOR RULES 1.2

1. Introduction (p.2)

Added introductory line defining usage of new term “roundup” instead of tournament.

2. Throughout

Updated “tournament” and “event” to say “roundup” consistently. NB: the following terms and titles still use “tournament” and “event:”

- a. Tournament Organizer
- b. Tournament Official
- c. Destination Event
- d. Electronic Event Software
- e. event staff

3. Section 1.A Roundup Tiers (p.3)

Updated to define new delineation of “Official” and “Social” roundup tiers (previously “Official” and “Local”) to better align with new roundup types covered in section 1.B. The previous sections “1.A Tournament Types” and “1.D Tournament Tiers” have been combined into this section to streamline document flow and terminology.

4. Section 1.B Roundup Categories (p. 3)

Added new section 1.B to define four categories of roundups (Organized Play Seasons, Conventions, Badges, and Destination Events).

5. Section 1.D Match vs. Round (p. 4)

Added new section 1.D to clarify the difference between “match” and “round.”

6. Throughout

Ensured all instances of “round” and “match” are used consistently.

7. Section 3.A Match Structure (p. 10)

Updated with new round time (1 hour + d6 minutes) and warning time (55 minutes).

8. Section 3.D End-of-Match Procedure (p. 11)

Updated to account for new round time (1 hour + d6 minutes) and warning time (55 minutes).

9. Section 5.A Attendance (p. 14)

Updated to define attendance numbers by new roundup tiers and categories.

10. Section 5.C Round Time (p. 15)

Updated to account for new round time (1 hour + d6 minutes) and warning time (55 minutes).

RULEBOOK 1.5.1

1. Section 5.1: Gambling Phase (pg. 16)

Middle of third paragraph:

The rank of your draw hand always equals the highest possible rank that can be achieved with the cards in that hand. **If your hand rank is changed by other effects, it is considered the highest possible hand of that rank (e.g. if your hand is changed to the rank of a straight, it is treated as a hand of 8, 10, J, Q, K).**

2. Section 6.1: Shootouts — Step 6. Take Yer Lumps (pg. 23)

End of second paragraph:

When a card effect reduces your hand rank, it is considered to be the best possible hand of its new rank **unless it falls below rank 1, in which case it is treated as the worst possible rank 1 hand.**

RULEBOOK 1.5.0

3. 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.

4. 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 1.9.1

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.

COMPENDIUM 1.9.2

1. Errata: “108 Worldly Desires” (p.30)

Removed errata: Since this card has been banned from official play, we are reverting to the card’s original wording, and thus it is removed from the errata section. For reference, the original text is below (the part that previously had errata is highlighted in red):

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

2. Errata: “Gateway” (p. 31)

Technical errata:

Noon Hex 6, Boot: Move your Abomination dude at this location to another location.
Shootout Hex 6, Boot: Your Abomination dude joins your posse (*moving if necessary*).

3. Errata: “Jim Hexter” (p. 32)

Technical errata:

Shootout: Pay 1 ghost rock to the opposing posse’s controller to make Jim a stud.

4. Errata: “Violet Esperanza” (p. 33)

Technical errata:

Shootout: Choose an opposing dude with bullets less than Violet's bounty while Violet is attempting a job. Ace Violet's Hex to make a pull. If the pull is greater than that dude's value, ace that dude.