

DOOMTOWN™

RULEBOOK



RELOADED

DOOMTOWN™



RELOADED

RULEBOOK

VERSION 1.3.1

Credits & Acknowledgements

ORIGINAL DOOMTOWN RELOADED DESIGN: DAVID WILLIAMS III AND MARK WOOTON

ORIGINAL GRAPHIC DESIGN: BLAKE BEASLEY

DOOMTOWN RELOADED LEAD DESIGNER: EMRE GUZELSU

DOOMTOWN RELOADED RULES TEAM: ALAN SARKISIAN, LONDON SOMMER, SCOTT WISELY

DOOMTOWN RELOADED PLAYTEST LEAD: ROBERT CAMPBELL

COMMUNITY MANAGER: DAVID LAPP

BRAND MANAGEMENT: ALEX WIRGES

PROJECT LEAD: DAVID ORANGE

STORY, BACKGROUND, AND FLAVOR: DAVID ORANGE, THOMAS
GOODNOW, DAVID LAPP, ALEX WIRGES, DAVID HOGG

EDITING: DAVID ORANGE

DEADLANDS BRAND MANAGER: MATTHEW CUTTER

ART DIRECTOR: AARON ACEVEDO

LAYOUT AND GRAPHIC DESIGN: MATTHEW CUTTER, AARON ACEVEDO, JOEL KINSTLE

CARD LAYOUT: THOMAS GOODNOW

ART: LARRY WILSON, ROBIN WOUTERS, DANIEL RUDNICKI, MARIO WIBISONO, MATTHEW SWEENEY,
AMBROSE H. HOILMAN, JAMES STARR KING, ALVARO CALVOR ESCUDERO, MICRO PAGANESSI,
CARMEN SINEK, DAVID HOVEY, MARK BEHM, RICARDO RULLO, AND MICK ADULADI

DOOMTOWN RELOADED PLAYTESTING: DAVID AVERY, ROBERT CAMPBELL, STUART CLARK, STEVE
WALLACE, MARK YELLOWLEES, DAN KNIGHT, DAVID HOGG, KRISTY DARBYSHIRE, SCOTT WISELY,
LONDON SOMMER, JACOB HAMPTON, WILL GENTRY, DANIEL KRISTIAN LUNDSBY, ANDERS KERN
KERNEL, BENNI BYG ULBRINK, ALAN SARKISIAN, ANDREW FERDOWSIAN, "MR BLACK13" CHEA WILLIS,
ETHAN CASTEEL, IAN ONEAIL, JONATHAN BORRAS, TOM CADDIGAN, WILL ABBOTT, TROY BOWERS,
JOE MENCARINI, DAVID PENNYPACKER, JACOB SEYBOLD, ANDY MCCORMICK, ANDREW WROE

DEADLANDS CREATED BY SHANE LACY HENSLEY

Savage Worlds, Deadlands: The Weird West, artwork, logos, and the Pinnacle logo
are © 2017 Great White Games, LLC; DBA Pinnacle Entertainment Group.

Savage Worlds, all associated characters, logos, and artwork are copyrights
of Pinnacle Entertainment Group. All rights reserved.



Contents

Doomtown Rulebook	1	The Five Plays – Movin'	23
Game Overview	1	The Five Plays – Shoppin'	23
Key Concepts	2	The Five Plays – Tradin'	24
Golden Rule	2	Sundown	26
Decks, Discards, and Boot Hill	2	Shootouts and Jobs	26
Card Values and Hands	3	Shootouts	26
Uniqueness	3	Jobs	35
Locations and Adjacency	4	Other Rules	39
Cheatin'	5	Reacts	39
Booting Cards	6	Skilled Dudes	41
Card Types	6	Casting Spells	41
Outfit Card	6	Inventing Gadgets	41
Legend Card	8	Planting Totems	43
Dude Card	9	Kung Fu	43
Deed Card	10	KungFu Techniques	43
Goods Card	12	Kung Fu Tao Techniques	44
Spell Card	14	Hand Ranks	45
Action Card	14	Deckbuilding	46
Joker Card	15	Grit	46
Owner and Controller	15		
Setup	17		
Sequence of Play	17		
Gambling Phase	18		
Upkeep Phase	19		
High Noon Phase	20		
The Five Plays – Actin'	20		
The Five Plays – Callin' Out	22		

Doomtown Rulebook

GAME OVERVIEW

Doomtown is a game for two or more players, each vying for control of the town. You take control of the town and win the game if, at the beginning of any Sundown phase, you have more control points than each other player has influence points.

Generally, you gain control points from the deeds under your control. Other cards will gain you control points after satisfying certain conditions as well.

You primarily gain influence from the dudes you have in play. There are other cards that may modify the influence of your dudes.



KEY CONCEPTS

Golden Rule

Whenever a card seems to contradict the rules, the card text is always right. However, when one card says you “can” do something, and another card says you “cannot” do something, the one that says you “cannot” always takes priority.

In rare circumstances, you might encounter two “cannot” clauses that would both override each other. In these cases, the Winner decides the order of preference on these conflicting clauses.

Decks, Discards, and Boot Hill

Each player has their own deck to draw cards from during the game. You must shuffle your deck before the game begins, as well as any time after you search your deck during play. Be sure to give the other players a chance to cut your deck after you shuffle. You do not have to shuffle your deck if you are only looking at “the top [number of] cards” of the deck.

You also have a discard pile. This holds cards you have used, but that you might see again later in the game. Whenever you are required to discard cards, put those cards face up in your discard pile. Players are allowed to look through any discard pile at any time, but they are not allowed to change the order of those cards.

If you need to take a card from your deck for whatever reason, but your deck is empty, shuffle your discard pile to make a new deck.

You also have a Boot Hill, a separate pile of cards you never shuffle back into your deck. During play, cards can be aced; whenever a card of yours is aced, put it in your Boot Hill. If the card has other cards attached to it, those attached cards go to your discard pile instead. Players are allowed to look through anyone’s Boot Hill at any time, but they are not allowed to change the order of those cards.

If an ability lets you take control of an opponent’s card, and that card subsequently leaves play (e.g. is discarded or aced), that card returns to the opponent’s discard pile or Boot Hill, as appropriate. Regardless of card effects, you can never put an opponent’s card into your deck or play hand.

Card Values and Hands

Each card in your deck has a suit (♣ clubs, ♦ diamonds, ♥ hearts, and ♠ spades) and a numeric value. These are used when creating poker hands during the game, but may be referenced at other times.

A card's value ranges from one to thirteen. Aces count as ones, while jacks, queens, and kings count as elevens, twelves, and thirteens, respectively.

During the game you'll have a play hand of cards that you can use. In addition, at various times you'll have a draw hand, which is used during a shootout, as well as during the Gambling phase. A draw hand is used for its poker hand rank; be careful never to mix or switch your play hand with your draw hand.

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.



Locations and Adjacency

When you play Doomtown, your table becomes a map of the town as the players build it up. There are three types of in-town locations:

- 1) Each deed in play is an in-town location (unless it has the Out of Town keyword).
- 2) Each outfit's home is an in-town location (these have a few special rules).
- 3) The area in the middle of the table is an in-town location called the town square.



Your street is your row of cards—your home and in-town deeds—that make up the part of the town that you own.

When you bring in-town deeds into play during a game, you'll place them at either end of your street. Thus, at the start of the game, when you play a deed, it goes to the left or right of your home (your choice). The next deed you play goes next to either your home or the first deed you played; it can't go between them. Once deeds are placed on your street, their position is permanent, meaning you cannot choose to rearrange them.

When two in-town locations are next to each other, they are adjacent. Thus any in-town deed is adjacent to the locations to its immediate right and left (same goes for your home). Also, all in-town locations are adjacent to the town square. Locations on your street are not adjacent to locations on any other player's street.

Some deeds are Out of Town (they say so in their keywords); each is a location unto itself. Out of Town deeds are not adjacent to anything, not even other Out of Town deeds.

Sometimes, a deed leaves play (i.e. being discarded or aced). When this happens, any dudes at that deed go home booted. If there were any cards that were attached to that deed, those cards are discarded from play. Move the locations that were adjacent to that deed together so that they are adjacent, closing the gap created by the deed leaving play.

Cheatin'

Draw hands are considered either legal or illegal (the latter also known as Cheatin'). A draw hand is legal if it does not contain any cards (other than jokers) that share the same suit and value. A draw hand is Cheatin' if there are at least two cards in it (other than jokers) that share the same suit and value. After a player reveals a Cheatin' draw hand, other players will have the opportunity to resolve Cheatin' Resolutions, or other effects.

A joker never causes an otherwise legal draw hand to become a Cheatin' draw hand, regardless of the suit and value chosen for the joker. However, if a card effect changes the suit and/or value of a non-joker card to a card suit and value that already exists in the hand, the draw hand is now considered Cheatin'.

Booting Cards

Many times, when you use a card's ability, the card tells you to boot it. You boot a card by turning it sideways by 90 degrees. A booted card can't be booted again until it has been unbooted, which means turned straight up. Cards come into play unbooted.

Booted cards cannot use an ability that has booting as a cost. In other words, if a card's ability says something like, "Noon, Boot: Do this awesome thing" or "Boot a card to do this awesome thing," you can't do that awesome thing if the card is already booted.

Aside from that, unless the rules say otherwise, booted cards are treated the same as unbooted cards.

Only cards in play can be booted. If a booted card leaves play (to your hand, discard pile, or Boot Hill) it is no longer booted.

CARD TYPES

Continued on the next page, this section includes annotated examples of the different card types and their layouts.

Outfit Card

This card serves as the home for your gang; it's the place your dudes come into play when you recruit them, and it's the place where they can (usually) be safe from the other players' dudes. When a card references the "home" location, it is referencing the location defined by your outfit card (e.g. your home). There are other cards that will reference your "outfit" as well, which will be referencing your outfit as a card (i.e. using its ability, whether it's booted or unbooted, etc.).

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



Outfit Card

4. This area of the card describes what the special ability and/or trait of that outfit is; it's a power that you, the player, have by virtue of choosing to play that outfit.

5. Each outfit has a starting stash, shown here with a stack of money. This shows how much ghost rock (that's the stuff those in Doomtown use for money) the outfit can spend on starting cards. Generally, you will use your starting stash to pay for dudes at the beginning of the game.

6. This shows the outfit card's production. It has a + sign to signify the income you will earn during the Upkeep phase from your outfit.

Legend Card

A legend card serves as a guiding force for your outfit. They often grant powerful abilities at some cost. Legend cards cannot be affected by card effects unless a card specifically states that it can affect a Legend card.

1. This is the name of your legend.
2. This area of the card describes what the special ability, keywords, or traits of that legend are; it's a power that you, the player, have by virtue of choosing to play that legend.
3. A legend may modify your starting stash. If it has a + sign, then it increases your starting stash, or if it has a - sign, it decreases your starting stash.



Legend Card

4. A legend may also modify your outfit card's production. If it has a + sign, then it increases your outfit's production, or if it has a - sign, it decreases your outfit's production.

Dude Card

Townfolk are represented by dude cards. Dudes are people that owe you their loyalty, and work to further your goals by their influence, their innate abilities, or their skills with a revolver.

1. Each dude card has a specific suit (♠ spades) and value assigned to it. These are mostly used to create poker hands during the game, but can also be used for other effects too, as explained later. The higher a dude's value, the harder it is for bad things to affect them (e.g., getting hit by a shotgun, getting a spell cast on them).



Dude Card

2. Bullets are a measure of a dude's capability to win a shootout. The higher the number, the better they are at gunning down the other side. In addition, the color of the cartridge determines whether the dude is a stud or a draw; a silver cartridge means the dude is a stud (and better), while a brass cartridge indicates the dude is a draw (less stellar, but still useful).

3. Influence is a representation of how renowned the dude is around town. Well-known, charismatic dudes have high influence. So do dangerous, infamous killers. The primary use of influence is to prevent other players from winning, and to control deeds in order to help you win.

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

5. This area of the card describes any special skills that the dude can use in the game. At the top, in bold, are any keywords that the dude may have (e.g., Deputy, Huckster, etc.). These may be referenced by other cards in the game, or by the rules. Below that are the card's abilities and traits. You'll find out how to use these effects later in the rules.

6. Each dude has a cost, shown on a coin icon. This is how much ghost rock you must pay to bring the dude into play.

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 have greater upkeep from day to day.

Deed Card

Deeds are buildings and properties that provide special abilities or game effects, and, once brought into play, cannot be moved. When you bring a deed into play, it goes on the street on your side of town (unless it is Out of Town).

1. Each deed card has a specific suit (♦ diamonds) and value assigned to it. These are mostly used to create poker hands during the game, but can also be used for other effects too, as explained later.

2. Many deeds have control points, shown on a blue chip. The more control points a deed has, the more important it is to the fine citizens of Gomorra. The most important thing about control points is that they are how you win the game.

3. This area of the card describes what the deed does in game terms. At the top, in bold, are the deed's keywords (e.g., Saloon, Private, etc.). These may be referenced by other cards in the game, or by the rules. Below that are the card's abilities and traits. You'll find out how to use these effects later in the rules.

4. Each deed has a cost, shown on a coin icon. This is how much ghost rock you must pay to bring the deed into play.

5. Deeds also have production, just like your outfit card. This shows you how much extra ghost rock the deed brings into your stash each turn.



Deed Card

Goods Card

Goods cards represent items that your dudes can own, from new hats to horses and everything in between. Goods cards can't be used by themselves, but must be attached to another card you already have in play (usually a dude).

1. Each goods card has a specific suit (♥ hearts) and value assigned to it. These are mostly used to create poker hands during the game, but can also be used for other effects too, as explained later.

2. Bullet bonus (if any) shows how much the goods card improves the bullets of the dude carrying it. The color of the bullet on a goods card does not change the bullet color of the dude carrying it (unless the card says otherwise).



Goods Card

3. Influence bonus (if any) shows how much the goods improves the influence of the dude carrying it.

4. This area of the card describes any special skills that the goods provides. At the top, in bold, are any keywords that the goods may have (e.g., Gadget, Horse, etc.). These may be referenced by other cards in the game. Below that are the card's abilities and traits. You'll find out how to use these effects later in the rules.

5. Each goods card has a cost, shown on a coin icon. This is how much ghost rock you must pay to bring the goods into play. On rare occasions, a goods card can have production or an upkeep cost. In these cases, it will be shown in the lower right, as seen on the dude and deed above (if the number has a + sign before it, it signifies production, and if not, it's an upkeep cost).



Spell Card

Spell Card

Spell cards represent special talents that dudes with magical affinity can perform. When purchased, spell cards must be attached to a dude you already have in play. A Hex can only be attached to a dude with the Huckster keyword, Miracles only to a Blessed dude, and Spirits only to a Shaman.

1. Each spell card has a specific suit (♥ hearts) and value assigned to it. These are mostly used to create poker hands during the game, but can also be used for other effects too, as explained later.
2. This area shows the card's game effects. At the top, in bold, are the keywords that the spell has, which always include its type (e.g., Hex, Miracle, etc.). These may be referenced by other cards in the game. Below that are the card's abilities and traits. You'll find out how to use these effects later in the rules.
3. Each spell card has a cost, shown on a coin icon. This is how much ghost rock you must pay to bring the spell into play.

Action Card

Action cards represent special events, plans, and tactics that your dudes or your gang use to get the best of the situation. Unlike other cards in the game, action cards are generally played directly from your hand; you do not bring them into play, but instead resolve their effect, and then usually discard them once their effect is complete.

1. Each action card has a specific suit (♣ clubs) and value assigned to it. These are mostly used to create poker hands during the game, but can also be used for other effects too, as explained later.
2. This area of the card describes the effects the action has when played. If a card has multiple abilities listed, choose and declare the one you wish to use.
3. Each action card has a cost (often zero), shown on a coin icon. This is how much ghost rock you must pay to play the action. On rare occasions, an action card can have production or an upkeep cost. In these cases, it will be shown in the lower right, as seen on the dude and deed above (if the number has a + sign before it, it signifies production, and if not, it's an upkeep cost).



Action Card

Joker Card

Jokers are usually only useful for pulls and draw hands (including lowball); you can't play one from your play hand (unless specified on the joker itself). When a joker is revealed for a pull or in a draw hand, its suit and value are chosen by its owner as soon as the joker is revealed. A joker by itself will never make a hand illegal; for example, if you have a legal four-of-a-kind draw hand with a joker, it becomes a legal five-of-a-kind draw hand.

Owner and Controller

The owner of a card is the person whose deck the card came from. The owner of a card never changes.

The controller of a card is the person who gets to make all the decisions about what the card does. Whenever a card refers to “you,” it is referring to the controller of the card. Most of the time, the controller is also the owner. However, there are two times when that’s not the case:

1) When someone plays an ability that uses the words “take control.” That means the other person takes over controlling your card.

2) The much more common method concerns deeds. Whoever has the most influence at a given deed controls that deed. A deed’s controller can change any number of times per day. This does not move, boot, or otherwise affect the deed. If there’s a tie for the most influence (even a 0-0 tie because no one is there), the owner has control, even if the owner is not part of the tie.

If you control a dude or a deed, you also control all cards attached to that dude or deed (whether or not you own any of those cards). No one ever owns or controls the town square. Players always own and control their own home; the influence rule does not apply, because an outfit card is not a deed.



SETUP

At the start of the game, place your outfit card face up on your side of the table. It is your home location and the first location on your street. If you choose to play with a legend card, attach this card to your outfit.

Take ghost rock from the bank equal to your outfit's starting stash, including any modifiers from an attached legend.

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 or drifters—you cannot have a dude from another outfit 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.

Shuffle your deck and draw a play hand of five cards.

If you wish to resolve a Grifter ability in your starting posse, do so now. If both players have Grifters, randomly determine who resolves their ability first (use a coin toss or other convenient method).

SEQUENCE OF PLAY

Doomtown is played over a series of days. Each day in Doomtown moves through four phases: Gambling, Upkeep, High Noon, and Sundown.

- 1) The Gambling phase determines who goes first for the day, using a game of lowball poker.
- 2) The Upkeep phase is when you collect ghost rock from your deeds, and pay your dudes' upkeep to keep them in play.
- 3) The High Noon phase is when most of the action takes place as players bring new dudes and goods into play, maneuver around town, use Noon abilities, and get into shootouts.
- 4) The Sundown phase is when victory is determined. If no one has won, then everyone gets to draw some new cards, unboot their dudes, and get ready for the next day.

Gambling Phase

At the start of each day, each player antes up 1 ghost rock from their stash and puts it into a pot in the town square. If your stash is empty, borrow a ghost rock from the bank, but you must repay it during the Upkeep phase (after you collect your production, but before you pay any upkeep).

All players set aside their play hands and draw a five-card draw hand from the top of their deck. All players reveal their draw hands simultaneously.

If a player reveals a Cheatin' draw hand, now is the occasion for using a Cheatin' Resolution ability. If a player chooses to do so, starting with the previous day's Winner (if needed, pull for lowest value to determine this person on the first turn of the game) and going clockwise, every player has the chance to use Cheatin' Resolution abilities, either from an action card in their play hand or printed on a card they already have in play.



Each player can only have one Cheatin' Resolution ability used against them per draw hand. You cannot use a Cheatin' Resolution ability in response to your own Cheatin' lowball hand.

This poker hand is played using lowball rules. Unlike other Doomtowntown draw hands, the lowest hand rank wins. Players with exactly tied hands (e.g. both players reveal 2♠, 3♦, 4♦, 5♣, 7♣) draw new five-card lowball hands to break the tie. The rank of your draw hand always equals the highest possible rank that can be achieved with the cards in that hand. In the event that it is impossible to determine a winner using re-draws (e.g. if each player only has 5 cards in their respective decks, and those 5 cards will always result in tied lowball hands), determine the winner randomly (usually by coin flip).

The player with the lowest rank is called the Winner, and remains the Winner until a new Winner is determined in the next Gambling phase. The Winner takes all the ghost rock from the pot and places it in their stash. The Winner goes first during each phase of the day, and wins ties whenever players want to do something at the same time.

Once done, everyone discards their lowball hands and retrieves their play hands.

Upkeep Phase

At the start of the Upkeep phase each player simultaneously receives production from each deed they both own and control, as well as their outfit, and any other non-deed cards they control. Determine your total production and move that much ghost rock from the bank to your stash.

After collecting production, each player returns to the bank any ghost rock they borrowed for lowball, and then pays upkeep on any cards that they control and wish to keep in play. Upkeep is paid in turn order, beginning with the player to the left of the Winner.

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

After all players have paid upkeep on cards that they wish to keep in play, any card whose upkeep was not paid is discarded. A card with zero upkeep cannot be discarded in this way. Should card effects result in a situation where a player cannot pay the bank for any borrowed ghost rock, the debt carries forward into subsequent turns, and must be repaid during the Upkeep phase as soon as the player is able to do so.

High Noon Phase

Starting with the Winner and going clockwise, players take turns making Noon plays. When it's your turn to make a play, you can make one of the five basic plays from the rulebook:

- 1) Actin'
- 2) Callin' Out
- 3) Movin'
- 4) Shoppin'
- 5) Tradin'

Additionally, a player can pass their action. You can make these plays in any order and any number of times.

Play keeps passing to the left around the table until every player passes consecutively. Once this happens, the High Noon phase ends.

The Five Plays — Actin'

One play you can make is to use a Noon ability on an action card in your play hand or printed on one of your cards in play (like a deed, dude, goods, or spell). To do so, declare the ability, pay any costs, meet any requirements if necessary, and resolve its effects.

The cost of an ability includes booting the card if the ability has the word "boot" in front of the colon, and paying any ghost rock required to use the ability. Also, if the card says something like, "do X to achieve Y," X is considered a requirement.

The first sentence (only) of an ability also includes the requirements that must exist in order to use the ability. For example, if an ability begins with the sentence, "Choose an opposing dude with a weapon attached," there must be an opposing dude in play who has a weapon attached. If not, you can't use that ability.

Using a card's ability does not boot that card unless booting is part of its cost. Even so, you can only use each ability on a given card in play once per day or once during setup. It's important to note that normally, an ability used during setup will not be available during the first turn since abilities only "refresh" at the end of a turn, and the end of setup is not considered an "end of aturn." However, any ability that includes the word "Repeat" before the colon can be used multiple times per day, without limit.

Most abilities on deeds can only be used by that deed's controller, whether or not the controller is also the owner. This is noted by the word "Controller" in front of the deed's ability.

Unless otherwise noted, the effects of Noon abilities last through the end of the Sundown phase.

When you make a Noon play using an action card, only put the card into your discard pile once the play is complete and it is the next player's turn to make a play.



The Five Plays — Callin' Out

As a Noon play, one of your unbooted dudes can call out a dude controlled by another player at the same location (that is, challenge that dude to a shootout). This doesn't boot your dude, and so as long as they stay unbooted, your dude can continue to call out an opposing dude at their location each and every time it's your turn to make a play. However, this play cannot be used to call out an opposing dude at that dude's home.

If unbooted, the dude you called out can refuse the call out by moving home booted. A booted dude must accept the call-out.



Some card effects let you call out a dude. When using one of these effects, your dude may call someone out even while booted, and more importantly, can use it to call out a dude in their home. If not already booted, dudes at their home can still refuse such a call-out by moving home booted, even though they are already there. Such a refusal still boots the dude, of course.

If a dude accepts a call out, a shootout starts at their location, and both sides can form posses.

The Five Plays — Movin'

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:

- 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.

Although neither of these special moves boots the dude, the dude must still be unbooted in order to perform the move.

Some card effects let you move a dude. These are usually Noon abilities, but there are also a few Shootout and React abilities, too. When using one of these effects, you can use it to move a booted dude, and the move doesn't boot your dude. Card effects that move a dude must move them to a new location; the dude cannot remain at the same location, unless the effect is sending them home booted.

The Five Plays — Shoppin'

You make this play to bring a dude, deed, spell, or goods card into play from your play hand. Pay its ghost rock cost to the bank, then put the card on the table unbooted. You can start using its abilities as soon as it's your next turn to make a play. The way you bring a card into play depends on the type of card it is.

- **Dude:** A dude starts at your home unbooted.
- **Deed:** Unless they say otherwise, all deeds are in town. Place a new in-town deed at either end of your street, as the last card in that direction. New deeds can't be placed between existing locations on your street. Out of Town deeds are never added to your street, but instead are placed off to one side.
- **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 Horse and one Weapon at a time. After you attach a new Weapon (or Horse) to a dude that already has one, you must discard the old one. There are a few goods cards that attach to deeds rather than dudes; these are clearly noted on the cards themselves.
- **Spells:** All spells have restrictions on who can attach them. Only Hucksters can attach Hexes, only Blessed can attach Miracles, and only Shamans can attach Spirits. 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 attach any number of spell cards.

Some card effects let you bring another card into play. When using one of these effects, the new card enters play following these same rules, depending on its type. The costs of the new card must still be paid, so if you can't pay those costs, you can't attempt to bring it into play. If that new card is a goods or spell, a dude can attach it 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.

Gadgets are a special type of goods that can only be brought into play by a Mad Scientist. See "Inventin' Gadgets" for details. Once a Mad Scientist has invented a Gadget, you can use the Tradin' play later on to give it to another dude.

The Five Plays — Tradin'

If you have two or more of dudes you control together in a location you control (whether or not you own it), you can swap any number of goods cards between them. All dudes receiving goods must be unbooted, and can't receive anything that they aren't allowed to carry. Booted dudes can give goods away, but can't receive them. Once a dude gets a goods card from a trade, that dude can't trade it away on that same day.

Dudes with Weapons and Horses 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 Weapon or Horse attached at the end of a play.



Sundown

Once the High Noon phase is over, the Sundown Phase immediately begins. Any traits or effects that apply continuously during Sundown start.

Now check for victory conditions to see if anybody's won. If you have more control points than the highest influence amongst all other players, you win. If two or more players meet this victory condition, the one with the most control points wins. If that's also tied, the player with the most influence wins. If that's also tied, play another day and check again for victory.

Any effects that require a check or game state change during Sundown are then resolved.

All players may choose to discard one card from their play hand, with the Winner choosing first. All players then discard down or refill their play hand to their maximum hand size (normally 5 cards).

Next unboot all cards, and then turn and phase effects end in the following order:

1. The active window for Sundown effects now ends (so abilities or requirements based on Sundown can no longer be triggered).
2. Effects that apply "during Sundown" end.
3. Effects that apply until the end of the turn end.

Abilities now refresh, which means they can be used again and are ready for the next day.

Finally, the day ends, and a new day begins.

SHOOTOUTS AND JOBS

Shootouts

A shootout usually starts when a dude accepts a call-out. Both the player and dude doing the callin' out are known as the leader, while the player and dude being called out are known as the mark. The shootout takes place at the location of the mark, and does not change for the duration of the shootout (even if the mark subsequently leaves the shootout).

Both players in the shootout form a group of participating dudes called a posse. The leader declares their entire posse first. All dudes added to a posse, including the original leader and the mark (both of whom must be in their respective posses), are said to be joining a posse. Only dudes in the location of the shootout or in an adjacent location can join a posse. A dude in the same location can join even while booted, but only unbooted dudes can join the posse from an adjacent location by booting and moving to the location of the shootout. A dude can't join a posse if there are restrictions that prevent him from moving to the mark's location.

Posse formation occurs in the following manner:

1. First, the player who is the leader has their dude who initiated the call-out join their posse automatically.



2. Then, the player who is the leader sequentially selects additional dudes to join the posse in the following manner:

a. A dude is declared to join the posse, and any costs associated with the dude joining the posse are paid.

b. Then, if the dude is unbooted and adjacent to the location of the shootout, the dude boots and joins the posse.

3. Once the player who is the leader has completed forming his posse, the player who is the mark follows the same structure, with the dude who is the mark joining his posse first automatically, and then sequentially having dudes join his posse (following the same structure).

Players can never have dudes they control in both posses. Players cannot ever make a choice that would result in that situation, no matter what the cards say.

When a shootout takes place at a Private location, regardless of who started it, all dudes in the shootout that are not controlled by the owner of that location have their bounty increased by 1. If this takes them from 0 to 1 bounty, they are now wanted. A deed's keywords will tell you whether it's Public or Private. A player's home is always Private, and the town square is always Public.

Each shootout is resolved in a series of rounds, done one at a time until all dudes in one posse are shot dead or flee. The following explains how you handle a shootout round.

Step 1. Make Plays

Starting with the Winner and proceeding clockwise, each player with a dude in the shootout makes a Shootout play. Shootout plays include using Shootout abilities, passing, or using any other text that refers to a Shootout play.

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, 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.

Shootout abilities can also only affect dudes or their attached cards if they are in a posse, unless that ability would bring a card into a posse.

When you make a Shootout play using an action card, only put the card into your discard pile once the play is complete and it is the next player's turn to make a play. Players continue making Shootout plays until all players pass consecutively.

The effect of a Shootout ability only lasts until the end of the shootout. If an effect ever sends a dude home, the dude leaves the posse and the shootout, even if they're already home. If, due to the use of Shootout abilities, there's only one posse left in the shootout, the shootout ends immediately; skip to Step 7.

Step 2. Pick Yer Shooter

The leader and mark, in that order, choose and announce their shooter from the dudes in their posses. This choice only lasts for the current round of the shootout. Any dude in the posse can be chosen as shooter, including booted dudes. You do not have to choose the leader or the mark as your shooter.



Step 3. Draw!

This is where you see how well your posse performs in this round of the shootout. You do this by dealing yourself a draw hand from your deck and making the best poker hand you can from it.

Set aside your play hand, then draw cards from the top of your deck equal to five plus your posse's stud bonus. You gain a stud bonus from everyone in your posse that has a stud bullet rating, which is a number in a silver cartridge. Your bonus equals the full stud rating of your shooter (if they have one), plus one extra for each other stud in your posse (even dudes that have a 0-stud bullet rating).



Once you've drawn those cards, you can take advantage of your draw bonus. You gain a draw bonus from everyone in your posse that has a draw bullet rating, which is a number in a brass cartridge. Your draw bonus equals the full draw bonus of your shooter (if they have one), plus one extra for each other draw in your posse (even dudes that have a 0-draw bullet rating).

Once you've determined your draw bonus, take a look at the cards in your draw hand, and decide which, if any of them, you'd like to discard (up to a number equal to your draw bonus), discard them, and replace them with cards drawn from the top of your deck. You must take your draw bonus all at once, not one card at a time.

After all that, discard cards until you have five left. That's your final draw hand. It's perfectly fine for you to have two or more cards with the same suit and value—two kings of clubs, for example, but that is a Cheatin' hand, and so it does open you up to the potential damage of a Cheatin' Resolution ability in the next step.

Step 4. Reveal and Resolve

At this point, both players reveal their draw hands, and resolve any effects on cards in play that refer to draw hands being revealed. A draw hand is only revealed once, so if a player is required to discard their hand and draw a new one, those effects are not triggered a second time. Next, each player with a dude in the shootout can make Resolution plays, by using Resolution abilities or passing.

Starting with the Winner (or the first player with a dude in a posse going clockwise from the Winner if the Winner has no dudes in the shootout) and proceeding clockwise, each player with a dude in the shootout either passes or plays a Resolution ability until all players pass consecutively.

Resolution 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, or a card in your posse (i.e. a dude or one of their attached cards). You can also use a Resolution 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.

Resolution abilities can also only affect dudes or their attached cards if they are in a posse, unless that ability would bring a card into a posse. Resolution abilities' effects last until the end of that round, unless stated

otherwise by the card. For example, Hex Slingin' will increase your hand rank by 2 only for the round in which it was played.

If a player has a Cheatin' hand, other players can use a Cheatin' Resolution ability as a Resolution play. Each player can only have one Cheatin' Resolution used against them during this step. Another player must have a Cheatin' hand in order for you to play your Cheatin' Resolution. Your own Cheatin' draw hand does not allow you to play your own Cheatin' Resolution (even if you would target yourself with it).

Players who do not have a posse involved in a shootout can play a Cheatin' Resolution ability on an action card. However, some Cheatin' cards have effects that only work if you have a posse in the shootout (e.g. Magical Distraction). If, due to the use of Resolution abilities, one player loses all the dudes in their posse (i.e. the posse is aced, discarded, or sent home), the shootout immediately ends; skip to Step 7.

Step 5. Take Yer Lumps

Players now compare the ranks of their respective draw hands. The rank of a draw hand is always the highest possible rank that can be achieved with the cards in that hand. The winner of this round of the shootout is the player with the highest hand rank. If hand ranks are equal but one player has a better hand (say, three jacks compared to three aces), that player still wins this round. If both players have the exact same hand (ignoring suits), there is no winner or loser for this round. See page 46 for the Hand Ranks.

When a card effect increases your hand rank, it is considered to be the worst possible hand of its new rank unless it is changed to a rank of 11 or above, in which case treat it as rank 11 and equal to all other rank 11 hands. 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.

The difference between the two ranks is the number of casualties the loser takes. If hand ranks are tied, both players take one casualty. Both players may also be required to take additional casualties through the use of card effects.

A player takes casualties by discarding or acing dudes in their posse: discarding a dude covers one casualty (they were either wounded or run out of town, but live to fight another day), and acing a dude covers two casualties (the dude was shot dead). Any goods with the Sidekick

keyword attached to a dude in the posse can also be discarded to cover one casualty. See also Harrowed dudes, in the Rules Compendium, for more options.

Starting with the loser of the round (or the leader if there was no loser), each player must ace or discard enough dudes in their posse to match their casualties. They must match the exact number of casualties if able – they may not voluntarily take more or less casualties than required.



Each player (in the order described above) first assigns their casualties by announcing which of their dudes and Sidekicks will be aced or discarded in sequential order. Next, that player takes their casualties, resolving each one at a time in the selected order until they have met their required casualties (so if a card effect forces a dude to be selected as the first casualty, they must also be resolved first).

In the event that a player takes zero casualties during a round, they still assign and take casualties. In this case, the player will assign zero casualties, then take zero casualties. This is important, as there may be card effects that interact with either assigning or taking casualties.

If a card effect ever forces you to take casualties separately from the difference in hand ranks, there will still be the process of assigning and taking those casualties.



Note that even if the loser must ace or discard all dudes in their posse, the winner must still take all their casualties. Remember that while aced dudes go to your Boot Hill, their attached cards are discarded instead.

Step 6. Run or Gun

Starting with the loser of the shootout round (or the leader if there is no loser), all players decide which of their dudes flee the shootout. Those that flee leave the posse and move home booted. Even dudes that are already booted or already home can flee the shootout. Each player decides for all of their dudes before the next player decides.

Step 7. Chamber Another Round

Both players discard their draw hands. If only one posse remains, that player wins the shootout. If both posses have been emptied of dudes, neither player wins the shootout. If both posses still have at least one dude each, go back to Step 1 to start the next shootout round.

JOBS

Big events in Doomtown are called jobs. Jobs are initiated by ability text like “Noon Job:”. Like shootouts, jobs are resolved in a specific manner. As with shootouts, both the player and dude starting the job are known as the leader, while the player and/or the dude (or the deed or something else) being affected by the job is known as the mark.

Step 1. Start the Job

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 or 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.

Step 2. Choose the Mark

All jobs intend to do something to someplace or someone. The intended target is called the mark. The first sentence of the job text tells you what the mark is. The leader doesn’t have to be in the same location as the mark to start the job; in fact, the leader can even be at an Out of

Town location. Unlike when callin' out, you can declare your own cards to be the mark of a job. If so, you then cannot defend against the job (although other players still can).

Step 3. Form Posses

Once the leader's chosen, it's time to form posses. Just like in shootouts, the leader forms a posse first and the dude chosen to lead the job is automatically the first person in the posse.

All dudes other than the leader have to boot to join the posse unless they're already at the mark's location. Dudes at the same location as the mark can join without booting, and can join even if booted. A dude can't join a posse if there are restrictions that prevent him from moving to the mark's location.

The formation of the leader's posse follows a special routine for jobs. Note all of these steps happen sequentially and before any opposing posses are formed.



1. First, unbooted dudes at the location of the leader can join the posse by booting. Once you've selected all of these dudes, you move to the next step.

2. Second, any unbooted dudes adjacent to the location of the leader, may boot to join the posse (but do not move to the location of the leader). Once you've selected all of these dudes, move to the next step.

3. Third, all dudes currently in the leader's posse move sequentially to the location of the mark. Once your current posse is at the mark, you move to the next step.

4. Fourth, any unbooted dudes adjacent to the location of the mark may boot to join the leader's posse and move to the location of the mark. Once you've selected all of these dudes, you move to the next step.

5. Fifth, any dudes at the location of the mark may join the leader's posse (even if booted) and do not need to boot to join the leader's posse. Once all of these dudes have been selected, the leader's posse is considered to be fully formed.

One way to remember this is the following: The leader gets people at his location to join him first, then "yells" to dudes adjacent to his location that there is a job to be done and those dudes join if they can. All these dudes then move to the job location. Next, dudes adjacent to the mark see the commotion and can join in. Finally, dudes at the location of the mark can join right in at the end.

Once the leader has declared who's joining their posse, the mark's controller can also form a posse. The mark can only use dudes at or adjacent to the mark's location. Those dudes must boot to join the posse unless they are already at the mark's location. Dudes at the same location as the mark can join even if booted. Just like in shootouts, the members of the posse are formed sequentially and follow the same rules (see page 26). Note that, unlike a call-out, the mark does not necessarily have to join the posse (although it's usually a good idea). Players cannot form a posse containing zero dudes. If the mark's controller chooses not to (or cannot) form a posse, the mark's owner, if different from the controller, can form a posse.

If the mark's controller does form a posse, the mark's owner cannot also form a posse. If neither the controller nor the owner choose to form a posse (this is always the case with jobs that mark the town square or the

leader's own cards), then any player, starting with the player to the left of the leader, can form a posse to oppose the job.

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.



R. P. R.
v. 1.0

Step 4. Saddle Up

If the leader's posse and a posse to oppose the job both are at the location of the mark, a shootout starts (see page 26). If the shootout is at a Private location, any dudes in the shootout not controlled by the location's owner become wanted just like in a normal shootout.

Step 5. Is the Job Done?

If the leader's posse wins the shootout, or no player forms a defending posse, the job succeeds. Otherwise, the job fails. After the shootout ends, regardless of the outcome, survivors in the leader's posse go home booted. Surviving dudes in the defending posse stay where they are. Now resolve the effects of a successful job as given on the card, assuming the mark is still in play. If not, the job succeeds anyway but the mark is unaffected. If the job fails, nothing happens. Finally, the remaining posses are dissolved and the job ends.

OTHER RULES

Reacts

Some cards have abilities that start with the word "React." These abilities can be played in response to an event. The text of the React ability will tell you what the event is. When an event occurs, a react window opens for all players to make React plays.

Within each react window, players have the opportunity to play Reacts in turn order beginning with the Winner. Each React is played and resolved before the next player gets a chance to play 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.

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, the original react window is closed and the replacement event occurs. Additional Reacts can then be played 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 in response to that dude being discarded. Instead, Reacts could be played in response to the dude being sent home booted.

Reacts, unless specified otherwise, last as long as their commensurate counterpart, i.e.:

1. The effects of a react triggered during Noon last until the end of the day.
2. The effects of a react triggered during a shootout last until the end of that shootout.
3. The effects of a react triggered during Upkeep last until the end of that phase.
4. The effects of a react triggered during lowball last until the end of lowball.
5. The effects of a react triggered during Sundown last until the end of that phase.



Skilled Dudes

The keywords in a dude's card text tell you of any skills the dude has, including Mad Scientist, Huckster, Blessed, and Shaman. A number follows the dude's skill (such as "Mad Scientist 2" or "Huckster 4"), which is called the dude's skill rating. Mad Scientists use their skill rating when creating a Gadget. A Shaman, Blessed, or Huckster uses their skill rating when casting a spell. Whenever one of your dudes wants to use a skill, that dude must perform a skill test. To make a skill test, a pull is made.

When you pull, draw the top card of your deck, reveal it, and check its value (ace through king). Usually, you compare the value to a number indicated in the pull instructions. Remember, aces are 1, jacks are 11, queens are 12, and kings are 13. If you have no cards left to pull, shuffle up your discard pile to make a new deck. If your deck is completely out of cards (because they're all in Boot Hill or in your play hand), your pull is considered a 1 (ace) of clubs.

After you've made the pull, add the value of the pull to the dude's skill rating. The total is called the skill check. Once you've enacted all results of the pull, discard the pulled card.

Casting Spells

Spells can be cast by Hucksters, Blessed, and Shamans. Any card effect that uses the term "cast" (or similar) is referring to the process of using an ability on a spell card.

Each ability printed on a spell card has a difficulty level. Whenever your dude wants to cast a spell, perform a skill test. If the resulting skill check equals or exceeds the spell's difficulty, the spell succeeds and you use that ability. Otherwise, your dude failed to cast the spell and nothing happens (the spell ability has still been used, but to no effect), and it's the next player's turn to make a play.

Inventing Gadgets

Whenever you want to bring a card into play that has the Gadget keyword, you need a Mad Scientist to successfully invent it. Gadgets are usually goods cards, although a handful of dude and deed Gadgets also exist. Any card effect that uses the term "invent" (or similar) is referring to the process of bringing a gadget into play. As a Noon play, your Mad Scientist can try to invent a Gadget you hold in your play hand; it's just like shoppin', but not a sure deal. When using an ability to bring a card into play, that card can be a Gadget, but you'll still need to have a Mad

Scientist invent it (e.g. if you use a card such as General Store or William Specks to play a Gadget at a reduced ghost rock cost, you still have to pay the cost of inventing it).

The cost of inventing a Gadget is as follows:

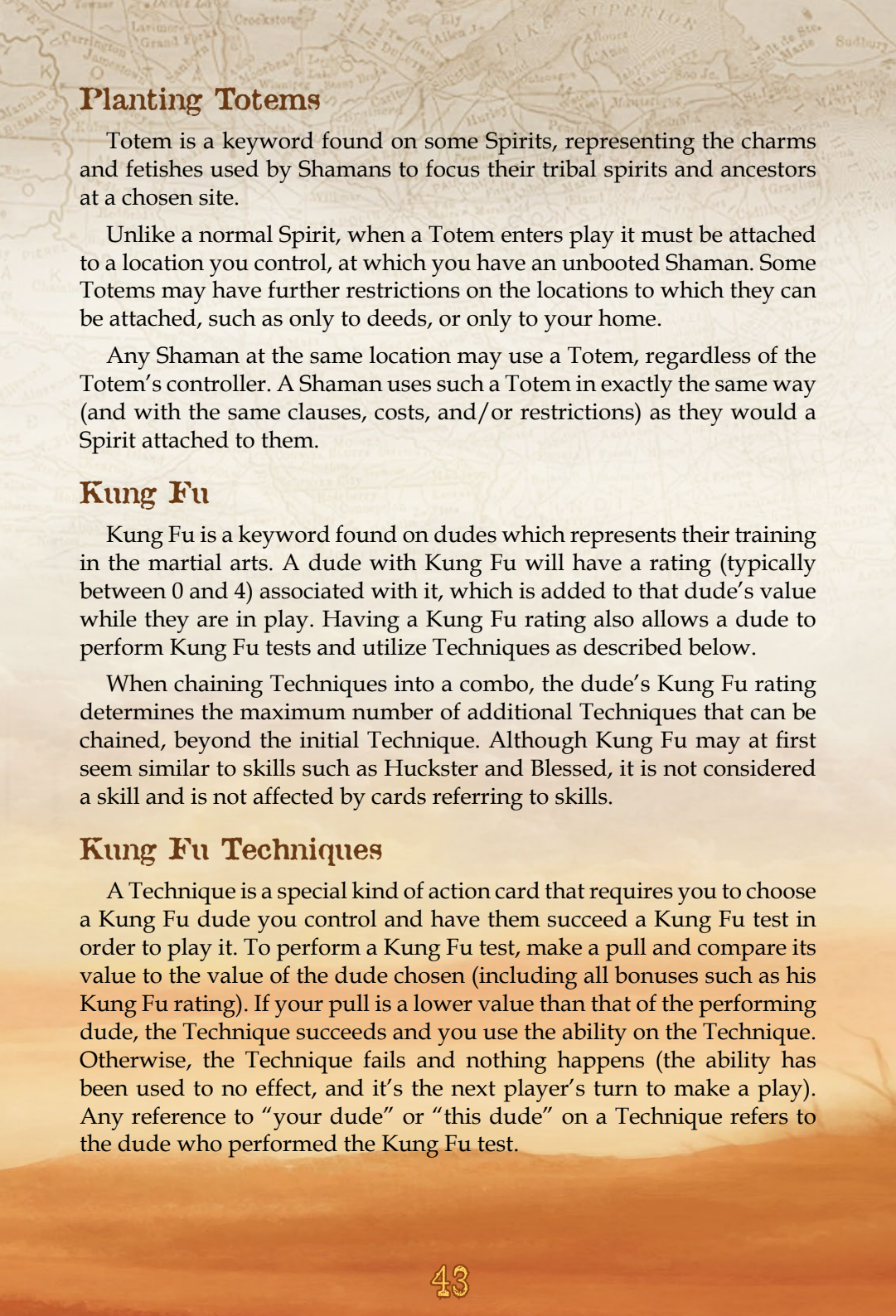
- 1) Boot your Mad Scientist,
- 2) Pay the Gadget's ghost rock cost,
- 3) Then perform a skill test using the dude's Mad Scientist skill rating.

If the resulting skill check equals or exceeds the Gadget's difficulty, the invention was a success and the Gadget enters play. Attach it to the Mad Scientist unless the Gadget says otherwise. If the skill test fails, the Gadget is placed in your discard pile.

Gadget dudes enter play at the location of the inventing Mad Scientist unless instructed otherwise, but unlike goods they do not attach to the Mad Scientist. Once in play, they are treated like any other dude.

Gadget deeds enter play like any other deed, using the normal deed placement rules.





Planting Totems

Totem is a keyword found on some Spirits, representing the charms and fetishes used by Shamans to focus their tribal spirits and ancestors at a chosen site.

Unlike a normal Spirit, when a Totem enters play it must be attached to a location you control, at which you have an unbooted Shaman. Some Totems may have further restrictions on the locations to which they can be attached, such as only to deeds, or only to your home.

Any Shaman at the same location may use a Totem, regardless of the Totem's controller. A Shaman uses such a Totem in exactly the same way (and with the same clauses, costs, and/or restrictions) as they would a Spirit attached to them.

Kung Fu

Kung Fu is a keyword found on dudes which represents their training in the martial arts. A dude with Kung Fu will have a rating (typically between 0 and 4) associated with it, which is added to that dude's value while they are in play. Having a Kung Fu rating also allows a dude to perform Kung Fu tests and utilize Techniques as described below.

When chaining Techniques into a combo, the dude's Kung Fu rating determines the maximum number of additional Techniques that can be chained, beyond the initial Technique. Although Kung Fu may at first seem similar to skills such as Huckster and Blessed, it is not considered a skill and is not affected by cards referring to skills.

Kung Fu Techniques

A Technique is a special kind of action card that requires you to choose a Kung Fu dude you control and have them succeed a Kung Fu test in order to play it. To perform a Kung Fu test, make a pull and compare its value to the value of the dude chosen (including all bonuses such as his Kung Fu rating). If your pull is a lower value than that of the performing dude, the Technique succeeds and you use the ability on the Technique. Otherwise, the Technique fails and nothing happens (the ability has been used to no effect, and it's the next player's turn to make a play). Any reference to "your dude" or "this dude" on a Technique refers to the dude who performed the Kung Fu test.

Kung Fu Tao Techniques and Combos

Tao Techniques are techniques that are part of a specific school or discipline and can be played in combination with other Techniques from the same Tao. These techniques will have their Tao indicated on the card (e.g. Tao of Zhu Bajie, Tao of the Jade Rabbit), and many also include a combo requirement, indicating that you can quickly follow up with another Technique before your opponent has a chance to make a play.

After you successfully play a Tao Technique, check to see if you have satisfied the combo requirement (if any) on the bottom of the card; if so, you may immediately choose and play a different Technique of the same Tao from your hand or discard pile, choosing the same dude to perform the Kung Fu test. Note that these Techniques must be different: you can combo from Rabbit's Lunar Leap into Rabbit's Deception back into Rabbit's Lunar Leap, but you cannot combo from Rabbit's Lunar Leap directly into another Rabbit's Lunar Leap. Not all Tao Techniques are able to chain into subsequent Techniques, but they can all be used to chain from prior Techniques of the same Tao. The same dude must be chosen to perform the Kung Fu test for all Techniques in a combo, and the maximum number of additional Techniques that can be chained is equal to that dude's Kung Fu rating.



Unlike other action cards, a Tao Technique is not placed in the discard pile after resolving. Instead, it remains in play until the end of the phase or the appropriate step in a shootout in which it was played. A Noon Tao Technique is discarded at the end of High Noon, immediately before you check for victory. A Shootout Tao Technique is discarded at the end of the “Make Plays” step of the shootout, immediately before either player picks their shooter. This ensures you will not be able to use the same Tao Technique card twice within a single High Noon phase, or twice within the same Shootout round.

Hand Ranks

There are 11 hand ranks in Doomtowntown, defined in the following manner:

11. Dead Man’s Hand. Exactly A♣, A♠, 8♣, 8♠, J♦.

10. Five of a Kind: Five cards of exactly the same value. Example: A♣, A♠, A♦, A♥, A♠.

9. Straight Flush: Contains 5 cards in sequential value, all of the same suit. Example: A♦, 2♦, 3♦, 4♦, 5♦.

8. Four of a Kind: Contains four cards of exactly the same value. Example: A♣, A♠, A♥, A♦, 7♥.

7. Full House: Contains a Three-of-a-Kind of one card value, and a pair of a different value. Example: A♣, A♦, A♠, K♣, K♠.

6. Flush: Contains 5 cards of all the same suit, but not in sequence. Example: A♠, 5♠, 7♠, 8♠, 10♠.

5. Straight: Contains 5 cards in sequential value, not all of the same suit. Example: A♠, 2♦, 3♠, 4♦, 5♦.

4. Three-of-a-Kind: Contains only 3 cards that share the same value. Example: A♠, A♦, A♠, 10♠, K♠.

3. Two Pair: Contains 2 different pairs of cards. Example: A♠, A♦, K♠, K♠, 8♠.

2. Pair: Contains only 2 cards that share the same value. Example: A♠, A♦, 7♠, J♠, K♠.

1. High Card: Contains 5 cards of different values, of mixed suits, that are not sequential in value. Example: A♠, 3♦, 7♠, J♠, K♠.

DECKBUILDING

Deckbuilding in Doomtown follows the following guidelines:

- The deck must have exactly one outfit card.
- The deck may include one legend card.
- The deck must have exactly fifty-two cards with printed values.
- The deck can have up to two jokers (note that jokers do not have a printed value).
- The deck cannot have more than four cards that share the same suit and value.
- The deck cannot have more than four cards that share the same title.
- There are no restrictions on the number of dudes from other factions you may include other than the above.

GRIT

Some cards reference “grit”. 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 so the calculation above comes out to 5 value plus 0 bullets plus 0 influence, for a grit of 3.





7
♣

GRIM SERVANT O' DEATH



Shootout: Choose a dude who is not in the shootout, who is at home, and who is controlled by the mark or the player opposing a job. That dude's controller may have them join their posse (*moving if necessary*). If that dude does not join, one of your dudes becomes a stud, gets +2 bullets, and your opponent takes two extra casualties if their draw hand is ever cheatin' this round.

1

THE 21/24

Illus. Wayne Miller™ & © 2017 PEG

You got to know when to hold 'em, and know when to draw your six-gun and get to blastin'!

This highly-detailed rulebook expands and explains all the game's rules, including card types, actions, and how to gently convince your rivals into doing things your way. The disagreeable sorts can take a long nap in Boot Hill instead.

Doomtown: Reloaded is the follow-up game to the best-selling, award-winning Doomtown card game. This book requires the Doomtown: Reloaded base set to play.