

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 — Gerry Crowe (gamesmeister), David Orange (davido), Pete O'Carroll (Kaptain O) and Stephen Burch (Bithlord). This document is maintained by Gerry Crowe with assistance from the team.

Note: Recent updates to the FAQ are color coded to aid identification.

The rules and mechanics

Rules Errata/Clarifications

Shoppin'

- When attaching a goods or spell using a card effect, the dude receiving the goods or spell does not have to be in a location you control, and can attach the card even when booted (unless the card says otherwise). All other requirements for attaching the card must still be met.
- When attaching a gadget using a card effect, the mad scientist must still boot in a location you control in order to invent the gadget, and he must still successfully pass the skill check.

Owner and Controller

- You cannot use a card effect to take a card owned by another player into your play hand.

Formin' Posses

- A dude cannot join a posse if there are restrictions that prevent him from moving to the marks location.

How Long? How Big

- Treat casualties in the same way as other numbers i.e. if they drop below zero, keep track of their value but treat them as zero.

Them Other Rules

Token Dudes

- When a Token Dude is aced or discarded it is removed from play instead of going to the discard pile or boot hill. It will still trigger events like collecting a bounty or the Undertaker giving its controller 2 ghost rock.
- Token dudes are always considered non-unique

Experienced Dudes

- Overlaying does not trigger "enters play" effects (or leaves play/discard effects)

Cooperatin'

- **Errata:** You cannot include both a Confederate and a Union card in your starting posse.

Paying costs

- You may not use an ability to prevent or cancel the payment of a cost being paid. If you have to pay a cost, neither you or your opponent can opt to use an ability to prevent/cancel/reverse that cost being paid. If a trait, keyword or some other mandatory effect will interfere with the cost being paid, that trait/keyword/mandatory effect still happens but the cost is still considered paid (for example if you ace a Harrowed Dude from play to pay a cost his Harrowed Keyword will trigger causing him to be Discarded instead of aced but the cost was paid).

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, from cards attached to a dude in the fight, from an Action card, or move someone into the fight. A player may use a React printed on any card if the relevant trigger is met.
- A card ability may be used to move a dude into or out of a posse from/to the same location as the shootout, as entering or leaving a posse fulfills the movement requirement of any such ability.

- Each player with dudes in the fight may perform an ability when it is their turn until all players pass, even if they have previously passed during 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. **You may view your opponents hand before declaring the suit and value of your joker, but once declared, it cannot be changed.**

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, from cards attached to a dude in the fight, from an Action card, or move someone into the fight. A player may use a React printed on any card if the relevant trigger is met.
- Note: **Cheatin'** cards are *not* **React** cards and are played during the Resolution step alongside other Resolution plays
- A Cheatin' ability may only be used when another player has a Cheatin' hand. If you are the only player Cheatin' you may not use a Cheatin' ability.
- Cheatin' resolution abilities require that a different player is currently Cheatin' and they haven't already had a Cheatin' ability used against 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 leader 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

General Rulings

Discarding cards

- Whenever someone makes a Noon or Shootout play using an action card, that card does not go to the discard pile until the play is over. For example, if an action card such as Bounty Hunter is played to call out a wanted dude, that will start a shootout. The Bounty Hunter card itself is placed to one side, and is only discarded after the shootout when the play ends and it is time for the next player to make a Noon play.

Cheatin'

- 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.

Jobs

- 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).
- 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)
- **Under Step 1: Start the Job, there is an additional requirement that if a job was started by a spell, the dude who cast that spell must be selected as the job's leader.**
- **Sometimes a Job will place additional requirements on a posse. 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, proceed to Step 5.**

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 requirement that defines whether an ability can be used. NB, a requirement is not a cost, negating costs does not remove the requirement. 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

- 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.
- If someone puppets your dude after you use this ability, you still get to choose whether to add a control point or take ghost rock, and if you choose the latter you gain the ghost rock, not the player who puppeted your dude.

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
- Can be used to save a dude who was originally aced, but is now being discarded due to another card effect e.g. Dr Emanuel Ashbel

Barton Everest

- Trait triggers on reveal (step 4a above) 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.

Clementine Lepp

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

Dr Dawn Edwards / Eve Henry

- If brought into play by the discard of the other, they enter play unbooted in the normal manner, effects do not carry over.
- 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)

The Fixer

- Discard the cards from the top of your deck

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).
- May not be used to pay secondary costs, such as paying for an Abomination brought into play using Raising Hell

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 requirement of the ability, so he must actually change location (ie start in a different location to the Huckster)
- The Huckster does not need to be under your control.

Lawrence Blackwood

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

Lilian Morgan

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

Maria Kingsford

- She does not add her bounty to her Huckster check when using a hex to enter the shootout

Mortimer Parsons

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

Philip Swinford Exp

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

Nicodemus Whateley

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

Prescott Utter

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

QUATERMAN

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

Ramiro Mendoza

- You must pay the ghost rock if Mendoza is the Leader or the 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

Smiling Tom

- Cannot **form or** join a posse for a job unless there is already a Fourth Ring dude at the location of the mark.

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.

William Specks

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

Deeds

1st Baptist Church

- The extra card is gained when hands are refilled during Sundown, after Victory Conditions are checked but before effects such as Yan Li's Tailoring wear off.
- It only affects the Play Hand, not Draw Hands

Bunkhouse

- **Technical Errata:** It should be read as "Dudes with 0 or 1 influence (excluding any modifiers from this deed) have +1 influence while at this deed."

Carter's Bounties

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

General Store

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

Gomorra Parish

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

Pearly's Palace

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

Pony Express

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

Undertaker

- If a shootout takes place at the Undertaker, control is determined *after* each casualty arrives in Boot Hill, and so that casualty does not count their influence towards control of the deed.

- Casualties are chosen and resolved one at a time, so after each dude is aced in a shootout, control of the Undertaker is rechecked before paying out the ghost rock.
- If you ace a dude card from your hand, using cards such as Raising Hell, you can claim the 2 ghost rock.

Actions

Ambush

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

Bad Company

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

Bottom Dealin'

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

Bounty Hunter

- The Gunslinger becomes wanted if at an 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 locations you do not control, and as Shootout plays"
- Does not allow you to attach goods or spells to a booted dude.

Election Day Slaughter

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

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).

It's Who You Know

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

Kidnappin'

- Each time a dude enters the leader's posse, raise the bounty on the dude by 1 (in addition to any bounty received for shootin' in a private location).

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

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

Prayer

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

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
- Token dudes that have been aced are out of play when this effect applies, and so are considered to have zero bullets.
- 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

- Costs (including booting the mad scientist) must still be paid, so the scientist must boot in a controlled location and pass a skill check.
- The dude carrying the Auto-Revolver does not need to be in the shootout in order to draw the additional card
- If you have multiple Auto-Revolvers in play, each can be used to draw an additional card.

Auto Cattle-Feeder

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

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

Holy Wheel Gun

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

Outlaw Mask

- A dude may equip more than one Outlaw Mask.

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.
- Can be used during Lowball

Telepathy Helmet

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

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.

Fetch

- If used to bring a Joker into your hand, the Joker is not aced.
- Cannot be used to put another player's card into your play hand

- Can be used to put Ghostly Gun, Doyle's Hoyle, and similar cards that have been added to your draw hand via Resolution plays, back into your play hand.

Holy Roller

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

Lay on Hands

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

Mirror Mirror

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

Puppet

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

Raising Hell

- If your Boot Hill contains multiple copies of the same **unique** 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 **location of the shootout**.