

Doomtown Rulings and FAQ

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The game

Doomtown is an Expandable Card Game published by [Alderac Entertainment Group](#), set in the Deadlands Weird West created and published by [Pinnacle Entertainment Group](#). The base set was premiered at Gencon in August 2014 followed by the global release in September 2014. Expansions will be announced on the AEG website.

Tournaments and organised play

AEG support tournaments for the game through the Organised Play scheme for both local stores and at conventions and similar. Details are on the [website](#), as well as the [official tournament floor rules](#) (pdf link).

The Team

Mark Wootton is in charge of all design and rules decisions on behalf of AEG. He is assisted in answering rules questions on the [Doomtown Rules forum](#) by the rules team —Mat Bowles (MatGB), Gerry Crowe (gamesmeister), David Orange (davido) and Ben Higgins (Daidoji Ryushi). This document is maintained by MatGB with assistance from the team.

The rules and mechanics

Turn Sequence clarifications

Sundown

- Traits or effects that apply continuously during Sundown start
- Check for victory conditions (game possibly ends)
- Effects that require a check or game state change during Sundown (eg Sloane Gang outfit) are resolved
- All players may choose to discard one card from their play hand—Winner goes first.
- All players refill their hand to their maximum hand size (normally 5 cards)
- Unboot all cards
- Effects that apply “during Sundown” end
- Effects that apply until the end of turn end
- Turn ends, start a new turn.

Shootouts

Step 1. Make Plays

- Winner (of Lowball), or first player clockwise from winner if winner has no dudes in fight gets the first opportunity to perform a **Shootout** ability.
- **Shootout** abilities must come from a dude in the fight, come 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 fulfills the move condition 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 this round of the fight. However, once all players have passed the step ends immediately
- The shootout ends if at any point there is only one posse with dudes left in the shootout, that posse wins, card abilities may not be used to move dudes back in to an empty posse, the fight has already finished.

Step 2. Pick Yer Shooter

- Any dude in each posse may be chosen, even if not controlled by the Leader or Mark. Card effects may determine this choice.

Step 3. Draw!

- If the lead shooter has zero bullets, they contribute nothing, all other dudes, including those with zero bullets, contribute 1 only, choosing a zero bullet dude as lead shooter if there is any other option reduces your shooting ability.
- Players should 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 the hand is changed
- The value of a joker is declared as part of Reveal and before **Resolution** plays

Step 4b. Resolution plays

- Winner (of Lowball), or first player clockwise from winner if winner has no dudes in fight gets the first opportunity to perform a **Resolution** ability.
- **Resolution** abilities must come from a dude in the fight, come 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 them to 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 a 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 there but not counted for casualties, modifiers back the other way have to bring it back below the minimum or maximum (ie if a hand has rank 8, has modifiers giving it +6 and -2 it is still above 11 and counts as being rank 11)
- If hands are exactly tied, there is no winner or loser for that round, the Lowball winner chooses casualties first.
- There is no suit comparison, two (eg) 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, you must discard one dude if you have one casualty (you cannot ace a dude for one casualty), and 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 then 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, this 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 in their own home
- You may choose to have some dudes run and some stay, this can include the original mark 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 shoutout happens automatically.
- If not, all shootout effects end and the game returns to where it was, or the job is resolved

A note on Job Resolution

- The mark's location is defined during step 4, "Saddle Up", when the leader's posse moves. Even if the mark subsequently moves (eg by Pistol Whip or fleeing under step 6), the job can still succeed if the attacking posse is there at the end of the job shootout.
- The attacking posse only needs one dude to remain to claim victory, even if the original leader dies or is sent home
- If the job was created by an ability on a dude and that dude dies or is discarded, keep them to one side until the job is resolved in case the job text needs referencing (they still count as having been aced or discarded for the purpose of other card effects).

General Rulings

Cheatin'

- If you have two cards of the same rank and value in a draw hand, you have a cheatin' hand. This excludes Jokers but includes other wildcard effects (eg Ghostly Gun)
- If a card is modified from its original value, determine whether you have a cheatin' hand with the modified value—the printed value doesn't matter once it's been altered.

Job Cards

- Are not discarded until their effect—the job they create—ends (page 8).

- The Leader starting the job only boots if the card requires it as a cost (eg: A Coach Comes To Town does not require the leader to boot, Ambush does)

Sidekicks

- A dude may attach any number of sidekicks.
- The sidekick must be attached to a dude in the posse in order to be used
- Sidekicks cover a casualty in the same way as dudes do, they don't reduce the number taken, they count as one.
- If another card effect checks the bullet rating of a casualty, a sidekick has 0 bullets
- Cannot be used to replace a casualty required by, for example, Pinned Down
- Can be selected as a casualty if the dude attached to has already been selected for that round, all casualties are selected then each is resolved.

Actions and Abilities

- The first sentence after the colon is a condition that defines whether an ability can be used. NB, a condition is not a cost, negating costs doesn't stop the condition being required. All other clauses after the first sentence must be done if possible.
- Actions are a type of card that have Abilities printed on them. Other cards also have Abilities, using them is not performing an action, it is making a play.

Weapons

- Add their bullet bonus (if any) to the dude they're attached to even when booted, unless a card effect says otherwise

Uniqueness

- You check for Unique status at the point of entering play, if while a card is in play another copy goes to Boot Hill (eg through Ace in the Hole) this has no effect on the card while it is still in play, it does make it harder to return the card to play (eg with Raising Hell).

Bounties

- To get the bounty for acing or discarding a dude with an ability, it must be an ability from your card.
- You only get the bounty from other players wanted Dudes, not yours.
- A dude with no bounty is not wanted, all dudes with at least one bounty are wanted.
- If a Dude leaves a posse (eg Pistol Whip) and then reenters (eg The Stakes Just Rose), they count as entering the posse and receive a second bounty if for a job that makes you wanted or in a shootout on private ground
- Card effects that add to a bounty may target dudes with no bounty unless they say otherwise

Movement

- As long as a Dude remains unbooted they may continue performing move actions

Specific card rulings

Outfits

Law Dogs

- You only need to boot enough dudes to exceed the target influence, not all your dudes.

The Sloane Gang

- The control point is gained during Sundown, after victory conditions are checked at the start of Sundown so cannot count for that turn.

Dudes

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
- Ability is triggered when the controlling player decides to resolve that dude's discard as part of Step 5.

Barton Everest

- Trait triggers on reveal (step 4a above) and lasts for that round, is cumulative with other hand rank modifiers and continues to apply if Barton is aced or leaves the shootout.
- Jokers do not make a hand Cheatin', an illegal hand must have two cards of the same suit and value excluding jokers.

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.
- They do not enter the Shootout
- You can only search your deck, not your discard pile or hand.
- They must actually be discarded, effects that prevent discard (eg 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)

Fred Aims

- His trait defines his base influence (as if it were printed in the chip), other modifiers still apply.

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 as per page 23.
- It is a Resolution ability, Cheatin' abilities may 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
- His value counts as the value declared only for the purpose of determining if the hand is illegal

Harold Aimslee

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

Irving Patterson

- You gain the ghost rock if he is the Leader or Target as per page 21, as well as when he joins a posse formed by someone else.

Ivor Hawley

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

James Ghetty

- The Ghost Rock may be used to pay for an Auto Revolver (or other Goods if Concealed Weapons has been played).

Jarrett Blake

- The move does not boot him or his target.

Jon Longstride

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

Kevin Wainwright

- A Peacemaker does not prevent Kevin from reverting to a draw at the end of Sundown, his ability grants a temporary boost.
- Moving is a condition of the ability, he must actually change location (ie start in a different location to the Huckster)
- The Huckster does not need to be under your control.
- There must be a Huckster in play

Lawrence Blackwood

- His CPs are not set to 1 by his trait, other modifiers (eg from the Sloane Gang outfit) still apply.

Prescott Utter

- His trait defines his base bullets and influence (as if printed on the card), other modifiers still apply

Ramiro Mendoza

- You must pay the ghost rock if Mendoza is the Leader or the Target, as per page 21 of the rulebook, as well as when he joins a posse formed by someone else.
- You must have the ghost rock when declaring he's joining, you cannot use ghost rock gained through, for example, Irving Patterson's trait.
- If Mendoza is wanted and his controller doesn't pay him, he is discarded (and leaves town), thus no bounty is rewarded, 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.

Silas Aims

- His trait defines his base bullets(as if it were printed on the card), other modifiers still apply.

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

Tommy Harden

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

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 the Play Hand, not Draw Hands

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

- Just says to reduce the cost, so all other requirements for shopping, such as location you control, unbooted, etc, must be adhered to.

Gomorrah Parish

- Cards aced are still in Boot Hill and count for Uniqueness

Pony Express

- You must have a card in your hand to use the ability

Actions

Auction

- The Deed is private until the end of the turn

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.

Bounty Hunter

- The Gunslinger becomes wanted if at an opponents private location as per page 22.
- The Gunslinger is under the control of the player that played the card

Coachwhip

- If used during Shootout Resolution, the dude must be in a posse as per page 23.

Cheatin Varmint

- Playing this card to affect an opponents hand in Lowball makes them more likely to be the Winner
- You may use its effect to reduce your draw hand
- Lasts for that round, is cumulative with other hand rank modifiers
- Any player with a draw hand may have its rank reduced, even if used as a Cheatin' resolution, it does not have to be 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.

Concealed Weapons

- **Technical Errata:** It should be read as "**Noon:** Your dudes may attach goods and spells (as *Shoppin'*) at any location, and as Shootout plays"
- Only applies to the player that played the card.
- Shootout plays must still be part of the shootout
- Can be at any location, including a location you don't control

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

Hex Slingin'

- Lasts for that round, is cumulative with other hand rank modifiers

Hired Guns

- Can be legally played if there are no dudes in your discard pile, but you must have cards in your discard pile.

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 taking zero casualties (for example if Sheriff Dave Montreal's trait has applied that round).

Magical Distraction

- Does not replace your actual hand, does not prevent you also being hit by a Cheatin' card
- Sets your base hand rank for the round, modifiers still apply, changes to the content of your actual hand have no further effect (eg Ace in the Hole, Bottom Dealin)
- The dude that discards the hex is not making the pull, so cannot be combined with Doyle's Hoyle.
- You must have a dude with a hex attached in your posse in order to play the card

Make the Smart Choice

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

Pinned Down

- If two of this card are played on the same posse in the same round of a shootout, the most recently played takes precedence, the other is 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.

Run Em Down

- Each of your moving dudes must have a horse
- The opposing dude may already be booted
- You must have at least one dude in play with a horse in order to play the 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

The Stakes Just Rose

- The dude joining the posse does not boot.
- Can be played on a booted dude
- 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 the card is resolved (ie, the dudes are in Boot Hill with no modifiers). There is no card memory.
- If a casualty has not left play (eg thanks to Arnold McCadish) then their current Bullet value counts, including all modifiers (eg Weapons, Pistol Whip)
- Must be played after loser of the round takes their casualties, but before the winner does, cannot be played after the winner takes casualties.
- Cards without a bullet stat (such as sidekicks) count as having zero bullets for this card
- Can be played even if the loser took no casualties (eg Dave Montreal was present), the trigger is a timing step—no casualties counts as zero bullets in this case
- Adds on to the number of casualties the winner must chose, does not create another casualty step

Unprepared

- **Technical Errata:** It should be read as "**Shootout:** Choose a dude. Boot that dude and their attached cards. That dude gets -1 bullets and cannot use abilities. Their attached cards lose all traits, abilities, and bullet bonuses."
- Effects last until end of shootout

Goods

Auto-Revolver

- Cannot be attached at a location you don't control, it doesn't override normal restrictions
- Costs (including booting the mad scientist) must still be payed, so the scientist must be unbooted.

Auto Cattle-Feeder

- The scientist does not have to be at the ranch.

- More than one can be attached to the same deed.

Bluetick

- The move does not boot the dude Bluetick is attached to

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 (eg 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. Abilities played subsequently may further increase or decrease hand ranks.
- May be used multiple times in the same round whenever hand ranks are different

Pair of Six Shooters

- If this makes your hand illegal and you have not been hit by a Cheatin' card this resolution phase, you may now be.

Whiskey Flask

- You must have a card in your hand to use the ability

Spells

Ace in the Hole

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

Raising Hell

- If your Boot Hill contains multiple copies of the same Abomination (eg 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 hucksters posse therefore enters play at the hucksters location